

Chapter 1

Units

1.1 Ballista Tractor, Mark I

Name	Ballista Tractor, Mark I
Size	large
Models	1 x Ballista Tractor Mark I
Armor	[12, 8, 8, 7]
Victory points	24
	Fires and loads both weapons at fire and load actions

Ballista Tractor Mark I

Equipment: 1 x Ballista, 1 x Assault Bot Mortar

Type: [mechanical, bio crew, vehicles, wheeled]

Assault: [3, 2, 2, 1] Die: 3+ Armor Penetration: 2 Damage: d6-1
 Assault Deflection: [2, 0, 0, 0] Die: 5+
 Fear(6)

Ballista

Range: 4 Angle: [True, False, False, False]: AP: 8: Damage:d6 (+2 if penetrating all armor)

Assault Bot Mortar

No regular damage

When firing, place an assault bot with 4 models in an empty hex within range 4. Requires to be loaded to be used, just as a normal weapon.

Damage Tables

regular

1-4: d6 Light Damage

5-8: +1 to future damage, d6 critical damage

9: Unit destroyed

light

1-4: +1 to future damage

5-6: Shaken

critical

1-2: Shaken

3: +1 to be hit, -1 to hit

4: Rotate unit 180°

5: Place Poison Cloud[8] and smoke in this and all surrounding hexes.

6: set on fire

crew

4-5: Weapon Jammed

6-7: as 4-5, shaken

8-11: as 6-7, +3 to future crew damage

12: Unit destroyed

1.2 Quad Bike

Name	Quad Bike
Size	medium
Models	4 x Quad Bike
Armor	[0, 0, 0, 0]
Victory points	12

Quad Bike

Equipment: 1 x Gnome Gun, 1 x Light SMG, 1 x Plasma Shield Generator, 1 x Medical Armor

Type: [bio, quad bike, infantry, walks]

Assault: [1, 1, 1, 1] Die: 3+ Armor Penetration: 3 Damage: d6-1
Assault Deflection: [2, 0, 0, 0] Die: 5+

Any enemy which is hit atleast once in assault is set on fire

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Gnome Gun

Range: 5 Angle: [True, True, True, True]: AP: 3: Damage:d6-1

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1: Damage:d4-2

Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.

Always treated as loaded

Plasma Shield Generator

Unit gain d4 regular resistance (roll d4 every time it is hit with some regular damage)

However, every time this unit takes atleast 1 point of regular damage after resistances, it also takes an additional d4 fire damage (apply fire resistance if

any)

Medical Armor

Unit gain Fire resistance 3, Poison Resistance 2, and Psychic resistance 1 (improve by 1 if unit has psychic resistance from another source)

Damage Tables

regular

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

psychic

6+: Unit Shaken

1.3 Gnome Infantry

Name	Gnome Infantry
Size	medium
Models	2 x Gnome Tinkerer, 2 x Gnome Infantry
Armor	[0, 0, 0, 0]
Victory points	10
	Take-Cover[still][-2]

Gnome Tinkerer

Equipment: 1 x Gnome Gun, 1 x Light SMG, 2 x Green Gas Launcher

Type: [bio, infantry, tinkerer, walks]

Assault: [1, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [0, 0, 0, 0] Die:
 Cunning assault[1 for 2]

Once per game: May Launch Mechanical Badger: Place a mechanical badger unit in any of the surrounding hexes.

Gnome Gun

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1: Damage:d4-2
 Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.
 Always treated as loaded

Green Gas Launcher

Range: 3 Angle: [True, True, True, True]: AP: 0: Damage:d6 psychic damage + d4 crew damage
 Choose one hex (per model firing this weapon) within range: Area(5+)
 Poison[4]

Reserve weapon: may use this weapon instead of main gun if fire (reserve) orders is given, but you may only use one reserve weapon at any given time.
Always treated as loaded

Gnome Infantry

Equipment: 1 x Gnome Gun, 1 x Light SMG

Type: [bio, infantry, walks]

Assault: [1, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: [0, 0, 0, 0] Die:
Cunning assault[1 for 2]

Gnome Gun

Range: 4 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

Light SMG

Range: 2 Angle: [True, True, True, True]: AP: 1: Damage:d4-2
Reserve weapon: may use this weapon instead of main gun when fire (reserve) orders is given, but you may only use one reserve weapon at any given time.
Always treated as loaded

Damage Tables

regular

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

psychic

4+: Unit Shaken