



Space 1889 TMWWBK

Unit	Leader		Options	Speed	Firing	Fighting	Discipline	Weapons	Special rules	Notes	Points
British infantry		Regular infantry	Elite	6"	5+	5+	+2	Modern Rifle	May form close order, May Volley Fire		7
British sailors		Regular infantry	-	6"	5+	5+	+1	Modern Rifle	May form close order, May Volley Fire		6
Indian infantry		Regular infantry	Fierce, Poorly Armed	6"	5+	4+	+1	Obsolete Rifle	May form close order, May Volley Fire		6
HMS Glamorgan		Crewed Weapons	Flyer	10" (45/+45 degrees turn normal/double move)	4+	6	0	Machine-gun, 3-men crew	Always fired at long range when flying, Must test for jamming, Limited arc of fire. Flyers gets hits instead of crew on 1D6=1,2,3, Gun hits cause damage, ship destroyed after 8 hits.		
Besieged British		Regular infantry	Limited ammunition (1D6+1)	6"	5+	5+	+1	Modern Rifle	May form close order, May Volley Fire		6
Martian Legion		Irregular infantry	Cuirassiers Fierce, Poorly armed	6"	5+	5+	0	Antiquated musket	Unit is composed of 6 muskets, 6 melee weapons. 3 musket figures are Cuirassiers, two hits on melee to get killed)		3
Martian Legion		Irregular infantry	Cuirassiers Fierce, Poorly armed	6"	5+	5+	0	Antiquated musket	Unit is composed of 6 muskets, 6 melee weapons. 3 musket figures are Cuirassiers, two hits on melee to get killed)		3
Martian Legion		Irregular infantry	Cuirassiers Fierce, Poorly armed	6"	5+	5+	0	Antiquated musket	Unit is composed of 6 muskets, 6 melee weapons. 3 musket figures are Cuirassiers, two hits on melee to get killed)		3
Kraag warriors		Tribal infantry	Flyers, Fierce	12"	6	4+	0	Spears, Javelins	Always fired at long range when flying, Follow-up, May attack at the double		
Canal martians mob		Tribal infantry	-	8"	6	5+	0	some Bows			
Canal martian shooters		Irregular infantry	Poorly armed, Poor shots, Fieldcraft	6"	6	6	0	Antiquated musket			
Radium guns		Crewed weapons	Well drilled	4"	4+	6	0	Radium gun, 0-24" Short, 25-54" Long ranges	1 fire dice/crew figure, 4 crew figures, ignores 1 point of cover, limited arc of fire		
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