

Warhammer fantasy wombat list.

Use the army list for Dwarfs but with the flowing items removed, all special characters, all runic items or runes, the anvil of doom, the grudge thrower (use stone thrower instead, 10 point discount), all slayers. With the exception of mundane items and gromil armour, wombats may not purchase items from the dwarf armoury. Wombats may use the units list, But do not use any of the special rules for dwarfs, (for example, wombats can be march-blocked in the normal way: Digger herself points out that although wombats have a good turn of speed in a pinch, the have short legs and don't take particularly well to long marches). Instead, wombats use the following special rules:

No Magic: no way, no how.

Wombats have nothing to do with either magic or divinity if they can possibly avoid it. They use no spells, have no runic items, may not take any common, army-specific or special magical items, and may not be targeted or effected by friendly spells or prayers cast by an ally, and with the exception of *magical resistance* may never benefit from a ward save. They will also suffer a leadership penalty of minus one if within twelve inches of an allied unit containing a magic user, priest, magical items, or under the effects of a friendly spell. This is not cumulative.

Wombats however will deal with enemy magic quickly and mercilessly in an attempt to remove what they see as a risk not just to their armies, but to their entire world, and so become *stubborn* if within twelve inches of an enemy magic user, priest, daemon, undead, ethereal or forest spirit unit, enemy magical item or enemy unit under the effect of a spell, and may always fire on magic users (wizards, spell-casters, priests, any model with a bound spell or magical item with a bound spell associated with them) within rage and line of sight including targeting magic users within units (they aim for those tell-tale little signs such as glowing eyes, torrents of hellfire, cloak flapping and crackling when there is no wind, bodies withering with unseen daemonic energies and the like) even if the target is a single-model unit or they would normally be prevented from firing at them or penalised with a negative "to hit" modifier for doing so. If the targeted enemy magic is within an emery unit, wombats suffer a -1 "to hit" penalty when targeting them, and the user may attempt a "look out sir" save if they would normally be allowed to, but the model that takes the hit on behalf of the magic user must first past a leadership test at its base leadership with no positive modifiers (although any negative modifiers it is subject to at that time will count). If this test is failed the enemy magic user takes the hit. Wombats can always issue a challenge to magic users even if no model in the wombat unit would normally be able to issue a challenge. With the exception of Skaven, this challenge MUST be accepted.

Wombat units that take casualties from a spell or magic weapon *hate* the spell caster or magical weapon user for the rest of the game in single games, and for the rest of the campaign in campaigns.

Wombats may use any dispel dice they have in their pool to try and dispel spells, even if there is no magic user present to dispel them. Characters who would normally be able to buy magical items may purchase "area dispersal devices" which explode, filling the air over the

battlefield with a short-lived rain of electrically conductive dust which damps-down magic briefly (they also damp down firedamp in the mines). These cost the same amount as and work exactly like dispel scrolls, except that non-magic users can use them.

Bloodline of Helix Fernfossil

The Wombat Helix Fernfossil once worked with one of the gods of old, and in payment for his services specified that his bloodline would be made immune from all prophecy and the machinations of fate. As he was relatively promiscuous by wombat standards, and lived well over a thousand years ago, this bloodline includes practically all wombats, and as a result their natural resistance of divinity, fate, and magic are well known.

All wombats (but not wombat built war machines or non-wombat allies serving in their army) have *magical resistance* (2) and no enemy fighting wombats may benefit from re-rolled dice from any source except *wombat craftsmanship* or *always double check your math when using explosives*: fate has no effect of wombats, so luck must fall as it will

Wombat craftsmanship.

Even more so than dwarfs, wombats are renowned for the quality of their craftsmanship, obsessively double-checking every detail of everything they make, from screw threads to cannon-shell. As a result although they may not be the greatest or most skilled warriors in the span of the world, wombat armies always go to war with the very best kit: perfectly balanced weapons, incredibly well-engendered armour and brilliantly designed war-gear; in fact many wombat generals are dismayed to learn there are people out there who *don't* have standardised rules for quintuple-checking the strength of armour-rivets, and don't use smoke-filled wind-tunnels to check their crossbow-quarrel design.

All wombat made equipment costing over 5 points costs 25% (rounded down to the nearest whole point) more than the equivalent dwarf or common item. This includes the default per-wombat cost of units. All items less than five points cost one point more than the equivalent dwarf listing. This includes upgrades such as musician or standard-bearer: wombat craftsmen are just as meticulous when making musical instruments and checking their banners are up to the correct industrial hygiene-codes as they are when making weapons. In campaigns armies allied to wombats may purchase wombat-made versions of mundane items from the common list or their own army book at twice the usual cost. A model with wombat made items may never add runes to that item, and the item is destroyed as soon as they try to run any magical effect through that item. Wombat-made armour, shields or barding may never be combined with non-wombat made armour shields or barding, although the bonus for being mounted or riding a scally creature may be combined with them as normal, as may the "parry" armour bonus for being armed with two hand-weapons or a hand-weapon and shield, even if the hand weapons are non-wombat made or enchanted, and effects of magical amulets or items that are not built-in to the armour are allowed and function normally (I.E. wombat made heavy armour, non-wombat barding and an enchanted shield would be forbidden, but wombat made armour, wombat made barding, a parry bonus from a

non-wombat made hand-weapon [possibly enchanted] and an amulet of protection, is perfectly allowable).

Wombat made weapons (including war-machines that roll to hit using the crew's ballistic skill) may re-roll the first miss of each turn. A unit wearing 100% wombat-made 100% mundane armour may re-roll each failed armour save once, and may still make a 6+ (non re-roll-able) save if hit by any mundane weapon or effect that ignores armour saves or would by virtue of its strength modify it to a 7+ or more. This save does not count as a ward save.

Always double check your math when using explosives

Wombat war-machines that do not use Ballistic Skill to determine if their attacks hit the target get one re-roll per machine per turn that can be used for any purpose: avoid a miss-fire, re-roll the effects of a shot or the number of hits generated ect ect. to represent their craftsmanship and attention to detail when using war machines, but they must except the second result even if worse than the first.

Armoured rump

A Wombat's natural defence against intruders following them in their tunnels is to suddenly retreat at high-speed towards them and rely on their solid cartilage posteriors to crush the intruder and protect them from harm. As a result they A, have almost no cavalry despite having large numbers or pit-ponies as horse riding tends to be considered by wombats as cruel to the horse due to the riders prickly and well-armoured behind, and B, they are universally well-used to fighting an enemy currently behind them, and are in fact harder to injure from behind than if they are facing you.

All wombats gain a +1 bonus to their armour save against attacks coming from behind, including all projectile shooting, including magic missiles, directed into the rear facing of their units. Enemies attacking wombat units in their rear facing get no bonus for doing so, and wounds inflicted by them, their numbers, any banners or items they have ect ect, have no effect on combat resolution: they may fight wombats in the rear, but nothing they do will effect combat resolution: resolve combat as if the unit fighting with the wombats in the rear was not there I.E. if the wombat are fighting a unit on another side, resolve the combat as if those were their only combatants, and if the wombats are only fighting the unit that charged them in the rear the combat is automatically drawn. Likewise, wombat units keep rank bonuses against a unit there are fighting at the front of their formation even if engaged in the rear.

Killing blow and *Lethal shot* have no effect when directed at wombats from the rear facing of their units.

This rule has no effect on attacks directed to the flanks of units, or on skirmishers, war-machines and their crew or single models. This effect lasts only for the turn enemies charge or otherwise come into contact with a wombat unit in the rear: it is presumed that after the initial impact wombats in the rear ranks turn to face the attacker. If at the end of the turn when wombats were first attacked in the rear the unit fighting them in the rear is the only unit in close-combat with the wombat unit in question, then the wombat unit gets a free reform

and must turn to face them: resolve all subsequent rounds of combat with the wombats facing the enemy in the normal manner. If however after being charged in the rear and after the initial round of combat is resolved the wombat unit is still fighting a unit in the rear as well as one on the front or side facings of the wombat formation, the following rule applies:

Never stab a wombat in the rear!

Just because wombats are better able than most to fight effectively when attacked in the rear when already fighting a unit in front of them, doesn't mean they like it. Quite the opposite.

Any wombat unit that survives the first round of combat after being charged or otherwise engaged in close combat in the rear when already in base-contact with the enemy at the front or side without breaking becomes *frenzied* and *unbreakable* from the start of the next wombat turn for however long it is thus engaged in the rear and one or more other facings, meaning that troops will not lose their *frenzy* for any reason so long as they are fighting in the rear and one or more other facing. In addition, whilst the front ranks can fight normally and any units on the side facings in base-contact with an enemy unit may fight them normally, all other wombats in the unit may attack the enemy engaging them in the rear with their full number of attacks and any special attacks or weapon bonuses, meaning that enemies who charge wombats in the rear and fail to break them with the initial charge may find themselves, in subsequent rounds of combat fighting *potentially unlimited ranks of wombats*. For example a ten by ten block of wombats engaged in both front and rear may fight with three ranks at the front directing their attacks to the front enemy rank (because they are ten models wide and thus a *horde unit* and wombats do not lose rank bonuses when engaged in the rear) whilst the remaining seven ranks may direct their full number of attacks at the enemy engaging them in the rear. If the unit in the rear withdraws or is wiped out, the wombats resume fighting the unit or units attacking their front or sides normally. If the unit or units at the front or side withdraw or are wiped out, the wombats get a free re-form and turn to face the unit engaging them in the rear and resume fighting normally. If the unit attacking their rear and the other units fighting then simultaneously withdraw or are wiped out the wombats may move, charge or shoot normally without having to reform: it is presumed they resume normal battle formation the second they are no-longer engaged in the rear without penalty.

In addition to these rules, specific wombat clans may also have the own special rules: Pick from one of the three clan rules at the start of the battle, or declare that the wombat army is a mixed-clan unit and will not be using clan specific rules.

Remember tunnel seventeen! [Clan Quartzclaw and clan Underhew]

Upon declaring a charge the wombats of the Quartzclaw and Underhew clans let out a terrible battle cry, in memory of the battle they fought between each other over a particularly promising seam of bauxite. Although who won, who started the fight, and who had legitimate claim on the ore have long been forgotten, the battle cry very much remains.

If the charge is successful, add the number of wombats in the unit charging to the highest leadership in that unit. Then take a D6 for every intact rank of five or more in the enemy unit being charged and roll, then add this result to the highest leadership in the enemy unit. If the number thus generated is equal or less than the number of charging wombats plus their

leadership, then the cry is a success and the wombats become *stubborn* and gain the *always strike first* rule for the turn that they charge. If the number generated by the enemy unit is higher, then the charge fails. Resolve as a normal failed charge. Against single model units, war machines and their crews or skirmishers this effect is always successful: do not roll any dice, simply note down that the unit has *stubborn* and *always strike first* for that turn.

Both Quartzclaw and Underhew are however famously reckless, and any unit that can charge an enemy must take a leadership test (at their base leadership) and if they fail *must* declare a charge. The restrictions forcing wombat carts to pass a leadership test at -2 before being able to declare a charge are lifted: Quartzclaw and Underhew will slam farm carts mounted with delicate anti-magical machinery into their enemy no matter how bad an idea it is.

Never sign a work-for-hire contract with a god [Clan Fernfossil]

This clan never really got over the shoddy deal they got when working with some dwarfs and monks to imprison an insane god. Their animosity towards daemons, gods, magic and religion is greater even than most wombats.

Re-roll failed to-wounds against daemons, undead, forest spirits, ethereal units, spell-casters, and priests. Ignore enemy ward-saves in close combat and hit ethereal units normally in close combat. However, as the clan was wiped out before Helix Fernfossil's bloodline became common throughout the entire wombat population, only Lords and Heroes in this army will benefit from the *magic resistance (2)* granted by the *Bloodline of Helix Fernfossil* special rule, and the enemy may use any re-rolls they have as normal.

We whacked them with our shovels and they Died! Died! Died! They said the stuff was good enough, they Lied! Lied! Lied! [Clan Rockhewer]

Clan Rockhewer are famed across the wombat diaspora as the clan whose workers carried out the famed Battle of the Flood-tunnels where they massacred their mine-administrators in their fight for better quality-assurance standards, setting the scene for the great Mortar Uprising five years later and the great improvement in mine safety, working conditions and quality of life for all wombat kind that the Mortar Uprising brought about. It is said that wombats from clan Rockhewer need only hear the opening bars or one of the various bloodthirsty and off-tempo songs commemorating the battle and see their Workers Union banner fluttering in the wind, embroidered with the two-thousand one hundred and fifty six quality assurance codes of the Rockhewer Mineworkers Association Safety Manifesto [Subsections A1(a) to B12(b)], and they become almost fearless. However, because the brutal murder of everyone above E5 pay grade tends to stick in the mind, especially of those earning E5 pay grade or above, the same cannot be said for the leaders of clan Rockhewer: the clan has to pay above the going rate to even attract senior administrators in peace-time, and members of the clans executive council have been known to seek management posts elsewhere, without stopping to pack, at the mere sight of their workers gathering in arms under the great Quality Assurance banner.

Wombats of Clan Rockhewer are *stubborn* so long as their units contain a live musician, and any unit with a musician can use the army Battle-standard bearer's leadership no matter how far they are from the actual standard so long as at least one model in the unit has a line of sight to or from the standard (i.e. even if they are facing with their backs to the standard, if the standard bearer has a line of sight to them, presume in this instance they have a line of sight back to the standard bearer).

All Lord choices in a clan Rockhewer army cost 50% more than the list price in the Dwarfs army book (This includes the usual +25% for wombat made kit), but hero choices may have up to 100 points of items, and may have lord only items. After both armies have deployed but before the first turn, all Lord options must take a leadership test, modified by -1 if they are within 12 inches of the battle standard bearer. If they fail, the desire to seek employment elsewhere in the wombat world overwhelms them and they flee the field: Remove the model from play immediately; they do not take part in the forthcoming battle, and count as being pursued off the field for victory point purposes.

Lord choices in clan Rockhewer armies always fail “look out sir” tests.

Army specific Units

Special

Magic earthing device.

80pts

M WS BS S T W I A Ld

Device - - - - 5 4 - - -

Crew 3 4 3 3 4 1 2 1 9

These devices of *Lignum Mortem*, silver mesh and copper rods embedded deep into the ground draw any magic in the area towards them and provide points where magic can earth itself safely, so long as the machine functions correctly...

The three crew are armed with hand weapons and have light armour. Up to three machines can form a single unit, but do not have to be placed together on the table, instead functioning as single war-machine units. Up to two additional crew members may be bought for 7 points per model. The machines have a 4+ armour save and *magical resistance* (3).

Special rules *gunner pride*, *earth magic*

Earth magic.

Magic earthing devices earth harmful magic, which by wombat standards is any magic, via non-magical means.

So long as the devices are intact they will generate D6 extra dispel dice per turn for the wombat side at the start of each enemy magic phase. If however this roll produces six dispel dice, the machine overheats and explodes, inflicting a single strength four magical hit on all models within 4". Exploded machines no longer generate dice, nor do those destroyed by enemy action, but still draw spells towards their wreckage. Devices are not removed if all their crew are slain: with only two crew they will still operate, but explode on a roll of five or six when generating dispel dice, those with only a single crew-bat on a four, five or six and one with no crew continue to operate but explode on a three plus. If a device explodes and crew survive, they may move to another other device in the unit if there is a friendly device within 6", replacing any slain operators their as needs be. If not remove and count as pursued off the table for victory points purposes. For however long the machines are in operation (generating dice) they will also drain the magic of any wombat allies, reducing their number of power dice by one die per turn. This drain is not cumulative with increased numbers of machines.

Any spell targeted at a unit within 12" of the machines, be it friend or foe, or that uses a line of sight that at any point passes within 9" of the machines will have its effects centred on the machine/ have its magical missiles/effect strike the machine and not its intended target on a dice roll of 4+. Any spell cast with irresistible force targeted at a unit within 18" of the machines, be it friend or foe, or that uses a line of sight that at any point passes within 12" of the machines, will have its effects centred on the machine/ have its magical missiles strike the machine and not its intended target on a dice roll of 3+.

For an additional 40 points per machine the machines can be mounted on carts, which use the following statistics

M W S B S T W I A Ld

Dispel Cart - - - 4 4 4 - - -

Wombat crew-bat - 4 3 3 - - 2 1 9

Pit Pony 7 3 - 3 - - 3 1 -

The cart has a crew of three wombats with hand-weapons and is pulled by two ponies. It has a 4+ armour save and *magical resistance* (3). The machine can still purchase up to two additional crew with the statistics for the standard stationary machine crew at seven points per model, which are placed behind the cart in base contact with it: these models always stay in that position no matter how far the cart is moved; it presumed that when the cart is moving fast they jump on the running boards. Shooting at the cart is randomised so long as it has crew on foot following, with shots hitting the cart on a 1-4 and hitting the footslogging crew on a 5+. These carts are not designed to be used as chariots to smash through enemy formations in a charge, and so the crew must pass a leadership test at -2 in order to declare a charge. The goal of these carts is to soak up enemy magic whilst keeping up with the advancing wombat line and then retreat at high speed when confronted, and so the crew must always choose *flee* as their response to being charged, but rally automatically if not caught by their pursuers and gain a free reform if this rally is successful.

Rare

Carriage Artillery

40pts per carriage + weapons

	M	W	S	B	S	T	W	I	A	Ld
Gun Carriage	-	-	-	4	4	3	-	-	-	
Wombat Gunner	-	4	4	3	-	-	2	1	8	
Pit Pony	7	3	-	3	-	-	3	1	-	

An elite within wombat artillery circles, recruited from the best gunners in wombat society, carriage gunners have the unenviable role of trying to provide the wombat army with mobility and protect their flanks. The principle behind carriage gunner is easy enough to understand: most artillery pieces are fitted with wheels and dragged into position on the battlefield by ponies anyway, so a light artillery piece on a striped-down carriage could be left hitched to the ponies and thus maneuverer around the battlefield in the manner of a chariot, firing as it goes. The carriage is pulled by four ponies and crewed by three wombat gunners with hand weapons and light armour. Up to three carriages may form a single rare choice. The artillery on the carriage may only shoot in a 45 degree arch to either side of the carriage's axial line, and only to the rear. The artillery may only fire when the carriage is stationary. Because the carriage-artillery can only shoot things behind them, the ponies on the carriages have been train extensively to be able to walk backwards, something most horses will never willingly do. This enables the carriage to move in a strait light directly backwards, but prevents the carriage marching and cuts its Movement to 6". So long as they do not shoot or move backwards in a given turn, carriage artillery gets a free re-form at the end of each movement phase.

These carriages are not designed to be used as chariots to smash though enemy formations in a charge, and so the crew must pass a leadership test at -2 in order to declare a charge. The goal of these carriages is to shower the enemy with artillery from the flanks of the advancing wombat line and then retreat at high speed when confronted, and so the crew must always choose *flee* as their response to being charged, but rally automatically if not caught by their pursuers and gain a free reform if this rally is successful.

The carriage must be fitted with one of the following artillery pieces at the following costs. A mix of weapons within the unit is permitted, and each artillery piece within the unit may choose a different target if desired.

Field-cannon 50 pts.

A small-bore cannon or carronade, either breach-loading or with a barrel short enough to allow it to be rotated in the carriage in order to allow the gunner to load from the muzzle without exiting the gun-carriage, this weapon packs quite a punch, but lacks the range or power of true cannon.

As a canon, but with a Strength of 8 and a range of 24". When loaded with canister (grape-shot) it does 1 artillery dice worth of Strength 4 armour piercing hits, with a maximum range of 12"

Taper-Gun 45 pts

This breach-loading gun fires steel-cored projectiles significantly smaller than its bore at the breach. A thin brass "skirt" around the projectile lets it fit at the breach. As the shot is fired and the projectile travels up the barrel the barrel narrows and the skirt engages with the rifling and is squeezed closer and closer to the steel core as the projectile travels up the barrel: the narrowing bore also means that the pressure behind the projectile is phenomenal. This means that the gun can reach a far higher muzzle velocity than would otherwise be possible with such a short, light barrelled weapon, and the steel projectile can punch through multiple ranks of armoured infantry.

As a Bolt-thrower (pierces ranks, strength 6, inflicts D3 wounds, drops one strength point for each rank pierced, ignores armour saves), aimed using the crews BS, with a maximum range of 36", no penalty for shooting at long range, and a to-hit roll of 1 causes the weapon to roll on the cannon misfire table. May be used to target magic users within a unit at a -1 *to hit* penalty, in which case they may take a "look out sir" roll as normal as specified under wombat special rules but at -2 to leadership due to the accuracy of the weapon and the fact that projectiles fly so fast next to no warning of their impact exists.

One variety of the following special rounds may be purchased for each taper gun in addition to standard rounds. Declare before firing that you are using the following:

Silver bullets 5pts: although unable to penetrate ranks, the softer silver and *lignum mortem* bullets have a noticeable effect on wraths, ghosts, daemons and the like: Strength 6, does D3 wounds, can wound ethereal units, ignores ward saves. Do not ignore armour saves, do not penetrate ranks.

Napatha rounds 5pts: these hollow cast-iron shells are filled with a mix of rock oil (inflammable) saltpetre (lets inflammable things burn even under water) Anhydrous activated lime (heats up hot enough to light rock-oil when mixed with water) and white phosphor (ignites when exposed to air) Do not ignore armour saves, do not penetrate ranks, models hit take D6 *flaming* Strength 6 hits.

Explosive rounds 8pts: a similar hollow iron shell to the naphtha round, except stuffed with a mix of black powder (95%) and fulminate of mercury (5%). Does not penetrate

ranks, Ignore armour saves, units wounded take multiple wounds in the manner of a cannon shell, Strength 9.

Repeater-crossbow 30 pts

As a crossbow but with a Strength of 5 and it may fire three time per turn with no to-hit penalty for multiple shots.

One variety of the following special rounds may be purchased for each repeater crossbow. Declare before firing that you are using the following:

Silver arrowheads 4pts: can wound *ethereal* units, ignores ward saves.

Flaming arrows 2pts: shots are *flaming*.

Armour piercing bodkins 2pts: shots are *armour piercing*.

Wombat Pistoleres

30 points per model

	M	WS	BS	S	T	W	I	A	Ld
Wombat Pistolere	3	4	3	3	4	1	2	1	8
Barded Pony	7	3	0	3	3	1	3	1	5

Wombat Pistoleres are armed with a brace of pistols, hand weapons, heavy armour and ride steeds with reactive barding. The -1 to movement for wearing barding does not apply: pit ponies are hardy enough not to be slowed down by barding, but unfortunately are less swift than other horses to start with.

Reactive barding- wombat craftsmen have a unique talent for understanding all things mechanical, from delicate clockwork fancies to industrial steam-engines. So it was only a matter of time before some bright spark noticed that even the best plate armour is held together with crude rivets and simple hinges and decided to improve things with gearing, centrifugal clutches, and variable-resistance hydraulic-pistons. Although the resulting armour was too heavy for an infantryman to wear, barring some sort of powered exoskeleton, it could be fitted to horses with little to no trouble. Like a wombat's rear, the harder the subsequent armour is hit, the harder it pushes back.

Reactive barding grants +2 to the armour save of the rider rather than the +1 of normal barding, and as its plates move freely when not under external pressure but lock rock-solid as soon as someone hits them, models riding mounts with reactive armour ignore negative armour modifiers due to the strength of attacks hitting them. However they still suffer

penalties for attacks that are *armour piercing*, magical effects that modify save, special rules that modify save but not due to the strength if the hit, and attacks that ignore saves as usual (although due to *wombat craftsmanship* they still get a 6+ if hit by mundane attacks that ignore armour saves).

Armoury

Models that would normally be able to purchase items from the dwarf armoury may instead purchase items from the following list.

Weapons

Pneumatic battle-hammer 80 points- *This weapon uses some simple machinery to demonstrate the power of compressed air to interesting effect...*

Doubles the users base strength, does not affect striking order. Two handed.

Mining drill 65 points- *Diamond tipped and rotating at over 500 rpm, the ability of these drills to cut though even the hardest rock is well known.*

Ignore armour saves. Models wounded suffer not one but D3 wounds for each wound. Two handed. User strikes last in close combat.

Custom target rifle 65 points- *dwarfs name their axes, wombats name advanced machinery. We call her "Vera".*

Repeater handgun, but with a strength of five. Ignores negative to-hit modifiers, and may target models within units without penalty. Said models do not benefit from a "look out sir" save. User may not move and shoot, nor stand and shoot when charged.

Gatling crossbow 50 points- *The wombat who made this little beauty may have known little about the proper philosophy of battle, but she knew how to solve practical problems, such as how to stop some big mean placental-mammal from tearing her a structurally superfluous new pouch. The answer: use a crossbow. And if that don't work, use more crossbow.*

As a standard crossbow, but the user may fire D3 times per turn with the usual -1 to hit for firing multiple shots. If a three is rolled, roll again and so on to a maximum on 9 shots. User may not move and shoot.

Repeater pistols 45 points- *They do exactly what it says on the tin.*

Pistols, paired. The user may fire as many times in the shooting phase as they have attacks on their profile, with no penalty. In close combat the user gains +1 attack and may use their pistol bonus (strength 4 *armour piercing* attacks) in all rounds of combat, not just the first.

Insulated axe 30 points- *Fine lines of silver filigree trace all over this weapon, and its haft of Lignum Mortem is fitted with loadstones and attached to a flexible lead that trails to a silver spike on the user's boot-heel, earthing it.*

Count as great weapon. Ignores ward saves and regeneration. User can hit ethereal models. Cannot be destroyed by magical means.

Motorised flail 20 points- *who hasn't seen a fail in action and thought "I could weld that to a power-tool." The result is, however, still a work in progress.*

As a flail, but if the first attack in each round of combat is a hit, count it as D3 hits. If it misses, resolve the D3 hits on the wielder.

Armour

Reactive powered armour 80 points- *reactive armour is too bulky for infantry and usually used as barding on horses. Although to be honest, that's nothing a monstrous steampunk exoskeleton can't fix...*

Grants a 2+ armour save that cannot be improved in any way. As its plates move freely when not under external pressure but lock rock-solid as soon as someone hits them, models with reactive armour ignore negative armour modifiers due to the strength of attacks hitting them. However they still suffer penalties for attacks that are *armour piercing*, magical effects that modify save, special rules that modify save for reasons other than the strength of the hit, and attacks that ignore saves as usual (although due to *wombat craftsmanship* they still get a 6+ if hit by mundane attacks that ignore armour saves).

Models wearing this armour suffer -1 movement if marching, charging, pursuing or falling back, but cannot be march blocked and treat difficult terrain as open.

Stabilisation suit 40 points- *gyroscopically balanced and hydraulically stabilised, this suit provides a perfect platform for accurate shooting.*

Heavy armour, but models wearing may ignore all negative to hit modifiers when using ranged weapons, and the wearer always counts as stationary for the purposes of shooting no matter how far they have moved (they may even march and shoot).

Resonant shield 35 points- *Tuned to ring out when stuck, the volume of this shield's knell can startle the unprepared.*

6+ armour save that can be combined with other armour normally. When the wearer makes a successful armour save the shield unleashes a deafening shriek, and the enemy who stuck it must pass a leadership test or lose all their remaining attacks in this round of combat.

Electromagnetic armour 25 points- *This armour looks normal enough, unless you notice the battery on the back-pack or the leads that attach to the copper coils under the armour plate...*

As gromil armour. At any point the user may choose to declare they are switching on the electro-magnets: if the user suffers a hit in close combat within the electromagnet is in play, then they suffer the hit as normal but the enemy's weapon sticks to the armour, and even if the wombat is killed the enemy loses that weapon; remove it from their profile for the rest of the game, and the disarmed enemy may not attack again that round regardless of how many attacks they may have. Once the wombat has activated the magnets they are hit in a 2+ in combat or from mundane shooting until the start of the next wombat turn, and any enemies in base contact with the wombat or drawing a line of sight that passes within 2" of the wombat *must* target the model with magnetic armour.

Mesh armour 20 points- *This armour shimmers with the fine tracery of silver and copper wires, and the spikes on the boot heels and trailing cables are signs enough for the clued-in that this suit is magically earthed.*

Heavy armour. Increases the wearer's magical resistance by one. May re-roll the first failed magical resistance roll of the game.

Reinforced shield 10 points- *it's not magic, and it doesn't do anything particularly special, it's just a really, really well made shield.*

5+ armour save that can be combined with other equipment normally.

Devices

Map Goggles 80 points- *these goggles, by way of clever red and green filters for each eye, an internal gyroscope that detects and corrects for the users movements, and a zoetrope with a map of the battlefield on it, present the user with a 3D map-overlay of the battlefield, allowing them to actually judge the distance of units and see what lies behind smoke, obstructions, and hills: as their inventor famously said "Zee Goggles! Zay do something interesting!"*

The model with zee goggles may measure the distance between their own model and any three points on the table, as well as measure the angles between the lines thus measured. The commander of the wombat army may then take up to 90 seconds to work on with pen, paper, log book and slide-rule (wombats don't have calculators!) any calculation he or she wishes. The goggles also allow wombat artillery to target enemies within range but outside of line of sight, at the expense of becoming guess-range weapons if they were not before, so long as the goggle wearer is alive and has a line of sight to both that artillery piece and their chosen target.

Custom force-field generator 50 points- *who doesn't love surrounding themselves with semi-stable plasma windows?*

When the wearer is hit in close combat, by a ranged attack, or a spell, role a D6: On any even number ignore the hit. On an odd number continue as normal. This does not count as a ward save.

Custom force-field generators also add +1 to armour save, but a roll of one will always fail and may not be re-rolled due to *wombat craftsmanship*.

Hand held portal device 50 points- *we don't know exactly where this came from, nor why it came with instructions insisting it was in fact a shower curtain, all we know is it works and is more valuable than the combined salaries and internal organs of everyone in [subject's home wombat warren] put together.*

At the start of your own movement phase, remove the model with the device from the board and replace on the board anywhere within 24" of their previous location, and then scatter

2D6". If the model scatters into dangerous or impassable terrain, within 2" of hostile models, or off the table edge, count as slain. Alternately, at the start of your own movement phase take a leadership test. If successful move any model, friend or foe, that was in base contact with the bearer in the manner specified. Note: you may not target any model moved by the machine anywhere off the table, but may target inside dangerous or impassable terrain, table corners, or near to your own units.

First aid Kit 20 points- *that looks nasty, let me patch that up for you...*

The Model or the unit he or she is with may ignore the first failed armour save of each round. May not be used against attacks that do not roll to wound, ignore armour saves, or have either *killing blow* or *lethal shot*.

Night-vision goggles 20 points- *as useful on the battle field as they are in a dark mine.*

The model and the unit he or she joins may ignore the effects of the night fighting rules if they are in play. May NOT be combined with map goggles.

Mono-directional proximity activated flash-bangs 10 points- *Why spend years in some dojo learning to strike first in close combat, when you can spend an afternoon in some workshop making sure the other guy strikes last?*

May be activated in any combat phase. All enemy models in base contact have their initiative reduced to 1 and lose *always strikes first* if they had it. Any models that already had initiative one has their weapon skill halved. One use only.

Banners

Battle banner 80 points- *Remember Tunnel Seventeeeeen!*

The unit may add +D6 to the combat resolution of any combat in which it is involved. If the army is Clan Rockhewer, they may add +D6 to the resolution of any combat in line of sight of the bearer.

Semaphore Banner 60 points- *Not just pretty to look at, this banner is in fact sending information on what the bearer can see to all in range.*

Friendly models may use the bearer's line of sight to calculate whether they can target an enemy, so long as they have a clear light of sight to the standard bearer and the bearer is not engaged in close combat.

Magical lightning rod 50 points- *so you're casting that spell? I think not. I. Think. Not.*

Adds D3 dispel dice to your pool in each enemy magic phase. If you choose, you may have any enemy spell cast with irresistible force strike/be centred on/act on the standard bearer rather than its intended target.

Hyena skin-painter banner 50 points- *a gift from The People, that was initially suspected of being a little too magical for most wombats taste, but was soon accepted as being rather useful none-the-less.*

The banner bearer and any unit he or she joins may deploy as *scouts*. If they were already scouts, they may deploy in open terrain, or deploy D6 inches closer than previously allowed so long as they are in cover.

The banner of Ganesh 25 points- *a blessing from the remover of obstacles...*

The bearer of this banner and the unit he or she joins may treat difficult terrain as clear for the purposes of movement. In addition to this they may not be march blocked.