

Name	Dwarves in Space	By:	RA	Tech Level:	3
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Infantry										
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
Thrainite Mines										
Lething Squad	Leg	10	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10	Tech 3 Armour
Young Nobles Squad	Assault	6	Heavy	Regular	1, 2, 3	4	5	6	~	Tech 3 Powered Armour
Rebel Mines										
Sons of Thunder Squad	Leg	10	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10	Tech 3 Armour
Clear Horizon Mines										
Hi Grav Merc Squad	Leg	10	Standard	Veteran	1, 2	3	4	5, 6, 7	8, 9, 10	Tech 3 Armour
Cactus Mines										
Gruntling Squad	Leg	10	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10	Tech 3 Armour
Exo Armour Squad	Assault	6	Heavy	Regular	1, 2, 3	4	5	6	~	Tech 3 Powered Armour

Support Weapons						
Support Weapon	Role	SV	TGT	Load	Expertise	Notes
Mako Hvy Field Mortar	Artillery	5	IF	Boom	Regular	
Mako Autocannon	AT/AA	4	DF	Bolt	Regular	Twin guns

Vehicles							
Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
Mako Gun Tractor	SPG	C	TRK	Regular (3)	2	Any Mako Gun	May not move & fire in same turn
Spider Drone	ISW	AI	WLK	Regular (3)	2	Rotary Cannon SV3 Autogun	May not move & fire in same turn
Hercules CLEM Mecha	Improvised	C	WLK	Regular (3)	3	A & B: Close Combat Capable C: Close Combat Capable plus SV3 DF Bolt	CLEM: Construction, Logistics & Engineering Mecha. Civilian kit.
MDMS Goanna or Taipan Tank	AFV	G: C, D, O, G T (AI): C, G	TRK	Regular (3)	7	Railgun SV4 VF Both Laser SV5 DF Bolt Rotary Cannon SV4 Autogun Shield Generator (10)	& SV3 VF Boom or Twin SV3 Autogun & SV3 VF Boom or Twin SV3 Autogun & SV3 VF Boom or Twin SV3 Autogun & SV3 VF Boom or Twin SV3 Autogun
MDMS Cane Toad	APC	C, D	TRK	Regular (3)	5	SV3 VF Boom or Twin SV3 Autogun	Can carry up to 12 passengers

Specialists
Snipers, EW/SO, Medics, FO, Drone Operators

Off-Table Support

Characteristic Cards
Rally

Chrome
MDMS tanks may be either manned or AI. Whichever is the case, they count as having a Gunner for the main gun. There are four standard armament packages, including a shield generator that projects its shield out at a 90° angle from the generator to a distance of 18".
All Space Dwarf units are also Engineers.

Order of Battle		
Lethings (led by a Steward Big Man) consisting of one to three 10-man or 6-man squads	Make a Lething mobile by attaching a platoon of up to three Cane Toad APCs	platoons of 3 Goanna/Taipan Tanks (common configuration is two with main gun armament supported by one with shield generator)
Leid (led by a Force Commander Big Man) consisting of 1-2 Lethings	MAKO weapons are deployed in pairs of either Autocannon or Mortars, and attached at Leid level	



Tabletop Stats

Infantry										Firing		
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4			
Thrainite Mines												
Lething Squad	Leg	10	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10			+6
Young Nobles Squad	Assault	6	Heavy	Regular	1, 2, 3	4	5	6	~			+1D6+6
Rebel Mines												
Sons of Thunder Squad	Leg	10	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10			+6
Clear Horizon Mines												
Hi Grav Merc Squad	Leg	10	Standard	Veteran	1, 2	3	4	5, 6, 7	8, 9, 10			+6
Cactus Mines												
Gruntling Squad	Leg	10	Standard	Regular	1, 2, 3	4	5	6, 7, 8, 9	10			+6
Exo Armour Squad	Assault	6	Heavy	Regular	1, 2, 3	4	5	6	~			+1D6+6

Infantry Squad	Miss	Shock	Dead	Save
Thrainite Mines				
Lething Squad	1,2,3,4	5	6	~
Young Nobles Squad	1,2,3,4	5	6	2 to 6
Rebel Mines				
Sons of Thunder Squad	1,2,3,4	5	6	~
Clear Horizon Mines				
Hi Grav Merc Squad	1,2,3,4	5	6	~
Cactus Mines				
Gruntling Squad	1,2,3,4	5	6	~
Exo Armour Squad	1,2,3,4	5	6	2 to 6

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
x2	~	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6
x2	~	-2/D6	-4/D6

AT: 0-4"	4-8"	8-12"
4	4	2
4	4	2
4	4	2
4	4	2
4	4	2
4	4	2

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
Mako Hvy Field Mortar	5	IF	5D6+6 & Pin, miss on three 1s	Indirect fire only
Mako Autocannon	4	DF	Pin; one hit on a double on 2D6	8

Vehicles

Vehicle	Gunner	Exp.	Arm.		vs Inf	vs Veh	CI Cmbt
Mako Gun Tractor		Reg (3)	2		IF: 5D6+6 & Pin, miss on three 1s	Indirect fire only	No
Spider Drone		Reg (3)	2		DF: 3D6+9 and Pin	DF 1	No
Hercules CLEM Mecha		Reg (3)	3	A	~	~	Yes
				B	~	~	
				C	DF: Pin; one hit on a double on 2D6	DF 6	
MDMS Goanna or Taipan Tank	One	Reg (3)	7	Auto	DF: 3D6+9 and Pin	DF 2	No
				MissLnchr	IF: 3D6+6 & Pin, miss on two 1s	DF 3	
				Rail	4D6+6 & Pin, miss on two 1s	DF 8	
				Laser	DF: Pin; one hit on a double on 2D6	DF 10	
				RotCan	DF: 4D6+9 & Pin	DF 2	
MDMS Cane Toad		Reg (3)	5	Auto	DF: 3D6+9 and Pin	DF 2	No
				MissLnchr	IF: 3D6+6 & Pin, miss on two 1s	DF 3	

Vehicle	Type	Open	Light	Heavy	Imp
Mako Gun Tractor	TRK	+1/D6	~	-2/D6	NO
Spider Drone	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Hercules	WLK	+1/D6	-1/D6	-2/D6	-4/D6
Goanna/Taipan	TRK	+1/D6	~	-2/D6	NO
Cane Toad	TRK	+1/D6	~	-2/D6	NO

Points	BM: Level x 30	WSO: 60	Sniper: 45	Medic: 15	Drone Op or FO: 30
Infantry Squad	Support Weapons	Vehicles	Cards & Chrome		
<i>Thrainite Mines</i>	<i>Mako Heavy Field Mortar</i>	<i>Mako Tractor</i>	Rally		60
<i>Lething Squad</i>	<i>Mako Autocannon</i>	<i>Spider Drone</i>	Bonus Fire (define)		60
<i>Young Nobles Squad</i>		<i>Hercules CLEM</i>			
Rebel Mines		<i>MDMS Goanna/Taipan</i>			
<i>Sons of Thunder Squad</i>		<i>MDMS Cane Toad</i>			
Clear Horizon Mines					
<i>Hi Grav Merc Squad</i>					
Cactus Mines					
<i>Gruntling Squad</i>					
<i>Exo Armour Squad</i>					

Figures from: *Lethings, Young Nobles & Vehicles from Khurasan; Sons of Thunder from Rebel Miniatures; Gruntling from Cactus Miniatures; High Gravity Mercenaries from Clear Horizon Miniatures; Hercules from GZG*

Background

Thrainites
 The Thrainites are the descendents of a colony of humans from earth who were sent through a wormhole to the Canis Majoris system, almost 4,000 light years away, during the first wave of interstellar migration in the 22nd Century. The colony was never heard from again, as was indeed expected to happen, but after the Awakening, when humans were taught to fully exploit wormhole travel, one of the first missions was to seek out the seed colonists, including the CM Seed. They were found to have survived and built a new civilization for themselves, calling themselves Thrainites, living in several neighboring star systems, and governing themselves by monarchy. Living for centuries on planets slightly larger than earth, they have gradually mutated to a shorter, stockier stature than Terra humans. Many millions have migrated closer to the Federation since contact was reestablished, but even then tend to live amongst themselves.

Thrainites are by disposition a somber people with a serious attitude toward war and conquest. They can be aggressive and expansionist, especially toward aliens, but generally prefer commerce to hostilities and export a series of rare minerals throughout the galaxy. They can be paid to fight for a cause they can support, as they did in the Molch Vornid War, turning the tide in that conflict.

The Thrainites are close assault specialists, preferring automatic slughtrowers to energy weapons. Thrainite combat forces are built around the Lething, a body of freemen who serve their local Stewards. Lethings are their equivalent of a squad or section, but can vary in size from 8 Thrainites to over 20, depending on the resources and prestige of the Steward. The basic building block of a Lething is the Clutch, closely equivalent to a fire team, made up of a veteran leading three other freemen. To these can be added heavy weapons specialists using such weapons as missile launchers, heavy anti-material rifles and knee mortars. A Lething can be the size of a platoon, but are more commonly 14-18 soldiers total, including the Steward and his heavy slug-thrower House Man. Nobles of higher rank than Steward fight when young in Assisted Carapace Armour assault squads of six Thrainites, and upon achieving veteran status are often given higher commands, culminating in Force Commander rank, an officer leading a Leid (company) or larger formation.

Since they have renewed contact with Terra, the Thrainites have bought large quantities of MDMS Vehicles and greatly prefer these simple, rugged designs to the more complex Federal Army vehicles, although they have bought limited quantities of those as well. They also employ the MAKO tractor and gun system to provide the Lethings with mobile heavy firepower.

High Gravity Mercenaries
 Humanity has spread throughout the cosmos and often upon worlds that, while similar, are different in fundamental ways from our own. On the larger rocky planets with a habitable biome colonies can form and flourish over a period of many years. Those that do the best and prosper on the high-gravity worlds tend to be stockier and harderier than their brethren on standard-class gravity worlds. This squad of eight (8) veteran mercs hail from a high-gravity world and have a proven track record as evidence of their toughness.

Sons of Thunder
 After several 100 years of genetic manipulation, Earth had finally created the perfect workers for it's planetary terraforming projects. Spread out across the galaxy these pint-size workers toiled to bring habitable planets into the Earth Force Empire. But as Earth begins to lose it's grip on the galaxy, the Sons of Thunder begin to scheme...