

Steampunk Fantasy: Army rules

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2025-06-16

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Chapter 1

Dwarfs: SteamPowerArmor with Balrog Assault

1.1 SteamPowerArmor

Name	SteamPowerArmor
Size	Medium
Models	4 x SteamPowerArmor
Armor	[7, 6, 6, 5]
Victory points	16
Shaken	Movement set to slow. Movement order: [-,-,flee]. May not fire weapons
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 models alive

Damage Tables

regular

1-2: bleed[4]

3-5: Kill 1 model

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

10+: Unit killed

Note: bleeding does not cause more bleeding

If one model is killed by bleeding/poison, remove that bleeding/poison token and remove half of the +1 future damage tokens

psychic

5+: Unit shaken

1.1.1 Models

Model name: **SteamPowerArmor**

Type: [steampowerarmor, walks, bio]

Equipment: 1 x Vest of Life Support, 1 x Multibarreled 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]

Vest of Life Support

Unit gains 1 endurance token per regular model and 2 endurance tokens per elite model in the unit. See general rules for effect

Multibarreled Heavy Musket

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

Fire three shots per model

1.2 Tamed Balrog

Name	Tamed Balrog
Size	Huge
Models	1 x Tamed Balrog
Armor	[8, 7, 7, 6]
Victory points	24
Shaken	Speed set to slow. Movement order [-, -, flee]. May not use whip
	Fire Resistance 12, Poison Resistance 6
Terror	[8][range=2]
Excellent Whip Handling	(counts as Excellent shot, +2 to hit)

Damage Tables

regular

1-9: +1 on future damage

10-11: +2 on future damage

12: +3 on future damage, assault -3, Loses Terror, Shaken

13+: Unit Destroyed

1.2.1 Models

Model name: **Tamed Balrog**

Type: [monster, walks, bio]

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

1.3 Zap 1

Name	Zap
Size	Large
Models	1 x Zap
Armor	[10, 8, 8, 7]
Victory points	24
Shaken	Movement set to still. Movement order: [-,-,-]. May not fire weapons
	Fire and load all weapons at the same time
	Loses aim when moving away from the hex where it aimed
	Fire Resistance 2

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

1.3.1 Models

Model name: **Zap**

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

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 Psychic damage

Fire two times at same target

1.4 Dwarf Infantry

Name	Dwarf Infantry
Size	medium
Models	4 x Dwarf Infantry
Armor	[0, 0, 0, 0]
Victory points	4
Shaken	Movement set to slow. Movement order: [-,-,flee]. May not fire weapons
	Posion Resistance 2, Fire Resistance 1
Take Cover	[still][-2]

Damage Tables

regular

1-5: Kill 1 model

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

10+: Unit killed

psychic

4+: Unit shaken

1.4.1 Models

Model name: **Dwarf Infantry**

Type: [infantry, walks, bio]

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

Chapter 2

Elf Olipphants

2.1 Oliphant Riders

Name	Oliphant Rider
Size	Large
Models	1 x Oliphant, 4 x Crew
Armor	[8, 6, 4, 3]
Victory points	14
Shaken	Speed set to slow. Movement order: [-,-,chase]. May not fire weapons Chases closest unit, friend or foe. Assaults friendly units

Poison Resistance 2

Orders: Fire (bow): the crew fires a bow. Throw grenade: Crew throws hand grenades, while Fire(g), aim(g) and load(g) orders are for the gatling guns only. Only the gatling gun needs to be reloaded

Damage Tables

regular

2-6: Bleed[8]

7: As below, d6 psychic damage

8+: Unit killed

Note: bleeding does not cause more bleeding

psychic

6+: shaken

2.1.1 Models

Model name: **Oliphant**

Type: [Bio, Cavalry, Walks]

Equipment: 1 x Oliphant GatlingGuns

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

Oliphant GatlingGuns

Range: 2 Angle: [False, True, True, False] AP: 3 Damage: d6-1
Represent one gatling 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 allowed firing angles
Covered in bullets: if not using aim, a natural 6 on a to-hit die is considered a hit regardless of to-hit modifiers.

Model name: **Crew**

Type: [Bio, crew, Walks]

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 target) moving fast and flying
+1 range if you are flying
enhanced accuracy: +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: d6

All crew target one hex. Area(4+)
Target any hex within normal range
Always loaded

2.2 Elf Main Battle Tank

Name	E34
Size	Large
Models	1 x E34
Armor	[10, 9, 9, 8]
Victory points	36
Shaken	speed set to still. Movement order: [-,-,-]. may not use fire orders

Damage Tables

regular

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

critical

- 1: Cannot move
- 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

- 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

2.2.1 Models

Model name: **E34**

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

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

2.3 Elf Infantry

Name	Elf Infantry
Size	medium
Models	4 x Elf Infantry
Armor	0
Victory points	6
Shaken	Movement set to slow. Movement order: [-,-,flee]. May not fire weapons
Take Cover	[still][-2]

Damage Tables

regular

0-6: Kill 1 model

7-8: Kill 1 model, psychic damage[d6]

9+: Unit destroyed

Note: If one model is killed by bleeding/poison, remove that bleeding/poison token and remove half of the +1 future damage tokens

psychic

4+: shaken

2.3.1 Models

Model name: **Elf Infantry**

Type: [Bio, infantry, Walks]

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+

Cunning Assault[1 for 2]

Rifle

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