

Chapter 1

Units

1.1 Zeppelin

Name Zeppelin
 Size huge
 Models 1 x Zeppelin
 Armor [8, 8, 8, 8]
 Victory points 86

Steady: +1 to hit, +1 to be hit.

Repair: each aftermath phase, remove either one +1 to future damage token, one 1 shaken token or 1 cannot roate token.

Fire, aim and load all weapon systems simultaniusly

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

Zeppelin

Equipment: 1 x Array of Heavy Muskets, 1 x Fear Ray, 1 x Zeppelin Gun

Type: [flying, zeppelin]

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 Heavy Muskets

Range: 6 Angle: ['x4', 'x2', '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: 6 Angle: [True, True, True, True]: AP: 9: Damage:d6 +1 +(+3

if penetrating all armor)

Damage Tables

light

1-2: +1 to future damage

3-5: unit shaken

6: Engine on fire: set on fire, and cannot rotate

regular

1-4: +1 on future damage,

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

9-13: +2 to future damage

14+: Unit destroyed

crew

4-7: shaken

8-12: as 6-7, +2 to future crew damage

13: All crew killed, Unit destroyed

1.2 Dwarf AT-gun

Name	Dwarf AT-gun
Size	large
Models	1 x Dwarf AT-gun
Armor	[7, 0, 0, 0]
Victory points	12

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

Dwarf AT-gun

Equipment: 1 x Big AT-Gun

Type: [bio crew, dragged, open topp, vehicle, 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 automatically 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)

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

psychic

5+: Unit shaken

1.3 Dwarf Infantry

Name Dwarf Infantry
 Size medium
 Models 2 x Dwarf Elite Infantry, 2 x Dwarf Infantry
 Armor [0, 0, 0, 0]
 Victory points 12
 Posion Resistance 2, Fire Resistance 1
 Take Cover[still][-2]

Dwarf Elite Infantry

Equipment: 1 x Enhanced Heavy Musket
 Type: [elite, infantry, walks, bio]

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

Enhanced Heavy Musket

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

Dwarf Infantry

Equipment: 1 x Enhanced Heavy Musket
 Type: [infantry, walks, bio]

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]

Enhanced Heavy Musket

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

Damage Tables

regular

1-5: kill 1 model

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

10+: Unit killed

psychic

4+: Unit shaken

1.4 Dwarf Infantry

Name	Dwarf Infantry
Size	medium
Models	4 x Dwarf Infantry
Armor	[0, 0, 0, 0]
Victory points	4

Posion Resistance 2, Fire Resistance 1
 Take Cover[still][-2]

Dwarf Infantry

Equipment: 1 x Musket
 Type: [infantry, walks, bio]

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

Damage Tables

regular

1-5: kill 1 model
 6-9: Kil 1 model, roll d6 psychic damage
 10+: Unit killed

psychic

4+: Unit shaken