

## 114 Annihilator Biomech



### Special Abilities

*Big, Artificial (Biomech), Ether Tech (2), Amphibious, Shooter (Short), Deep Eyes*

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1

**Artificial (Biomech)** - Immune to poison, Psychic Magic spells, morale and *Madness*. Cannot be gruesomely killed.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

**Amphibious** - Can operate on land and underwater

**Shooter (short)** - Can shoot up to Short range. Long and Med range weapon only fire with the Shortstick.

**Deep Eyes** - Normal vision in darkness.

## 74 Raider Cavern Crawler



### Special Abilities

*Amphibious, Deep Eyes, Ether Tech (2), Mutant Spawn, Salvager, Powerful*

**Amphibious** - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.

**Deep Eyes** - Normal vision in darkness.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

**Mutant Spawn** - When rolling for activation with three dice, if an unmodified 1 is rolled on one or more of the dice, roll one die again; on another 1, forfeit turn.

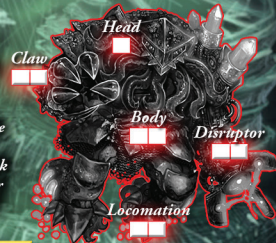
**Salvager** - Gain +1 bonus to roll on treasure tables

**Powerful** - Gain +1 to Strength Checks. Already in Str stat.

## 114 Annihilator Biomech

### Notes and Info

A mass of armor plating and writhing tentacles, the Annihilator biomechs are feared for their power in close combat. Their claws and tentacles can make short work of enemies after the disruptor blaster attached to their arm paralyzes them.



### Weapons and Attacks

**Disruptor Blaster** (CL 2) *Energy Short +1, Armor Break (2), Resonate, Spray, Unstable*

**Big Claw** (CL 0) *H2H +1, Armor Break (1), Grab*

**Tentacles** (CL 0) *H2H Entangle, Unbreakable*

**Resonate** - Target losing in combat fallen/recoil. Roll Res Check with 2 successes or *transfixed*. 3 failures = Gruesome Death.

**Spray** - All models in 90 deg arc (spray template) and 1 depth level above and below must defend. Only Short Range and no "long shot" allowed.

**Unstable** - Attack rolls 1, roll again; on another 1, weapon destroyed.

**Grab** - If defender loses, is grabbed. To break free, use 1 action for Force activity and roll 2 successes. Model grabbed may still attack in H2H. Until defender free, the grabber gets +1 to H2H.

**Entangle** - If model wins in combat, loser takes normal damage and must roll Strength Check with 2 successes or be *entangled* and loses that turn. Subsequent turns, victim rolls Strength Check, needs 2 successes to break free and then try to activate.

**Unbreakable** - Weapon cannot be damaged or destroyed.

### Armor

**Heavy Carapace** (CL 0) *H:3 B:2 L:2 W:2, Natural, Sluggish, Add +2 to RES rolls unless beaten by Armor Break*

**Natural** - ranged attack vs. model at -1 if model adjacent to natural scenery

**Sluggish** - 1 action to turn after rear attack

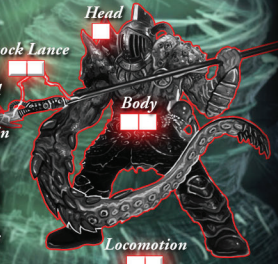
### Special Items

**Propulsion System** (CL 1) - *Swimming* ability. Roll Fast Dive/Ascend if changing more than 2 depth levels. Model cannot Cruise.

## 74 Raider Cavern Crawler

### Notes and Info

Raiders are front-line amphibious troops employed by the Dark Mariners. The Cavern Crawler specializes in breaching structures and salvaging artifacts, using its powerful tentacle arm to rip open bulkhead doors and a Shock Lance to keep enemies at bay.



### Weapons and Attacks

**Shock Lance** (CL 2) *H2H, Shock, Reach*

**Tentacle Arm** (CL 0) *H2H, Entangle, Unbreakable*

**Shock** - If win in combat, normal result and defender must roll a Resistance Check with 2 successes or be *Transfixed*.

**Reach** - Can do "ranged" attack (opponent cannot cause injury) on adjacent defender with two actions. If both models have weapons with *Reach* the effect is nullified.

**Entangle** - If model wins in combat, normal damage and victim must roll Strength Check with 2 successes or be *entangled* and loses turn. Subsequent turns, victim rolls Strength Check, Two successes to break free and then try to activate.

**Unbreakable** - Weapon cannot be damaged or destroyed.

### Armor

**Thick Skin with Armor** (CL 0) *H:1 B:1 L:1 W:2 Add +1 to RES rolls unless beaten by Armor Break*



## 97 Cephalid Biomancer



### Special Abilities

**Amphibious, Deep Eyes, Ether Tech (2), Mutant Spawn, Biomancer**

**Amphibious** - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.

**Deep Eyes** - Normal vision in darkness.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

**Mutant Spawn** - When rolling for activation with three dice, if an unmodified 1 is rolled on one or more of the dice, roll one die again; on another 1, forfeit turn.

**Biomancer** - Gives +1 activation for Biomech Constructs within Long stick. If killed, Biomechs continue to operate. Casts Elemental Conjunction spells. Can repair dead biomech (not gruesome kill) with 3 actions during battle. Personality.

## 39 Cephalid Scavengers



### Special Abilities

**Assistant, Salvager, Amphibious, Deep Eyes, Mutant Spawn**

**Assistant** - Assistants help *Engineers, Scientists, Healers, Animists, Biomancers* and *Re-Animators*, giving them +1 on their rolls for technical actions (using, repairing, activating, hijacking, resurrecting, etc.). Must be in base-to-base contact, activated and "waiting to assist" before the specialist activates and attempts his action. Waiting to assist costs one action point, but the assistant can move into position with other actions before waiting. Personality model.

**Salvager** - Gain +1 when rolling on Treasure Tables.

**Amphibious** - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.

**Deep Eyes** - Normal vision in darkness.

**Mutant Spawn** - When rolling for activation with three dice, if an unmodified 1 is rolled on one or more of the dice, roll one die again; on another 1, forfeit turn.

## 97 Cephalid Biomancer

### Notes and Info

These cephalids work in the bowels of the living vessels of the Dark Mariners, perfecting the bio-mechanical monstrosities that form the shock troops of the force. Their control staves help calm the raw senses of their creations.



### Weapons and Attacks

**Spiked Staff (CL 0) H2H**

**Tentacles (CL 0) H2H, Entangle, Unbreakable**

**Entangle** - If model wins in combat, normal damage and victim must roll Strength Check with 2 successes or be *entangled* and loses turn. Subsequent turns, victim rolls Strength Check, Two successes to break free and then try to activate.

**Unbreakable** - Weapon cannot be damaged or destroyed.

### Armor

**Light Carapace (CL 0) H:1 B:1 L:0 W:2 Natural**

**Natural** - Ranged shot against at -1 if adjacent to natural scenery

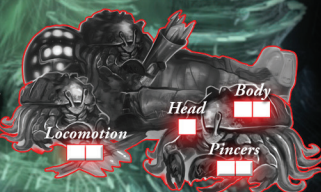
### Special Items

**Control Staff (bio-mechs) (CL 2)** - Extends range of Biomancer +1 bonus to activation for biomechs to 2 Long sticks. Can be used by other models to give +1 bonus for 1 Long stick.

## 39 Cephalid Scavengers

### Notes and Info

Scuttling across the seafloor, these little beasts are the smaller cousins of the larger cephalids and are tasked with assisting them and scouring the bottom for bits of ether technology and crystals.



### Weapons and Attacks

**Pincers (CL 0) H2H**

### Armor

**Light Carapace (CL 0) H:1 B:1 L:0 W:2 Natural**

**Natural** - Ranged shot against at -1 if adjacent to natural scenery



## 78 Cephalid Scientist



### Special Abilities

**Scientist (2), Shooter (short), Amphibious, Mutant Spawn**

**Scientist (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate new device with Quality Check with 2 success. Activate CL 3 devices with -2 to Quality Check. 3 failures damages the item. Repair item with 2 actions. Model is a Personality.

**Shooter (short)** - Can shoot up to Short range. Long and Medium range weapon only fire with the Short stick.

**Amphibious** - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.

**Mutant Spawn** - When rolling for activation with three dice, if an unmodified 1 is rolled on one or more of the dice, roll one die again; on another 1, forfeit turn.

## 69 DeepSpawn Reaper



### Special Abilities

**Artificial (Biomech), Savage, Ether Tech (2), Amphibious, Deep Eyes**

**Artificial (Biomech)** - Immune to poison, Psychic Magic spells, morale and *Madness*. Cannot be gruesomely killed.

**Savage** - Inflicts Gruesome Kill when doubling the opponent's Combat Score. Does not apply to models killed after multiple wounds to damaged body parts or to *Artificial* models.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

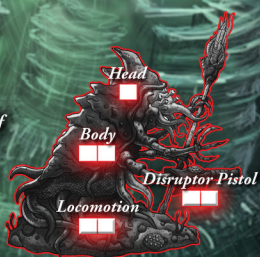
**Amphibious** - Can operate on land and underwater. No effect from changing depth levels due to *Artificial*.

**Deep Eyes** - Normal vision in darkness.

## 78 Cephalid Scientist

### Notes and Info

The cephalids' intelligence and ability to handle ethereal energy is a by-product from the taint of the nautiloids of the deep sea caverns in their blood. Only a select few have the ability to study salvaged artifacts and create new devices.



### Weapons and Attacks

**Disruptor Pistol (CL 2) Energy Short, Resonate**

**Tentacles (CL 0) H2H, Entangle, Unbreakable**

**Resonate** - Target losing in combat fallen/recoil. Roll Res Check with 2 successes or *transfixed*. 3 failures = Gruesome Death.

**Entangle** - If model wins in combat, normal damage and victim must roll Strength Check with 2 successes or be *entangled* and loses turn. Subsequent turns, victim rolls Strength Check, Two successes to break free and then try to activate.

**Unbreakable** - Weapon cannot be damaged or destroyed.

### Armor

**Heavy Carapace (CL 0) H:3 B:2 L:2 W:2 Natural, Sluggish**  
**Natural** - Ranged shot against at -1 if adjacent to natural scenery  
**Sluggish** - 1 action to turn after rear attack

### Special Items

**Crystal Lamp (CL 1)** - Light allows vision in dark ocean

## 69 DeepSpawn Reaper

### Notes and Info

The Dark Mariners have been working recently to perfect amphibious troops that can destroy enemies on land without the need to carry heavy water packs. These vile creatures were once the still-warm bodies of fallen Fortune Hunters, now hideously transformed into bio-mechanical terrors.



### Weapons and Attacks

**Claws (CL 0) H2H**

**Arm blades (CL 0) H2H**

**Steel Jaws (CL 0) H2H**

### Armor

**Light Alloy Armor Plating (CL 2) H:3 B:3 L:3 W:3**



## 268 Elluvi Darkeye

Commander of the Night Sea

Q2

C3

Str 3+

Res 3+

Will 2+

Body AV

3

Tentacles

+1

Disruptor Cannon

+2

AV Bonus +3 RES roll

**Special Abilities**

*Command, Mounted, Tough, Ethermancer, Big, Deep Eyes, Ruthless, Marine, Swimming, Ether Tech (2), Shooter (short)*

**Command** - Calls regroup, group attacks, group channeling.

**Mounted** - H2H +1 vs. non-mounted figure same size or smaller. When first "killed", model does not die but gets Short movement and C 2. Next kill is final. A Gruesome Kill at any time is resolved normally.

**Tough** - Ignore kill result by making a Resistance Check with two successes. Gruesome kills are treated as a normal kills.

**Ethermancer** - Can summon ethereals and cast Dimensional spells. Allocate warband points to "Summoning Pool" and double value. Summon ethereals with Spellcasting Roll. Each success = 50 points. 3 failures = no ability until healed. Ethereal starts up to 2 Long sticks from caster and disappears when caster dies. Personality.

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1

**Deep Eyes** - Normal vision in darkness.

**Ruthless** - Can shoot into H2H combat involving allies.

**Marine** - Only operates underwater. Can move on land with a Anti-Grav tech device (CL 2) by adding 10 points.

**Swimming** - Can move underwater. If change 3+ depth levels must roll Fast Dive/Ascend activity.

**Shooter (short)** - Can shoot up to Short range. Long and Med range weapon only fire with the Short stick.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

## 143 Heavy Combat Biomech

Q4

C4

Str 3+

Res 3+

Will 4+

Claw

+1

Disruptor Cannon

+2

Body AV

5

AV Bonus +5 RES roll fail on three 1's

**Special Abilities**

*Big, Artificial(Biomech), Ether Tech (2), Amphibious, Shooter (Short), Sunder, Tough*

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1

**Artificial (Biomech)** - Immune to poison, Psychic Magic spells, morale and Madness. Cannot be gruesomely killed.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

**Amphibious** - Can operate on land and underwater

**Shooter (short)** - Can shoot up to Short range. Long and Med range weapon only fire with the Short stick.

**Sunder** - Gain +2 to Break activity rolls.

**Tough** - Ignore kill result by making a Resistance Check with two successes. Gruesome kills are treated as a normal kills.

## 268 Elluvi Darkeye

Commander of the Night Sea

**Notes and Info**

Elluvi Darkeye is one of the last remaining pureblood nobles of the Dark Mariners. His experiments with dimensional portals allow him to summon blasphemous entities from the void to cause madness and death.

**Weapons and Attacks**

**2X Disruptor Cannons (CL 2) Energy Short +2, Armor Break (4) Resonate, Unstable**

**Big Tentacles (CL 0) H2H +1, Entangle, Unbreakable**

**Gaping Tooththy Maw (CL 0) H2H +1, Armor Break (1)**

**Resonate** - Target losing in combat fallen/recoil. Roll Res Check with 2 successes or *transfixed*. 3 failures = Gruesome Death.

**Unstable** - Attack roll 1, roll again; on another 1, weapon destroyed.

**Entangle** - If model wins in combat, loser takes normal damage and must roll Strength Check with 2 successes or be *entangled* and loses that turn. Subsequent turns, victim rolls Strength Check, needs 2 successes to break free and then try to activate.

**Unbreakable** - Weapon cannot be damaged or destroyed.

**Armor**

Light Alloy Armor Plating (CL 2) **H:3 B:3 L:3 W:3**

**Special Items**

**Ether Shield (CL 2)** - Ranged attacks and attack spells against model at -2

## 143 Heavy Combat Biomech

**Notes and Info**

These Constructs are massive walking automaton, designed to work above and below the water. They are heavily armored with thick alloy plates, making them practically indestructible death machines.

**Weapons and Attacks**

**Disruptor Cannon (CL 2) Energy Short +2, Armor Break (4) Resonate, Unstable**

**Big Claw (CL 0) H2H +1, Armor Break (1), Grab**

**Tentacles (CL 0) H2H Entangle, Unbreakable**

**Resonate** - Target losing in combat fallen/recoil. Roll Res Check with 2 successes or *transfixed*. 3 failures = Gruesome Death.

**Unstable** - If attack rolls 1, roll again; on another 1, weapon destroyed.

**Grab** - If defender loses, is grabbed. To break free, use 1 action for Force activity and roll 2 successes. Model grabbed may still attack in H2H. Until defender free, the grabber gets +1 to H2H.

**Entangle** - If model wins in combat, loser takes normal damage and must roll Strength Check with 2 successes or be *entangled* and loses that turn. Subsequent turns, victim rolls Strength Check, needs 2 successes to break free and then try to activate.

**Unbreakable** - Weapon cannot be damaged or destroyed.

**Armor**

Heavy Alloy Armor Plating (CL 0) **H:5 B:5 L:5 W:3 Sluggish**

Add +5 to RES rolls unless beaten by Armor Break

**Special Items**

**Crystal Imager (CL 2)** - Normal vision in darkness



## 129 Nautiloid Chrysalid



### Special Abilities

**Telepath**, **Swimming**, **Deep Eyes**, **Coward**, **Big**, **Shooter (short)**, **Ether Tech (2)**, **Marine**

**Telepath** - Only cast Psychic Magic but +1 spellcasting roll. Psychic spells cast at them at -1. Personality model.

**Swimming** - Can move underwater. If change 3+ depth levels must roll Fast Dive/Ascend activity.

**Deep Eyes** - Normal vision in darkness.

**Coward** - Morale Checks and checks vs **Terror** at -1.

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1.

**Shooter (short)** - Can shoot up to Short range. Long and Med range weapon only fire with the Short stick.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

**Marine** - Operates underwater. Can operate on land with a Sea-Breather (CL 1) and Anti-Grav (CL 2) device by adding 15 pts.

## 100 Octopod Biomech



### Special Abilities

**Stealth**, **Artificial (Biomech)**, **Ether Tech (2)**, **Marine**, **Jet Burst**, **Obfuscate**

**Stealth** - Immune to ranged attack/spells if adjacent to Partial Cover. Negated for that turn if attacks or casts a spell.

**Artificial (Biomech)** - Immune to poison, Psychic Magic spells, morale and **Madness**. Cannot be gruesomely killed.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

**Marine** - Only operates underwater. Can move on land with a Anti-Grav tech device (CL 2) by adding 10 points

**Jet Burst** - Can cross enemy bases without Free Hack. Jetting out of H2H combat avoids Free Hack if two actions are used

**Obfuscate** - Create ink cloud of Short radius = Tactical Cover. 1 action per turn cloud lasts. Can create cloud in H2H combat with actions and then use action to retreat without Free Hack

## 129 Nautiloid Chrysalid

### Notes and Info

These diabolical creatures have extraordinary natural psychic abilities and are the ancestors of the Dark Mariners. They are a feared enemy, able to wield deadly ether tech weaponry, though they are not very trustworthy allies in battle.



### Weapons and Attacks

**Disruptor Cannon** (CL 2) **Energy Short +2**, **Armor Break (4)** **Resonate**, **Unstable**

**Big Spiky Beak** (CL 0) **H2H +1**, **Armor Break (1)**

**Big Tentacles** (CL 0) **H2H +1** **Entangle**, **Unbreakable**

**Resonate** - Target losing in combat fallen/recoil. Roll Res Check with 2 successes or **transfixed**. 3 failures = Gruesome Death.

**Unstable** - If roll 1, roll again; on another 1, weapon destroyed.

**Entangle** - If model wins in combat, loser takes normal damage and must roll Strength Check with 2 successes or be **entangled** and loses that turn. Subsequent turns, victim rolls Strength Check, needs 2 successes to break free and then try to activate.

**Unbreakable** - Weapon cannot be damaged or destroyed.

### Armor

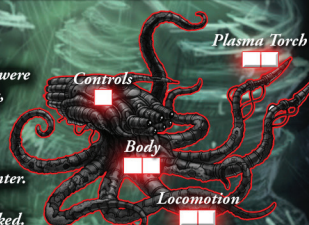
**Heavy Carapace** (CL 0) **H:3 B:2 L:2 W:2** **Natural**, **Sluggish** Add +2 to RES rolls unless beaten by **Armor Break**

**Natural** - ranged attack vs. model at -1 if adjacent to natural scenery  
**Sluggish** - 1 action to turn after rear attack

## 100 Octopod Biomech

### Notes and Info

These devious creations were made to slip into wrecks, silently opening up entrances with plasma torches so their larger, deadlier brethren can enter. Octopods jet away in a cloud of ink when attacked.



### Weapons and Attacks

**Plasma Torch** (CL 2) **H2H +1**, **Armor Break (2)** **Breach (+2)**

**Tentacles** (CL 0) **H2H**, **Entangle**, **Unbreakable**

**Breach** - Breach walls. Break activity with Breach modifier. 2 successes creates hole in a wall of Long width and height.

**Entangle** - If model wins in combat, loser takes normal damage and must roll Strength Check with 2 successes or be **entangled** and loses that turn. Subsequent turns, victim rolls Strength Check, needs 2 successes to break free and then try to activate.

**Unbreakable** - Weapon cannot be damaged or destroyed.

### Armor

**Light Alloy Armor Plating** (CL 2) **H:3 B:3 L:3 W:3** Add +3 to RES rolls unless beaten by **Armor Break**

### Special Items

**Crystal Imager** (CL 2) - Normal vision in darkness.

**Propulsion System** (CL 1) - Model has **Swimming** ability and can change depth levels but cannot Cruise.



## 87 Siren of the Deep



### Special Abilities

**Distract** - Use actions to *transfix* targeted enemy unless enemy rolls Will Check with 2 successes. Range based on actions: 1 action = Short; 2 = Medium; 3 = Long. No effect on *Artificial* or *Undead* models.

**Swimming** - Can move underwater. If change 3+ depth levels must roll Fast Dive/Ascend activity.

**Deep Eyes** - Normal vision in darkness.

**Obfuscate** - Create ink cloud of Short radius = Tactical Cover. 1 action per turn cloud lasts. Can create cloud in H2H combat with actions and then use action to retreat without Free Hack.

**Mutant Spawn** - When rolling for activation with three dice, if an unmodified 1 is rolled on one or more of the dice, roll one die again; on another 1, forfeit turn.

**Marine** - Operates underwater but can transfix enemy on land.

## 120 Vanguard Captain



### Special Abilities

**Leader, Amphibious, Shooter (Short), Deep Eyes, Ether Tech (2), Psychic Command, Mutant Spawn**

**Leader** - Allies within Long stick radius get +1 activation. Can call Group Activation and Regroup. Death requires Morale Check for allies except *Artificial* or *Animal*. Personality model.

**Amphibious** - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.

**Shooter (short)** - Can shoot up to Short range. Long and Med range weapon only fire with the Short stick.

**Deep Eyes** - Normal vision in darkness.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

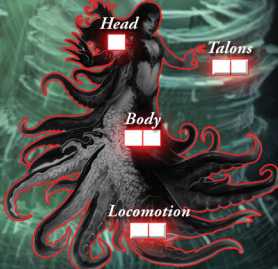
**Psychic Command** - Can do group activation and regroup within a radius of 2 Long sticks without line of sight to models. Must still see target of activity (enemy, object, etc).

**Mutant Spawn** - When rolling for activation with three dice, if an unmodified 1 is rolled on one or more of the dice, roll one die again; on another 1, forfeit turn.

## 87 Siren of the Deep

### Notes and Info

Genetic manipulation of female nobles of the Dark Mariners has resulted in a twisted mutation with a telepathic ability to call to enemies and induce a trancelike state, making them easy prey for the warriors and biomechs to move in for the kill.



### Weapons and Attacks

**Tentacles (CL 0) H2H, Entangle, Unbreakable**

**Sharp Talons (CL 0) H2H**

**Entangle** - If model wins in combat, loser takes normal damage and must roll Strength Check with 2 successes or be *entangled* and loses that turn. Subsequent turns, victim rolls Strength Check, needs 2 successes to break free and then try to activate.

**Unbreakable** - Weapon cannot be damaged or destroyed.

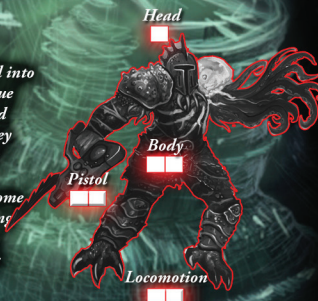
### Armor

**Tender Flesh (CL 0) H:0 B:0 L0 W:2**

## 120 Vanguard Captain

### Notes and Info

Vanguard Marines are led into battle by captains that issue commands for coordinated movement and attack. They have a symbiotic mutated creature attached at the shoulder, spawned from some hellish breeding vats, giving them a valuable ability to command through psychic means.



### Weapons and Attacks

**Disruptor Pistol (CL 2) Energy Short, Resonate**

**Tentacles (CL 0) H2H, Entangle, Unbreakable**

**Resonate** - Target losing in combat fallen/recoil. Roll Res Check with 2 successes or *transfixed*. 3 failures = Gruesome Death.

**Entangle** - If model wins in combat, loser takes normal damage and must roll Strength Check with 2 successes or be *entangled* and loses that turn. Subsequent turns, victim rolls Strength Check, needs 2 successes to break free and then try to activate.

**Unbreakable** - Weapon cannot be damaged or destroyed.

### Armor

**Medium Carapace (CL 0) H:2 B:1 L:1 W:2 Natural**  
Add +1 to RES rolls unless beaten by Armor Break

**Natural** - ranged attck vs. model at -1 if adjacent to natural scenery



## 80 Heavy Support Marine



### Special Abilities

**Amphibious, Shooter (Medium), Deep Eyes, Ether Tech (2)**

**Amphibious** - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.

**Shooter (Medium)** - Can shoot up to Medium range. Long range weapon only fire with the Medium stick.

**Deep Eyes** - Normal vision in darkness.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

## 84 Vanguard Marine



### Special Abilities

**Amphibious, Shooter (Short), Deep Eyes, Ether Tech (2)**

**Amphibious** - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.

**Shooter (Short)** - Can shoot up to Short range. Long and Med range weapon only fire with the Short stick.

**Deep Eyes** - Normal vision in darkness.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

## 80 Heavy Support Marine

### Notes and Info

Some of the Vanguard Marines are support troops, wielding heavy torpedo launchers that fire explosive crystals, guided to the target by a psychic link. These deadly weapons are feared by other forces as even hiding behind cover may not provide protection.



### Weapons and Attacks

**Crystal Torpedo** (CL 2) **Projectile Med +2, Armor Break(2), Guided, Blast (-1 Short radius), Reload (1 action), Unstable**

**Disruptor Pistol** (CL 2) **Energy Short, Resonate**

**Talons** (CL 0) **H2H**

**Guided** - Can guide a shot by spending actions in addition to the action used for shooting. Each additional action allows a turn of up to 90 degrees, making it possible to shoot around obstacles.

**Blast** - Target attacked with normal CS. Explosion affects others within blast distance (Short or Medium). Must defend vs CS-1.

**Unstable** - If roll 1, roll again; on another 1, weapon destroyed.

**Resonate** - Target losing in combat fallen/recoil. Roll Res Check with 2 successes or **transfixed**. 3 failures = Gruesome Death.

### Armor

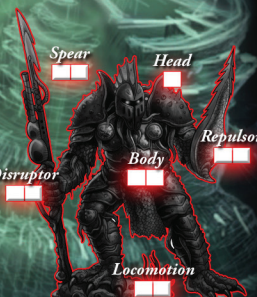
**Medium Carapace** (CL 0) **H:2 B:1 L:1 W:2 Natural**  
Add +1 to RES rolls unless beaten by **Armor Break**

**Natural** - ranged attack vs. model at -1 if adjacent to natural scenery

## 84 Vanguard Marine

### Notes and Info

The frontline troops of the Dark Marines are the Vanguard Marines, mutated after twisted experiments by their commanders but not to the point that they cannot be a strong fighting force. Their repulsor shields protect them from many types of projectile attacks.



### Weapons and Attacks

**Disruptor** (CL 2) **Energy Short (+1), Armor Break (1), Resonate**

**Repulsor Shield** (CL 2) **H2H Deflect, Knockback**

**Spear** (CL 0) **H2H**

**Resonate** - Target losing in combat fallen/recoil. Roll Res Check with 2 successes or **transfixed**. 3 failures = Gruesome Death.

**Deflect** - Gain +2 CS vs. ranged projectile attacks.

**Knockback** - If win in H2H combat, enemy recoils and fallen

### Armor

**Medium Carapace** (CL 0) **H:2 B:1 L:1 W:2 Natural**  
Add +1 to RES rolls unless beaten by **Armor Break**

**Natural** - ranged attack vs. model at -1 if adjacent to natural scenery