

Steampunk Fantasy: Army Rules

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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]
Shaken	speed set to still (lands if flying), move order: [-,-,-]. Speed set to slow when shaken

movement

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

fire

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

Damage Tables

regular

1-4: +1 on future damage
5-10: +1 on future damage, shaken
13+: Unit destroyed

Model 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]

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]
Shaken speed set to still (lands if flying), move order: [-,-,-]. Speed set to slow when shaken

movement

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

fire

slow [-, Breath(acid)]
slow [Breath(acid), -]
slow [-, Breath(shrapnell)]
slow [-, Load]
fast flying [-, -]
fast flying [-, -]
fast flying [-, Breath(shrapnell)]
fast flying [-, Load]

Damage Tables

regular

1-4: +1 on future damage
5-10: +1 on future damage, shaken
13+: Unit destroyed

Model 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

1.3 Queen YY

Name Queen YY
Size large
Cost 16ip
Models 1 x Queen YY
Armor [12, 10, 8, 7]
Shaken speed set to still, move order: [-,-,-]

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, -, -]

fire

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

Damage Tables

regular

1-3: +1 to future damage
4-5: as 1-4, shaken
6-8: 4-5, Critical damage[d6]
9+: Unit destroyed

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

Model name: **Queen YY**
Equipment Limits: [independent:∞]
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, whether it wants to or not...

Excellent shot: +2 to hit

You fire 2 independent 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 a firing option, you may place the poison cloud[12] during any movement 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 penalties for long range (-4 to hit instead of -2)

Heavy Rifle

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

1.4 Queen XY

Name Queen XY
Size large
Cost 8ip
Models 1 x Queen XY
Armor [11, 10, 8, 7]
Shaken speed set to still, move order: [-,-,-]

fire

still [-, Release Poison]
slow [-, Release Poison]
fast [-, Release Poison]

Damage Tables

regular

1-3: +1 to future damage
4-5: as 1-4, shaken
6-8: 4-5, Critical damage[d6]
9+: Unit destroyed

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: Crippled Crew, +2 to future crew damage
13: Crew Killed, unit destroyed

Model 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 fireing option, you may place a poison cload[12] during any movment phase in any the hex you are in, including contested hexes for assaults

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]
Shaken speed set to slow, move order: [-,-,Flee]

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]

fire

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

Note: half (rounded down) number of + to future damage when one model is killed

psychic

6+: unit shaken

Model name: **Nightmare Mechanical Cavalry**
Equipment Limits: [training:1, independent: ∞]
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

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]
Shaken speed set to slow, move order: [-,-,Flee]

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]

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

Note: half (rounded down) number of + to future damage when one model is killed

psychic

5+: unit shaken

Model name: **Elite Mechanical Cavalry**
Equipment Limits: [training:1, independent: ∞]
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

1.7 Mechanical Assault Spider

Name Mechanical Assault Spider
Size medium
Cost 4ip
Models 1 x Mechanical Assault Spider
Armor [7, 7, 7, 7]
Shaken speed set to still, move order: [-,-,-]

movement

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

fire

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

Damage Tables

regular

1-2: +1 to future damage
3: as below, shaken
4-6: as below, critical damage[d6]
7+: Destroy unit

critical

1: -1 to-hit, +1 to-be-hit (ranged and assault)
2: Cannot move
3: Cannot rotate
4: x3 +3 to future damage
5: half, rounded down, all assault strength and deflection values
6: Unit set on Fire

Model name: **Mechanical Assault Spider**
Equipment Limits: [training:1, independent: ∞]
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]

Good Shot: +1 to hit

Head Gun

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

1.8 Mechanical Scorpion

Name Mechanical Scorpion
Size medium
Cost 4ip
Models 1 x Mechanical Scorpion
Armor [9, 7, 6, 5]
Shaken speed set to still, move order: [-,-,-]

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]

fire

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

Damage Tables

regular

1-2: +1 to future damage
3: as below, shaken
4-6: as below, critical damage[d6]
7+: Destroy unit

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

Model name: **Mechanical Scorpion**
Equipment Limits: [training:1, independent: ∞]
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 Psychic 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
Requires 2 ammo to be used

1.9 Dark Elf Infantry

Name Dark Elf Infantry
Size medium
Cost 6mp
Models 4 x Dark Elf Infantry
Armor [0, 0, 0, 0]
Shaken speed set to slow, move order: [-,-,flee]
Take-Cover[still,crawl][-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]

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

Model name: **Dark Elf Infantry**

Equipment Limits: [hands:2, training:1, independent: ∞]

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

1.10 Roboprosthetic DarkElf

Name Roboprosthetic DarkElf
Size medium
Cost 4mp, 3cp
Models 4 x Dark Elf Infantry
Armor [3, 3, 3, 3]
Shaken speed set to slow, move order: [-,-,flee]
Take-Cover[still,crawl][-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]

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

Model name: **Dark Elf Infantry**

Equipment Limits: [hands:2, training:1, independent: ∞]

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

1.11 Assassin

Name Assassin
Size medium
Cost 2mp, 6xp
Models 1 x Assassin
Armor [0, 0, 0, 0]
Shaken speed set to slow, move order: [-,-,flee]
Take-Cover[still,crawl][-3]

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]

fire

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

Damage Tables

regular

1+: unit killed

psychic

6+: Unit Shaken

Model name: **Assasin**

Equipment Limits: [shared: 1, hands:2, training:1, independent:∞]

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

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]

1.12 Roboprosthetic Assassin

Name Roboprosthetic Assassin
Size medium
Cost 2mp, 7cp
Models 1 x Roboprosthetic Assassin
Armor [3, 3, 3, 3]
Shaken speed set to slow, move order: [-, -, flee]
Take-Cover[still, crawl][-3]

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]

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

Model name: **Roboprosthetic Assassin**
Equipment Limits: [hands:2, training:1, independent: ∞]
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 2], Poison[12][1 for 1]

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]

1.13 Scout

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

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]

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

Model name: **Scout**

Equipment Limits: [hands:2, training:1, independent: ∞]

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

1.14 Upgradeable Units

Model name: **DarkElf Elite Infantry**
Equipment Limits: [hands:2, training:1, independent: ∞]
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

Model name: **Elite Roboprosthetic DarkElf**
Equipment Limits: [hands:2, training:1, independent: ∞]
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 chosen 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: **Poison Spray**
 Requirers: [[hands:2], [type:roboprosthetic, type: infantri]]
 Cost: Upgrade all models for: 2cp
 Range: 2 Angle: [True, True, True, True] AP: 0 Damage: d6 crew damage
 Poison[6]

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

append Poison[6][1 for 2]

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 assault training**
 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 when facing this unit

In poison clouds you gain Poison[X][1 of 2] where X= the power of the poison gas in assaults

name: **Poison Fog Grenade**

Requiers: [[independent:1], [type:roboprothetic, 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 you are outside line of sight of any enemy unit.

fire

still [-, Throw]

still [Throw, -]

slow [-, Throw]

slow [Throw, -]

name: **Hide**

Requiers: [[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**

Requiers: [[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]
Shaken Movement set to slow. Movement order: [-,-,flee]. May not fire weapons
Posion Resistance 2, Fire Resistance 1
Take Cover[still][-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

Model name: **Dwarf Infantry**
Equipment Limits: [hands:2, shared:1, independent: ∞]
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

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]
Shaken Movment set to slow. Movement order: [-,-,flee]. May not fire weapons
Posion Resistance 3, Fire Resistance 2
Take Cover[still][-1]

movement

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

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

Model name: **Dwarf Brother in Arms**
Equipment Limits: [hands:2, shared:1, independent: ∞]
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

2.3 SteamPowerArmor

Name SteamPowerArmor
Size Medium
Cost 2ip, 4mp, 2cp
Models 4 x SteamPowerArmor
Armor [7, 6, 6, 5]
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

movement

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

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

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

Model name: **SteamPowerArmor**

Equipment Limits: [hands:2, shared:1, independent: ∞]

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

2.4 Mini Zeppelin

Name Mini Zeppelin

Size medium

Cost 2mp, 4cp, 4xp

Models 3 x Mini Zeppelin

Armor [0, 0, 0, 0]

Shaken Movment set to slow. Movement order: [random,-,-]. May fire weapons
Posion Resistance 3

Floats

random movement: 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

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]

fire

still [Fire, -]

still [Load, -]

still [Throw, Throw]

Damage Tables

regular

2-3: shaken

4+: kill 1 model

psychic

6+: Unit shaken

Model 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: [3, 2, 1, 1] Die: 4+

AxeThrower Machine

Range: 4 Angle: [True, True, False, False] AP: 2 Damage: d6-2
Fire x2 per fire order
+1 to hit if range to enemy is an even number, -1 to hit if it is an odd number

Poison Gas Grenade

Range: 1 Angle: [True, True, True, True] AP: 0 Damage: N.A
Place a poison cloud[4] within normal range
Always treated as loaded
Activated by throw order

2.5 Transport Zeppelin

Name Transport Zeppelin
Size medium
Cost 4cp
Models 1 x Transport Zeppelin
Armor [6, 5, 0, 0]
Shaken Movment set to fast flying. Movement order: [-,F,F].

May transport up to 2 unit of Infantry or 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

movement

flying fast [360°, F, F]

flying fast [F, F, 360°]

flying fast [F, 360°, F]

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

Model 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

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]
Shaken Movment set to still. Movement order: [-,-,-]. May not fire weapons

Poison Resistance 2, Fire resistance 1

movement

slow [-, 360°, B[Rest]]
slow [-, F, B[Rest]]
still [-, -, A[slow]]
still [-, -, -]
rest [-, -, A[slow]]
rest [-, -, A[still]]

fire

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

Damage Tables

regular

1-6: kill 1 crew, +1 to future damage
7-8: as 1-6, d6 psychic damage
9+: Unit destroyed
Destroyed when 4 crew is killed

psychic

5+: Unit shaken

Model name: **Dwarf AT-gun**
Equipment Limits: [training: 1, independent:∞]
Type: [bio, 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)

2.7 GunBlasterWagon

Name GunBlasterWagon

Size Large

Cost 6ip

Models 1 x GunBlasterWagon

Armor [8, 10, 10, 7]

Shaken Movment set to still. Movement order: [-,-,-]. May not fire weapons

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.

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, F]
 still [A+A+L, F, F]
 still [A+A+R, F, F]

fire

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

Model name: **GunBlasterWagon**
Equipment Limits: [crew:1, independent: ∞]
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 reloading actions before it can fire again
After firing these weapons, place a Poison Cloud[4] at point blank range from any of the directions that fired.

2.8 Dw42

Name Dw42
Size Large
Cost 18ip
Models 1 x dw42
Armor [13, 10, 10, 9]
Shaken Movment set to still. Movement order: [-,-,-]. May not fire weapons
Fire Resistance 2

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, -, -]

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: 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

Model name: **dw42**
Equipment Limits: [crew:1, independent:∞]
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.

2.9 Zap

Name Zap

Size Large

Cost 8ip

Models 1 x Zap

Armor [10, 8, 8, 7]

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

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, -, -]

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: 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

Model 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 Psychic
damage
Fire two times at same target

2.10 Zeppelin

Name Zeppelin
Size huge
Cost 24ip, 2cp, 12xp
Models 1 x Zeppelin
Armor [8, 8, 8, 8]
Shaken Movement set to slow flying. Movement order: [-,-,F].
Fire one less weapon system per shaken token.
Each Shaken token counts as +1 to future damage token.

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

Repair[2, self, healing 2]

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

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, -]

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

4-5: Crippled Crew, if already shaken double initial crew damage

6-7: as 4-5, shaken

8-12: as 6-7, +1 to future crew damage

13: Unit destroyed

Model 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 Psychic damage

Zeppelin Gun

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

2.11 Tamed Balrog

Name Tamed Balrog
Size Huge
Cost 24xp
Models 1 x Tamed Balrog
Armor [8, 7, 7, 6]
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)

movement

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

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 -3, Loses Terror, Shaken
13+: Unit Destroyed

Model 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

2.12 Upgradeable Units

Model name: **Dwarf Elite Infantry**
Equipment Limits: [hands:2, shared:1, independent: ∞]
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

Model name: **Dwarf Elite SteamPowerArmor**
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: [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

Model 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

Model 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

Model 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

Model name: **Enigneer Mini Zeppelin**
Equipment Limits: [independent:∞]
Type: [open vehicle, floats, bio]
Replaces: [mini zeppelin]
Cost: 2xp
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[2, self, Healing 1]

AxeThrower Machine

Range: 4 Angle: [True, True, False, False] AP: 2 Damage: d6-2
Fire x2 per fire order
+1 to hit if range to enemy is an even number, -1 to hit if it is an odd number

Poison Gas Grenade

Range: 1 Angle: [True, True, True, True] AP: 0 Damage: N.A
Place a poison cloud[4] within normal range
Always treated as loaded
Activated by throw order

2.13 Equipment and training Upgrades

name: **Industrial Small Arms production**
Requiers: [[type:infantry, type:steampowerarmor]]
Cost: Upgrade all models for: 1ip, -3cp

name: **Musket With Springloaded Axe**

Requiers: [[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

fire

slow [-, load]

slow [load, -]

slow [fire, -]

slow [-, fire]

name: **Doubled Barreled Musket With Springloaded Axe**

Requiers: [[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

fire

slow [-, load]

slow [load, -]

slow [fire, -]

slow [-, fire]

name: **Blast Sticks**
Requiers: [[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: **Infantry Platform**
Requiers: [[independent:1], [type:vehicle]]
Cost: Upgrade all models for: 2cp

Tank Riders: While an infantry is in slow, and sharing a hex with this vehicle, you may use the movement order of the vehicle instead of your infantry movement when placing orders. Speed of infantry is set to slow after movement

name: **Springloaded Vehicle Assault Weapons**
Requiers: [[independent:1], [type:vehicle]]
Cost: Upgrade all models for: 4cp

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 gains [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: 4xp
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, instead of your normal movement, 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: 4cp
Range: 2 Angle: [True, True, True, True] AP: 7 Damage: d6+1
Requir atleast 2 alive models in unit to be used

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

name: **Stabilizer**
Requiers: [[type: infantry, type:steampowerarmor], [independent:1]]
Cost: Upgrade all models for: 4cp

All guns gain Enhanced accuracy. +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 resistance with 1
Unit gains immunity to minor acid

name: **Brother in Arms Armor**

Requirers: [[type: brotherinarms], [independent:1]]

Cost: Upgrade all models for: 1lp

Unit gains 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 gains [4,3,3,3] in armor

name: **Steamblower**

Requirers: [[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 Barreled Long Range Heavy Musket**
Requiers: [[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: **Multibarreled Heavy Musket**
Requiers: [[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 model

name: **Rocket Jackhammer**
Requiers: [[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**
Requiers: [[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]

Camuflage[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
Shaken Movement set to slow. Movement order: [-,-,flee]. May not fire weapons
Take Cover[still][-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]

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

Model name: **Elf Infantry**
Equipment Limits: [independent: ∞ , hands:2]
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+
Cunning Assault[1 for 2]

Rifle

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

3.2 Illusion

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

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 camouflouage[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

movement

slow [-, -, chase]

Damage Tables

regular

0-4: kill 1 model

4+: destroy unit

Note: immune to poison

Model name: **Illusion**
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+

3.3 Elf Scout

Name Elf Scout
Size medium
Cost 2mp
Models 1 x Elite Elf scout
Armor 0
Shaken Speed set to slow. Movement order: [-,-,flee]. may not use fire orders
Take Cover[still][-3]

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]

Damage Tables

regular

0+: unit killed

psychic

3+: shaken

Model name: **Elite Elf scout**
Equipment Limits: [independent: ∞ , hands:2]
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

3.4 Elite Elf Scout

Name Elite Elf Scout
Size medium
Cost 2mp, 2xp
Models 1 x Elite Elf scout
Armor 0
Shaken Speed set to slow. Movement order: [-,-,flee]. may not use fire orders
Take Cover[still][-3]
Camouflage[forrest]
Good shot +1
Pre-Assault Retreat[3+]

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]

Damage Tables

regular

0+: unit killed

psychic

3+: shaken

Model name: **Elite Elf scout**
Equipment Limits: [independent: ∞ , hands:2]
Type: [Bio, 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

3.5 E34

Name E34
Size Large
Cost 12ip
Models 1 x E34
Armor [10, 9, 9, 8]
Shaken speed set to still. Movement order: [-,-,-]. may not use fire orders

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, -, -]

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

Model name: **E34**
 Equipment Limits: [independent:∞]
 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

3.6 Tattoo Ink

Name Tattoo Ink
Size medium
Cost 4ip
Models 1 x Tattoo Ink
Armor [8, 6, 6, 6]
Shaken Speed set to still. Movement order: [-,-,-]. may not use fire orders

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, -, -]

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

Model name:	Tattoo Ink
Equipment Limits:	[independent:∞, minor gun:1]
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)

3.7 Bear Rider

Name Bear Rider
Size medium
Cost 2mp, 6xp
Models 1 x Bear Rider
Armor [7, 6, 6, 6]
Shaken Speed set to slow. Movement order: [-,-,flee]. may not use fire orders
Poison Resistance 3

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]

Damage Tables

regular

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

Note: bleeding does not cause more bleeding

Note: if one model is killed by bleeding/poison, remove that instance
bleeding/poison and remove up to half + to future token

psychic

6+: shaken

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

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

GatlingGun

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.

3.8 Armored Unicorn Rider

Name Armored Unicorn Rider
Size medium
Cost 2mp, 2cp, 6xp
Models 1 x Armored Unicorn Rider
Armor [6, 6, 6, 5]
Shaken Speed set to slow. Movement order: [-,-,flee]. may not use fire orders
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 don't need to move in order to end up in a hex with a wounded unit at end of any movement phase, 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

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]

Damage Tables

regular

2-5: Bleed[6]

6+: killed

Note: bleeding does not cause more bleeding

psychic

6+: shaken

Model name: **Armored Unicorn Rider**
Equipment Limits: [independent:∞]
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)

3.9 Pachycephalosaurus Riders

Name Pachycephalosaurus Riders
Size medium
Cost 4mp, 8cp, 3xp
Models 3 x Pachycephalosaurus Rider
Armor [3, 3, 0, 0]
Shaken Speed set to slow. Movement order: [-,-,flee]. may not use fire orders
Poison Resistance 2
Fire SMG in both gunnery phases regardless of orders. Fire orders are for twin-gun only.
Pre-assault retreat: 5+

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]

Damage Tables

regular

2-3: bleed[6]

6+: kill 1 model, d4 psychic damage

Note: bleeding does not cause more bleeding

Note: if one model is killed by bleeding/poison, remove that instance bleeding/poison and remove up to half + to future token

psychic

4+: shaken

Model name: **Pachycephalosaurus Rider**

Equipment Limits: [independent:∞, hands:2]

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

Double AP (+2 instead of +1) and Damage (+2 instead of +1) bonuses at

point blank range

3.10 Elk Cavalry

Name	Elk Cavalry
Size	medium
Cost	6mp, 2xp
Models	4 x Elk Cavalry
Armor	0
Shaken	Speed set to slow. Movement order: [-,-,flee]. may not use fire orders

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]

Damage Tables

regular

2-3: Bleed[4]

4+: kill 1 model, d4 psychic damage

Note: bleeding does not cause more bleeding

Note: if one model is killed by bleeding/poison, remove that instance

bleeding/poison and remove up to half + to future token

psychic

4+: shaken

Model name: **Elk Cavalery**
Equipment Limits: [independent: ∞ , hands:2]
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 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

3.11 Pegasus Rider

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

Shaken Speed set to slow flyingt. Movement order: [-,-,flee]. may not use fire orders
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

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]]

Damage Tables

regular

2-3: Bleed[4]

4+: kill 1 model

Note: bleeding does not cause more bleeding

Note: if one model is killed by bleeding/poison, remove that intance bleed-
ing/poison,

and remove up to half + to future token

psychic

5+: shaken

Model name:	Pegasus rider
Equipment Limits:	[independent:∞, hands:2]
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 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

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)

3.12 Saouropod Rider

Name Saouropod Rider
Size huge
Cost 2mp, 12cp, 12xp
Models 1 x Saouropod Rider
Armor [4, 3, 3, 3]
Shaken Speed set to slow. Movement order: [-, -, flee]. may not use fire orders
Poison Resistance 4
Fire and load all weapons simultaneously
Stats battle with one aim token. (note that it is lost if you don't fire first round)

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]

Damage Tables

regular

2-3: Bleed[4]
4-8: As below, If caused by bleeding, amplify bleeding
9-11: as below, +1 to future damage
12-19: as below, d8 Psychic damage
20: Unit killed
Note: Amplify bleeding: Bleed[4] becomes Bleed[6], Bleed[6] becomes Bleed[8]
etc up to max Bleed[12]
Note: bleeding does not cause more bleeding

psychic

8+: shaken

Model name: **Sauropod Rider**

Equipment Limits: [independent:∞]

Type: [Bio, Cavalry, Walks]

Replaces: Nothing

Cost: 0

Equipment: 1 x Sniper 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+

Sniper 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 +d4 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)

3.13 Oliphant Rider

Name Oliphant Rider
Size Large
Cost 2mp, 6cp, 6xp
Models 1 x Oliphant, 4 x Crew
Armor [8, 6, 4, 3]
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: the crew fires a bow or Throw grenade, while Fire(g), aim(g) and load(g) orders are for the gatling guns only. Only the gatling gun needs to be reloaded

movement

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

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

2-6: Bleed[8]

7: As below, d6 psychic damage

8+: Unit killed

Note: bleeding does not cause more bleeding

psychic

6+: shaken

Model name:	Oliphant
Equipment Limits:	[independent:∞]
Type:	[Bio, Cavalry, Walks]
Replaces:	Nothing
Cost:	0

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. Fire once at each enemy model within long range and within allowed angles

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**
Equipment Limits: [independent: ∞ , hands:2]
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 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

3.14 Eagle Rider

Name Eagle Rider

Size medium

Cost 2mp, 8cp, 8xp

Models 1 x Eagle Rider

Armor [6, 6, 6, 6]

Shaken Speed set to slow. Movement order: [-,-,flee]. may not use fire orders

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+

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]

Damage Tables

regular

2-3: +1 to future damage, Bleed[4]

4-6: +2 to future damage, bleed[6], psychic damage[d6]

7+: killed

Note: bleeding does not cause more bleeding

psychic

6+: shaken

Model name: **Eagle Rider**
Equipment Limits: [independent: ∞ , hands:2]
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: 5 Damage: d6

Grenade

Range: 1 Angle: [True, True, True, True] AP: 7 Damage: d6
Area(5+)
Target any hex within normal range
Always loaded

3.15 Upgradeable Units

Model name: **SuperElite Elf Infantry**
Equipment Limits: [independent:∞, hands:2]
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

Model name: **Elite Elf Infantry**
Equipment Limits: [independent:∞, hands:2]
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 atleast one elite model is alive
unit gains Pre-assault retreat[5+] as long as atleast 1 elite is alive

Rifle

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

Model name: **Elite Pachycephalosaurus Rider**
Equipment Limits: [independent:∞, hands:2]
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 atleast 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

Double AP (+2 instead of +1) and Damage (+2 instead of +1) bonuses at point blank range

3.16 Equipment and training Upgrades

name: **TeslaBurstLaster**

Requiers: [[type: vehicle], [minor gun:1]]

Cost: Upgrade all models for: 2cp

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

May load up to 5 shots

If a natural 6 is rolle for too hit (and you hit the enemy): the enemy is shaken, in addition to it's normal effect.

name: **Shriek SMG**

Requiers: [[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**

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

Cost: Upgrade all models for: 8cp

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

name: **Teslacoil Lance**
Requiers: [[independent:1], [type:cavalery]]
Cost: Upgrade all models for: 2cp

Assault

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

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

append If you win the assault, roll a die per surviving enemy model in the unit. At 6+ the enemy unit is shaken

name: **SMG**
Requiers: [[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**
Requiers: [[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 target) for 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

fire

still [Fire, Fire]

slow [Fire, Fire]

fast [Fire, Fire]

name: **Elf Fire Bow**

Requiers: [[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 target) for moving fast and flying
+1 range if you are flying

enhanced accurasy: +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**

Requiers: [[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**

Requiers: [[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 +d4 crew damage when aiming

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

model to destroy

name: **Grenade**
Requiers: [[independent:1], [type: infantry, type: cavalry]]
Cost: Upgrade all models for: 2cp
 Range: 1 Angle: [True, True, True, True] AP: 5 Damage: d6
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**
Requiers: [[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 gains 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:∞]
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: ∞]
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: ∞]
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: ∞ , 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: ∞ , 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:∞]
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:∞]
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**
Requiers: [[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**
Requiers: [[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**
Requiers: [[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**
Requiers: [[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**
Requiers: [[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**
Requiers: [[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**
Requiers: [[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**
Requiers: [[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**
Requiers: [[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**
Requiers: [[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**
Requiers: [[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: ∞]
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:∞]
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:∞]
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, 360⁰]
fast [360⁰, F, F]
fast [F, 360⁰, F]

fast [F, B, 360⁰]
slow [360⁰, F, 360⁰]
slow [360⁰, A, F]
slow [360⁰, F+B, 360⁰]
still [360⁰, A, F]
still [360⁰, -, -]

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: ∞]
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 [360⁰, 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: ∞]
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 180⁰
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:∞]
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: ∞]
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], 360⁰, -]
still ground [A[slow], 360⁰, F]
still ground [A[still], 360⁰, -]
still flying [360⁰, -, -]
still flying [-, -, D]
still flying [A[slow], 360⁰, F]
still flying [A[fast], 360⁰, 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], 360⁰]
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]+360⁰]
fast flying [F, F, B[still]+360⁰]
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: ∞]
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:∞, independent:∞]
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: ∞ , independent: ∞]
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**
Requiers: [[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**
Requiers: [[type:infantry], [independent:1]]
Cost: Upgrade all models for: 2cp
Gives all weapons the enhanced accurazy (+1 to hit) trait

name: **Frost Ray**
Requiers: [[type:infantry], [hands:2]]
Cost: Upgrade all models for: 4cp
Range: 4 Angle: [True, True, True, True]: AP: 0 Damage:d4-2+d6 psycic
damege + 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**
Requiers: [[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**
Requiers: [[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**
Requiers: [[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 whether you hit or not), the gun explodes causing 1d4 fire damage to the wielder. If this damage causes at least 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**
Requiers: [[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 whether 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
Difficultly firing forward: Get -1 to hit in forward direction

name: **(extra) Acidic Napalm Bomb**
Requiers: [[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 at least 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**
Requiers: [[type:helicopter], [helicopter drop:1]]
Cost: Upgrade all models for: 6cp

Range: 2 Angle: [True, True, True, True]: AP: 0 Damage:n.a
Choose a hex within normal range: Area(4+): acid and any unit hit at least 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**
Requiers: [[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**
Requiers: [[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, (regardless 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.