

# Steampunk Fantasy: Army Rules

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November 17, 2024



# Contents

<b>1</b>	<b>Dark Elf</b>	<b>7</b>
1.1	Mechanical red Dragon . . . . .	8
1.2	Mechanical Iron Dragon . . . . .	10
1.3	Queen YY . . . . .	12
1.4	Queen XY . . . . .	15
1.5	Nightmare Mechanical Cavalry . . . . .	17
1.6	Elite Mechanical Cavalry . . . . .	19
1.7	Mechanical Assault Spider . . . . .	21
1.8	Mechanical Scorpion . . . . .	23
1.9	Dark Elf Infantry . . . . .	25
1.10	Roboprosthetic DarkElf . . . . .	27
1.11	Assasin . . . . .	29
1.12	Roboprosthetic Assasin . . . . .	31
1.13	Scout . . . . .	33
1.14	Upgradeable Units . . . . .	35
1.15	Equipment and training Upgrades . . . . .	36
<b>2</b>	<b>Dwarf</b>	<b>41</b>
2.1	Dwarf Infantry . . . . .	42
2.2	Dwarf Brother in arms . . . . .	44
2.3	SteamPowerArmor . . . . .	46
2.4	Mini Zeppelin . . . . .	48
2.5	Transport Zeppelin . . . . .	50
2.6	Dwarf AT-gun . . . . .	52
2.7	GunBlasterWagon . . . . .	54
2.8	Dw42 . . . . .	57
2.9	Zap . . . . .	60
2.10	Zeppelin . . . . .	63

2.11	Tamed Balrog	65
2.12	Upgradeable Units	67
2.13	Equipment and training Upgrades	70
<b>3</b>	<b>Elf</b>	<b>77</b>
3.1	Elf Infantry	78
3.2	Illusion	80
3.3	Elf Scout	82
3.4	Elite Elf Scout	84
3.5	E34	86
3.6	Tattoo Ink	89
3.7	Bear Rider	92
3.8	Saouropod Rider	94
3.9	Olifant Rider	97
3.10	Eagle Rider	100
3.11	Armored Unicorn Rider	102
3.12	Pachycephalosaurus Riders	105
3.13	Elk Cavalery	108
3.14	Pegasus Rider	110
3.15	Upgradeable Units	113
3.16	Equipment and training Upgrades	115
<b>4</b>	<b>Ork</b>	<b>119</b>
4.1	Troll	120
4.2	Champion	122
4.3	Warg Rider	124
4.4	Speedhead	126
4.5	HammerHead	129
4.6	Battlewagon	132
4.7	Grunt	135
4.8	Ork Infantry	137
4.9	BioEngineered Ork	139
4.10	Ork Char B1	141
4.11	Upgradeable Units	144
4.12	Equipment and training Upgrades	145

<b>5</b>	<b>Gnome</b>	<b>151</b>
5.1	Gnome Infantry . . . . .	152
5.2	Quad Bike . . . . .	154
5.3	Assault Bots . . . . .	156
5.4	Mechanical Rat . . . . .	157
5.5	Gnome Motorcycle . . . . .	158
5.6	Ballista Drone . . . . .	160
5.7	Ballista Tractor, Mark I . . . . .	162
5.8	Ballista Tractor, Mark II . . . . .	165
5.9	Ballista Tractor, Mark III . . . . .	168
5.10	Gnome Helicopter . . . . .	171
5.11	Upgradeable Units . . . . .	174
5.12	Equipment and training Upgrades . . . . .	178



# Chapter 1

## Dark Elf

## 1.1 Mechanical red Dragon

Name Mechanical red Dragon  
 Size huge  
 Cost 24ip, 24xp  
 Models 1 x Mechanical Red Dragon  
 Armor [11, 8, 8, 7]  
 name: **Mechanical Red Dragon**  
 Equipment Limits: []  
 Type: [flying, mechanical, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Fire breath

Assault: [12, 8, 8, 4] Die: 5+ Armor Penetration: 7 Damage: d6  
 Assault Deflection: [12, 8, 8, 4] Die: 6+

Assault ground: automatically assaults ground troops if it shares a hex with an enemy ground unit. if so, consider the dragon to be in slow state and the rest of movement orders to be nothing  
 Fire Resistance 2, Immunity to acid

### Fire breath

Range: 3 Angle: [True, False, False, False]: AP: 0 Damage:-  
 No normal damage, but any unit within normal range and front arc is set on fire. Any unit within long range and in front arc is covered in minor acid  
 In addition, all hexes within normal range and front arc: Area(5+) Poison[6]

### fire

slow [-, Breath(fire)]  
 slow [Breath(fire), -]  
 all [-, Load]



## Damage Tables

### regular

1-5: +1 on future damage

6-10: +1 on future damage, light damage[d6]

13+: Unit destroyed

### light

1-4: +1 on future damage

5: -1 on assault and assault deflection

6: Unit shaken

## 1.2 Mechanical Iron Dragon

Name     Mechanical Iron Dragon  
 Size     huge  
 Cost     24ip, 24xp  
 Models   1 x Mechanical Iron Dragon  
 Armor    [11, 8, 8, 7]  
 name:            **Mechanical Iron Dragon**  
 Equipment Limits: []  
 Type:            [flying, mechanical, walks]  
 Replaces:        Nothing  
 Cost:            0

Equipment: 1 x Acid breath, 1 x Shrapnell breath

Assault: [12, 8, 8, 4] Die: 5+ Armor Penetration: 7 Damage: d6

Assault Deflection: [12, 8, 8, 4] Die: 6+

Assault ground: automatically assaults ground troops if it shares a hex with an enemy ground unit. if so, consider the dragon to be in slow state and the rest of movement orders to be nothing

Fire Resistance 2, Immunity to acid

### Acid breath

Range: 3 Angle: [True, False, False, False]: AP: 0 Damage:-

No normal damage, but any unit within normal range and front arc is covered in Acid. Any unit above normal range but within long range and in front arc is covered in minor acid

In addition, all hexes within normal range and front arc: Area(5+) Poison[6]

### Shrapnell breath

Range: 3 Angle: [True, False, False, False]: AP: 2 Damage:d6-2

Fire once at every model within front arc, line of sight and range. Include all to-hit modifiers

Always treated as loaded

**fire**

slow [-, Breath(acid)]

slow [Breath(acid), -]

all [-, Breath(shrapnell)]

all [-, Load]

**Damage Tables**

**regular**

1-5: +1 on future damage

6-10: +1 on future damage, light damage[d6]

13+: Unit destroyed

**light**

1-4: +1 on future damage

5: -1 on assault and assault deflection

6: Unit shaken

### 1.3 Queen YY

Name Queen YY  
 Size large  
 Cost 16ip  
 Models 1 x Queen YY  
 Armor [12, 10, 8, 7]  
 name: **Queen YY**  
 Equipment Limits: [independent: $\infty$ ]  
 Type: [bio crew, vehicle, mechanical, track]  
 Replaces: Nothing  
 Cost: 0

Equipment: 1 x Acid Cannon, 2 x Heavy Rifle

Assault: [5, 4, 3, 2] Die: 5+ Armor Penetration: 3 Damage: d6-1

Assault Deflection: [4, 0, 0, 0] Die: 6+

Poison[6][1 for 1], Fear[8]

May also choose to retreat even if winning the assault. The enemy occupies the hex, wether it wants to or not...

Excelent shot: +2 to hit

You fire 2 inependt heavy rifles in addition to acid cannon each fire order

Dual ammo: all weapons may be loaded up to 2 times. Each shot still only uses 1 ammo

If you have the order release poison cloud as an fireing option, you may place the poison cload[12] during any movment phase in any the hex you are in, including contested hexes for assaults

#### Acid Cannon

Range: 4 Angle: [True, True, False, False]: AP: 3 Damage:d6+d8 Psychic damage + d6 crew damage

On hit: apply Acid to target. In addition, if you hit target, place an Acid Cloud[minor] at target hex

Bad at long range: double to-hit penalites for long range (-4 to hit instead of -2)

**Heavy Rifle**

Range: 4 Angle: [True, True, False, False]: AP: 3 Damage:d6-1

**movement**

fast [F, F, -]  
fast [F, R, -]  
fast [F, L, -]  
fast [F, B, -]  
fast [B, B, -]  
fast [R, F, -]  
fast [L, F, -]  
slow [L, -, -]  
slow [L, L, -]  
slow [R, -, -]  
slow [R, R, -]  
slow [A, F, -]  
slow [B, -, -]  
slow [F, -, -]  
slow [B, rev, -]  
still [L, -, -]  
still [L, L, -]  
still [L, L, L]  
still [R, -, -]  
still [R, R, -]  
still [R, R, R]  
still [-, -, -]  
still [R, A, F]  
still [L, A, F]  
still [A, F, -]  
still [rev, -, -]  
default still  
default slow  
default fast

**fire**

still [-, aim]  
still [-, load]  
still [-, fire]  
still [-, Release Poison]  
slow [-, aim]  
slow [-, load]  
slow [-, fire]  
slow [-, Release Poison]  
fast [-, fire]  
fast [-, Release Poison]

**Damage Tables****regular**

1-5: Light damage[d6]  
6-8: Critical damage[d6], +1 on future damage  
9+: Unit destroyed

**light**

1-4: +1 on future damage  
5-6: Unit shaken

**critical**

1: -1 to-hit, +1 to-be-hit  
2: Rotates right in agony 0 step  
3: rotates left in agony 1 and in agony 3  
4: only still available  
5: unit is covered in acid  
6: unit covered in acid x2

**crew**

10: Weapons Jammed  
11-12: as 10, +2 to future crew damage  
13: Crew Killed, unit destroyed

## 1.4 Queen XY

Name Queen XY  
 Size large  
 Cost 8ip  
 Models 1 x Queen XY  
 Armor [11, 10, 8, 7]  
 name: **Queen XY**  
 Equipment Limits: [independent:∞]  
 Type: [bio crew, vehicle, mechanical, track]  
 Replaces: Nothing  
 Cost: 0  
 Equipment:

Assault: [5, 4, 3, 2] Die: 5+ Armor Penetration: 3 Damage: d6-1

Assault Deflection: [4, 0, 0, 0] Die: 6+

Poison[6][1 for 1], Fear[8]

May also choose to retreat even if winning the assault. The enemy occupies the hex, wether it wants to or not...

If you have the order release poison cloud as an firing option, you may place a poison cloud[12] during any movment phase in any the hex you are in, including contested hexes for assaults

### fire

still [-, Release Poison]

slow [-, Release Poison]

fast [-, Release Poison]

### Damage Tables

#### regular

1-5: Light damage[d6]  
6-8: Critical damage[d6], +1 on future damage  
9+: Unit destroyed

**light**

1-4: +1 on future damage  
5-6: Unit shaken

**critical**

1: -1 to-hit, +1 to-be-hit  
2: Rotates right in agony 0 step  
3: rotates left in agony 1 and in agony 3  
4: only still available  
5: unit is covered in acid  
6: unit covered in acid x2

**crew**

11-12: +2 to future crew damage  
13: Crew Killed, unit destroyed



## 1.5 Nightmare Mechanical Cavalry

Name Nightmare Mechanical Cavalry  
 Size medium  
 Cost 2mp, 4cp, 12xp  
 Models 2 x Nightmare Mechanical Cavalry  
 Armor [0, 0, 0, 0]  
 name: **Nightmare Mechanical Cavalry**  
 Equipment Limits: [training:1, independent: $\infty$ ]  
 Type: [bio, elite, cavalry, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x SMG, 1 x Nightmare Breath

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

Good Shot: +1 to hit

Fires SMG independently of breath weapon, and fires it in all gunnery phases

### SMG

Range: 3 Angle: [True, True, True, True]: AP: 1 Damage:d6-3  
 Always treated as loaded. Fires two times (per model) each time it is fired

### Nightmare Breath

Range: 2 Angle: [True, False, False, False]: AP: 0 Damage:d8 crew damage  
 Fires at all models once within range and within front arc, and always hits on a natural 6  
 No regular damage, but Poison[8] and set on fire applies to anyone hit  
 Always treated as loaded

**movement**

fast [F, F, F]

fast [F, F, 360°]

fast [360°, F, F]

fast [F, 360°, F]

fast [F, F, F+B]

fast [F, B, 360°]

slow [360°, F, 360°]

slow [360°, A, F]

slow [360°, F+B, 360°]

still [360°, 360°, 360°]

still [360°, A, F]

default slow

default fast

default still

**fire**

all [-, Breath Fire]

**Damage Tables****regular**

2-3: +1 on future damage

4: +2 on future damage

5-6: kill 1 model

7+: Kill 1 model, roll on psychic damage

**psychic**

6+: unit shaken

## 1.6 Elite Mechanical Cavalry

Name Elite Mechanical Cavalry  
 Size medium  
 Cost 2mp, 4cp, 6xp  
 Models 2 x Elite Mechanical Cavalry  
 Armor [0, 0, 0, 0]  
 name: **Elite Mechanical Cavalry**  
 Equipment Limits: [training:1, independent: $\infty$ ]  
 Type: [bio, elite, cavalry, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x SMG, 1 x Crossbow

Assault: [4, 2, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-1  
 Assault Deflection: [4, 3, 0, 0] Die: 5+

Good Shot: +1 to hit  
 negates to-hit penalty for shooting while moving fast  
 Fires SMG independently of crossbow, and the SMG fires in all gunnery phases

### SMG

Range: 3 Angle: [True, True, True, True]: AP: 1 Damage:d6-3  
 Always treated as loaded. Fires two times (per model) each time it is fired

### Crossbow

Range: 2 Angle: [True, True, True, True]: AP: 2 Damage:d6-2  
 Poison[6], minor acid

### movement

fast [F, F, F]

fast [F, F, 360°]  
 fast [360°, F, F]  
 fast [F, 360°, F]  
 fast [F, F, F+B]  
 fast [F, B, 360°]  
 slow [360°, F, 360°]  
 slow [360°, A, F]  
 slow [360°, F+B, 360°]  
 still [360°, 360°, 360°]  
 still [360°, A, F]  
 default slow  
 default fast  
 default still

### **fire**

all [-, Load]  
 all [-, Fire]  
 all [-, Aim]

## **Damage Tables**

### **regular**

2-3: +1 on future damage  
 4: +2 on future damage  
 5-6: kill 1 model  
 7+: Kill 1 model, roll on psychic damage

### **psychic**

5+: unit shaken

## 1.7 Mechanical Assault Spider

Name Mechanical Assault Spider  
 Size medium  
 Cost 4ip  
 Models 1 x Mechanical Assault Spider  
 Armor [7, 7, 7, 7]  
 Ignore difficult terrain

name: **Mechanical Assault Spider**  
 Equipment Limits: [training:1, independent: $\infty$ ]  
 Type: [mechanical, droid, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Head Gun

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 7 Damage: d6

Assault Deflection: [6, 2, 0, 0] Die: 6+

Any number of supporting hits by this unit may increase AP by 1 instead of giving the normal +1 to damage.

Poison[6][1 for 2], Fear[6]

Good Shot: +1 to hit

### Head Gun

Range: 3 Angle: [True, True, False, False]: AP: 6 Damage:d6

Poison[6]

### movement

slow [360°, F, 360°]

slow [360°, B, 360°]

still [360°, 360°, 360°]

still [360°, A, 360°]  
default slow

**fire**

still [-, Load]  
still [-, Fire]  
still [-, Aim]  
slow [-, Load]  
slow [-, Fire]  
slow [-, Aim]

**Damage Tables****regular**

1-3: Light damaged[d6]  
4-6: critical damage[d6]  
7+: Destroy unit base

**light**

1-2: -1 to all assaults strength and deflection values (cumulative, minimum 0)  
3-4: +1 on future damage  
5-6: unit shaken

**critical**

1: -1 to-hit, +1 to-be-hit (ranged and assault)  
2: Cannot move, loses fear  
3: Cannot rotate  
4-5: x3 Light damage[d6]  
6: Unit set on Fire

## 1.8 Mechanical Scorpion

Name Mechanical Scorpion  
 Size medium  
 Cost 4ip  
 Models 1 x Mechanical Scorpion  
 Armor [9, 7, 6, 5]  
 name: **Mechanical Scorpion**  
 Equipment Limits: [training:1, independent: $\infty$ ]  
 Type: [mechanical, droid, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Tail Gattling Gun

Assault: [8, 4, 2, 1] Die: 5+ Armor Penetration: 3 Damage: d6  
 Assault Deflection: [6, 2, 0, 0] Die: 6+  
 Poison[12][1 for 2], Fear[8]

### Tail Gattling Gun

Range: 3 Angle: [True, False, False, False]: AP: 3 Damage:d6 + d6 Psy-  
 cic damage  
 Focus Fire[aim]: roll 6 dice at same unit.  
 May only use aim versus targets within normal range  
 If not using aim, fire once at all enemy models within range and within front  
 arc  
 Bullet-Storm: if not using aim, a natural 6 on a to-hit die is considered a hit  
 regardless of to-hit modifiers.  
 Minor acid  
 May load up to 4 ammo  
 Requiers 2 ammo to be used

**movement**

still [360°, 360°, 360°]

still [A, 360°, 360°]

slow [360°, F, 360°]

slow [B, 360°, 360°]

slow [A, F, F]

fast [360°, F, B]

default still

default slow

default fast

**fire**

still [-, Load]

still [-, Fire]

still [Load, Aim]

slow [-, Load]

slow [-, Fire]

slow [-, Aim]

**Damage Tables****regular**

1-3: Light damaged[d6]

4-6: critical damage[d6]

7+: Destroy unit base

**light**

1-4: +1 on future damage

5-6: unit shaken

**critical**

1: -1 to-hit, +1 to-be-hit (ranged and assault)

2: Cannot move, loses fear

3: Cannot rotate

4-5: x3 Light damage[d6]

6: Unit set on Fire



## 1.9 Dark Elf Infantry

Name Dark Elf Infantry  
 Size medium  
 Cost 6mp  
 Models 4 x Dark Elf Infantry  
 Armor [0, 0, 0, 0]  
 Take-Cover[still,crawl][-2]

name: **Dark Elf Infantry**  
 Equipment Limits: [hands:2, training:1, independent: $\infty$ ]  
 Type: [bio, infantry, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Rifle

Assault: [1, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [1, 1, 0, 0] Die: 6+  
 Cunning assault[1 for 2]  
 Reroll all success in assault while crawling

### Rifle

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

### movement

slow [Chase, -, -]  
 slow [-, -, Chase]  
 slow [360°, F, 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, B, -]  
 slow [360°, B[crawl], -]

still [360°, -, -]  
 still [360°, A, F]  
 still [360°, A[crawl], F]  
 crawl [360°, F, -]  
 crawl [360°, B[still], -]  
 crawl [360°, A[slow], F]  
 default crawl  
 default still  
 default slow

### **fire**

still [Load, -]  
 still [-, Load]  
 still [Fire, -]  
 still [-, Fire]  
 still [Aim, -]  
 still [-, Aim]

## **Damage Tables**

### **regular**

0-5: Kill 1 model  
 6-8: Kill 1 Model, d6 Psychic damage  
 9: Destroy unit base

### **psychic**

4+: Unit Shaken

## 1.10 Roboprosthetic DarkElf

Name Roboprosthetic DarkElf  
 Size medium  
 Cost 4mp, 3cp  
 Models 4 x Dark Elf Infantry  
 Armor [3, 3, 3, 3]  
 Take-Cover[still,crawl][-2]

name: **Dark Elf Infantry**  
 Equipment Limits: [hands:2, training:1, independent: $\infty$ ]  
 Type: [bio, infantry, walks, roboprosthetic]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Rifle

Assault: [1, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [1, 1, 0, 0] Die: 6+  
 Cunning assault[1 for 2]  
 Reroll all success in assault while crawling

### Rifle

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

### movement

slow [Chase, -, -]  
 slow [-, -, Chase]  
 slow [360°, F, 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, B, -]  
 slow [360°, B[crawl], -]

still [360°, -, -]  
still [360°, A, F]  
still [360°, A[crawl], F]  
crawl [360°, F, -]  
crawl [360°, B[still], -]  
crawl [360°, A[slow], F]  
default crawl  
default still  
default slow

**fire**

still [Load, -]  
still [-, Load]  
still [Fire, -]  
still [-, Fire]  
still [Aim, -]  
still [-, Aim]

**Damage Tables****regular**

0-5: Kill 1 model  
6-8: Kill 1 Model, d6 Psychic damage  
9: Destroy unit base

**psychic**

5+: Unit Shaken

## 1.11 Assassin

Name Assassin  
 Size medium  
 Cost 2mp, 6xp  
 Models 1 x Assassin  
 Armor [0, 0, 0, 0]  
 Take-Cover[still,crawl][-3]

name: **Assasin**  
 Equipment Limits: [shared: 1, hands:2, training:1, independent: $\infty$ ]  
 Type: [bio, elite, infantry, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Rifle, 1 x Hide

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [8, 3, 0, 0] Die: 6+

Cunning assault[1 for 1], Poison[12][1 for 2]

Flexible deflection die: any deflection result from elites may be chosen to add to assault value instead of deflection

Reroll all success in assault while crawling

Good Shot: +1 to hit

### Rifle

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

### Hide

Gains the Hidden and Hide[ruins] special effects

Forward positon[1]

Camouflage[swamp][-1]

**movement**

slow [Chase, -, -]  
slow [-, -, Chase]  
slow [360°, F, 360°]  
slow [360°, 360°, 360°]  
slow [360°, F, B]  
slow [360°, B[crawl], -]  
still [360°, -, -]  
still [360°, A, F]  
still [360°, A[crawl], F]  
crawl [360°, F, -]  
crawl [360°, B[still], -]  
crawl [360°, A[slow], F]  
default crawl  
default still  
default slow

**fire**

still [Load, -]  
still [-, Load]  
still [Fire, -]  
still [-, Fire]  
still [Aim, -]  
still [-, Aim]

**Damage Tables****regular**

1+: unit killed

**psychic**

6+: Unit Shaken

## 1.12 Roboprosthetic Assassin

Name Roboprosthetic Assassin  
 Size medium  
 Cost 2mp, 7cp  
 Models 1 x Roboprosthetic Assassin  
 Armor [3, 3, 3, 3]  
 Take-Cover[still,crawl][-3]

name: **Roboprosthetic Assassin**  
 Equipment Limits: [hands:2, training:1, independent: $\infty$ ]  
 Type: [bio, elite, infantry, roboprosthetic, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Rifle, 1 x Hide

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [8, 3, 0, 0] Die: 6+  
 Cunning assault[1 for 1], Poison[12][1 for 2]  
 Flexible deflection die: any deflection result from elites may be choosen to  
 add to assault value instead of deflection  
 Reroll all success in assault while crawling

Good Shot: +1 to hit

### Rifle

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

### Hide

Gains the Hidden and Hide[ruins] special effects  
 Forward positon[1]  
 Camuflage[swamp][-1]

**movement**

slow [Chase, -, -]  
slow [-, -, Chase]  
slow [360°, F, 360°]  
slow [360°, 360°, 360°]  
slow [360°, F, B]  
slow [360°, B[crawl], -]  
still [360°, -, -]  
still [360°, A, F]  
still [360°, A[crawl], F]  
crawl [360°, F, -]  
crawl [360°, B[still], -]  
crawl [360°, A[slow], F]  
default crawl  
default still  
default slow

**fire**

still [Load, -]  
still [-, Load]  
still [Fire, -]  
still [-, Fire]  
still [Aim, -]  
still [-, Aim]  
slow [-, Fire]  
slow [Fire, -]

**Damage Tables****regular**

1+: unit killed

**psychic**

6+: Unit Shaken



## 1.13 Scout

Name Scout  
 Size medium  
 Cost 2mp  
 Models 1 x Scout  
 Armor [0, 0, 0, 0]  
 Forward Position[2], Take-Cover[still,crawl][-3]  
 spot: detect enemy hidden darkelf.units. See general rules

name: **Scout**  
 Equipment Limits: [hands:2, training:1, independent: $\infty$ ]  
 Type: [bio, infantry, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Rifle

Assault: [2, 1, 1, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [2, 1, 0, 0] Die: 6+  
 Cunning assault[1 for 1]  
 Reroll all success in assault while crawling

### Rifle

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

### movement

slow [Chase, -, -]  
 slow [-, -, Chase]  
 slow [360°, F, 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, F, B]

slow [360°, B[crawl], -]  
 still [360°, -, -]  
 still [360°, A, F]  
 still [360°, A[crawl], F]  
 crawl [360°, F, -]  
 crawl [360°, B[still], -]  
 crawl [360°, A[slow], F]  
 default crawl  
 default still  
 default slow

### **fire**

still [Load, -]  
 still [-, Load]  
 still [Fire, -]  
 still [-, Fire]  
 still [Aim, -]  
 still [-, Aim]  
 still [Spot, Spot]  
 slow [Spot, Spot]

## **Damage Tables**

### **regular**

0+: unit killed

### **psychic**

3+: Unit Shaken

## 1.14 Upgradeable Units

name: **DarkElf Elite Infantry**  
 Equipment Limits: [hands:2, training:1, independent: $\infty$ ]  
 Type: [bio, elite, infantry, walks]  
 Replaces: [darkelf infantry]  
 Cost: 1xp  
 Equipment: 1 x Rifle

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

Assault Deflection: [4, 2, 1, 1] Die:

Cunning assault[1 for 2]

Flexible deflection die: any deflection result from elites may be chosen to add to assault value instead of deflection

Reroll all success in assault while crawling

Unit base gains psychic resistance 1 as long as atleast one elite model is alive.

### Rifle

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

name: **Elite Roboprosthetic DarkElf**  
 Equipment Limits: [hands:2, training:1, independent: $\infty$ ]  
 Type: [bio, elite, infantry, walks, roboprosthetic]  
 Replaces: [roboprosthetic darkelf]  
 Cost: 1cp  
 Equipment: 1 x Rifle

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

Assault Deflection: [4, 2, 1, 1] Die:

Cunning assault[1 for 2]

Flexible deflection die: any deflection result from elites may be chosen to add to assault value instead of deflection

Reroll all success in assault while crawling

Unit base gains psychic resistance 1 as long as atleast one elite model is alive.

## Rifle

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

## 1.15 Equipment and training Upgrades

name: **Mechanical Imp**

Requiers: [[independent:1], [type:infantry, type:cavalry]]

Cost: Upgrade all models for: 4cp, 2xp

Mechanical robotic imps helps all models in unit base to reload it's weapons. Threat any weapons as always loaded.

name: **SMG**

Requiers: [[hands:2], [type:infantry, type:cavalry]]

Cost: Upgrade all models for: 1cp

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

Always treated as loded. Fires two times (per model) each time it is fired

## fire

still [Fire, Fire]

slow [Fire, Fire]

name: **Crossbow**

Requiers: [[hands:2], [type:infantry, type:cavalry]]

Cost: Upgrade all models for: 2cp

Range: 2 Angle: [True, True, True, True]: AP: 2 Damage:d6-2  
Poison[6], minor acid

name: **Enhanced Crossbow**  
Requiers: [[hands:2], [type:infantry, type:cavalry], [type:elite]]  
Cost: Upgrade one model for: 2cp  
Range: 6 Angle: [True, True, True, True]: AP: 2 Damage:d6-2  
Poison[8], minor acid

name: **Poison Gas Grenade**  
Requiers: [[independent:1], [type:infantry, type:cavalry]]  
Cost: Upgrade all models for: 1cp  
Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:N.A.  
Place a Poison Cloud[6] within normal range  
Limited Ammo[2]  
Always treated as loaded

### fire

all [-, Throw Gas Grenade]

name: **Mortar 1A**  
Requiers: [[shared:1], [type:infantry]]  
Cost: Upgrade all models for: 16cp, 8xp  
Range: 10 Angle: [True, True, True, True]: AP: 2 Damage:d6-2  
Choose a hex within range and roll a die, at 5+ place a Poison & Acid Cloud [8, minor] at target hex. Place a Poison Cloud[6] at all hexes surrounding that initial hex  
If you don't roll a 5+, move the target hex the result of the die, a number of hexes in a random direction from choosen hex.  
Indirect fire: may use line of sight of any friendly unit on the battle field.

name: **Mortar 1.1B**  
Requiers: [[shared:1], [type:infantry]]  
Cost: Upgrade all models for: 16cp, 8xp

Range: 10 Angle: [True, True, True, True]: AP: 0 Damage:N.A  
 Choose a hex within range and roll a die, at 3+ place a Poison Cloud [12] at target hex.  
 If you don't roll a 3+, move the target hex the result of the die, a number of hexes in a random direction from choosen hex.  
 Indirect fire: may use line of sight of any friendly unit on the battle field.

name: **Poison Claws**  
 Requirers: [[independent:1], [type:roboprosthetic]]  
 Cost: Upgrade all models for: 1cp  
**Assault**

append ['Poison[4][1 for 1]']

name: **Integrated Pistol**  
 Requirers: [[independent:1], [type:roboprosthetic]]  
 Cost: Upgrade all models for: 1cp  
 Range: 2 Angle: [True, True, True, True]: AP: 2 Damage:d6-2  
 Threatened as loaded when main gun is loaded. May fire this weapon in addition to your normal weapon

name: **GasMask and assault training in poison clouds**  
 Requirers: [[independent:1], [type:roboprosthetic, type:infantri, type:cavalery]]  
 Cost: Upgrade all models for: 1xp  
 Unit becomes immune to poison clouds  
 Enemy units in an poison cloud gain -50% (rounded down) in assault and assault deflection  
 In poison clouds you gain Poison[X][1 of 2] where X= the power of the poison gas

name: **Poison Fog Grenade**  
 Requirers: [[independent:1], [type:roboprosthetic, type:infantri, type:cavalery]]  
 Cost: Upgrade all models for: 2cp  
 Use once per game, use an throw fire order to place 2 smoke tokens and 2 poison cloud[6] tokens in either an adjacent hex or the hex you are standing in. Note that this does not make you immune to the effect of your own

grenade.

If you also have the hidden ability, you may use the hide order regardless of terrain if you are either standing in a hex with smoke, or am outside line of sight of any enemy unit.

### **fire**

still [-, Throw]

still [Throw, -]

slow [-, Throw]

slow [Throw, -]

name:       **Hide**  
 Requirers:  [[training:1], [type:infantry]]  
 Cost:       Upgrade all models for: 4xp  
             Gains the Hidden and Hide[ruins] special effects  
 Forward positon[1]  
 Camuflage[swamp][-1]

### **movement**

still [Reveal, -, -]

still [Hide[ruins], -, -]

slow [-, Reveal, Chase]

slow [Hide[ruins], -, -]

crawl [Hide[ruins], -, -]

name:       **Cloacking Device**  
 Requirers:  [[independent:1], [type:mechanical]]  
 Cost:       Upgrade all models for: 2ip  
             Gains the Hidden special effects  
 Forward positon[1]

### **movement**

still [Reveal, -, -]

slow [-, Reveal, Chase]



## Chapter 2

### Dwarf

## 2.1 Dwarf Infantry

Name Dwarf Infantry  
 Size medium  
 Cost 4mp  
 Models 4 x Dwarf Infantry  
 Armor [0, 0, 0, 0]  
 Posion Resistance 2, Fire Resistance 1  
 Take Cover[still][-2]

name: **Dwarf Infantry**  
 Equipment Limits: [hands:2, shared:1, independent: $\infty$ ]  
 Type: [infantry, walks, bio]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Musket

Assault: [1, 1, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [0, 0, 0, 0] Die: n.a.  
 cunning assault[1 for 2]

### Musket

Range: 3 Angle: [True, True, True, True]: AP: 2 Damage:d6-2

### movement

slow [360°, F, 360°]  
 slow [360°, B, 360°]  
 slow [360°, 360°, F]  
 still [360°, 360°, 360°]  
 still [360°, A, F]  
 default slow

default still

**fire**

still [Fire, -]

still [-, Fire]

still [Aim, -]

still [-, Aim]

still [Load, -]

still [-, Load]

**Damage Tables****regular**

1-5: kill 1 model

6-9: Kill 1 model, roll d6 psychic damage

10+: Unit killed

**psychic**

4+: Unit shaken

## 2.2 Dwarf Brother in arms

Name Dwarf Brother in arms  
 Size medium  
 Cost 2mp  
 Models 2 x Dwarf Brother in Arms  
 Armor [0, 0, 0, 0]  
 Posion Resistance 3, Fire Resistance 2  
 Take Cover[still][-1]

name: **Dwarf Brother in Arms**  
 Equipment Limits: [hands:2, shared:1, independent: $\infty$ ]  
 Type: [infantry, walks, bio, brotherinarms, elite]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Musket

Assault: [3, 1, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6  
 Assault Deflection: [1, 0, 0, 0] Die: n.a.  
 cunning assault[1 for 2]

### Musket

Range: 3 Angle: [True, True, True, True]: AP: 2 Damage:d6-2

### movement

slow [360°, F, 360°]  
 slow [360°, B, 360°]  
 slow [360°, A, F]  
 still [360°, 360°, 360°]  
 still [360°, A, F]  
 default slow

default still

**fire**

still [Fire, -]

still [-, Fire]

still [Aim, -]

still [-, Aim]

still [Load, -]

still [-, Load]

**Damage Tables****regular**

2-6: kill 1 model

7-9: Kill 1 model, roll d6 psychic damage

10+: Unit killed

**psychic**

5+: Unit shaken

## 2.3 SteamPowerArmor

Name SteamPowerArmor

Size medium

Cost 2ip, 4mp, 2cp

Models 4 x SteamPowerArmor

Armor [7, 6, 6, 5]

Posion Resistance 4, Fire Resistance 2

Steady[slow]: +1 to hit, +1 to-be hit while slow

Acid resistance[5+]

Automatic Repair: Repair[N, self, 2nd healing phase] where N is the number of alive models

name: **SteamPowerArmor**

Equipment Limits: [hands:2, shared:1, independent: $\infty$ ]

Type: [steampowerarmor, walks, bio]

Replaces: Nothing

Cost: 0

Equipment: 1 x Heavy Musket

Assault: [3, 2, 2, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [0, 0, 0, 0] Die: n.a.

cunning assault[1 for 2]

### Heavy Musket

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

### movement

slow [360°, F, 360°]

slow [360°, B, 360°]

slow [360°, A, F]

still [360°, 360°, 360°]

still [360°, A, F]

default slow

default still

### **fire**

slow [Fire, -]

slow [-, Fire]

slow [Load, -]

slow [-, Load]

still [Fire, -]

still [-, Fire]

still [Aim, -]

still [-, Aim]

still [Load, -]

still [-, Load]

## **Damage Tables**

### **regular**

1-2: bleed[4]

3-5: kill 1 model

6-9: Kill 1 model, roll d6 psychic damage

10+: Unit killed

### **psychic**

5+: Unit shaken

## 2.4 Mini Zeppelin

Name Mini Zeppelin  
 Size medium  
 Cost 2mp, 4cp, 4xp  
 Models 3 x Mini Zeppelin  
 Armor [0, 0, 0, 0]  
 Posion Resistance 2  
 Floats

May use fire orders while shaken

random movement: while fast or shaken it scatters one hex in a random direction first movement phase, but keep the unit orientation. If it enters an hex with an enemy unit, enter an assault. In slow mode the unit uses its enignes to neutrilize the effect of the wether

name: **Mini Zeppelin**  
 Equipment Limits: [independent:∞]  
 Type: [open vehicle, floats, bio]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x AxeThrower Machine, 1 x Poison Gas Grenade

Assault: [2, 1, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [4, 3, 1, 1] Die: 4+

### AxeThrower Machine

Range: 3 Angle: [True, True, False, False]: AP: 3 Damage:d6-1  
 Fire x2 per fire order

### Poison Gas Grenade

Range: 1 Angle: [True, True, True, True]: AP: 0 Damage:N.A  
 Place a poison cloud[6] within normal range  
 Always treated as loaded  
 Activated by throw order



**movement**

fast [random, L+F, F]  
fast [random, R+F, F]  
fast [random, F, F]  
fast [random, F, B]  
slow [360°, F, 360°]  
slow [360°, 360°, 360°]  
slow [360°, A, F]  
default slow  
default fast

**fire**

still [Fire, -]  
still [Load, -]  
still [Throw, Throw]

**Damage Tables****regular**

2-3: shaken  
4-9: kill 1 model  
10+: unit destroyed

**psychic**

6+: Unit shaken

## 2.5 Transport Zeppelin

Name     Transport Zeppelin  
 Size     medium  
 Cost     4cp  
 Models   1 x Transport Zeppelin  
 Armor    [6, 5, 0, 0]

May transport up to 2 unit of Infantry of SteamPowerArmor. Unload in any movement phase. When unloading they use hanggliders and are placed up to two hexes in any direction from the transport zeppelin end hex in that movement phase. They may enter assault as part of unloading. Place all infanteri in slow after unloading and treat any movement order up to this point as -

May not transport any infantri with wheeled shieldwall

name:                    **Transport Zeppelin**  
 Equipment Limits:    [independent:∞]  
 Type:                    [zeppelin, flying]  
 Replaces:               Nothing  
 Cost:                    0  
 Equipment:

Assault: [2, 1, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [0, 0, 0, 0] Die: n.a

May not assault ground units

### **movement**

flying fast [360°, F, F]

flying fast [F, F, 360°]

flying fast [F, 360°, F]

default flying fast

### **Damage Tables**

#### **regular**

1-4: +1 on future damage

5-8: as below, d6-2 damage to each unit transported by this unit.

9: unit and all transported units killed

## 2.6 Dwarf AT-gun

Name Dwarf AT-gun  
 Size large  
 Cost 2mp, 6cp, 4xp  
 Models 1 x Dwarf AT-gun  
 Armor [7, 0, 0, 0]

Whenever fired at with regular damage, after rolling for armor protection as normal, your enemy may choose whether to roll on crew damage table or regular damage table. Poison only effects the crew, while an AT-gun on fire rolls for damage on both regular damage tables and crew damage table each rounds independent of each other. All +1 to future damage applies to both regular damage and crew damage, regardless how the +1 to future damage got applied.

Poison Resistance 2, Fire resistance 1

name: **Dwarf AT-gun**  
 Equipment Limits: [training: 1, independent:∞]  
 Type: [bio crew, dragged, open topp, vehicle, at gun]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Big AT-Gun

Assault: [1, 0, 0, 0] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [0, 0, 0, 0] Die: n.a

Is automaticly destroyed if forced to retreat in an assault

### Big AT-Gun

Range: 6 Angle: [True, False, False, False]: AP: 10 Damage:d6 +1 +(3 if penetrating all armor)

**movement**

slow [-, 360°, B[Rest]]

slow [-, F, B[Rest]]

still [-, -, A[slow]]

rest [-, -, A[slow]]

rest [-, -, A[still]]

default slow

default still

default rest

**fire**

still [Fire, -]

still [Load, -]

still [Aim, -]

**Damage Tables****regular**

1-4: +1 to future damage

5-8: +2 to future damage, AT-gun Jamed

9: Unit destroyed

**crew**

1-6: kill 1 crew

7-8: kill 1 crew, d6 psychic damage

9+: Unit destroyed

Destroyed when 4 crew is killed

**psychic**

5+: Unit shaken

## 2.7 GunBlasterWagon

Name GunBlasterWagon  
 Size large  
 Cost 6ip  
 Models 1 x GunBlasterWagon  
 Armor [8, 10, 10, 7]

Fire Resistance 2

optimal Point blank: +1 to hit at point blank range

Perfect Breaking: After 3rd movement step, it may apply an B or B+B in addition to it's normal action. This may be applied regardless of what the movement order at step 3 is.

name: **GunBlasterWagon**  
 Equipment Limits: [crew:1, independent: $\infty$ ]  
 Type: [mechanical, bio crew, track, vehicle]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Broadside Guns

Assault: [2, 2, 2, 2] Die: 4+ Armor Penetration: 3 Damage: d6-2

Assault Deflection: [2, 0, 0, 0] Die: 4+

### Broadside Guns

Range: 3 Angle: ['0', 'x2', 'x2', '0']: AP: 7 Damage:d6+2

Must be loaded with 2 ammo before these guns can be fired. Can have 2 ammo stored at any given time. Each time it is loaded it is loaded with 1 ammo, thus you need to spend 2 turns reloading before it can fire again

After firng these weapon, place a Poison Cloud[4] at point blank range from any of the directions that fired.

### movement

fast [F, F, -]  
 fast [F, R, -]  
 fast [F, L, -]  
 fast [F, B, -]  
 fast [B, B, -]  
 fast [F, B, B]  
 fast [F, F, R]  
 fast [F, F, L]  
 fast [F, F, F+R]  
 fast [F, F, F+L]  
 fast [F, F, F]  
 slow [L, -, -]  
 slow [L, L, -]  
 slow [R, -, -]  
 slow [R, R, -]  
 slow [A, F, -]  
 slow [B, -, -]  
 slow [F, -, -]  
 slow [B, rev, -]  
 still [L, -, -]  
 still [L, L, -]  
 still [L, L, L]  
 still [R, -, -]  
 still [R, R, -]  
 still [R, R, R]  
 still [-, -, -]  
 still [R, A, F]  
 still [L, A, F]  
 still [A, F, -]  
 still [rev, -, -]  
 still [A, A, F]  
 default fast  
 default slow  
 default still

**fire**

still [Fire, -]  
 still [Load, -]

still [-, Load]

### Damage Tables

#### critical

- 1: -1 to-hit, +1 to-be-hit
- 2: Cannot Rotate
- 3: Cannot Move
- 4-5: +3 to future damage
- 6: set on Fire

#### regular

- 1-3: +1 to future damage
- 4: as below, shaken
- 5-8: as below, Critical damage[d6]
- 9+: Destroyed

#### crew

- 4-5: Weapon Jammed
- 6-7: as 5, shaken
- 8-12: as 6-7, +3 to future crew damage
- 13: All crew killed, Unit destroyed



## 2.8 Dw42

Name Dw42  
 Size large  
 Cost 18ip  
 Models 1 x dw42  
 Armor [13, 10, 10, 9]  
 Fire Resistance 2

name: **dw42**  
 Equipment Limits: [crew:1, independent: $\infty$ ]  
 Type: [mechanical, bio crew, track, vehicle]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Tank-Gun

Assault: [4, 3, 3, 2] Die: 4+ Armor Penetration: 3 Damage: d6-1  
 Assault Deflection: [2, 0, 0, 0] Die: 4+

### Tank-Gun

Range: 6 Angle: [True, False, False, False]: AP: 9 Damage:d6 +1 +( +3 if penetrating all armor)  
 Load unstable: If it hits the target, it in addition to normal damage it gets Area(5+) effect, with AP=3, and damage=d6-2. But if loading an unstable round, it must be fired in next round. May fire at an empty hex.

### movement

fast [F, F, -]  
 fast [F, R, -]  
 fast [F, L, -]  
 fast [F, B, -]  
 fast [B, B, -]

fast [F, B, -]  
 fast [F, R, -]  
 fast [F, L, -]  
 fast [F, F, F]  
 slow [L, -, -]  
 slow [L, L, -]  
 slow [R, -, -]  
 slow [R, R, -]  
 slow [A, F, -]  
 slow [B, -, -]  
 slow [F, -, -]  
 slow [B, rev, -]  
 still [L, -, -]  
 still [L, L, -]  
 still [L, L, L]  
 still [R, -, -]  
 still [R, R, -]  
 still [R, R, R]  
 still [-, -, -]  
 still [R, A, F]  
 still [L, A, F]  
 still [A, F, -]  
 still [rev, -, -]  
 still [Aim, -, -]  
 default fast  
 default slow  
 default still

### **fire**

all [Fire, -]  
 still [Load, -]  
 still [Aim, -]  
 still [Load Unstable, -]

## **Damage Tables**

### **critical**

1-4: +3 to future damage

5: Cannot Move

6: set on Fire

**regular**

1-3: +1 on future damage

4: as below, shaken

5-8: Critical damage[d6], +1 on future damage

9+: Destroyed

**crew**

4-5: Weapon Jammed

6-7: as 5, shaken

8-12: as 6-7, +3 to future crew damage

13: All crew killed, Unit destroyed

## 2.9 Zap

Name Zap

Size large

Cost 8ip

Models 1 x zap

Armor [10, 8, 8, 7]

Fire and load all weapons at the same time

Loses aim when moving away from the hex where it aimed

Fire Resistance 2

name: **zap**

Equipment Limits: [crew:1, independent:∞]

Type: [mechanical, bio crew, track, vehicle]

Replaces: Nothing

Cost: 0

Equipment: 1 x Array of Heavy Muskets, 1 x Zap, 1 x Twin Fear Ray

Assault: [4, 3, 3, 2] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [2, 1, 0, 0] Die: 4+

### Array of Heavy Muskets

Range: 3 Angle: ['x4', 'x3', 'x2', '0']: AP: 3 Damage:d6-1

### Zap

Range: 4 Angle: [True, False, False, False]: AP: 4 Damage:d6+1

### Twin Fear Ray

Range: 4 Angle: [True, False, False, False]: AP: 0 Damage:d6 Psycic damage

Fire two times per shot at same target

**movement**

fast [F, F, -]  
fast [F, R, -]  
fast [F, L, -]  
fast [F, B, -]  
fast [B, B, -]  
fast [F, B, -]  
fast [F, R, -]  
fast [F, L, -]  
fast [F, F, F]  
slow [L, -, -]  
slow [L, L, -]  
slow [R, -, -]  
slow [R, R, -]  
slow [A, F, -]  
slow [B, -, -]  
slow [F, -, -]  
slow [B, rev, -]  
still [L, -, -]  
still [L, L, -]  
still [L, L, L]  
still [R, -, -]  
still [R, R, -]  
still [R, R, R]  
still [-, -, -]  
still [R, A, F]  
still [L, A, F]  
still [A, F, -]  
still [rev, -, -]  
default fast  
default slow  
default still

**fire**

fast [Fire, -]  
fast [Load, Aim]

slow [Fire, -]  
slow [Load, Aim]  
still [Fire, -]  
still [Load, Aim]

### Damage Tables

#### critical

1-2: -1 to hit, +1 to-be-hit  
3: Cannot Rotate  
4: Cannot Move  
5: +3 to future damage  
6: set on fire

#### regular

1-4: +1 to future damage  
5: as below, shaken  
6-9: as below, d6 critical damage  
10+: Destroyed

#### crew

4-5: Weapon Jammed  
6-7: as 5, shaken  
8-12: as 6-7, +3 to future crew damage  
13: All crew killed, Unit destroyed

## 2.10 Zeppelin

Name Zeppelin  
 Size huge  
 Cost 24ip, 2cp, 12xp  
 Models 1 x Zeppelin  
 Armor [8, 8, 8, 8]  
 Steady: +1 to hit, +1 to be hit.  
 Repair[2, self, healing 2]  
 Limited shaken: when shaken, you may fire one less weapon systems per shaken token instead of the normal effect of being shaken  
 When damaged, add 1 to the result for each shaken token on the Zeppelin.  
 Withering Ray: May replace forrest with rough terrain in the hex it is standing

name: **Zeppelin**  
 Equipment Limits: [independent:∞]  
 Type: [flying, zeppelin]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Array of Enhanced Heavy Muskets, 1 x Fear Ray, 1 x Zeppelin Gun

Assault: [6, 6, 6, 6] Die: 4+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [3, 3, 3, 3] Die: 4+  
 Fear[8]  
 Can only assault flying enemies

### Array of Enhanced Heavy Muskets

Range: 6 Angle: ['x4', 'x3', 'x2', '0']: AP: 3 Damage:d6-1

### Fear Ray

Range: 4 Angle: [True, False, False, False]: AP: 0 Damage:d6 Psycic

damage

### **Zeppelin Gun**

Range: 5 Angle: [True, True, True, True]: AP: 9 Damage:d6 +1 +( +3 if penetrating all armor)

#### **movement**

slow flying [L, -, -]  
 slow flying [L, L, -]  
 slow flying [R, -, -]  
 slow flying [R, R, -]  
 slow flying [F, -, -]  
 slow flying [F, R, -]  
 slow flying [F, L, -]  
 default slow flying

#### **fire**

still [Fire, -]  
 still [Load, -]  
 still [Aim, -]

### **Damage Tables**

#### **regular**

1-4: +1 on future damage,  
 5-8: +1 to future damage, shaken  
 9-13: +2 to future damage, unit shaken, set on fire  
 14+: Unit destroyed

#### **crew**

4-7: shaken  
 8-12: as 6-7, +2 to future crew damage  
 13: All crew killed, Unit destroyed



## 2.11 Tamed Balrog

Name Tamed Balrog  
 Size Huge  
 Cost 24xp  
 Models 1 x Tamed Balrog  
 Armor [8, 7, 7, 6]  
 Fire Resistance 12, Poison Resistance 6  
 Terror[8][range=2]  
 Excelent Whip Handeling (counts as Excelent shot, +2 to hit)

name: **Tamed Balrog**  
 Equipment Limits: []  
 Type: [monster, walks, bio]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Flaming Whip

Assault: [6, 4, 3, 2] Die: 2+ Armor Penetration: 6 Damage: d6  
 Assault Deflection: [0, 0, 0, 0] Die: n.a.  
 Set on fire

### Flaming Whip

Range: 1 Angle: [True, True, False, False]: AP: 0 Damage:N.A  
 Set on fire

#### movement

slow [A,chase, chase, chase,B[rest]]  
 slow [chase, -, -]  
 slow [-, -, chase]  
 slow [360°, -, -]

slow [360°, F, -]  
rest [-, -, A]  
default slow  
default rest

**fire**

still [Fire, -]  
still [-, Fire]

**Damage Tables****regular**

1-9: +1 on future damage  
10-11: +2 on future damage  
12: +3 on future damage, assault -1, Looses Terror, Shaken  
13: Unit Destroyed

## 2.12 Upgradeable Units

name: **Dwarf Elite Infantry**  
 Equipment Limits: [hands:2, shared:1, independent: $\infty$ ]  
 Type: [elite, infantry, walks, bio]  
 Replaces: [dwarf infantry]  
 Cost: 1xp  
 Equipment: 1 x Musket

Assault: [2, 2, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [1, 0, 0, 0] Die: 4+  
 cunning assault[1 for 2]

good shot: +1 to hit  
 unit gains psychic resistance 2 as long as 1 elite model is alive

### Musket

Range: 3 Angle: [True, True, True, True]: AP: 2 Damage:d6-2

name: **Dwarf Elite SteamPowerArmor**  
 Equipment Limits: [hands:2, shared:1, independent: $\infty$ ]  
 Type: [elite, steampowerarmor, walks, bio]  
 Replaces: [steampowerarmor]  
 Cost: 6xp  
 Equipment: 1 x Heavy Musket

Assault: [4, 3, 3, 3] Die: 4+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [2, 1, 1, 1] Die: 4+  
 cunning assault[1 for 2]

good shot: +1 to hit  
 unit gains psychic resistance 1 as long as 1 elite model is alive

Unit gains 1 endurance token per elite in unit. See general rules for effect

### Heavy Musket

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

name: **Dwarf Battle Medic**  
 Equipment Limits: [hands:2, shared:1, independent:∞]  
 Type: [elite, steampowerarmor, walks, bio]  
 Replaces: [steampowerarmor]  
 Cost: 6xp  
 Equipment: 1 x Heavy Musket

Assault: [4, 3, 3, 3] Die: 4+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [4, 1, 1, 1] Die: 4+  
 cunning assault[1 for 2]

unit gains psychic resistance 2 as long as 1 battle medic is alive  
 Unit gains: Heal[1, any, Healing 1]  
 Unit gains 1 endurance token and this model counts as elites for life of vest  
 support. See general rules for effect

### Heavy Musket

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

name: **Dwarf Steampowerarmor Engineer**  
 Equipment Limits: [hands:2, shared:1, independent:∞]  
 Type: [steampowerarmor, walks, bio]  
 Replaces: [steampowerarmor]  
 Cost: 6xp

Equipment: 1 x Heavy Musket

Assault: [3, 2, 2, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [0, 0, 0, 0] Die: 4+

cunning assault[1 for 2]

Unit gains: Repair[3, any, Healing 1]

### Heavy Musket

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

name: **Dwarf Engineer**  
 Equipment Limits: [hands:2, shared:1, independent:∞]  
 Type: [infantry, walks, bio]  
 Replaces: [dwarf infantry]  
 Cost: 4xp  
 Equipment: 1 x Musket

Assault: [2, 0, 0, 0] Die: 4+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die: 4+

cunning assault[1 for 2]

Unit gains: Repair[3, any, Healing 1]

### Musket

Range: 3 Angle: [True, True, True, True]: AP: 2 Damage:d6-2

name: **Mini Zeppelin**  
 Equipment Limits: [independent: $\infty$ ]  
 Type: [open vehicle, floats, bio]  
 Replaces: [mini zeppelin]  
 Cost: 2cp, 4xp  
 Equipment: 1 x AxeThrower Machine, 1 x Poison Gas Grenade

Assault: [4, 1, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [4, 3, 1, 1] Die: 4+

Unit gains: Repair[3, any, Healing 1]

### AxeThrower Machine

Range: 3 Angle: [True, True, False, False]: AP: 3 Damage:d6-1  
 Fire x2 per fire order

### Poison Gas Grenade

Range: 1 Angle: [True, True, True, True]: AP: 0 Damage:N.A  
 Place a poison cloud[6] within normal range  
 Always treated as loaded  
 Activated by throw order

## 2.13 Equipment and training Upgrades

name: **Industrial Heavy Muskets**  
 Requirers: [[hands:2], [type:infantry]]  
 Cost: Upgrade all models for: 1ip, -1cp  
 Range: 3 Angle: [True, True, True, True]: AP: 3 Damage:d6-1

name: **Musket With Springloaded Axe**  
 Requirers: [[hands:2], [type:infantry]]  
 Cost: Upgrade all models for: 2cp  
 Gun automaticly loaded after an assault

Range: 3 Angle: [True, True, True, True]: AP: 2 Damage:d6-2

#### **Assault**

Assault strength: +add [1, 1, 1, 1]  
 Assault Damage set to: replace d6-2 + d6 psycic damage

name: **Doubled Barrled Musket With Springloaded Axe**  
 Requirers: [[hands:2], [type:infantry]]  
 Cost: Upgrade all models for: 4cp  
 Gun automaticly loaded after an assault

Range: 3 Angle: [True, True, True, True]: AP: 2 Damage:d6-2  
 Fire two shots (per model) for each shot

#### **Assault**

Assault strength: +add [1, 1, 1, 1]  
 Assault Damage set to: replace d6-2 + d6 psycic damage

name: **Blast Sticks**  
 Requirers: [[hands:2], [type:infantry]]  
 Cost: Upgrade all models for: 2cp

#### **Assault**

Assault Damage set to: replace d6+1  
 Assault Armor penetration: replace 5  
 Assault deflection: +add [1, 1, 1, 1], Deflection die: replace 4+

append ['Cunning Assault[1 for 1]']

name: **Springloaded Vehicle Assault Weapons**  
 Requirers: [[independent:1], [type:vehicle]]  
 Cost: Upgrade all models for: 2ip, 2cp  
**Assault**

Assault strength: +add [4, 2, 2, 0]

Assault Damage set to: replace d6-2 + d6 psychic damage

Assault deflection: +add [2, 1, 1, 0], Deflection die: replace 4+

name: **Wheeled ShieldWall**

Requiers: [[independent:1], [type:infantry]]

Cost: Upgrade all models for: 2cp

Unit gain [5,0,0,0] in armor

### **Assault**

Assault deflection: +add [1, 0, 0, 0], Deflection die: replace 4+

append -1 in assault strength (per model) if speed is not still. Don't get any armor bonus in assault

name: **Elite Crew**

Requiers: [[crew:1], [type:vehicle]]

Cost: Upgrade all models for: 6xp

Gains good shot: +1 to hit

name: **Jet Pack**

Requiers: [[independent:1], [type:steampowerarmor]]

Cost: Upgrade all models for: 2cp, 2xp

Once per game in any single movement phase, jump your unit up to 3 hexes from your current hex. Ignore any hex between your current and target hex. This may initialize an assault if the hex is occupied by enemy forces.

name: **Super Blaster**

Requiers: [[type: steampowerarmor], [type: elite], [hands:2]]

Cost: Upgrade one model for: 8cp

Range: 3 Angle: [True, True, True, True]: AP: 9 Damage:d6+2

name: **Big Blaster**

Requiers: [[type: infantry], [shared:1]]

Cost: Upgrade one model for: 8cp



Range: 2 Angle: [True, True, True, True]: AP: 8 Damage:d6+1  
 Requir atleast 2 alive models in unit to be used

name: **Vest of Life Support**  
 Requirers: [[type: infantry, type:steampowerarmor], [independent:1]]  
 Cost: Upgrade all models for: 2cp  
 Unit gain 1 endurance tokens per regular model and 2 endurance tokens  
 per elite model in the unit. See general rules for effect

name: **Stabilizer**  
 Requirers: [[type: infantry, type:steampowerarmor], [independent:1]]  
 Cost: Upgrade all models for: 4cp  
 All guns gain Enhanced accurazy. +1 to hit

**fire**  
 slow [-, aim]  
 slow [aim, -]

name: **Trench Coat of Resistance**  
 Requirers: [[type: infantry, type:steampowerarmor], [independent:1]]  
 Cost: Upgrade all models for: 1cp  
 Unit improves poison resistance and fire reistance with 1  
 Unit gains imunity to minor acid

name: **Brother in Arms Armor**  
 Requirers: [[type: brotherinarms], [independent:1]]  
 Cost: Upgrade all models for: 1ip  
 Unit gain 2 endurance tokens per elite model in the unit. See general  
 rules for effect  
 Stacks with vest of life support  
 In addition to the normal rules for endurance tokens, the unit may use one  
 endurance token in healing phase 1, to replace any bleeding with poison[6]  
 Unit gain [3,3,3,3] in armor  
 unit gain good shot[+1]

name: **Steamblower**

Requiers: [[type: steampowerarmor], [hands:2]]

Cost: Upgrade all models for: 4cp

Range: 2 Angle: [True, True, True, True]: AP: 2 Damage:d6-2+d4 crew damage

Choose one hex which all models in this unit fire at. If fired from a unit with 1-2 alive models: Area(4+) at point blank, Area(5+) at range=2, Area(6+) at range=3 or 4. If fired from a unit with 3-4 alive models: Area(2+) at point blank, Area(4+) at range=2, Area(5+) at range=3 or 4

name: **Fear Ray**

Requiers: [[type: steampowerarmor], [hands: 2]]

Cost: Upgrade all models for: 2cp

Range: 4 Angle: [True, False, False, False]: AP: 0 Damage:d6 Psycic damage

name: **Heavy Musket**

Requiers: [[hands:2], [type:infantry]]

Cost: Upgrade all models for: 2cp

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

name: **Enhanced Heavy Musket**

Requiers: [[hands:2], [type:infantry]]

Cost: Upgrade all models for: 6cp

Range: 6 Angle: [True, True, True, True]: AP: 3 Damage:d6-1

name: **Ultra Heavy Musket**

Requiers: [[hands:2], [type:steampowerarmor]]

Cost: Upgrade all models for: 2cp

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

name: **Double Barrled Empowered Heavy Musket**  
 Requirers: [[hands:2], [type:steampowerarmor]]  
 Cost: Upgrade all models for: 2cp  
 Range: 4 Angle: [True, True, True, True]: AP: 3 Damage:d6-1  
 Fire two shots per fire order per model

name: **MultiBarrled Heavy Musket**  
 Requirers: [[hands:2], [type:steampowerarmor]]  
 Cost: Upgrade all models for: 2cp  
 Range: 3 Angle: [True, True, True, True]: AP: 3 Damage:d6-1  
 Fire three shots per fire order per model

name: **Rocket Jackhammer**  
 Requirers: [[hands:2], [type:steampowerarmor], [type: elite]]  
 Cost: Upgrade one model for: 2cp  
**Assault**  
 Assault Damage set to: replace d6 (+3 if penetrating all armor)  
 Assault Armor penetration: replace 8

name: **Hide**  
 Requirers: [[training:1], [type:at gun]]  
 Cost: Upgrade all models for: 8xp  
 While hidden you cannot be fired upon or be assaulted, nor can you fire or assault. You are also immune to Fear and Terror  
 While hidden replace the unit with a hidden token. If you have multiple hidden units you do not have to reveal which one is under which token (but you have to keep track your self). In the start of the game you do not have to show the enemy exactly what units you have hidden. (but you have to state how many victory points worth of units that are hidden)  
 You stay hidden until you reveal your self, have a speed slow in a clear hex with line of sight to an enemy, in aftermath phase if an enemy is within point blank range, or an enemy special action reveals your location  
 If you reveal your self you get reveal bonuses: +2 to hit, +1 to damage of ranged weapons and pluss 50 percent assault strength and deflection.  
 In addition to revealing your self as a movement order, you may reveal your

self any time you share an hex with an enemy. If so, make an assault and gain the stated reveal bonuses

Forward positon[1]

Camouflage[hill][-1]

### **orders**

movement still

movement slow

## Chapter 3

### Elf

### 3.1 Elf Infantry

Name     Elf Infantry  
 Size     medium  
 Cost     6mp  
 Models   4 x Elf Infantry  
 Armor    0  
 Take Cover[still][-2]

name:                    **Elf Infantry**  
 Equipment Limits:  
 Type:                    [Bio, infantry, Walks]  
 Replaces:                Nothing  
 Cost:                    0  
 Equipment: 1 x Rifle

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

#### Rifle

Range: 5 Angle: [True, True, True, True]: AP: 2 Damage:d6-2

#### fire

still [-, Fire]  
 still [-, Load]  
 still [-, Aim]  
 still [Fire, -]  
 still [Load, -]  
 still [Aim, -]

**movement**

slow [360°, F, 360°]

slow [360°, F, B]

slow [360°+A, F, F]

still [360°, 360°, 360°]

still [360°, A , F]

still [360°+A+A , F , F]

fast [360°, F, B]

fast [ 360°, F, B+B]

default fast

default slow

default still

**Damage Tables****regular**

0-6: kill 1 model

7-8: kill 1 model, psycid damage[d6]

9+: unit destroyed

**psychic**

4+: shaken

## 3.2 Illusion

Name	Illusion
Size	medium
Cost	2cp
Models	4 x Illusion
Armor	0

When fired at, you may pretend to look at normal infantry damage table unless the damage is 4 or above, for which the illusion is given away and is removed from play.

Further, if the illusion is matched with one real infantry base, it may mimic the orders of that infantry, and may follow it wherever the infantry goes.

The illusion have the exact same modifiers and abilities with regard to being hit as the infantry it is mimicing. Thus, the illusion has Take Cover[still][-2], Take Cover[still][-3], and camuflouage[forrest][-1] as appropirate

Thus the enemy do not know which are illusions and which are real. However if, for any reason, the enemy gets information which gives the illusion away, the illusion is not removed from play, but must be identified by an illusion marker. For example if the illusion was fired at by something which does psychic damage, it would require you to tell the enemy that this unit does not have a psychic damage table, which would give the illusion away.

If the illusion is not in a hex with a friendly infantry, it has only chase order available

name:	<b>Illusion</b>
Equipment Limits:	
Type:	[illusion]
Replaces:	Nothing
Cost:	0
Equipment:	

Assault: [1, 0, 0, 0] Die: 5+ Armor Penetration: n.a Damage: d6 psychic damage

Assault Deflection: [0, 0, 0, 0] Die: 5+



**movement**

slow [-, -, chase°]

default slow

**Damage Tables**

**regular**

0-4: kill 1 model

4+: destroy unit

### 3.3 Elf Scout

Name     Elf Scout  
 Size     medium  
 Cost     2mp  
 Models   1 x Elite Elf scout  
 Armor    0  
 Take Cover[still][-3]

name:                    **Elite Elf scout**  
 Equipment Limits:  
 Type:                    [Bio, infantry, Walks]  
 Replaces:                Nothing  
 Cost:                     0  
 Equipment: 1 x Rifle

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

#### Rifle

Range: 5 Angle: [True, True, True, True]: AP: 2 Damage:d6-2

#### fire

still [-, Fire]  
 still [-, Load]  
 still [-, Aim]  
 still [Fire, -]  
 still [Load, -]  
 still [Aim, -]  
 still [spot, spot]

**movement**

slow [360°, F, 360°]

slow [360°, F, B]

slow [360°+A, F, F]

still [360°, 360°, 360°]

still [360°, A , F]

still [360°+A+A , F , F]

fast [360°, F, B]

fast [ 360°, F, B+B]

default fast

default slow

default still

**Damage Tables****regular**

0+: unit killed

**psychic**

3+: shaken

### 3.4 Elite Elf Scout

Name Elite Elf Scout  
 Size medium  
 Cost 2mp, 2xp  
 Models 1 x Elite Elf scout  
 Armor 0  
 Take Cover[still][-3]  
 Camouflage[forrest]  
 Good shot +1  
 Pre-Assault Retreat[3+]

name: **Elite Elf scout**  
 Equipment Limits:  
 Type: [Bio, Cavalry, Walks, Elite]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Rifle

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

#### Rifle

Range: 5 Angle: [True, True, True, True]: AP: 2 Damage:d6-2

#### fire

still [-, Fire]  
 still [-, Load]  
 still [-, Aim]  
 still [Fire, -]

still [Load, -]  
still [Aim, -]  
still [spot, spot]

**movement**

slow [360°, F, 360°]  
slow [360°, F, B]  
slow [360°+A, F, F]  
still [360°, 360°, 360°]  
still [360°, A , F]  
still [360°+A+A , F , F]  
fast [360°, F, B]  
fast [ 360°, F, B+B]  
default fast  
default slow  
default still

**Damage Tables****regular**

0+: unit killed

**psychic**

3+: shaken

### 3.5 E34

Name E34  
 Size large  
 Cost 12ip  
 Models 1 x E24  
 Armor [10, 9, 9, 8]

name: **E24**

Equipment Limits:

Type: [Mechanical, Bio Crew, Vehicle, Track]

Replaces: Nothing

Cost: 0

Equipment: 1 x Main Tank-Gun, 1 x Twin Rifle

Assault: [4, 3, 3, 2] Die: 5+ Armor Penetration: 3 Damage: d6-1

Assault Deflection: [2, 0, 0, 0] Die: 5+

#### Main Tank-Gun

Range: 4 Angle: [True, True, True, True]: AP: 8 Damage:d6 + (+3 if penetrating all armor)

double barreled: May load up to 2 shots, and fire them one at a time

#### Twin Rifle

Range: 5 Angle: [True, True, True, True]: AP: 2 Damage:d6 -2

Fires two times at same unit per shot.

Twin-Rifle fires in the same direction as the Main Tank Gun, and is always treated as loaded as long as the Main Tank gun is loaded

#### fire

still [-, Fire]

still [-, Load]

still [-, Aim]  
slow [-, Fire]  
slow [-, Load]  
slow [-, Aim]  
fast [-, Fire]

**movement**

fast [F, F, -]  
fast [F, R, -]  
fast [R, F, -]  
fast [L, F, -]  
fast [F, L, -]  
fast [F, B, -]  
fast [B, B, -]  
fast [R, F, -]  
fast [L, F, -]  
slow [L, -, -]  
slow [L, L, -]  
slow [R, -, -]  
slow [R, R, -]  
slow [A, F, -]  
slow [B, -, -]  
slow [F, -, -]  
slow [B, rev, -]  
still [L, -, -]  
still [L, L, -]  
still [L, L, L]  
still [R, -, -]  
still [R, R, -]  
still [R, R, R]  
still [-, -, -]  
still [R, A, F]  
still [L, A, F]  
still [A, F, -]  
still [rev, -, -]  
default fast  
default slow  
default still

### Damage Tables

#### regular

- 1-2: +1 on future damage
- 3-4: as below, shaken
- 5-8: as below, Crittical Damage
- 9+ Destoryed

#### critical

- 1: Cannot move, looses Fear
- 2: -1 to hit, +1 to be hit(ranged and assault)
- 3: Cannot Rotate
- 4: +3 on future damage
- 5: Stuck turret: firing angle is now only forward
- 6: Unit is set on Fire

#### crew

- 3-5: weapon jammed
- 6-7: as 4-5, shaken
- 8-11: as 6-7, +3 to future crew damage
- 12: Crew Killed, Unit Destroyed



## 3.6 Tattoo Ink

Name     Tattoo Ink  
 Size     medium  
 Cost     4ip  
 Models   1 x Tattoo Ink  
 Armor    [8, 6, 6, 6]  
 name:               **Tattoo Ink**  
 Equipment Limits:  
 Type:               [Mechanical, Bio Crew, Vehicle, Half-Track]  
 Replaces:           Nothing  
 Cost:               0  
 Equipment: 1 x Gattle gun, 1 x SMG

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

Gun Blazing: Ignore to-hit penalties for moving fast  
 May fire two SMG (and each SMG fire twice) in addition to Gattle Gun any time a fire order is given. One of the SMG must fire in same angle as Gattle Gun, the other SMG must fire in the forward direction. However, SMG never gains benefit of aim, only Gattle gun do.

### Gattle gun

Range: 3 Angle: [True, True, True, True]: AP: 5 Damage:d6-1  
 May load up to 5 shots

### SMG

Range: 4 Angle: [True, True, True, True]: AP: 1 Damage:d6-3  
 Fire two shot per fire order (per smg in the unit)

**fire**

still [Fire, Aim]  
still [Aim, Fire]  
still [Load, Aim]  
still [Load, Load]  
still [Fire, Fire]  
slow [Load, Load]  
slow [Fire, Fire]  
fast [Fire, Fire]

**movement**

fast [F, F, -]  
fast [F, R, -]  
fast [F, L, -]  
fast [F, B, -]  
fast [B, B, -]  
fast [R, F, -]  
fast [L, F, -]  
fast [road, road, road]  
slow [L, -, -]  
slow [L, L, -]  
slow [R, -, -]  
slow [R, R, -]  
slow [A, F, -]  
slow [B, -, -]  
slow [F, -, -]  
slow [B, rev, -]  
still [L, -, -]  
still [L, L, -]  
still [L, L, L]  
still [R, -, -]  
still [R, R, -]  
still [R, R, R]  
still [-, -, -]  
still [R, A, F]  
still [L, A, F]  
still [A, F, -]  
still [rev, -, -]  
default still

default slow  
default fast

### Damage Tables

#### critical

- 1: Shaken
- 2: -1 to hit, +1 to be hit
- 3: Cannot rotate
- 4: +3 on future damage
- 5: unit cannot change speed.
- 6: Set unit on Fire!

#### regular

- 1-2: +1 on future damage
- 3-4 as below, shaken
- 5-7: as below, d6 Critical Damage
- 8+ Destroyed

#### crew

- 3-5: weapon jammed
- 6-7: as 4-5, shaken
- 8-9: as 6-7, +3 to future crew damage
- 10: Crew Killed, Unit Destroyed

### 3.7 Bear Rider

Name Bear Rider  
 Size medium  
 Cost 2mp, 6xp  
 Models 1 x Bear Rider  
 Armor [7, 6, 6, 6]  
 Poison Resistance 3

name: **Bear Rider**  
 Equipment Limits:  
 Type: [Bio, Cavalry, Walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x GattlingGun

Assault: [6, 4, 2, 1] Die: 5+ Armor Penetration: 2 Damage: d6+1  
 Assault Deflection: [1, 0, 0, 0] Die: 5+  
 Cunning Assault[1 for 3]

#### GattlingGun

Range: 2 Angle: [True, True, True, True]: AP: 3 Damage:d6-1  
 Focus Fire[aim]: roll 6 dice at same unit.  
 If not using aim, fire once at all enemy models within range and within one angle of fire  
 Covered In bullets: if not using aim, a natural 6 on a to-hit die is considered a hit regardless of to-hit modifiers.

#### fire

still [-, Fire]  
 still [-, Load]

still [-, Aim]  
 slow [-, Fire]  
 slow [-, Load]  
 slow [-, Aim]

#### **movement**

slow [360°, F, 360°]  
 slow [360°, B, 360°]  
 still [360°, A, F]  
 default slow -  
 default slow -  
 default slow flee  
 default still -  
 default still -  
 default still A,flee

### **Damage Tables**

#### **regular**

2-7: +1 to future damage, bleed[4]  
 8:10: +2 to future damage, bleed[6], psychic damage[d6]  
 11+: killed

#### **psychic**

6+: shaken

## 3.8 Sauropod Rider

Name     Sauropod Rider  
 Size     huge  
 Cost     2mp, 12cp, 12xp  
 Models   1 x Sauropod Rider  
 Armor    [4, 3, 3, 3]

Poison Resistance 4

When told to Amplify bleeding in damage tables: Bleed[4] becomes Bleed[6], Bleed[6] becomes Bleed[8] etc up to max Bleed[12]

Fire and load all weapons simultaneously

name:                    **Sauropod Rider**

Equipment Limits:

Type:                    [Bio, Cavalry, Walks]

Replaces:                Nothing

Cost:                     0

Equipment: 1 x Snipe Rifle, 1 x Short range Mortar, 1 x Towed Main-Gun

Assault: [2, 0, 0, 0] Die: 5+ Armor Penetration: 2 Damage: d8

Assault Deflection: [0, 0, 0, 0] Die: 5+

### Snipe Rifle

Range: 8 Angle: [True, False, False, True]: AP: 3 Damage:d6-2

improved aim: +4 to hit instead of +2. Gain additional +2 regular damage, +d6 psychic damage and +d6 crew damage when aiming

After eliminating one model with the use of aim, you get to choose which model to destroy

### Short range Mortar

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

Target one hex within normal range: Wide Blast Radius[1]: target all hexes within range 1 of target hex with Area(4+)

Place a poison cloud[6] in target hex

**Towed Main-Gun**

Range: 3 Angle: [False, False, True, True]: AP: 8 Damage:d6 (+3 if penetrating all armor)

**fire**

still [-, Fire]  
 still [-, Load]  
 still [-, Aim]  
 slow [-, Fire]  
 slow [-, Load]  
 slow [-, Aim]

**movement**

slow [360°, F, 360°]  
 slow [360°, B, 360°]  
 still [360°, A, F]  
 default slow -  
 default slow -  
 default slow flee  
 default still -  
 default still -  
 default still A,flee

**Damage Tables****regular**

2-3: Bleed[4]  
 4-8: Bleed[6], If caused by bleeding, amplify bleeding  
 9-11: as below, +1 to future damage  
 12-19: as below, d8 Psychic damage  
 20: Sauropod Rider dead

**psychic**

8+: shaken



## 3.9 Olifant Rider

Name Olifant Rider  
 Size Large  
 Cost 2mp, 6cp, 6xp  
 Models 1 x Olifant Rider, 4 x Crew  
 Armor [8, 6, 4, 3]

Poison Resistance 2

Protected crew: area of effects only target Olifant (one model)

Fire: the crew fires either a bow or a handgrandes, while Fire(g), aim(g) and load(g) orders are for the gattling gun only. Only the gattling gun needs to be reloaded

name: **Olifant Rider**  
 Equipment Limits:  
 Type: [Bio, Cavalry, Walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Olifant GattlingGuns

Assault: [9, 6, 6, 2] Die: 5+ Armor Penetration: 4 Damage: d6

Assault Deflection: [6, 2, 2, 2] Die: 5+

### Olifant GattlingGuns

Range: 2 Angle: [False, True, True, False]: AP: 3 Damage:d6-1  
 Represent one gattling gun firing to the left and one firing to the right. May fire at both sides with each fire order  
 Focus Fire[aim]: roll 6 dice at same unit.  
 If not using aim, fire once at all enemy models within range and within one angle of fire  
 Covered In bullets: if not using aim, a natural 6 on a to-hit die is considered a hit regardless of to-hit modifiers.

name: **Crew**  
 Equipment Limits:  
 Type: [Bio, crew, Walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Elf Bow, 1 x Grenade

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

### Elf Bow

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:d6-2  
 Ignore to-hit penalty (both self and taget) moving fast and flying  
 +1 range if you are flying  
 enhanced accurazy: +1 to hit  
 Bad at long range: double to-hit penalties at long range  
 Always treated as loaded

### Grenade

Range: 1 Angle: [True, True, True, True]: AP: 5 Damage:d8  
 Area(5+) if used by a unit with 1-2 alive models. Area(4+) if used by a unit  
 with 3-4 models  
 Target any hex within normal range  
 Always loaded

### movement

slow [360°, F, 360°]  
 slow [360°, B, 360°]  
 slow [360°, A, F]  
 still [360°, A, F]  
 fast [F, F, -]

fast [B, 360°, F]  
 default slow -  
 default slow -  
 default slow flee  
 default still -  
 default still -  
 default still A,flee

**fire**

still [fire, fire]  
 still [fire, aim(g)]  
 still [fire, load(g)]  
 still [fire, fire(g)]  
 slow [fire, fire]  
 slow [fire, aim(g)]  
 slow [fire, load(g)]  
 slow [fire, fire(g)]  
 fast [fire, fire]  
 fast [fire, aim(g)]  
 fast [fire, load(g)]  
 fast [fire, fire(g)]

**Damage Tables****regular**

2-7: Bleed[8]  
 8: Olifant Killed

**crew**

2+: kill one crew  
 3-4: kill two crew  
 5-6: kill three crew  
 7-8: crew killed, unit destroyed

**psychic**

6+: shaken

### 3.10 Eagle Rider

Name Eagle Rider  
 Size medium  
 Cost 2mp, 8cp, 8xp  
 Models 1 x Eagle Rider  
 Armor [6, 6, 6, 6]

Poison Resistance 2

If in the air, it may choose to assault a ground enemy. If so, it flies up after assault

In fast it is considered flying, in slow it considered on the ground.

Good shot: +1 to hit

Pre-assault retreat: 3+

name: **Eagle Rider**  
 Equipment Limits:  
 Type: [Bio, Cavalry, Flying, Walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x AT Rifle, 1 x Grenade

Assault: [6, 6, 6, 4] Die: 3+ Armor Penetration: 3 Damage: d6-1

Assault Deflection: [2, 2, 2, 1] Die: 3+

Always attacks weakest point of armor

Cunning Assault[1 for 3]

#### AT Rifle

Range: 5 Angle: [True, False, False, False]: AP: 6 Damage:d6

#### Grenade

Range: 1 Angle: [True, True, True, True]: AP: 7 Damage:d6  
 Area(5+)

Target any hex within normal range

Always loaded

### **fire**

fast [-, Fire]  
 fast [-, Load]  
 fast [-, Throw Grenade]  
 slow [-, Fire]  
 slow [-, Load]  
 slow [-, Aim]

### **movement**

fast [360°,F, 360°,F,360°, F,360°]  
 fast [360°,F , F, B]  
 slow [ 360° , F , 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, A, F]  
 default slow -  
 default slow -  
 default slow flee  
 default fast -  
 default fast flee  
 default fast flee

## **Damage Tables**

### **regular**

2-3: +1 to future damage, Bleed[4]  
 4-6: +2 to future damage, bleed[6], psycic damage[d6]  
 7+: killed

### **psychic**

6+: shaken

### 3.11 Armored Unicorn Rider

Name Armored Unicorn Rider

Size medium

Cost 2mp, 2cp, 6xp

Models 1 x Armored Unicorn Rider

Armor [6, 6, 6, 5]

Poison Resistance 12

Fire Resistance 3

Minor Acid resistance[4+]

Autoloader: any time unit does not fire it's shriek SMG in any gunnery phase, load the gun with 1 ammo.

Pre-assault retreat: 3+

Grants psychic resistance 1 to all units in hex

Healing: Either: heal[3, self, 1st healing] or heal[2, any, 1st healing]

Help orders: move toward friendly unit which may be healed. If no such unit exist, move towards the nearest friendly cavalry. If no such unit exist, move towards nearest friendly unit. If only unit alive, treat it as flee. During Help orders you may swap the position with any friendly nearby biological unit. If you are standing in a hex with an wounded unit, you may execute an heal[1, any, movement X] instead of moving

May share a hex with a huge unit

Officer: remove one shaken token on any biological unit in the same hex in 2nd healing phase

name: **Armored Unicorn Rider**

Equipment Limits:

Type: [Bio, Cavalry, Walks]

Replaces: Nothing

Cost: 0

Equipment: 1 x Shriek SMG

Assault: [9, 6, 3, 2] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [4, 2, 0, 0] Die: 5+

Cunnint Assault[1 for 3]

Superb shot: +3 to hit

**Shriek SMG**

Range: 3 Angle: [True, True, False, False]: AP: 2 Damage:d4 -2 + d6  
psychic damage

Burst(5): Must have loaded 5 ammo to be fired, but each time it is fired, its  
fired 5 times (per model)

**fire**

still [-, -]

still [-, Fire Burst(5)]

still [Fire Burst(5), -]

slow [-, -]

slow [-, Fire Burst(5)]

slow [Fire Burst(5), -]

fast [-, -]

fast [-, Fire Burst(5)]

fast [Fire Burst(5), -]

**movement**

slow [360°, F, 360°]

slow [360°, B, 360°]

slow [360°, A, F]

slow [-, -, Help]

still [360°, A, F]

still [360°, -, -]

fast [360°, F, F]

fast [F, 360°, F]

fast [F, F, 360°]

fast [360°, F, B]

fast [Help, Help, Help]

default slow -

default slow -

default slow flee

default still -  
default still -  
default still A,flee  
default fast -  
default fast flee  
default fast flee

### Damage Tables

#### **regular**

2-5: bleed[6]  
6+: killed

#### **psychic**

6+: shaken



## 3.12 Pachycephalosaurus Riders

Name Pachycephalosaurus Riders  
 Size medium  
 Cost 4mp, 8cp, 3xp  
 Models 3 x Pachycephalosaurus Rider  
 Armor [3, 3, 0, 0]

Poison Resistance 2

Fire SMG in both gunnery phases regardless of orders. Fire orders are for twin-gun only.

Pre-assault retreat: 5+

name: **Pachycephalosaurus Rider**  
 Equipment Limits:  
 Type: [Bio, Cavalry, Walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x SMG, 1 x Twin Guns

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

Assault Deflection: [1, 0, 0, 0] Die: 5+

poison[4][1 for 2]

Cunning Assault[1 for 3]

### SMG

Range: 4 Angle: [True, True, True, True]: AP: 1 Damage:d6-3  
 Fire two shot per fire order (per smg in the unit)

### Twin Guns

Range: 3 Angle: [True, False, False, False]: AP: 4 Damage:d6  
 x2 shots per model

**fire**

still [Fire, Load]

still [Load, -]

still [-, Aim]

still [-, Fire]

slow [-, Load]

slow [Load, -]

slow [-, Aim]

fast [-, Load]

fast [Load, -]

fast [-, Aim]

**movement**

fast [360°, F, F]

fast [F, B, 360°]

fast [F, F, 360°]

fast [F, 360°, F]

fast [F, B, B, 360°]

fast [F, F, F]

fast [F, F, 360°, B]

slow [360°, A, F]

slow [B, 360°, -]

still [360°, A, F]

still [A, A, F]

default slow -

default slow -

default slow flee

default still -

default still -

default still A+flee

default fast -

default fast flee

default fast flee

**Damage Tables**

**regular**

2-3: bleed[6]

6+: kill 1 model, d4 psychic damage

**psychic**

4+: shaken

### 3.13 Elk Cavalry

Name Elk Cavalry  
 Size medium  
 Cost 6mp, 2xp  
 Models 4 x Elk Cavalry  
 Armor 0

name: **Elk Cavalry**

Equipment Limits:

Type: [Bio, Cavalry, Walks]

Replaces: Nothing

Cost: 0

Equipment: 1 x Elf Bow

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

Assault Deflection: [1, 0, 0, 0] Die: 5+

Cunning Assault[1 for 4]

#### Elf Bow

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:d6-2  
 Ignore to-hit penalty (both self and taget) moving fast and flying  
 +1 range if you are flying  
 enhanced accurazy: +1 to hit  
 Bad at long range: double to-hit penalties at long range  
 Always treated as loaded

#### fire

still [Fire, Fire]

slow [Fire, Fire]

fast [Fire, Fire]

**movement**

slow [360°, F, 360°]

slow [360°, B, 360°]

slow [360°, A, F]

still [360°, A, F]

still [360°, -, -]

fast [360°, F, F]

fast [F, 360°, F]

fast [F, F, 360°]

fast [360°, F, B]

default slow -

default slow -

default slow flee

default still -

default still -

default still A,flee

default fast -

default fast flee

default fast flee

**Damage Tables****regular**

2-3: Bleed[4]

4+: kill 1 model, d4 psychic damage

**psychic**

4+: shaken

### 3.14 Pegasus Rider

Name Pegasus Rider  
 Size medium  
 Cost 4mp, 6xp  
 Models 2 x Pegasus rider  
 Armor 0

Pre-Assault: throw fire (from lance): roll a die, at 5+ set one enemy unit on fire, and if successful, you retreat from the assault

Autoloader: any time unit does not fire it's shriek SMG in any gunnery phase, load the gun with 1 ammo.

poison resistance 2

name: **Pegasus rider**  
 Equipment Limits:  
 Type: [Bio, Cavalry, Walks, Fly]  
 Replaces: Nothing  
 Cost: 0

Equipment: 1 x Elf Bow, 1 x Shriek SMG

Assault: [4, 3, 2, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [2, 1, 1, 0] Die: 5+

Cunning Assault[1 for 3]

good shot: +1 to hit

#### Elf Bow

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:d6-2

Ignore to-hit penalty (both self and taget) moving fast and flying  
 +1 range if you are flying

enhanced accurazy: +1 to hit

Bad at long range: double to-hit penalties at long range

Always treated as loaded

#### Shriek SMG

Range: 3 Angle: [True, True, False, False]: AP: 2 Damage:d4 -2 + d6  
psychic damage

Burst(5): Must have loaded 5 ammo to be fired, but each time it is fired, its  
fired 5 times (per model)

### **fire**

still [Fire(bow), Fire(bow)]  
still [Fire Burst(5), Fire (bow)]  
still [Fire (bow), Fire Burst(5)]  
slow [Fire(bow), Fire(bow)]  
slow [Fire Burst(5), Fire (bow)]  
slow [Fire (bow), Fire Burst(5)]  
fast [Fire(bow), Fire(bow)]  
fast [Fire Burst(5), Fire (bow)]  
fast [Fire (bow), Fire Burst(5)]

### **movement**

still [360°, 360°, 360°]  
still [360°, A[fly], F]  
still [360°, A, F]  
slow [360°, F, 360°]  
slow [360°, B, 360°]  
slow [360°, A[fly], F]  
slow [360°, A[f, fly], F]  
slow [360°, A, F]  
slow flying [L, F, -]  
slow flying [R, F, -]  
slow flying [F, R, -]  
slow flying [F, L, -]  
slow flying [F, -, -]  
slow flying [F, B[still], -]  
slow flying [F, A[f, fly], F]  
slow flying [L, L, F]  
slow flying [R, R, F]

fast [360°, F, F]  
 fast [360°, F, B]  
 fast [360°, A[f, fly], F, F]  
 fast [360°, F, B]  
 fast flying [F, F, F]  
 fast flying [F, R, F]  
 fast flying [F, L, F]  
 fast flying [F, F, B]  
 fast flying [F, F, B[fly]]  
 fast flying [F, F, B[f]]  
 fast flying [L+L, F, F]  
 fast flying [R+R, F, F]  
 fast flying [F, F, B[still]]  
 default still -  
 default still A[slow]  
 default still flee  
 default slow -  
 default slow A[fast, flying]  
 default slow flee  
 default fast -  
 default fast A[fly, fast], flee  
 default fast flee  
 default slow flying -  
 default slow flying A, flee  
 default slow flying flee  
 default fast flying flee  
 default fast flying flee  
 default fast flying flee

### Damage Tables

#### regular

2-3: Bleed[4]

4+: kill 1 model

#### psychic

5+: shaken



## 3.15 Upgradeable Units

name: **SuperElite Elf Infantry**  
 Equipment Limits:  
 Type: [Bio, infantry, Walks, Elite, SuperElite]  
 Replaces: [elf infantry]  
 Cost: 2xp  
 Equipment: 1 x Rifle

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

Superb Shot: +3 to hit  
 Unit base gains psychic resistance 2 as long as at least one superelite model is alive  
 unit gains Pre-assault retreat[4+] as long as at least 1 superelite is alive

### Rifle

Range: 5 Angle: [True, True, True, True]: AP: 2 Damage:d6-2

name: **Elite Elf Infantry**  
 Equipment Limits:  
 Type: [Bio, infantry, Walks, Elite]  
 Replaces: [elf infantry]  
 Cost: 1xp  
 Equipment: 1 x Rifle

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

Good Shot: +1 to hit

Unit base gains psychic resistance 1 as long as at least one elite model is alive

unit gains Pre-assault retreat[5+] as long as at least 1 elite is alive

## Rifle

Range: 5 Angle: [True, True, True, True]: AP: 2 Damage:d6-2

name: **Elite Pachycephalosaurus Rider**

Equipment Limits:

Type: [Bio, Cavalry, Walks]

Replaces: [pachycephalosaurus rider]

Cost: 1xp

Equipment: 1 x SMG, 1 x Twin Guns

Assault: [6, 2, 2, 1] Die: 5+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [3, 0, 0, 0] Die: 5+

poison[4][1 for 2]

Cunnint Assault[1 for 3]

+1 to pre-assault retreat (per elite)

Good shot: +1

Unit gain psychic resistance 1 while at least one elite is alive

## SMG

Range: 4 Angle: [True, True, True, True]: AP: 1 Damage:d6-3

Fire two shot per fire order (per smg in the unit)

## Twin Guns

Range: 3 Angle: [True, False, False, False]: AP: 4 Damage:d6

x2 shots per model

## 3.16 Equipment and training Upgrades

name: **Shriek SMG**  
 Requirers: [[type: infantry], [hands:2]]  
 Cost: Upgrade all models for: 2cp  
 Range: 3 Angle: [True, True, False, False]: AP: 2 Damage:d4 -2 + d6  
 psychic damage  
 Burst(5): Must have loaded 5 ammo to be fired, but each time it is fired, its  
 fired 5 times (per model)

### fire

slow [-, Fire]  
 slow [Fire, -]  
 fast [-, Fire]  
 fast [Fire, -]

name: **AT Rifle**  
 Requirers: [[hands:2], [type:infantry]]  
 Cost: Upgrade all models for: 8cp  
 Range: 5 Angle: [True, False, False, False]: AP: 6 Damage:d6

name: **SMG**  
 Requirers: [[type: infantry, type:crew], [hands:2]]  
 Cost: Upgrade all models for: 2cp  
 Range: 4 Angle: [True, True, True, True]: AP: 1 Damage:d6  
 Fire two shot per fire order (per smg in the unit)  
 always treated as loaded

### fire

still [Fire, Fire]  
 slow [Fire, Fire]  
 fast [Fire, Fire]

name:       **Elf Bow**  
 Requirers:   [[hands:2], [type:infantry, type:cavalery]]  
 Cost:        Upgrade all models for: 2cp  
           Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:d6-2  
 Ignore to-hit penalty (both self and taget) for moving fast and flying  
 +1 range if you are flying  
 enhanced accurazy: +1 to hit  
 Bad at long range: double to-hit penalties at long range.  
 Always treated as loaded

### **fire**

still [Fire, Fire]  
 slow [Fire, Fire]  
 fast [Fire, Fire]

name:       **Elf Fire Bow**  
 Requirers:   [[hands:2], [type:infantry, type:cavalery, type:crew]]  
 Cost:        Upgrade all models for: 6cp  
           Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:d6-2  
 Ignore to-hit penalty (both self and taget) for moving fast and flying  
 +1 range if you are flying  
 enhanced accurazy: +1 to hit  
 Bad at long range: double to-hit penalties at long range.  
 Always treated as loaded  
 set enemy on fire

### **fire**

still [Fire, Fire]  
 slow [Fire, Fire]  
 fast [Fire, Fire]

name: **Enhanced Rifle**  
 Requirers: [[hands:2], [type: infantry]]  
 Cost: Upgrade all models for: 2cp  
 Range: 6 Angle: [True, True, True, True]: AP: 2 Damage:d6-2  
 enhanced accurazy: +1 to hit

name: **Sniper Rifle**  
 Requirers: [[hands:2], [type: infantry], [type: elite]]  
 Cost: Upgrade one model for: 6cp  
 Range: 8 Angle: [True, False, False, True]: AP: 3 Damage:d6-2  
 improved aim: +4 to hit instead of +2. Gain additional +2 regular damage, +d6 psychic damage and +d6 crew damage when aiming  
 After eliminating one model with the use of aim, you get to choose which model to destroy

name: **Grenade**  
 Requirers: [[independent:1], [type: infantry, type: cavalry]]  
 Cost: Upgrade all models for: 2cp  
 Range: 1 Angle: [True, True, True, True]: AP: 5 Damage:d8  
 Area(5+) if used by a unit with 1-2 alive models. Area(4+) if used by a unit with 3-4 models  
 Target any hex within normal range  
 Always loaded

### fire

still [-, Throw grenade]  
 slow [-, Throw grenade]  
 fast [-, Throw grenade]

name: **Deflection field**  
 Requirers: [[independent:1], [type: vehicle]]  
 Cost: Upgrade all models for: 2cp  
**Assault**

Assault deflection: +add [6, 6, 6, 6], Deflection die: replace 5+

name:       **Elite Tank Crew**  
Requiers:   [[independent:1], [type: vehicle]]  
Cost:        Upgrade all models for: 4xp  
          unit gain good shoot: +1 to hit

name:       **Camouflage**  
Requiers:   [[independent:1], [type: infantry]]  
Cost:        Upgrade all models for: 2cp  
          unit gain gaings camouflage[forrest][-1]

## Chapter 4

### Ork

## 4.1 Troll

Name Troll  
 Size huge  
 Cost 2cp, 12xp  
 Models 1 x Troll  
 Armor [0, 0, 0, 0]

Forward Position[1]

Regeneration[3]: Heal[3, self, 1st Healing]

While unconscious, you gain improved regeneration which gives Heal[3, self, 2nd Healing] in addition to the normal regeneration. The Troll does no action while unconscious, but regains conscious in end phase: remove unconscious in Healing 2 phase

Acid resistance[5+]

Poison Resistance[2]

May have a maximum of 1 unconscious token

Always fire: The troll Always fires its Troll Gattling Gun in forward arc at friendly or enemy units, both in the first and second fire phase. Only exception is if it unconscious

Terrible Shot: -2 to hit with ranged weapons

Out of ammo: At the end of the game, the troll runs out of ammo

name: **Troll**  
 Equipment Limits: [hands:2, independent: $\infty$ ]  
 Type: [monster, walks]  
 Replaces: Nothing  
 Cost: 0

Equipment: 1 x Troll Gattling Gun

Assault: [18, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d12

Assault Deflection: [6, 0, 0, 0] Die: 6+

Fear[8]

Troll stench: Any unit entering assault with a troll gains one Poison[6] counter and takes d8 crew damage, regardless of the outcome of the assault.

Note that poison only applies to biological units and crew damage only to units with a crew damage table



**Troll Gattling Gun**

Range: 4 Angle: [True, False, False, False]: AP: 3 Damage:d10

Fires once at all models, friends or foe, within long-range and within forward arc.

Bullet storm: A natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

Replace any forrest at point blank range with a Rough terrain

**movement**

slow [Chase, -, -]

slow [-, -, Chase]

default slow

**Damage Tables****regular**

3-9: +1 on future damage

10-14: +1 for future damage, bleed[12]

15-19: as 10-14 plus Troll unconscious

20+: permanent dead

## 4.2 Champion

Name     Champion  
 Size     medium  
 Cost  
 Models   1 x Champion  
 Armor    [0, 0, 0, 0]

Has same orders available as the unit base it awakened from, and the same weapons as the last surviving model of the unit base

name:                    **Champion**  
 Equipment Limits:    [hands:2, independent: $\infty$ ]  
 Type:                    [elite, infantry, walks]  
 Replaces:               Nothing  
 Cost:                    0  
 Equipment:

Assault: [6, 3, 3, 3] Die: 6+ Armor Penetration: - Damage: d6  
 Assault Deflection: [2, 0, 0, 0] Die: 6+  
     template.ability.reroll assault:6  
 Cunning assault[1 for 2]

### **movement**

all As unit it came from

### **fire**

all As unit it came from

### **Damage Tables**

### **regular**

2-3: Bleeding[4]

4+ : Killed

### 4.3 Warg Rider

Name Warg Rider  
 Size medium  
 Cost 2mp, 4xp  
 Models 2 x Warg Rider  
 Armor 0

Fire orders only available if given ranged weapons

name: **Warg Rider**  
 Equipment Limits: [hands:1, independent: $\infty$ ]  
 Type: [bio, cavalry, elite, Walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment:

Assault: [4, 4, 3, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [2, 2, 1, 1] Die: 6+  
 template.ability.reroll assault:3  
 Cunning assault[1 for 4]

#### movement

fast [360°, F, F]  
 fast [F, 360°, F]  
 fast [F, F, 360°]  
 fast [F, B, 360°]  
 fast [-, -, chase]  
 slow [360°, 360°, 360°]  
 slow [360°, F, 360°]  
 slow [-, -, chase]  
 slow [360°, A, F]

**fire**

all [Load, -]

all [fire, -]

all [-, fire]

**Damage Tables****psycic**

5+: unit shaken

**regular**

2-3: Bleeding[6]

4-6: Bleeding[6], +1 to future damage, psychic damage[d6]

7+: kill 1 model, psychic damage[d6]

When one model is killed, half all +1 to future damage rounded down

If killed by poison or bleeding, remove that instance

## 4.4 Speedhead

Name Speedhead  
 Size Medium  
 Cost 6ip  
 Models 1 x Speedhead  
 Armor [8, 7, 7, 7]

name: **Speedhead**

Equipment Limits:

Type: [Mechanical, Bio Crew, Vehicle, Track]

Replaces: Nothing

Cost: 0

Equipment: 1 x Flamethrower, 1 x Speed Cannon, 1 x Shriek

Assault: [8, 6, 4, 4] Die: 6+ Armor Penetration: 3 Damage: d8

Assault Deflection: [2, 1, 0, 0] Die: 6+

Drive Past[4+]: Works as pre-assault retreat, except you may retreat in the hex directly ahead. Note that is can only be attempted if the hex directly ahead neither becomes overcrowded, is an illegal hex or contain enemies

template.ability.reroll assault:6

When moving fast, unit gains Fear[6]

Flamethrower: may allways be fired in any shooting step as long as you still have ammo left. Do not need an order to do so

Fire and load both rear guns (Speed Cannon and Shriek) simultatniously, and track ammo simultaneously. All targets of both weapons must be within the same angle, but not neccesarily same target.

### Flamethrower

Range: 1 Angle: [True, False, False, False]: AP: 3 Damage:d8 fire damage + d4 crew damage

Fire at all hexes possible simultaneously: Area(3+) at point blank range, Area(4+) in the hex at long range directly ahead, and Area(5+) for the two hexes which is on long range and on edge of firing arc.

Any target unit effected atleast once is set on FIRE. Fireresistance reduces base damage and crew damage from this weapon.

Limited Ammo: May be fired a maximum of 3 times.

Starts the game with all 3 ammo loaded

### **Speed Cannon**

Range: 2 Angle: [False, False, True, True]: AP: 6 Damage:d6+1

Burst(5) Must have loaded 5 ammo to be fired, but each time it is fired, it's fired 5 times

### **Shriek**

Range: 3 Angle: [False, False, True, True]: AP: 2 Damage:d4-2+ d6 psychic damage

Burst(5) Must have loaded 5 ammo to be fired, but each time it is fired, it's fired 5 times

### **movement**

slow [L, F, L]

slow [R, F, R]

slow [F, -, -]

slow [A, F, F]

default slow

default fast

default still

fast [F, F, F]

fast [L, F, F]

fast [R, F, F]

fast [F, F, L]

fast [F, F, R]

fast [B, L, F]

fast [B, R, F]

fast [B, F, -]

**fire**

all [Load, Load]

all [Load, Fire Burst(5)]

all [Fire Burst(5), Load]

**Damage Tables****regular**

1-3: +1 to future damage

4: as below, shaken

5-8: as below, Critical Damage[d6]

9+: unit destroyed

**critical**

1-3: +3 to future damage

4: Cannot rotate

5: -1 to hit, +1 to be hit (ranged and assault)

6: Unit set on fire

**crew**

4-5: jammed

6-7: as 4-5, shaken

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

12: Unit destroyed



## 4.5 HammerHead

Name HammerHead  
 Size Large  
 Cost 8ip  
 Models 1 x Hammerhead  
 Armor [13, 8, 7, 7]  
 name: **Hammerhead**  
 Equipment Limits:  
 Type: [vehicle, mechanical, bio crew, tracks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 4 x Harpoon Gun

Assault: [12, 8, 8, 8] Die: 6+ Armor Penetration: 10 (from front), else 2

Damage: d8+3 (from front), else d8

Assault Deflection: [12, 2, 2, 2] Die: 6+

templates.ability.reroll assault:6

Assault deflection die may not be used to deflect attacks against you, but negate the enemies assault deflection dice instead

All 4 harpoon gun must fire at same sector

Destroy buildings: If entering a hex with a building, replace the building with a ruin and enter the hex. Carry out an assault if necessary

### Harpoon Gun

Range: 5 Angle: [True, False, False, False]: AP: 2 Damage:d6-2

If one unit of size large or smaller is hit by this weapon but not killed, ignore the first step of the units next movement order (movement phase 1) and replace it with a special movement instead. Carry out the second and third part of the movement order as normal. Move the target one hex towards you while keeping the orientation of the unit. If there are multiple hexes which you can move the target to, you may choose where to move the enemy. However you cannot choose to move the unit into an impassable hex, or overcrowded hex. If this is not possible, the unit is shaken instead of moved.

If this movement forces the target to move into a hex occupied by you, carry out an assault.

**fire**

still [Load, -]  
still [Fire, -]  
slow [Load, -]  
slow [Fire, -]  
fast [Load, -]  
fast [Fire, -]

**movement**

fast [F, F, -]  
fast [F, R, -]  
fast [F, L, -]  
fast [F, B, -]  
fast [B, B, -]  
slow [L, -, -]  
slow [L, L, -]  
slow [R, -, -]  
slow [R, R, -]  
slow [A, F, -]  
slow [B, -, -]  
slow [F, -, -]  
slow [B, rev, -]  
still [L, -, -]  
still [L, L, -]  
still [L, L, L]  
still [R, -, -]  
still [R, R, -]  
still [R, R, R]  
still [-, -, -]  
still [R, A, F]  
still [L, A, F]  
still [A, F, -]

still [rev, -, -]  
default still  
default slow  
default fast

### Damage Tables

#### **regular**

1-3: +1 to future damage  
4: as below, shaken  
5-8: Critical Damage  
9+: unit destroyed

#### **critical**

1-3: +3 to future damage  
4: Unit cannot rotate  
5: Unit Cannot Move  
6: -5 to assault strength.

#### **crew**

4-5: Jammed  
6-7: as 5, shaken  
8-11: as 6-7, +3 to future crew damage  
12: Unit destroyed

## 4.6 Battlewagon

Name Battlewagon  
 Size Large  
 Cost 8ip  
 Models 1 x Battlewagon  
 Armor [8, 7, 7, 6]

Transport[2]: may transport up to 2 infantry

unload all infantry in any movement phase: place up to 1 infantry in the same hex as the ending hex of the battlewagon, and the rest in an adjacent hex. Enter assault if occupied by an enemy. Put the infantry in either slow or still. Threat all movement order up to this point as - for the unloaded infantry.

name: **Battlewagon**  
 Equipment Limits:  
 Type: [vehicle, mechanical, bio crew, tracks]  
 Replaces: Nothing  
 Cost: 0

Equipment: 1 x Spear Shooter, 1 x Big Gun, 1 x Grenade Launcher

Assault: [10, 8, 8, 8] Die: 6+ Armor Penetration: 2 Damage: d6

Assault Deflection: [0, 0, 0, 0] Die: 6+

templates.ability.reroll assault:3

Fire all weapons simultaneously

### Spear Shooter

Range: 3 Angle: ['x2', 'x2', 'x2', 'x2']: AP: 2 Damage:d6-2

### Big Gun

Range: 2 Angle: [True, False, False, False]: AP: 5 Damage:d12

Place two smoke tokens in the hex directly ahead of this unit

**Grenade Launcher**

Range: 4 Angle: [True, True, True, True]: AP: 3 Damage:d6

Choose a hex within normal range, roll a die. At 5+ target the choosen hex,  
otherwise target a random adjacent hex

Area[2+]

**fire**

still [Load, -]

still [Fire, -]

still [-, Fire]

still [-, Aim]

still [Aim, -]

slow [Load, -]

slow [Fire, -]

slow [-, Fire]

fast [Load, -]

fast [Fire, -]

fast [-, Fire]

**movement**

fast [F, F, F]

fast [F, F, -]

fast [F, B, 360°]

slow [A+F, F, F]

slow [360°, F, 360°]

slow [B, rev, -]

slow [B, -, -]

still [360°, A, F]

still [360°, -, -]

default still

default slow

default fast

**Damage Tables**

**regular**

1-3: +1 to future damage

4: as below, shaken

5-8: As below, Critical Damage

9+: unit destroyed, any transported units takes d6 regular damage and exit the vehicle

**critical**

1-3: +3 to future damage

4-5: gain on extra shaken token

6: Unit set on fire

**crew**

4-5: Jammed

6-7: as 5, shaken

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

12: Unit destroyed

## 4.7 Grunt

Name     Grunt  
 Size     medium  
 Cost     2mp  
 Models   4 x Grunt  
 Armor    [0, 0, 0, 0]  
 Forward Position[2]  
 Cannot use ranged weapons

name:                    **Grunt**  
 Equipment Limits:    [hands:2, independent:∞]  
 Type:                    [bio, grunt, walks]  
 Replaces:               Nothing  
 Cost:                    0  
 Equipment:

Assault: [2, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [0, 0, 0, 0] Die: -  
     template.ability.reroll assault:3  
 Cunning assault[1 for 3]

### **movement**

slow [Chase, -, -]  
 slow [-, -, Chase]  
 default slow

### **Damage Tables**

#### **regular**

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage  
9: Destroy unit base

**psychic**

4+: Unit Shaken



## 4.8 Ork Infantry

Name Ork Infantry  
 Size medium  
 Cost 4mp  
 Models 4 x Ork Infantry  
 Armor [0, 0, 0, 0]  
 Take Cover[still][-2]  
 Bad Shot: -1 to hit with range weapons

name: **Ork Infantry**  
 Equipment Limits: [hands:2, independent: $\infty$ , shared:1]  
 Type: [infantry, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Ork Musket

Assault: [2, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [0, 0, 0, 0] Die: 6+  
 template.ability.reroll assault:3  
 Cunning assault[1 for 3]

### Ork Musket

Range: 3 Angle: [True, True, False, False]: AP: 2 Damage:d6-1

### movement

slow [Chase, -, -]  
 slow [-, -, Chase]  
 slow [360°, F, 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, B, ]

still [360°, -, -]  
still [360°, A, F]  
default slow

**fire**

still [Load, -]  
still [-, Load]  
still [Fire, -]  
still [-, Fire]  
still [Aim, -]  
still [-, Aim]

**Damage Tables****regular**

1-5: Kill 1 model  
6-8: Kill 1 Model, d6 Psychic damage  
9: Destroy unit base

**psychic**

4+: Unit Shaken

## 4.9 BioEngineered Ork

Name BioEngineered Ork  
 Size medium  
 Cost 4mp, 1cp, 2xp  
 Models 4 x BioEngineered Ork  
 Armor [0, 0, 0, 0]  
 Take Cover[still][-2], May use multiple ranged weapons without any penalties  
 Poison Resistance 1, Fire Resistance 1, Immunity to Acid

name: **BioEngineered Ork**  
 Equipment Limits: [hands:4, independent: $\infty$ , shared:1]  
 Type: [bio, infantry, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 2 x Ork Musket

Assault: [3, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [1, 0, 0, 0] Die: 6+  
 templates.ability.reroll assault:6  
 Cunning assault[1 for 2]

### Ork Musket

Range: 3 Angle: [True, True, False, False]: AP: 2 Damage:d6-1

#### fire

still [-, Fire]  
 still [Fire, -]  
 still [-, Load]  
 still [Load, -]  
 still [Aim, -]

all [-, Aim]

**movement**

still [360°, -, -]

still [360°, A, F]

slow [360°, F, 360°]

slow [360°, 360°, 360°]

slow [360°, B, -]

slow [-, -, Chase]

default still

default slow

**Damage Tables**

**regular**

1: Bleed[4]

2-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

**psychic**

5+: Unit Shaken

## 4.10 Ork Char B1

Name Ork Char B1  
 Size Large  
 Cost 12ip  
 Models 1 x Ork Char B1  
 Armor [11, 9, 8, 7]  
 name: **Ork Char B1**  
 Equipment Limits:  
 Type: [Mechanical, Bio Crew, Vehicle, Track]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Rotating Pop Gun, 1 x Heavy Forward Gun

Assault: [6, 4, 3, 2] Die: 6+ Armor Penetration: 3 Damage: d6  
 Assault Deflection: [2, 0, 0, 0] Die: 6+  
 template.ability.reroll assault:3  
 Fear[6]

Pop gun uses orders with (p) and heavy ordes with (h). Track ammo for them sepeartely

### Rotating Pop Gun

Range: 4 Angle: [True, True, True, True]: AP: 6 Damage:d6 + (d8 crew damage when penetrating all armor)  
 Poison[6]

### Heavy Forward Gun

Range: 4 Angle: [True, False, False, False]: AP: 7 Damage:d6 + 3 if penetrating all armor

**fire**

slow [Fire (p), Load (h)]  
 slow [Load (h), Fire (p)]  
 slow [Fire (h) , Load (p)]  
 slow [Load (p), Fire (h)]  
 slow [Aim(p) , Load (h)]  
 slow [Aim(p) , Fire (h)]  
 slow [Load (h) , Aim (p)]  
 slow [Fire (h) , Aim (p)]  
 still [Fire (p), Load (h)]  
 still [Load (h), Fire (p)]  
 still [Fire (h), Load (p)]  
 still [Load (p), Fire (h)]  
 still [Aim(p), Load (h)]  
 still [Aim(p), Fire (h)]  
 still [Load (h), Aim (p)]  
 still [Fire (h), Aim (p)]  
 still [Aim (h), Fire (p)]  
 still [Aim (h), Load (p)]  
 still [Fire (p), Aim (h)]  
 still [Load (p), Aim (h)]

**movement**

fast [F, F , -]  
 fast [F , R , -]  
 fast [R , F , -]  
 fast [L , F , -]  
 fast [F , L , -]  
 fast [F , B , -]  
 fast [B , B , -]  
 fast [R, F , -]  
 fast [L, F , -]  
 slow [L , - , -]  
 slow [L , L , -]  
 slow [R , - , -]  
 slow [R , R , -]  
 slow [A , F , -]  
 slow [B , - , -]

slow [F , - , -]  
 slow [B , rev , -]  
 still [L , - , -]  
 still [L , L , -]  
 still [L , L , L]  
 still [R , - , -]  
 still [R , R , -]  
 still [R , R , R]  
 still [- , - , -]  
 still [R , A , F]  
 still [L , A , F]  
 still [A , F , -]  
 still [rev , - , -]  
 default still  
 default slow  
 default fast

### Damage Tables

#### Regular

1-3: +1 to future damage  
 4: as below, shaken  
 5-8: as below, Critical Damage[d6]  
 9+: Unit Destroyed

#### Critical

1: Cannot Rotate  
 2: Cannot move, loses Fear  
 3: -1 to hit, +1 to be hit (ranged and assault)  
 4-5: +3 to future damage  
 6: Unit set on fire

#### crew

4-5: Jammed  
 6-7: as 4-5, shaken  
 8-11: as 6-7, +3 to future crew damage  
 12: Unit destroyed

## 4.11 Upgradeable Units

name: **Ork Elite Infantry**  
 Equipment Limits: [hands:2, independent: $\infty$ ]  
 Type: [elite, infantry, walks]  
 Replaces: [ork infantry]  
 Cost: 4xp  
 Equipment:

Assault: [3, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6  
 Assault Deflection: [1, 0, 0, 0] Die: 6+  
 template.ability.reroll assault:3  
 Cunning assault[1 for 3]

Not Yet dead: after this model in the unit base is killed, this model is not yet dead after all. This model becomes a new unit base and becomes an Champion with the same equipment as this model and orders available as the unit base this model is attached to . Champion does not retain any of the abilities from the unit base or the model, and has a seperate model and unit base entry. See Champion. In the case this model is not the last model to be eliminated, it may be the case that you get an extra unit base in the hex. If this causes overcrowding (more than 2 units in a hex), the champion may spawn in one of the neighboring hex which is furthest from an enemy unit

Unit gain Psycic resistance 1

name: **Elite BioEngineered Ork**  
 Equipment Limits: [hands:4, independent: $\infty$ ]  
 Type: [bio, infantry, walks, elite]  
 Replaces: [bioengineered ork]  
 Cost: 1xp  
 Equipment: 2 x Ork Musket



Assault: [4, 3, 3, 3] Die: 6+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die: 6+

template.ability.reroll assault:6

Cunning assault[1 for 2]

Good shot, +1 to hit

### Ork Musket

Range: 3 Angle: [True, True, False, False]: AP: 2 Damage:d6-1

## 4.12 Equipment and training Upgrades

name: **Clockwork Shield**

Requiers: [[type:infantry, type:grunt], [hands:1]]

Cost: Upgrade all models for: 2cp

Unit base gains damage resistance 1

### Assault

Assault deflection: +add [1, 0, 0, 0], Deflection die: replace 6+

name: **Clockwork Wings**

Requiers: [[type:infantry, type:grunt], [independent:1]]

Cost: Upgrade all models for: 4cp

Flies for a short period of time.

### Assault

Assault strength: +add [1, 0, 0, 0]

### movement

slow [A(fast, fly), Chase, Chase]  
 fast fly [Chase, B(slow, land), -]

name: **Flame-covered-axe**  
 Requirers: [[type:infantry, type:cavalry], [type:elite], [hands:1]]  
 Cost: Upgrade one model for: 2cp

#### **Assault**

Assault Damage set to: replace d6+1 + d4 crew damage

append Fire, Minor Acid[1 for 2], Poison[4][1 for 2]

name: **Poison Spikes**  
 Requirers: [[type:infantry, type:grunt], [independent:1]]  
 Cost: Upgrade all models for: 1cp

#### **Assault**

append ['Place a poison[4] on any enemy which you deflected an attack from']

name: **Clockwork Monocular**  
 Requirers: [[type:infantry], [independent:1]]  
 Cost: Upgrade all models for: 1cp

Reroll 2 dice in ranged combat per natural 6 rolled for to-hit (regardless of whether that was a hit or not). Each die may be rerolled a maximum of one time (for each wave of rerolls). A new wave of rerolls starts when you get at least one 6 in the rerolled dice.

name: **Clockwork Spear**  
 Requirers: [[type:infantry, type:grunt, type:cavalry], [hands:1]]  
 Cost: Upgrade all models for: 2cp

#### **Assault**

Assault Damage set to: replace d8

append Cunning assault[1 for 2]

name: **Clockwork Power Spear**  
 Requirers: [[type:infantry, type:grunt], [hands:2]]  
 Cost: Upgrade all models for: 3cp

### **Assault**

Assault Damage set to: replace d12  
 Assault Armor penetration: replace 4  
 Assault deflection: +add [1, 0, 0, 0], Deflection die: replace 6+

append Cunning assault[1 for 2]

name: **Ork Pistol**  
 Requirers: [[type:infantry, type:grunt, type: cavalry], [hands:1]]  
 Cost: Upgrade all models for: 1cp  
 Range: 3 Angle: [True, True, False, False]: AP: 2 Damage:d6-1  
 1-handed weapon. Infantry may combine pistol with another 1-handed weapon.  
 If combined with another pistol, you may load and fire both pistol simultaneously  
 Can be loaded with up too 2 ammo

### **fire**

still [Load(2), -]  
 still [-, Load(2)]  
 still slow [fire, -]  
 still slow [-, fire]

name: **Pyro**  
 Requirers: [[type:infantry, type: cavalry], [independent:1]]  
 Cost: Upgrade all models for: 2cp, 4xp  
 Range: 1 Angle: [True, True, False, False]: AP: 0 Damage:N.A  
 Choose one hex within range, and each model tries to throw one grenade at an enemy in that hex. If enemy is hit atleast once, that enemy is set on fire.  
 Don't need to be loaded to be used.  
 Expert throw: +2 to hit while throwing pyro grenade  
 Bonus weapon, can be added to any other combination of weapons, but if you don't have any free hands you must choose between normal weapons and using the pyro grenades

In addition, the unit gains Fire Resistance 2

### **fire**

all [-, Throw]

name: **Hand Held Cannon**

Requiers: [[type:infantry, type:grunt, type: cavalry], [shared:1]]

Cost: Upgrade all models for: 8cp

Range: 4 Angle: [True, False, False, False]: AP: 9 Damage:d6 +3 if penetrating armor

Unit base gets the option to fire ONE of this weapon instead of regular weapons.

name: **War Drum**

Requiers: [[type:infantry], [type:elite], [independent:1]]

Cost: Upgrade all models for: 2xp

Allows any grunt be given (- + - follow) instead of chase. Move each unit with follow orders one step closer to this model.

Unit Base gains Terror[6][range 1]]

name: **Harpoon Gun**

Requiers: [[type:infantry], [shared:1]]

Cost: Upgrade all models for: 4cp

Range: 5 Angle: [True, False, False, False]: AP: 2 Damage:d6-2

Unit base gets the option to fire ONE of this weapon instead of regular weapons.

If one unit of size large or smaller is hit by this weapon but not killed, ignore the first step of the units next movement order (movement phase 1) and replace it with a special movement instead. Carry out the second and third part of the movement order as normal. Move the target one hex towards you while keeping the orientation of the unit. If there are multiple hexes which you can move the target to, you may choose where to move the enemy. However you cannot choose to move the unit into an impassable hex, or overcrowded hex. If this is not possible, the unit is shaken instead of moved.

If this movement forces the target to move into a hex occupied by you, carry out an assault.

name: **Grenade Sling**  
 Requirers: [[type:infantry, type: cavalry], [hands:1]]  
 Cost: Upgrade all models for: 6cp  
 Range: 3 Angle: [True, True, True, True]: AP: 6 Damage:d6  
 Choose one hex within normal range, if fired from a unit with 3-4 models: Area(4+), if fired from a unit with 1-2 models: Area(5+)  
 If combined with the pyro, the pyro gains standard range of 3 instead of 1.  
 It is a 1 handed weapon but may not be combined with another sling

name: **Tankscalper**  
 Requirers: [[type: infantry, type: grunt], [hands: 1]]  
 Cost: Upgrade all models for: 2cp  
**Assault**

append May replace regular damage with d4-2 crew damage. If so, any supporting damage to this damage die adds +1 to crew damage instead of +1 to regular damage. It should be noted that other models within the same unit MAY choose different damage types. Thus only the hit and corresponding supporting hits versus a tank should be converted to crew damage.

name: **Healing Syringe**  
 Requirers: [[type:infantry, type: cavalry, type: grunt], [hands: 1]]  
 Cost: Upgrade all models for: 1cp

In 1st Healing phase you may replace any ONE bleeding token on any unit in this hex with a Poison[4] token.

name: **Hand Catapult**  
 Requirers: [[type:infantry], [hands:3]]  
 Cost: Upgrade all models for: 9cp  
 Range: 6 Angle: [True, True, True, True]: AP: 6 Damage:d6  
 Choose one hex within normal range or one hex within long range. If fired from a unit with 3-4 models within normal range: Area(4+), if fired from a unit with 1-2 models at normal range: Area(5+), if fired from a unit withh

3-4 models within long range: Area(5+), if fired from a unit with 1-2 models within long range: Area(6+)

name: **Assault Musket**

Requiers: [[type:infantry], [hands:2]]

Cost: Upgrade all models for: 2cp

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

May have up to 4 ammo stored. Enhanced Accurazy: unit gain +1 to hit (but only when firing this weapon)

If you have 4 ammo stored, you may spend all 4 ammo to use the 'heavy shot' seting when firing a shot. If you do gain range: 4, AP:3 and damage:d6-1 ps! It is nor recommended combining this with other ranged weapons as a ork pistol. However if you do, track ammo and loading actions etc. for the other gun and this weapon seperately

#### **fire**

still [Load(2), -]

still [-, Load(2)]

still [fire, fire]

slow [Load(2), -]

slow [-, Load(2)]

slow [fire, fire]

## Chapter 5

### Gnome

## 5.1 Gnome Infantry

Name Gnome Infantry  
 Size medium  
 Cost 4mp  
 Models 4 x Gnome Infantry  
 Armor [0, 0, 0, 0]  
 Shaken Speed set to slow, move order: [-,-,flee]. May not fire weapons  
 Take-Cover[still][-2]

Model name: **Gnome Infantry**  
 Equipment Limits: [hands:2, reserve:1, independent: $\infty$ ]  
 Type: [bio, infantry, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Gnome Gun, 1 x Light SMG

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 (res) orders is given, but you may only use one reserve weapon at any given time.  
 Always treated as loaded



**movement**

slow [Chase, , ]  
 slow [, , Chase]  
 slow [360°, F, 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, B, -]  
 still [360°, -, -]  
 still [360°, A, F]

**fire**

still [Load, -]  
 still [-, Load]  
 still [Fire, -]  
 still [-, Fire]  
 still [Aim, -]  
 still [-, Aim]  
 still [Fire (res), Fire (res)]  
 slow [Fire (res), Fire (res)]

**Damage Tables****regular**

1-5: Kill 1 model  
 6-8: Kill 1 Model, d6 Psychic damage  
 9: Destroy unit

**psychic**

4+: Unit Shaken

## 5.2 Quad Bike

Name Quad Bike  
 Size medium  
 Cost 4mp, 4cp  
 Models 4 x Quad Bike  
 Armor [0, 0, 0, 0]  
 Shaken Speed set to slow, move order: [-,-,flee]. May not fire weapons  
 May not enter buildings

Model name: **Quad Bike**  
 Equipment Limits: [hands: 2, reserve:1, independent:∞]  
 Type: [bio, quad bike, infantry, wheeled]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Light SMG

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

### 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 (res)  
 orders is given, but you may only use one reserve weapon at any given time.  
 Always treated as loaded

### movement

fast [F, F, -]  
 fast [F, F, R]  
 fast [F, F, L]  
 fast [F, R, F]  
 fast [F, L, F]

fast [L, F, F]  
 fast [R, F, F]  
 fast [F, F, B]  
 fast [F, B, -]  
 slow [360°, A, F]  
 slow [Chase, , ]  
 slow [, , Chase]  
 slow [360°, F, 360°]  
 slow [360°, 360°, 360°]  
 slow [360°, B, -]  
 still [360°, -, -]  
 still [360°, A, F]

**fire**

still [Fire (res), Fire (res)]  
 slow [Fire (res), Fire (res)]  
 fast [Fire (res), Fire (res)]

**Damage Tables****regular**

1-5: Kill 1 model  
 6-8: Kill 1 Model, d6 Psychic damage  
 9: Destroy unit

**psychic**

6+: Unit Shaken

### 5.3 Assault Bots

Name Assault Bots  
 Size medium  
 Cost  
 Models 4 x Assault Bot  
 Armor [0, 0, 0, 0]  
 Shaken

Model name: **Assault Bot**  
 Equipment Limits: [independent: $\infty$ ]  
 Type: [drone, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment:

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

Can only enter play through mortars or drop weapons

#### **movement**

slow [-, -, Chase]

#### **Damage Tables**

##### **regular**

0-7: Kill 1 model

8: Destroy Unit

## 5.4 Mechanical Rat

Name Mechanical Rat  
 Size small  
 Cost  
 Models 1 x Mechanical Rat  
 Armor [0, 0, 0, 0]  
 Shaken

Model name: **Mechanical Rat**  
 Equipment Limits: [independent:∞]  
 Type: [drone, walks]  
 Replaces: Nothing  
 Cost: 0  
 Equipment:

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

Can only enter play through tinkerer ability

### **movement**

slow [-, -, Chase]

### **Damage Tables**

#### **regular**

0+: Destroy Unit

## 5.5 Gnome Motorcycle

Name Gnome Motorcycle  
 Size medium  
 Cost 2mp, 4cp, 4xp  
 Models 3 x Gnome Motorcycle  
 Armor [4, 3, 0, 0]  
 Shaken Speed set to slow, move order: [-,-,flee]. May not fire weapons  
 Elusive[fast]: additional -1 to be hit while fast

Model name: **Gnome Motorcycle**  
 Equipment Limits: [motorcycle weapon:1, independent: $\infty$ ]  
 Type: [bio, motorcycle, wheel]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Splintbombgrenade launcher

Assault: [2, 1, 1, 0] Die: 3+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [2, 1, 0, 0] Die: 5+  
 Pre-Assault Retreat[4+]

### Splintbombgrenade launcher

Range: 2 Angle: [True, True, True, True]: AP: 2 Damage:d6  
 Choose one hex within range. If fired from 3 models it has Area(4+), if fired from 2 models it has Area(5+), if fired by 1 model it has Area(6+)

#### movement

fast [F, F, F+B]  
 fast [F, F, 360<sup>0</sup>]  
 fast [360<sup>0</sup>, F, F]  
 fast [F, 360<sup>0</sup>, F]

fast [F, B, 360<sup>0</sup>]  
slow [360<sup>0</sup>, F, 360<sup>0</sup>]  
slow [360<sup>0</sup>, A, F]  
slow [360<sup>0</sup>, F+B, 360<sup>0</sup>]  
still [360<sup>0</sup>, A, F]  
still [360<sup>0</sup>, -, -]

**fire**

still [-, Load]  
still [-, Fire]  
slow [-, Load]  
slow [-, Fire]  
fast [-, Fire]

**Damage Tables****regular**

2-3: +1 on future damage  
4+: Kill 1 model

**psychic**

6+: Unit Shaken

## 5.6 Ballista Drone

Name     Ballista Drone  
 Size     lagre  
 Cost     6cp  
 Models   1 x Ballista  
 Armor    [0, 0, 0, 0]  
 Shaken   Speed set to still, move order: [- - -]. May not fire weapons  
 Model name:     **Ballista**  
 Equipment Limits: [ballista:1, independent: $\infty$ ]  
 Type:           [construct, towed]  
 Replaces:       Nothing  
 Cost:           0  
 Equipment: 1 x Ballista

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

### Ballista

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

#### movement

slow [360<sup>0</sup>, F, -]  
 slow [-, -, B]  
 still [L, -, -]  
 still [R, -, -]  
 still [-, -, -]  
 still [A, -, -]



**fire**

still [Load, -]

still [-, Load]

still [Fire, -]

still [-, Fire]

still [Aim, -]

still [-, Aim]

**Damage Tables****regular**

2-3: +1 on future damage

4-5: +1 on future damage, shaken

6-7: as below, cannot move or rotate, speed set to still

8: Unit destroyed

## 5.7 Ballista Tractor, Mark I

Name Ballista Tractor, Mark I  
 Size lagre  
 Cost 8ip  
 Models 1 x Ballista Tractor Mark I  
 Armor [12, 8, 8, 7]  
 Shaken Speed set to still, move order: [- - -]. May not fire weapons  
 Fires and loads both weapons at fire and load actions

Model name: **Ballista Tractor Mark I**  
 Equipment Limits: [ballista:1, vehicle mortar:1, independent:∞]  
 Type: [mechanical, bio crew, vehicles, wheeled]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Ballista, 1 x Assault Bot Mortar

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

### 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.

### movement

slow [L, -, -]

slow [L, L, -]  
slow [R, -, -]  
slow [R, R, -]  
slow [F, L, -]  
slow [F, R]  
slow [B, -, -]  
slow [F, B, -]  
slow [L, F, B]  
slow [R, F, B]  
slow [F, -, -]  
slow [B, rev, -]  
still [L, -, -]  
still [L, L, -]  
still [L, L, L]  
still [R, -, -]  
still [R, R, -]  
still [R, R, R]  
still [-, -, -]  
still [R, A, F]  
still [L, A, F]  
still [A, F, -]  
still [rev, -, -]

**fire**

all [-, Load]  
all [-, Fire]  
still [-, Aim]

**Damage Tables****regular**

1-3: +1 to future damage  
4: as below, shaken  
5-8: as below, d6 critical damage  
9: Unit destroyed

**critical**

1-2: +3 to future damage

- 3: +1 to be hit, -1 to hit
- 4: Rotate unit  $180^0$
- 5: Place Poison Cloud[8] and smoke in this and all surrounding hexes.
- 6: set on fire

**crew**

- 4-5: Crippled Crew, if already shaken double initial crew damage
- 6-7: as 4-5, shaken
- 8-11: as 6-7, +3 to future crew damage
- 12: Unit destroyed

## 5.8 Ballista Tractor, Mark II

Name Ballista Tractor, Mark II  
 Size lagre  
 Cost 8ip  
 Models 1 x Ballista Tractor Mark II  
 Armor [12, 8, 8, 7]  
 Shaken Speed set to still, move order: [- - -]. May not fire weapons  
 Model name: **Ballista Tractor Mark II**  
 Equipment Limits: [ballista:1, independent: $\infty$ ]  
 Type: [mechanical, bio crew, vehicles, wheeled]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Enhanced Ballista

Assault: [3, 2, 2, 1] Die: 3+ Armor Penetration: 2 Damage: d6-1  
 Assault Deflection: [4, 0, 0, 0] Die: 5+

### Enhanced Ballista

Range: 5 Angle: [True, False, False, False]: AP: 8 Damage:d6 (+3 if penetrating all armor)  
 Enhanced Accurazy: +1 to hit

### movement

slow [L, -, -]  
 slow [L, L, -]  
 slow [R, -, -]  
 slow [R, R, -]  
 slow [F, L, -]  
 slow [F, R]  
 slow [B, -, -]  
 slow [F, -, -]

slow [B, rev, -]  
 still [L, -, -]  
 still [L, L, -]  
 still [L, L, L]  
 still [R, -, -]  
 still [R, R, -]  
 still [R, R, R]  
 still [-, -, -]  
 still [R, A, F]  
 still [L, A, F]  
 still [A, F, -]  
 still [rev, -, -]

### **fire**

all [-, Load]  
 all [-, Fire]  
 still [-, Aim]

## **Damage Tables**

### **regular**

1-3: +1 to future damage  
 4: as below, shaken  
 5-8: as below, d6 critical damage  
 9: Unit destroyed

### **critical**

1-2: +3 to future damage  
 3: +1 to be hit, -1 to hit  
 4: Rotate unit 180<sup>0</sup>  
 5: Place Poison Cloud[8] and smoke in this and all surrounding hexes.  
 6: set on fire

### **crew**

4-5: Crippled Crew, if already shaken double initial crew damage  
 6-7: as 4-5, shaken  
 8-11: as 6-7, +3 to future crew damage  
 12: Unit destroyed



## 5.9 Ballista Tractor, Mark III

Name Ballista Tractor, Mark III  
 Size lagre  
 Cost 8ip  
 Models 1 x Ballista Tractor Mark III  
 Armor [12, 8, 8, 7]  
 Shaken Speed set to still, move order: [- - -]. May not fire weapons  
 Fires and loads both weapons at fire and load actions

Model name: **Ballista Tractor Mark III**  
 Equipment Limits: [ballista:1, array:1, independent: $\infty$ ]  
 Type: [mechanical, bio crew, vehicles, wheeled]  
 Replaces: Nothing  
 Cost: 0  
 Equipment: 1 x Ballista, 1 x Array of Heavy Muskets

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

### Ballista

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

### Array of Heavy Muskets

Range: 3 Angle: ['x4', 'x3', 'x3', '-']: AP: 3 Damage:d6 -1

### movement

slow [L, -, -]  
 slow [L, L, -]  
 slow [R, -, -]



slow [R, R, -]  
 slow [F, L, -]  
 slow [F, R]  
 slow [B, -, -]  
 slow [F, -, -]  
 slow [B, rev, -]  
 still [L, -, -]  
 still [L, L, -]  
 still [L, L, L]  
 still [R, -, -]  
 still [R, R, -]  
 still [R, R, R]  
 still [-, -, -]  
 still [R, A, F]  
 still [L, A, F]  
 still [A, F, -]  
 still [rev, -, -]

**fire**

still [-, Load]  
 still [-, Fire]  
 still [-, Aim]  
 slow [-, Load]  
 slow [-, Fire]  
 fast [-, Load]  
 fast [-, Fire]

**Damage Tables****regular**

1-3: +1 to future damage  
 4: as below, shaken  
 5-8: +1 to future damage, d6 critical damage  
 9: Unit destroyed

**critical**

1-2: +3 to future damage  
 3: +1 to be hit, -1 to hit

- 4: Rotate unit  $180^0$
- 5: Place Poison Cloud[8] and smoke in this and all surrounding hexes.
- 6: set on fire

**crew**

- 4-5: Crippled Crew, if already shaken double initial crew damage
- 6-7: as 4-5, shaken
- 8-11: as 6-7, +3 to future crew damage
- 12: Unit destroyed

## 5.10 Gnome Helicopter

Name Gnome Helicopter  
 Size large  
 Cost 6ip, 2xp  
 Models 1 x Gnome Helicopter  
 Armor [0, 0, 0, 0]  
 Shaken Speed set to still ground, move order: [- - -]. May not fire weapons  
 Drop weapon is used with Throw(d) orders. All other weapons (relevant if given side weapons) fires, loads and aim simultaneously  
 Good Shot: +1 to hit or Excelent Shot: +2 to hit if helicopter is hovering still in the air (still flying).

Model name: **Gnome Helicopter**  
 Equipment Limits: [helicopter front:1, helicopter drop:1, helicopter side:1, independent:  $\infty$ ]  
 Type: [bio crew, helicopter, flying]  
 Replaces: Nothing  
 Cost: 0

Equipment: 1 x Acidic Napalm Bomb, 1 x Helicopter Gattling Gun

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

Quick fix: Repair[1, self, 1st healing phase]

### Acidic Napalm Bomb

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:n.a  
 Choose a hex within normal range: Area(4+): minor acid and any unit hit atleast one is set on fire (note, you inflict one minor acid per hit on the unit, but maximum one fire)  
 Limited Ammo[2]

### Helicopter Gattling Gun

Range: 3 Angle: [True, False, False, False]: AP: 6 Damage:d6-1  
 Fire once at all enemy units within range and within angle of fire

If aim, instead use focus fire, roll 6 dice at same unit

Bullet storm: If not using aim, a natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

### **movement**

still ground [A[still], 360<sup>0</sup>, -]  
 still ground [A[slow], 360<sup>0</sup>, F]  
 still ground [A[still], 360<sup>0</sup>, -]  
 still flying [360<sup>0</sup>, -, -]  
 still flying [-, -, D]  
 still flying [A[slow], 360<sup>0</sup>, F]  
 still flying [A[fast], 360<sup>0</sup>, F]  
 slow flying [L, F, -]  
 slow flying [L, F, L]  
 slow flying [R, F, -]  
 slow flying [R, F, R]  
 slow flying [-, -, D]  
 slow flying [-, R, D]  
 slow flying [-, L, D]  
 slow flying [A[fast], F, F]  
 slow flying [F, B[still], 360<sup>0</sup>]  
 fast flying [F, F, -]  
 fast flying [F, F, R]  
 fast flying [F, F, L]  
 fast flying [F, R, F]  
 fast flying [F, L, F]  
 fast flying [L, F, F]  
 fast flying [R, F, F]  
 fast flying [F, F, B[slow]+360<sup>0</sup>]  
 fast flying [F, F, B[still]+360<sup>0</sup>]  
 fast flying [F, F, F]  
 fast flying [F, F, F+D]  
 fast flying [F, D+F, F]  
 fast flying [F+D, F, F]  
 fast flying [F, F, D]

**fire**

still ground [-, Load]  
fast flying [Throw(d), Fire]  
fast flying [Load, Throw(d)]  
fast flying [Throw(d), Load]  
slow flying [Throw(d), Fire]  
slow flying [Load, Throw(d)]  
slow flying [Throw(d), Load]  
still flying [Throw(d), Fire]  
still flying [Load, Throw(d)]  
still flying [Throw(d), Load]  
still flying [Aim, Fire]  
still flying [Fire, Aim]

**Damage Tables****regular**

1-3: +1 to future damage  
4-5: as below, shaken  
6-8: +3 to future damage, shaken  
9: Destroy unit

**crew**

as regular damage

## 5.11 Upgradeable Units

Model name: **Tinkerer Helicpoter**

Equipment Limits: [helicopter front:1, helicopter drop:1, helicopter side:2, independent:  $\infty$ ]

Type: [bio crew, helicopter, flying, tinkerer]

Replaces: [gnome helicopter]

Cost: -2cp, 6xp

Equipment: 1 x Acidic Napalm Bomb, 1 x Helicopter Gattling Gun

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

Assault Deflection: [1, 0, 0, 0] Die:

Improved Quick fix: Repair[2, self, 1st healing phase]

May move normaly even if shaken

### Acidic Napalm Bomb

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:n.a

Choose a hex within normal range: Area(4+): minor acid and any unit hit atleast one is set on fire (note, you inflict one minor acid per hit on the unit, but maximum one fire)

Limited Ammo[2]

### Helicopter Gattling Gun

Range: 3 Angle: [True, False, False, False]: AP: 6 Damage:d6-1

Fire once at all enemy units within range and within angle of fire

If aim, instead use focus fire, roll 6 dice at same unit

Bullet storm: If not using aim, a natural 6 on to-hit die is considered a hit regardless of to-hit modifiers

Model name: **Gnome Elite Infantry**  
 Equipment Limits: [hands:2, reserve: $\infty$ , independent: $\infty$ ]  
 Type: [bio, elite, infantry, walks]  
 Replaces: [gnome infantry]  
 Cost: 1xp  
 Equipment: 1 x Gnome Gun, 1 x SMG, 1 x Poison Dart, 1 x Acid Ballon, 1 x Grinder

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

Threat any gunnery phase without any other ordre as fire(reserve) order instead (for this model only.)  
 Unit gains psychic resistance 1 as long as atleast one elite model is alive.

### **Gnome Gun**

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

### **SMG**

Range: 2 Angle: [True, True, True, True]: AP: 1 Damage:d6-3  
 Reserve weapon: may use this weapon instead of main gun when fire (res) orders is given, but you may only use one reserve weapon at any given time.  
 Fire two shots per fire reserve order  
 Always treated as loaded

### **Poison Dart**

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:-  
 Reserve weapon: may use this weapon instead of main gun when fire (res) orders is given, but you may only use one reserve weapon at any given time.  
 Always treated as loaded  
 Poison[4]

**Acid Ballon**

Range: 1 Angle: [True, True, True, True]: AP: 0 Damage:-  
 Reserve weapon: may use this weapon instead of main gun when fire (res) orders is given, but you may only use one reserve weapon at any given time.  
 Always treated as loaded  
 Minor Acid

**Grinder**

Range: 2 Angle: [True, True, True, True]: AP: 2 Damage:d8-2  
 Reserve weapon: may use this weapon instead of main gun fire (res) orders is given, but you may only use one reserve weapon at any given time.  
 Only treated as loaded if your main gun is loaded, and uses that ammo (for all models in the unit) if this weapon is used

Model name: **Gnome Tinkerer**  
 Equipment Limits: [hands:2, reserve: $\infty$ , independent: $\infty$ ]  
 Type: [bio, infantry, tinkerer, walks]  
 Replaces: [gnome infantry]  
 Cost: -3cp, 4xp  
 Equipment: 1 x Gnome Gun, 1 x Light SMG

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 in any shooting phase: May Launch Mechanical rat: Place a mechanical rat unit in any of the surrounding hexes which is not overcrowded. May not be put directly into close combat.

**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 (res) orders is given, but you may only use one reserve weapon at any given time.  
 Always treated as loaded

Model name: **QuadBike Tinkerer**  
 Equipment Limits: [hands:2, reserve:∞, independent:∞]  
 Type: [bio, infantry, tinkerer, walks]  
 Replaces: [quad bike]  
 Cost: -3cp, 4xp  
 Equipment: 1 x Light SMG

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

Once per game in any shooting phase: May Launch Mechanical rat: Place a mechanical rat unit in any of the surrounding hexes which is not overcrowded. May not be put directly into close combat.

**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 (res) orders is given, but you may only use one reserve weapon at any given time.  
 Always treated as loaded

## 5.12 Equipment and training Upgrades

name: **Acid Splash**  
 Requirers: [[hands:2], [type:infantry]]  
 Cost: Upgrade all models for: 2cp  
 Range: 4 Angle: [True, True, True, True]: AP: 0 Damage:-  
 No regular damage  
 Minor Acid

name: **Mechanical Owl**  
 Requirers: [[type:infantry], [independent:1]]  
 Cost: Upgrade all models for: 2cp  
 Gives all weapons the enhanced accurazy (+1 to hit) trait

name: **Frost Ray**  
 Requirers: [[type:infantry], [hands:2]]  
 Cost: Upgrade all models for: 6cp  
 Range: 4 Angle: [True, True, True, True]: AP: 0 Damage:d4-2+d6 psycic  
 damge + d4 crew damage  
 If you use the 'amplified fire' order, and if you hit the enemy unit atleast  
 once, the target must break if possible (if it has a lower speed available).  
 Reduce the speed one step

**fire**  
 still [-, amplified fire]

name: **Green Gas Launcher**  
 Requirers: [[type:tinkerer, type:elite], [type:infantry], [reserve:1]]  
 Cost: Upgrade one model for: 2cp  
 Range: 3 Angle: [True, True, True, True]: AP: 0 Damage:d6 psycic dam-  
 age + d4 crew damage  
 Choose one hex (per model firing this weapon) within normal range: Area(5+)  
 Poison[6]  
 Reserve weapon: may use this weapon instead of main gun if fire (res) orders

is given, but you may only use one reserve weapon at any given time.  
Always treated as loaded

name: **Helicopter mounted Green Gas Launcher**  
 Requirers: [[type: tinkerer], [type:helicopter], [helicopter side:1]]  
 Cost: Upgrade all models for: 2cp  
 Range: 3 Angle: [True, True, True, True]: AP: 0 Damage:d6 psychic damage + d4 crew damage  
 Choose one hex within range: Area(5+)  
 Poison[4]

name: **Experimental Plasma Gun**  
 Requirers: [[type:tinkerer], [type:infantry], [hands:2]]  
 Cost: Upgrade one model for: 4cp  
 Range: 4 Angle: [True, True, True, True]: AP: 6 Damage:d12-3  
 If the natural to-hit die is a 1 or 2 (regardless wether you hit or not), the gun explodes causing 1d4 fire damage to the wielder. If this damage causes atleast one model to die, remove the model carrying the plasma gun first.  
 If you roll a natural 6 on to hit (and hit the target) you set the enemy on fire

name: **Helicopter Mounted Experimental Plasma Gun**  
 Requirers: [[type:tinkerer], [type:helicopter], [helicopter side:1]]  
 Cost: Upgrade all models for: 4cp  
 Range: 6 Angle: [True, True, True, False]: AP: 6 Damage:d12-3  
 If the natural to-hit die is a 1 or 2 (regardless wether you hit or not), the gun explodes causing 1d4 fire damage to the helicopter  
 If you roll a natural 6 on to hit (and hit the target) you set the enemy on fire  
 Difficutly firing forward: Get -1 to hit in forward direction

name: **(extra) Acidic Napalm Bomb**  
 Requirers: [[type:helicopter], [helicopter drop:1]]  
 Cost: Upgrade all models for: 1cp

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:n.a  
 Choose a hex within normal range: Area(4+): minor acid and any unit hit  
 atleast one is set on fire (note, you inflict one minor acid per hit on the unit,  
 but maximum one fire)  
 Limited Ammo[3]

name: **Major Acidic Napalm Bomb**  
 Requirers: [[type:helicopter], [helicopter drop:1]]  
 Cost: Upgrade all models for: 4cp

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:n.a  
 Choose a hex within normal range: Area(4+): major acid and any unit hit  
 atleast one is set on fire (note, you inflict one acid per hit on the unit, but  
 maximum one fire)  
 Limited Ammo[2]

name: **Assault Bot Mortar**  
 Requirers: [[type:infantry], [hands:2]]  
 Cost: Upgrade all models for: 6cp

No regular damage  
 When firing, place an assault bot with number of models equal to the number  
 of models firing this weapon (from this unit) in an empty hex within range  
 6 (note, you do not need line of sight to the hex). Requires to be loaded to  
 be used, just as a normal weapon.

name: **Assault Bot Dropper**  
 Requirers: [[type:helicopter], [helicopter drop:1]]  
 Cost: Upgrade all models for: 2cp

No regular damage  
 When firing, place three assault bot units with 4 models in an empty hex  
 within range 1 (max 2 in same hex). Requires to be loaded to be used, just  
 as a normal weapon.  
 Limited Ammo[3]

name: **Improved Medical Armor**

Requiers: [[type:infantry], [independent:1]]

Cost: Upgrade all models for: 2cp

Unit gain Fire resistance 6, Poison Resistance 6, minor acid resistance[4+] and Psycic resistance 1 (improve by 1 if unit has psycic resistance from another source)

name: **Medical Armor**

Requiers: [[type:infantry], [independent:1]]

Cost: Upgrade all models for: 1cp

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

name: **Plasma Shield Generator**

Requiers: [[type:infantry], [independent:1]]

Cost: Upgrade all models for: 2cp

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 resistanes, it also takes an additional d4 fire damage (apply fire resistance if any)

### **Assault**

Assault deflection: +add [1, 0, 0, 0], Deflection die: replace 5+

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

name: **Quadbike Lance**

Requiers: [[type:quadbike], [hands:2]]

Cost: Upgrade all models for: 2cp

### **Assault**

Assault strength: +add [1, 0, 0, 0]

name: **Improved Plasma Shield Generator**

Requiers: [[type:infantry], [independent:1]]

Cost: Upgrade all models for: 4cp

Unit gain d8 regular resistance (roll d8 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)

### **Assault**

Assault deflection: +add [2, 0, 0, 0], Deflection die: replace 5+

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

name: **Experimental guided missile**

Requiers: [[type:tinkerer], [type:helicopter], [helicopter side:1]]

Cost: Upgrade all models for: 2cp

Range: d4+d12 Angle: [True, True, True, True]: AP: 5 Damage:d6 + d6  
psycic

Minor Acid

Guided: +4 to hit

Do not need line of sight to target

If you try to hit something longer than normal range, the missile hit the closest friendly unit instead (ie the range to the target is longer than d4+d12 you rolled)

If you roll a 1 on to hit, (regardeless of wether you hit or not), you are covered in minor acid

name: **Helicopter Mounted Experimental Nail Gun**

Requiers: [[type:tinkerer], [type:helicopter], [helicopter side:1]]

Cost: Upgrade all models for: 2cp

Range: 4 Angle: [True, True, True, False]: AP: 3 Damage:d6-2

Fire d12 shots each time it is fired at the same unit

If you rolled atleast one 1 for to-hit, add +1 to future damage to self

If you roll only a 1 for the number of shots you fire, the gun is destroyed

Difficult to fire forward: -1 to hit firing forward

name:       **Experimental Nail Gun**

Requiers:   [[type:tinkerer], [type:infantry]]

Cost:        Upgrade all models for: 2cp

Range: 4 Angle: [True, True, True, False]: AP: 3 Damage:d6-2

Fire d12 shots each time and all at the same unit

If you rolled atleast one 1 for to-hit, add +1 to future damage

If you roll only a one for the number of shots you fire, the gun is destroyed.

Replace it with a regular gnome gun

name:       **Experimental Death Ray**

Requiers:   [[type:tinkerer], [type:infantry]]

Cost:        Upgrade all models for: 4cp

Range: 8 Angle: [True, True, True, False]: AP: 2 Damage:d6-6

Wait for it: Multiple Aim Bonuses stack (+2 to to hit for each turn spent aiming). Add +4 to damage for each aim token

May keep aiming instead of firing or loading.

If you hit your enemy, roll for damage 4 times

In agony phase 0, roll a die per aim-token for death ray. If you roll atleast one 1, add minor accid to self, if you rolled atleast two ones, death ray explodes and unit is killed.