

Chapter 1

Units

1.1 GunBlasterWagon

Name GunBlasterWagon
 Size large
 Models 1 x GunBlasterWagon
 Armor [8, 10, 10, 7]
 Victory points 20
 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.

GunBlasterWagon

Equipment: 1 x Broadside Guns

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

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

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

Fear[6]

Broadside Guns

Range: 2 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.

Damage Tables

critical

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

2: Cannot Rotate, Looses Fear

3: Cannot Move

4-5: x3 Light Damage(d6)

6: set on Fire

light

1-4: +1 on future damage

5-6: unit shaken

regular

1-4: light damage [d6]

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

1.2 Dwarf Infantry

Name Dwarf Infantry
 Size medium
 Models 4 x Dwarf Infantry
 Armor [0, 0, 0, 0]
 Victory points 8
 Posion Resistance 2, Fire Resistance 1
 Take Cover[still][-2]

Dwarf Infantry

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

Assault: [1, 1, 1, 1] Die: 4+ Armor Penetration: 2 Damage: d6-2
 Assault Deflection: [1, 0, 0, 0] Die: 4+
 cunning assault[1 for 2]
 -1 in assault strength if speed is not still. Don't get any armor bonus in assault

Heavy Musket

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

Wheeled ShieldWall

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

Damage Tables

regular

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

psychic

4+: Unit shaken

1.3 Tamed Balrog

Name Tamed Balrog
 Size Huge
 Models 1 x Tamed Balrog
 Armor [8, 7, 7, 6]
 Victory points 24

Fire Resistance 12, Poison Resistance 6
 Terror[8][range=2]
 Excelent Whip Handeling (counts as Excelent shot, +2 to hit)

Tamed Balrog

Equipment: 1 x Flaming Whip
 Type: [monster, walks, bio]

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

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