

195 Angus McBain

Personality/Model

Q3

C4

Str 3'

Res 4'

Will 3'

AV Bonus +3 RES roll

Drill

+0

Torpedo

+1

Body AV

4

Special Abilities

Leader, Shooter (medium), Tough, Ether Tech (2), Combo Attack (2-hit), Fast Load, Big, Diver

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except *Artificial* or *Animal*. Personality model.

Shooter (medium) - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

Tough - Extra wounds. Only *fallen* or *dazed* on double / triple.

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.

Combo Attack (2-hit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

Fast Load - No actions needed to reload weapons.

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

Diver - Can use pressurized dive suits and respirators. Operate in water and land (Medium move on land from *Powered* suit).

42 Communication Mech

Q4

C1

Str 4'

Res 5'

Will 4'

AV Bonus +2 RES roll

Antenna

+0

Body AV

2

Special Abilities

Artificial (Mech Construct), Relay, Marine, Ether Tech (1)

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

Relay - Double max range (2 Long sticks) for *Leader*, *Animist* or *Biomancer* if the relaying model is between the commanding model and the troops under command.

Marine - Only operates underwater.

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

195 Angus McBain

Notes and Info

The commander of the Fortune Hunters is a scarred and graying veteran of the original expedition to the Underlands and brings a vast arsenal of weapons to the deep sea.

Weapons and Attacks

Torpedo (CL 1) Projectile Med (+1) Armor Break (3), Blast (+0, Short radius), Reload (1 action), Hazardous

Multi-Speargun (CL 1) Projectile Med (+1), Armor Break (1)

Power Drill (CL 1) H2H Armor Break (2), Breach (+1)

Power Claw (CL 1) H2H Grab

Blast - Target attacked with CS. Models within Short blast radius must defend against CS unless behind full cover.

Hazardous - If roll a 1, roll again; on another 1, weapon explodes. Blast attack centered on user with CS 7.

Grab - If win in combat by 1+, victim cannot move away. To break free, 1 action for Strength Check (at -2) with 2 successes. Victim may still attack in H2H. Grabber gets +1 CS when attacking the grabbed victim.

Armor

Assault Dive Suit (CL 1) H:4 B:4 L:3 W:2 Powered, Sluggish, Reinforced, Pressurized

Add +3 to RES rolls unless beaten by *Armor Break*

Powered - Gain +1 to Strength (in stat). Normal move on land.

Reinforced - Pressurized suit will not implode if damaged

Pressurized - Gain +2 Fast Dive/Ascent. Lose ability if damaged

Sluggish - Must use 1 action to turn face rear attacker.

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

Crystal Lamp (CL 1) - Normal vision in darkness. Visible 1 range stick extra in dark. Light can be shot at by enemy at -2.

Propulsion System (CL 1) - Swims underwater (no Cruise).

Ether Compass (CL 1) - Navigate in dark or out of view of seafloor.

42 Communication Mech

Notes and Info

These little mechanical constructs help when giving orders to troops, relaying the acoustic signal across long distances. They are not particularly resistant to attack.

Weapons and Attacks

Stabbing Antenna (CL 0) H2H

Armor

Light Armor Plating (CL 1) H:2 B:2 L:2 W:2

Add +2 to RES rolls unless beaten by *Armor Break*

Powered - Gain +1 to Strength (in stat).

Special Items

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater but no Cruise.

95

Breaching Mech



Special Abilities

Artificial (mech construct), **Shooter (med)**, **Marine**
Big, **Short Move**, **Dim Witted**, **Ether Tech (1)**

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

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

Marine - Only operates underwater.

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

Short Move - Move using the Short stick.

Dim Witted - get -1 for Group Activation.

Fast Load - Can reload weapons without spending actions.

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

111

Big Game Hunter

Personality/Model



Special Abilities

Lethal (animals), **Shooter (medium)**, **Deadeye**,
Ether Tech (1), **Diver**

Lethal (animals) - If attack causes a wound to an Animal model in combat, add one extra wound.

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

Deadeye - When rolling a 6 in ranged combat, roll again and add the new die for the final Combat Score. Personality model.

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Medium move on land from Powered suit).

95

Breaching Mech

Notes and Info

Many recovered constructs has been rebuilt to assist in salvage operations on the seafloor. The most capable of these mechs are used in breaching the hulls of enemy ships, wrecks or structures.

Weapons and Attacks

Torpedo (CL 1) **Projectile Med (+1)**, **Armor Break (3)**, **Blast (+0 Short radius)**, **Reload (1 action)**, **Hazardous Multi-Speargun** (CL 1) **Projectile Med (+1)**, **Armor Break (1)**

Power Claw (CL 0) **Grab**

Breaching charge (CL 1) **Explosive (+2)**, **Armor Break (3)**, **Breach (+3)**, **Hazardous**

Blast - Target attacked with CS. Models within Short blast radius must defend against CS unless behind full cover.

Hazardous - If roll a 1, roll again; on another 1, weapon explodes. Blast attack centered on user with CS 7.

Grab - If win in combat by 1 or more, victim grabbed. To break free, 1 action for Force activity with 2 successes. Victim may still attack in H2H. Grabber gets +1 H2H when attacking victim.

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

Armor

Hvy Armor (CL 2) **H:4 B:4 L:4 W:2 Powered**, **Sluggish**
 Add +4 to RES rolls unless beaten by Armor Break

Powered - Strength Checks get +1

Sluggish - Must spend 1 action to turn to face rear attacker.

Special Items

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater.



111

Big Game Hunter

Notes and Info

Big game hunters are tempted by the idea of hunting the largest creatures in the world. They carry harpoon cannons and are skilled at hitting vital areas.

Weapons and Attacks

Harpoon Cannon (CL 1) **Projectile Med (+1)**, **Armor Break (2)**, **Blast (-1 Short radius)**, **Harpoon, Reload (1 action)**, **Unstable Dart Gun** (CL 1) **Projectile Short (+1)**

Bush Knife (CL 0) **H2H**

Blast - Target attacked with CS. Models within Short blast radius must defend against CS-1 unless behind full cover.

Harpoon - If causes a wound, victim harpooned. From then on, harpooner can spend 1 action for a Strength Check (one size difference between victim and attacker = -1, two size differences = -3). Spend extra actions to pull in victim. 2 success = Short per action. 3 success = Long per action. On 3 failures, victim bolts away a Short distance, pulling the harpooner with it. On its turn, the victim can pull the harpooner by spending 1 action for a Strength Check, using the same rules as above. Harpoon lines may be cut with H2H attack vs CS 6, causing a wound.

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

Armor

Armored Dive Suit (CL 1) **H:3 B:2 L:2 W:2 Powered**, **Reinforced**, **Pressurized**

Add +2 to RES rolls unless beaten by Armor Break

Powered - Gain +1 to Strength Checks. Normal move on land.

Reinforced - Pressurized suit will not implode if damaged

Pressurized - Give +2 Fast Dive/Ascent. Lose ability if damaged

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

Crystal Lamp (CL 1) - Normal vision in darkness.

Propulsion System (CL 1) - Swims underwater (no Cruise).



102

Dr. Heinrich Cornelius
Arcane Researcher

Personality/Model

Q 3

C 3

Str

5'

Res

5'

Will

3'

AV/Bonus
+1 RES roll

Special Abilities

Arcanist, Shooter (medium), Diver

Arcanist - Can use ether tech items of CL 1 or CL 2 and negate any zone-effect type of magic spell or spell with effects that lasts more than one turn. To negate a spell on an ally or enemy, Arcanist must be adjacent to affected model and use 2 actions. To negate a zone spell, the Arcanist must be within a Short distance from the edge of the zone and use 2 actions. No negating Dimensional Magic. Personality model.

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Short move on land).

Knife

+0

Speargun

+1

Body AV

1

79

Heavy Support Trooper

Q 4

C 4

Str

4'

Res

5'

Will

4'

AV/Bonus
+3 RES roll

Special Abilities

Shooter (medium), Ether Tech (1), Diver

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

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (normal movement on land due to Powered dive suit).

Power Claw

+0

Multi-speargun

+1

Body AV

4

102

Dr. Heinrich Cornelius
Arcane Researcher

Notes and Info

Dr. Cornelius is a colleague of Doctor Wormwood from the University of Haverhill and is an expert on ancient occult artifacts and Ethereal Magic. He provides much needed protection from magical attacks by the enemy, dispelling ethereal spells.

Weapons and Attacks

Speargun (CL 1) Projectile Med (+1), Armor Break (1), Reload (1 action)

Dive Knife (CL 0) H2H

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized
Add +1 to RES rolls unless beaten by Armor Break

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater but no Cruise.

Ether Detector (CL 2) - Locate enemy with ether-tech item /weapon/armor in dark or Soupy water within one Long stick, all others within Short stick. Ignore Camouflage and shoot enemy in Tactical Cover. +1 to rolls for finding treasure.



79

Heavy Support Trooper

Notes and Info

The dirty work of the dive missions is handled by these troopers. They routinely enter into wrecks and sunken structures, armed with rapid-fire weapons to avoid having to reload while



Weapons and Attacks

Multi-Speargun (CL 1) Projectile Med (+1), Armor Break (1)

Power Claw (CL 1) H2H, Grab

Grab: If win in combat by 1+, victim cannot move away. To break free, 1 action for Strength Check (at -1) with 2 successes. Victim may still attack in H2H. The grabber gets +1 CS when attacking the grabbed victim again.

Armor

Assault Dive Suit (CL 1) H:4 B:4 L:3 W:2 Powered, Sluggish, Reinforced, Pressurized

Add +3 to RES rolls unless beaten by Armor Break

Powered - Gain +1 to Strength (in stat). Normal move on land.

Reinforced - Pressurized suit will not implode if damaged

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Sluggish - Must use 1 action to turn to face rear attacker.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater but no Cruise.

85 Ironbelly Klegg

Sea Dog Captain

Personality/Model

Q3

C3

Str **5+**

Res **5+**

Will **3+**

AV Bonus
+1 RES roll



Anchor
+0

Scattergun
+1

Body AV
1

Special Abilities

Leader, Ruthless, Shooter (short), Greedy, Ether Tech (1), Diver

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except Artificial or Animal. Personality model.

Ruthless - Can fire into H2H combat groups with allies. Roll die: 1-3 = targets ally, 4-6 = targets intended enemy. If kill ally, all models in warband roll Morale Check. Any that succeed cannot roll for Morale again if ally killed.

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

Greedy - If treasure in field of view, must move to and pick up each turn unless part of Group Activation - resist with Will Check with 2 successes. Also roll Will Check if an enemy is killed in H2H combat or spend next turn "looting".

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Short move on land).

88 Mad Inventor

Personality/Model

Q3

C2

Str **5+**

Res **5+**

Will **3+**

AV Bonus
+1 RES roll



Arc Torch
+1

Body AV
1

Special Abilities

Animist, Fanatical, Diver

Animist - Gives +1 activation for Artificial Mech Constructs within Long stick. If killed, mechs continue to operate. Casts Elemental Conjunction spells. Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check, successes equal to CL of item. 3 failures damages. Personality.

Fanatical - Only fallen if opponent rolls a 6 in combat suffers a wounds. Otherwise model recoils.

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Short move on land).

85 Ironbelly Klegg

Sea Dog Captain

Notes and Info

Sea Dog pirates are an ornery lot and require a strong hand to keep them in line. Captain Ironbelly Kelgg is just that sort, hardened by many battle on ship and below the waves. Cowards should think twice before joining his crew.



Weapons and Attacks

Scattergun (CL 1) Projectile Short (+1)
Spray (90 deg), Reload (1 action), Unstable

Anchor (CL 0) H2H

Spray - Attacks all models in 90 deg arc (spray template) and 1 depth level above or below. One attack roll against all. Short range, no extending range.

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

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized
Add +1 to RES rolls unless beaten by Armor Break

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items


Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

88 Mad Inventor

Notes and Info

Creation of mechanical constructs takes a mind bordering on the edge of madness. These master technicians dive alongside their creations, carrying spare parts, ether crystals and tools for repairing their metal monstrosities and directing them on their tasks.



Weapons and Attacks

Arc Torch (CL 2) H2H +1, Armor Break (1), Breach (+2), Unstable

Breach - When roll Break activity, add Breach modifier. 2 successes creates hole in a wall of Long width and height.

Unstable - If roll 1, roll again; if another 1 -> destroyed

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized
Add +1 to RES rolls unless beaten by Armor Break

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

Crystal Imager (CL 2) - Sees without light per Deep Eyes

Propulsion System (CL 1) - Swims underwater. No Cruise

99 Marie du Chatelet

Scientist of the Ethers

Personality/Model

Q3

C3

Str 5+

Res 5+

Will 3+

AV Bonus +1 RES roll

Power Claw +0

Multi-Speargun +1

Body AV 1



Special Abilities

Scientist (2), Shooter (medium), Diver

Scientist (2) - Can use CL 1 and CL 2 Ether Tech devices. Activate new device or repair damaged device with Quality Check with number of successes = item CL. Activate CL 3 devices with -2 to Quality Check - then can use. 3 failures damages the item. Model is a Personality.

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Short move on land).

77 Medical Officer

Personality/Model

Q3

C2

Str 5+

Res 5+

Will 3+

AV Bonus +1 RES roll

Spike +0

Dart Gun +1

Body AV 1



Special Abilities

Healer, Ether Tech (1), Shooter (Short), Diver

Healer - Once per turn, can heal 1 wound from an adjacent *non-Artificial* model by using 1 action. Can revive a dead (but not gruesomely killed) model by spending 1 action to roll a Quality Check and get 3 successes (remove 1 wound). On 3 failures, patient is fully dead and healer loses ability for remainder of combat. Can use 1 action to help an ally resist poison if in base-to-base contact, giving a bonus of +2 to the Resistance Check. Gives the warband +2 on the Survival Table at the end of a battle if *healer* survives. Personality model.

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

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Short move on land).

99 Marie du Chatelet

Scientist of the Ethers

Notes and Info

An expert in many forms of ether technology, Marie's skill level is evident in her specialized diving suit with mechanical arms to help in salvage operations.

Power Claw

Head

Speargun

Body

Locomotion



Weapons and Attacks

Multi-Speargun (CL 1) Projectile Med (+1), Armor Break (1)

Power Claw (CL 1) H2H, Grab

Grab: If win in combat by 1+, victim cannot move away. To break free, 1 action for Strength Check with 2 successes. Victim may still attack in H2H. The grabber gets +1 CS when attacking the grabbed victim again.

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized

Add +1 to RES rolls unless beaten by *Armor Break*

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater but no Cruise.

Ether Detector (CL 2) - Locate enemy with ether-tech item /weapon/armor in dark or Soupy water within one Long stick, all others within Short stick. Ignore *Camouflage* and shoot enemy in Tactical Cover. +1 on the Treasure Artifact Table.

77 Medical Officer

Notes and Info

In most battles in the deep sea, any injury is a death sentence due to the need to constantly monitor gauges for power and respiration. Medics inject potent elixirs through ports in the dive suits of their allies to revive them from injury and can even bring back those on the brink of death.

Head

Body

Steel Spike

Dart Gun

Locomotion



Weapons and Attacks

Dart Gun (CL 1) Projectile Short (+1)

Steel Spike (CL 1) H2H

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized

Add +1 to RES rolls unless beaten by *Armor Break*

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater (no Cruise).

Medical Tools (CL 1) - Gives +1 to survival roll at end of Scenario. Dead model revived with 2 successes, not 3.

80 Recon Trooper

Q 4

C 3

Str 5+

Res 5+

Will 4+

AV Bonus
+1 RES roll



Knife
+0

Harpoon Gun
+1

Body AV
1

Special Abilities

Shooter (medium), Ether Tech (2), Fast Load, Diver

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

Fast Load - Can reload weapons without spending actions.

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Medium move on land from Powered suit).

47 Sea Dog

Q 4

C 3

Str 5+

Res 5+

Will 4+

AV Bonus
+1 RES roll



Anchor
+0

Scattergun
+1

Body AV
1

Special Abilities

Shooter (short), Ether Tech (1), Greedy, Diver

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

Greedy - If treasure in field of view, must move to and pick up each turn unless part of Group Activation - resist with Will Check with 2 successes. Also roll Will Check if an enemy is killed in H2H combat or spend next turn "looting".

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Short move on land).

80 Recon Trooper

Notes and Info

These troopers venture on reconnaissance missions into the darkest parts of the sea, strapped to advanced propulsion systems which give them additional speed and power.

Weapons and Attacks

Harpoon gun (CL 1) Projectile Med (+1), Harpoon, Reload (no actions needed due to Fast Load ability)

Dive Knife (CL 0) H2H

Harpoon - If causes a wound, victim harpooned. From then on, harpooner can spend 1 action for a Strength Check (one size difference between victim and attacker = -1, two size differences = -3). Spend extra actions to pull in victim. 2 success = Short per action. 3 success = Long per action. On 3 failures, victim bolts away a Short distance, pulling the harpooner with it. On its turn, the victim can pull the harpooner by spending 1 action for a Strength Check, using the same rules as above. Harpoon lines may be cut with H2H attack vs CS 6, causing a wound.

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized
Add +1 to RES rolls unless beaten by Armor Break

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

Crystal Lamp (CL 1) - Normal vision in darkness.

Propulsion System (CL 1) - Swims underwater.

Advanced Water Jets (CL 2) - Long Move for one turn, then recharge for one turn. Model can Cruise while swimming.

Ether Compass (CL 1) - Navigate in dark or out of view of seafloor.



47 Sea Dog

Notes and Info

The dregs of the Fortune Hunters, these mercenary pirates scavenge parts of dive suits and joined in the expedition. They carry deadly scatterguns to help clear away enemies but are easily lured by glimmering gold.

Weapons and Attacks

Scattergun (CL 1) Projectile Short (+1), Spray (90 deg), Reload (1 action), Unstable

Anchor (CL 0) H2H

Spray - All models in 90 deg arc (spray template) and 1 depth level above or below must defend. No extended range shots.

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

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized
Add +1 to RES rolls unless beaten by Armor Break

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.



102 Silent Soldier

Personality/Model

Q 3

C 3

Str 5+

Res 5+

Will 3+

AV/Bonus
+1 RES roll



Knife
+0

Body AV
1

Special Abilities

Assassin, Stealth, Ether Tech (2), Diver

Assassin - Gain +2 to CS when targeting a subsystem in H2H or ranged combat. All attacks that cause a wound, cause one extra wound. No effect on *Artificial* models or *Undead*. Personality model.

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

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.

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Short move on land).

70 Tactical Dive Soldier

Q 4

C 4

Str 4+

Res 5+

Will 4+

AV/Bonus
+2 RES roll



Knife
+0

Speargun
+1

Body AV
2

Special Abilities

Shooter (medium), Ether Tech (1), Diver

Shooter (medium) - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (normal movement on land due to *Powered* dive suit).

102 Silent Soldier

Notes and Info

Silent Soldiers are equipped with the most advanced crystal optics to see in the inky darkness of the Abyssal Zone and specialize in close combat, trained to slip in close for the kill. Their training allows them to hit vulnerable points and defeat any armor.



Weapons and Attacks

Combat Knife 1 (CL 0) H2H

Combat Knife 2 (CL 0) H2H

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized
Add +1 to RES rolls unless beaten by *Armor Break*

Pressurized - Give +2 bonus to Fast Dive/Ascend. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.


Crystal Imager (CL 2) - Sees without light per *Deep Eyes*

Propulsion System (CL 1) - Swims underwater (no Cruise).

70 Tactical Dive Soldier

Notes and Info

The bravest soldiers brought to the Shadow Sea were given the opportunity to wear advanced dive suits created in Dr. Wormwood's lab. These troops are the mainstay of the exploratory force, using deadly spearguns.



Weapons and Attacks

Speargun (CL 1) Projectile Med (+1), Armor Break (1), Reload (1 action)

Dive Knife (CL 0) H2H

Armor

Armored Dive Suit (CL 1) H:3 B:2 L:2 W:2 Powered, Reinforced, Pressurized
Add +2 to RES rolls unless beaten by *Armor Break*

Powered - Gain +1 to Strength Checks. Normal move on land.

Reinforced - Pressurized suit will not implode if damaged

Pressurized - Give +2 bonus to Fast Dive/Ascend. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater but no Cruise.

98 Templar Sentinel of Light

Personality/Model

Q3
C3
Str 5+
Res 5+
Will 2+
AV Bonus +1 RES roll



Armored Fist +0
Body AV 1

Special Abilities

Sentinel, **Iron Will**, **Steadfast**, **Ether Tech (1)**, **Diver**

Sentinel - Cast spells from the Protection Magic list. Can "disrupt" Artificial Mech, Biomech and Re-Animated constructs within Short range using 1 action. Target rolls Will Check with 2 successes or *transfixed*. Personality model.

Iron Will - Immune to Madness and +1 to any Will Check roll. Already in Will stat above.

Steadfast - Gain +1 to Morale Checks.

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Short move on land).

96 Templar Shadow Slayer

Q3
C4
Str 5+
Res 5+
Will 2+
AV Bonus +1 RES roll



Spear +0
Multi-speargun +1
Body AV 1

Special Abilities

Lethal (spellcasters), **Shooter (medium)**, **Steadfast**, **Ether Tech (1)**, **Iron Will**, **Diver**

Lethal (spellcasters) - Cause one extra wound to spellcasters when winning in combat and beating armor.

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

Steadfast - Gain +1 to Morale Checks.

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

Iron Will - Immune to Madness and +1 to any Will Check roll. Already in Will stat above.

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Short move on land).

98 Templar Sentinel of Light

Notes and Info

Sentinels of Light are the only members of the Templar Order that practice a form of Etheral Magic, casting protection spells and negating enemy spell effects. They are particularly useful when combating constructs and have spells that can banish eberals back to the void.



Weapons and Attacks

Armored Fists (CL 1) H2H

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized
Add +1 to RES rolls unless beaten by Armor Break

Pressurized - Give +2 bonus to Fast Dive/Ascend. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater (no Cruise).

96 Templar Shadow Slayer

Notes and Info

The Templar Order has remained hidden for centuries but has now joined the quest, sending Shadow Slayers to purify the new world oceans of the demons of the void and those that summon them.



Weapons and Attacks

Silver Spear (CL 1) H2H

Multi-Speargun (CL 1) Projectile Med (+1), Armor Break (1)

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized
Add +1 to RES rolls unless beaten by Armor Break

Pressurized - Give +2 bonus to Fast Dive/Ascend. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater (no Cruise).

116 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.

75 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.

116 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 disruptors paralyze enemies, allowing for leisurely dismemberment.



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*

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

Resonate - If causes wound, defender must roll Res Check with 2 success or be *transfixed*. 3 failures = +1 wound & *transfixed*.

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

Grab - If win in combat by 1+, victim cannot move away. To break free, 1 action for Strength Check (at -1) with 2 successes. Victim may still attack in H2H. Grabber gets +1 CS when attacking the grabbed victim.

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or be *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling.

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 - requires 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.

75 Raider Cavern Crawler

Notes and Info

Raiders are front-line amphibious troops employed by the Dark Marines. 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 weapon causes wound, normal result and defender rolls a Resistance Check with 2 successes or be *transfixed*.

Reach - Can do H2H attack without counterattack. If both models have weapons with *Reach* the effect is nullified.

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling.

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

97 Cephalid Biomancer

Personality Model

Q 3

C 2

Str 5⁺

Res 5⁺

Will 3⁺



Staff +0

Body AV 1

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 1 wound on adjacent biomech per action used. Can repair dead biomech by using 1 action for Quality Check with 3 successes. 3 fails destroys biomech and Biomancer cannot repair again

39 Cephalid Scavengers

Q 4

C 2

Str 5⁺

Res 5⁺

Will 4⁺



Pincers +0

Body AV 1

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.

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 win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or be entangled and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling

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

Personality Model



Special Abilities

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

Scientist (2) - Can use CL 1 and CL 2 Ether Tech devices. Activate new device or repair damaged device with Quality Check with number of successes = CL. Activate CL 3 devices with -1 to Quality Check - then can use. 3 failures damages the item. 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 3 wounds when doubling the opponent's Combat Score and winning by more than the opponent's AV.

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 - If causes wound, defender must roll Res Check with 2 success or be *transfixed*. 3 failures = +1 wound & *transfixed*.

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling.

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 shot against at -1 if adjacent to natural scenery
Sluggish - needs 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**
Add +2 to RES rolls unless beaten by Armor Break

Personality/Model

268 **Elluvi Darkeye**
Commander of the Night Sea

Q2

C3

Str 4*

Res 4*

Will 2*

Body AV 3

Enemy ranged energy attacks & spell CS at -2

Disruptor Cannon +2

Tentacles +1

AV Bonus +3 RES roll

Special Abilities

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

Command - Can order Group Activation and Group Channeling and gives +1 to the activation roll of the group.

Mounted - H2H +1 vs. non-mounted figure same size or smaller. Mount killed first from filling Body wounds - model does not die but gets Short movement and -1 CS. Rider Body wounds filled next to result in model death. Locomotion wounds for rider - can only target after mount is dead. Only rider can suffer a gruesome kill.

Tough - Extra wounds. Only fallen or dazed on a double or triple.

Ethermancer - Can summon ethereals and cast Dimensional spells. Put up to 75 warband points in "Summoning Pool" and double value. Summon ethereals with Spellcasting Roll. Each success = up to 50 points from pool. 3 failures = lose ability. Ethereal starts up to 2 Long sticks away. Disappears when caster dies. Personality model.

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) - Shoots with the Short stick. 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 4*

Res 4*

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 - Extra wounds. Only fallen or dazed on double / triple.

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.

Mount Body Elluvi Body

Elluvi Loc

Toothy Maw

Disruptor Cannon 1

Disruptor Cannon 2

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 Toothy Maw (CL 0) H2H +1, Armor Break (1)

Resonate - If causes a wound, defender must roll Resistance Check with 2 successes or be *transfixed*. 3 failures gives +1 wound & *transfixed*.

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

Entangle - If win in combat by 1 or more, normal result and victim must roll Strength Check with 2 successes or be *entangled* and lose turn. After, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used while entangling

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

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 automatons, designed to work above and below the water. They are heavily armored with thick alloy plates, making them indestructible death machines.

Claw

Body

Disruptor

Locomotion

Controls

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

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

Resonate - If causes a wound, defender must roll Res Check with 2 successes or be *transfixed*. 3 failures = +1 wound & *transfixed*.

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

Grab - If win in combat by 1+, victim cannot move. To break free, 1 action for Strength Check (at -1) with 2 successes. Victim may attack in H2H. Grabber gets +1 CS when attacking the victim.

Entangle - If win in combat by 1 or more, normal result and victim must roll Strength Check with 2 successes or *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used while entangling

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

Heavy Alloy Armor (CL 0) H:5 B:5 L:5 W:3 Sluggish
Add +5 to RES rolls unless beaten by Armor Break

Sluggish - needs 1 action to turn after rear attack

Special Items

Crystal Imager (CL 2) - Normal vision in darkness

129 Nautiloid Chrysalid

Personality Model

Q 3

C 2

Str 4⁺

Res 4⁺

Will 3⁺

AV Bonus +2 RES roll

Tentacles +1

Disruptor Cannon +2

Body AV 2

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

Q 4

C 3

Str 5⁺

Res 5⁺

Will 4⁺

AV Bonus +3 RES roll

Plasma Torch +1

Body AV 3

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 cover 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 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

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 - If causes wound, defender must roll Res Check with 2 success or be *transfixed*. 3 failures = +1 wound & *transfixed*.

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

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling

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 win in combat by 1 or more, normal damage and victim must rolls Strength Check with 2 successes or be *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling

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 from attack beating *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

Q 3

C 2

Str 5

Res 5

Will 3

Tentacles

+0

Body AV

0

Special Abilities

Distract, Swimming, Deep Eyes, Obfuscate, Mutant Spawn, Marine

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

Personality Model

Q 3

C 3

Str 5

Res 5

Will 3

Tentacles

+0

Disruptor

Pistol

+0

Body AV

1

Special Abilities

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

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. 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 within 2 Long sticks without line of sight needed. Must still see target of activity (enemy, object to move towards, 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 win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling.

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 - If causes wound, defender must roll Res Check with 2 success or be *transfixed*. 3 failures = +1 wound & *transfixed*.

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling.

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 from attack beating Armor Break

Natural - ranged attack 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.

77 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 shot action. Each additional action allows a turn of up to 90 degrees, making it possible to shoot around obstacles.

Blast - Target attacked with CS. Models within Short blast radius must defend against CS-1 unless behind full cover.

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

Resonate - If causes wound, defender must roll Res Check with 2 success or be **transfixed**. 3 failures = +1 wound & **transfixed**.

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 atk vs. model at -1 if adjacent to natural scenery

77 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 - If causes wound, defender must roll Res Check with 2 success or be **transfixed**. 3 failures = +1 wound & **transfixed**.

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

Knockback - If weapon causes a wound, enemy knocked directly back one Short stick and rendered **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 atk vs. model at -1 if adjacent to natural scenery

97 Proto-Spawn of Yosoth



Special Abilities

Artificial (Ethereal), Big, Amphibious, Madness, Distract, Uncontrollable

Artificial (Ethereal) - Summoned by an *Ethermancer*. Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed as usual, and disappears if the *Ethermancer* that summoned it is killed or flees the map. Senses enemies without the need for light.

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

Amphibious - Can operate on land and underwater.

Madness - Any enemy model one Long stick away and in line of sight of this model gets -1 to activation rolls and Morale Checks. Does not affect fallen models.

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

Uncontrollable - The summoning *Ethermancer* must spend one action each turn to retain control or the ethereal will act as a Predator Wild Creature for the rest of the battle.

113 Siren Maneater



Special Abilities

Assassin, Distract, Amphibious, Deep Eyes, Obfuscate, Mutant Spawn

Assassin - Gain +2 to CS when targeting a subsystem in H2H or ranged combat. All attacks that cause a wound, cause one extra wound. No effect on *Artificial* models or *Undead*. Personality model.

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.

Amphibious - Can operate on land and underwater.

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.

97 Proto-Spawn of Yosoth

Notes and Info

These highly intelligent beings are insect-like in appearance but have a multitude of unblinking eyes on their thorax. They are difficult to control once summoned but are deadly when in combat, using their hypnotic gaze to paralyze enemies or drive them insane.



Weapons and Attacks

Big Bony Bludgeon (CL 0) H2H +1, Armor Break (2)

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

Grab: If win in combat by 1+, victim cannot move away. To break free, 1 action for Strength Check (at -1) with 2 successes. Victim may still attack in H2H. Grabber gets +1 CS when attacking the grabbed victim.

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 - requires 1 action to turn after rear attack

113 Siren Maneater

Notes and Info

A select few of the noble sirens have combat abilities that make them far deadlier than the others. These Maneaters are cold blooded, amphibious assassins that transfix enemies with their siren song and then kill them quickly and efficiently with sharp talons and crushing tentacles.



Weapons and Attacks

Tentacles (CL 0) H2H, Entangle, Unbreakable

Sharp Talons (CL 0) H2H

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

Tender Flesh (CL 0) H:0 B:0 L:0 W:2

81 Cephalid Ethermancer

Personality Model

Q 3

C 2

Str 6

Res 6

Will 4

Morale Check 3

Staff
+0

Body AV
1

Special Abilities

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

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.

Ethermancer - Can summon ethereals and cast Dimensional spells. Allocate up to 75 warband points to "Summoning Pool" and double value. Summon ethereals with Spelcasting 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 model.

Corrupted - Physical Activities, Resistance Checks and Will Checks at -1, except Morale.

81 Cephalid Ethermancer

Notes and Info

These cephalids are masters of summoning ethereal entities from the void. Their use of foul magic has left them corrupted and physically weak. However, Their summoned entities provide all the protection they need.



Weapons and Attacks

Spiked Staff (CL 0) H2H

Tentacles (CL 0) H2H, Entangle, Unbreakable

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or be *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling

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

67 Assault Soldier

Q 4

C 2

Str 5+

Res 5+

Will 4+

AV Bonus
+2 RES roll



Micro-edge Blade
+1

Hypercav Rifle
+2

Body AV
2

Special Abilities

Shooter (Long), Ether Tech (2), Marine

***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.*

***Shooter (Long)** - Can shoot up to Long range. Range depends on weapon used so Long range weapon needed for Long shot.*

***Marine** - Only operates underwater. Can walk on land with a Sea-Breather tech device (CL 1) by adding 5 points*

73 Acolyte of the Ethers

Q 4

C 2

Str 5+

Res 5+

Will 4+

AV Bonus
+1 RES roll



Personality Model

Staff
+0

Beam Pistol
+1

Body AV
1

Special Abilities

Scientist (2), Shooter (medium), Marine

***Scientist (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate new device or repair damaged device with Quality Check with number of successes = CL. Activate CL 3 devices with -2 to Quality Check - then can use. 3 failures damages the item. Model is a Personality.*

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

***Marine** - Only operates underwater. Can walk on land with a Sea-Breather tech device (CL 1) by adding 5 points.*

67 Assault Soldier

Notes & Info

These are the main troops of the force of Atalán, well-trained in the use of their hypercavitation weapons and wearing armored combat suits. They are physically weak but make up for it with precise attacks against vulnerable targets.



Weapons and Attacks

*Hypercavitation Rifle (CL 2) **Projectile Long +2***
Armor Break (2), Reload (1 action)

*Micro-edge blade (CL 2) **H2H +1, Precise, Fragile***

***Precise** - Attack at +2 when targeting a subsystem*

***Fragile** - If the attack rolls an unmodified 1, roll again; on a 1,2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 2+ success).*

Armor

*Combat Suit (CL 2) **H:2 B:2 L:2 W:2 Reflect***
Add +2 to RES rolls unless beaten by Armor Break

***Reflect** - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to CS*

Special Items


Propulsion System (CL 1) - Swimming ability. Roll Fast Dive/Ascend if change 3+ depth levels. No Cruise allowed.

Crystal Imager (CL 2) - see without light per Deep Eyes

73 Acolyte of the Ethers

Notes & Info

These skilled scientists are apprentices to Matlal, assisting him in his development of mechanical constructs. They have minimal combat training but are able to design and repair many ether tech items and negate the effects of ether magic zone spells.



Weapons and Attacks

*Beam Pistol (CL 2) **Energy Med +1, Precise, Refract***
*Staff (CL 0) **H2H***

***Precise** - Attack at +2 when targeting a subsystem*

***Refract** - Ranged attack into Tactical Cover at -2. Murky water range is Short. No attack in Soupy water.*

Armor

*Enviro Suit (CL 2) **H:1 B:1 L:1 W:2 Reflect***
Add +1 to RES rolls unless beaten by Armor Break

***Reflect** - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to CS*

Special Items

Propulsion System (CL 1) - Swimming ability. Roll Fast Dive/Ascend if change 3+ depth levels. No Cruise allowed.

Flux Dampener CL 2 - Model can pass through Elemental and Psychic Conjunction zones unharmed. Adjacent models can share effect with Group Activation. Use 1 action to activate, then item stays on the rest of the battle.

Crystal Imager (CL 2) - see without light per Deep Eyes

98 Chariniform Light Assault Mech

Q 4

C 3

Str 4

Res 4

Will 4



Mech Jaws +1

Lightning Torpedo +1

Body AV 3

AV Bonus +3 RES roll (only fail on three 1's)

Special Abilities

Big, Artificial (Mech Construct), Ether Tech (2), Shooter (medium), Marine

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

Artificial (Mech Construct) - 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.

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

Marine - Only works underwater. Can become *Amphibious* with an Anti-Grav tech device (CL 2) by adding 10 points.

112 Matlal the Elder Technologist of Atalan

Personality Model

Q 2

C 2

Str 6

Res 6

Will 3



Arm Blade +0

Beam Pistol +1

Body AV 1

AV Bonus +1 RES roll

Special Abilities

Animist, Shooter (medium), Greedy, Corrupted, Marine

Animist - Gives +1 activation for Artificial Mech Constructs within Long stick. If killed, mechs continue to operate. Casts Elemental Conjunction spells. Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check, successes equal to CL of item. 3 failures damages. Personality.

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

Greedy - If treasure in field of view, must move to and pick up each turn unless part of Group Activation - resist with Will Check with 2 successes. Also roll Will Check if an enemy is killed in H2H combat or spend next turn "looting".

Corrupted - Physical Activities, Resistance Checks and Will Checks at -1, except Morale. No effect when using technology.

Marine - Only operates underwater. Can walk on land with a Sea-Breather tech device (CL 1) by adding 5 points

98 Chariniform Light Assault Mech

Notes & Info

Chariniform mechs are swimming death machines, firing homing torpedoes that take out enemies with a massive electrical charge upon impact. Those that survive are crushed by powerful mechanical jaws.

Lightning Torpedoes

Head

Body

Jaws



Weapons and Attacks

Lightning Torpedo (CL 2) *Projectile Med +1, Armor Break (2) Shock, Homing,*

Big Mechanical Jaws (CL 2) *H2H +1, Armor Break (1)*

Shock - If weapon causes a wound in combat, defender must roll a Resistance Check with 2 successes or be *Transfixed*.

Homing - Ignore Tactical Cover or any other Partial Cover. Shot may change direction once to go around obstacles. May fire at a target that moved behind full cover on the same turn that the target hides if it started within shooter field of view.

Armor

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

Add +3 to RES rolls unless beaten by *Armor Break*

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to roll

Special Items

Propulsion System (CL 1) - Swimming ability. No *Cruise* allowed but can change depth levels without penalty by being *Artificial*.

Crystal Imager (CL 2) - Sees without light per *Deep Eyes*

112 Matlal the Elder Technologist of Atalan

Notes & Info

The oldest and wisest of the Ancients, Matlal is the keeper of technology for the force. His main role is in designing mechanical constructs but he is always on a quest to find new artifacts. He has a weakness for shiny things.

Head

Body

Locomotion



Weapons and Attacks

Beam Pistol (CL 2) *Energy Med +1, Precise, Refract*

Arm Blade (CL 0) *H2H*

Precise - Attack at +2 when targeting a subsystem

Refract - Ranged attack into Tactical Cover at -2. Murky water range is *Short*. No attack in *Soupy* water.

Armor

Enviro Suit (CL 2) *H:1 B:1 L:1 W:2 Reflect*

Add +1 to RES rolls unless beaten by *Armor Break*

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to CS

Special Items

Propulsion System (CL 1) - Swimming ability. Roll Fast Dive/Ascend if changing 3+ depth levels. No *Cruise* allowed.

Crystal Imager (CL 2) - Sees without light per *Deep Eyes*

Ghost Device (CL 2) - Gives *Dimension Shift* ability for 1 move using 2 actions. Can move through obstacles while shifting and immune to attack but cannot attack.

Refractive Field (CL 2) - If hiding (no action for one turn), immune to ranged attacks or spells and H2H attackers at -2. Ambush bonus after hiding. *Echolocation* negates.

82 Eroform

Salvage Mech Construct

Q 4

C 2

Str 3+

Res 5+

Will 4+

AV Bonus +3 RES roll

Mech Claw +0

Body AV 3



Special Abilities

Salvager, Artificial (Mech Construct), Big Ether Tech (2), Amphibious, Powerful

Salvager - Gain +1 bonus to roll on treasure tables

Artificial (Mech Construct) - 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.

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

Big - H2H +1 vs. smaller models. Ranged attack against at +1. Strength Checks bonus of +1 (already in Str stat)

167 Mantaform

Hunter-Killer Mech Construct

Q 4

C 4

Str 4+

Res 4+

Will 4+

AV Bonus +3 RES roll

Mech Tentacles +1

Hypercav Cannon +2

Body AV 3



Special Abilities

Tough, Artificial (Mech Construct), Amphibious, Big Ether Tech (2), Shooter (Long), Rapid Shot

Tough - Extra wounds. Only fallen or dazed on double / triple.

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

Amphibious - Can operate on land and underwater

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

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.

Shooter (Long) - Can shoot up to Long range. Range depends on weapon used so Long range weapon needed for Long shot.

Fast Load - Does not need to reload a weapon

82 Eroform

Salvage Mech Construct

Notes & Info

Salvage mechs are designed to crawl into wrecks and pull out artifacts. They are not made for combat but are heavily armored and have deadly weapons for close combat.

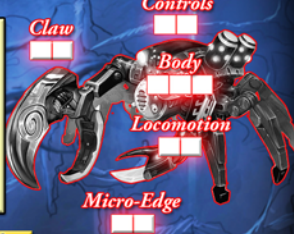
Controls

Claw

Body

Locomotion

Micro-Edge



Weapons and Attacks

Mechanical Claw (CL 2) H2H, Grab

Micro-edge blade (CL 2) H2H +1, Precise, fragile

Grab - If win in combat by 1+, victim cannot move away. To break free, 1 action for Strength Check (at -1) with 2 successes. Victim may still attack in H2H. The grabber gets +1 CS when attacking the grabbed victim again.

Precise - Attack at +2 when targeting a subsystem

Fragile - If the attack rolls an unmodified 1, roll again; on a 1,2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 2+ success).

Armor

Light Alloy Armor Plating (CL 2) H:3 B:3 L3 W:2 Reflect

Add +3 to RES rolls unless beaten by Armor Break

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to CS

Special Items

Propulsion System (CL 1) - Swimming ability. No Cruise allowed but can change depth levels without penalty by being Artificial.

Crystal Imager (CL 2) - Sees without light per Deep Eyes

167 Mantaform

Hunter-Killer Mech Construct

Notes & Info

This ray-shaped mech is a floating fortress, bristling with weapons. It is to be avoided by all other forces unless they manage to bring out explosive charges or heavy weapons to knock it out.

Hypercav 1


Beam Cannon

Body

Controls

Locomotion

Hypercav 2



Weapons and Attacks

Hypercavitation Cannon (x2) (CL 2) Projectile Long +2, Armor Break (4), Reload (0 with fast load)

Beam Cannon (CL 2) Energy Long +3, Armor Break (1), Precise, Refract

Mechanical Tentacles H2H +1, Entangle, Unbreakable

Precise - Attack at +2 when targeting a subsystem

Refract - Ranged attack into Tactical Cover at -2. Murky water range is Short. No attack in Soupy water.

Unbreakable - Cannot be damaged or destroyed

Entangle - If win in combat by 1 or more, normal damage and victim must use 1 action to roll a Strength Check with 2 successes or be entangled and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling

Armor

Light Alloy Armor Plating (CL 2) H:3 B:3 L3 W:2 Reflect

Add +3 to RES rolls unless beaten by Armor Break

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to CS

Special Items

Propulsion System (CL 1) - Swimming ability. No Cruise allowed but can change depth levels without penalty by being Artificial.

Crystal Imager (CL 2) - Sees without light per Deep Eyes

117 Elite Soldier

Q 4

C 4

Str 5+

Res 5+

Will 3+

AV Bonus +2 RES roll

Micro-edge Blade +1

Beam Rifle +2

Body AV 2

Special Abilities

Ether Tech (2), Shooter (Long), Marine, Iron Will, Rapid Shot

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.

Shooter (Long) - Can shoot up to Long range. Range depends on weapon used so Long range weapon needed for Long shot.

Marine - Only operates underwater. Can walk on land with a Sea-Breather tech device (CL 1) by adding 5 points.

Iron Will - Immune to Madness. +1 to any Will Check roll.

Rapid Shot - Can use an action for another ranged attack if the previous shot wounds an enemy. Can only be used with a weapon without Reload.

152 Xicana Elementalist of Atalán

Q 2

C 2

Str 5+

Res 5+

Will 2+

Personality/Model

Staff +0

Body AV 1*

* Dodge

Projectile attacks enemy rolls at -2

Energy ranged attacks & spells enemy rolls at -4

Special Abilities

Elementalist, Dodge, Energy Resistance, Energy Shield, Swimming, Marine, Deep Eyes

Elementalist - Only casts Elemental spells but gains +1 to Spellcasting Roll. Elemental attack vs. her at -1. Personality.

Dodge - Attacker must win in combat by one point to cause injury, regardless of the Armor Break of the weapon.

Energy Resistance - Energy attacks and attack spells at -2. No effect from boiling water and lava. Stacks with *Energy Shield*.

Energy Shield - All ranged attacks and attack spells at -2

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

Deep Eyes - Normal vision in darkness.

Marine - Only operates underwater. Can walk on land with a Sea-Breather tech device (CL 1) by adding 5 points.

117 Elite Soldier

Notes & Info

The elite troops are deadly warriors, trained in multiple weapon systems. They are brought in to handle armored enemy units, targeting weak points with precise shots.

Weapons and Attacks

Beam Rifle (CL 2) **Energy Long +2**, Precise, Refract

Beam Pistol (CL 2) **Energy Med +1**, Precise, Refract

Micro-edge blade (CL 2) **H2H +1**, Precise, Fragile

Ghost Mine (CL 2) **Projectile Attack at CS5**, Armor Break (2) Plant with 2 actions. shoots any model entering within Short radius of planting spot.

Precise - Attack at +2 when targeting a subsystem

Fragile - If the attack rolls an unmodified 1, roll again; on a 1,2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 2+ success).

Refract - Ranged attack into Tactical Cover at -2.

Armor

Combat Suit (CL 2) **H:2 B:2 L:2 W:2** Reflect

Add +2 to RES rolls unless beaten by Armor Break

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to CS

Special Items

Propulsion System (CL 1) - Swimming ability. Roll Fast Dive/Ascend if changing 3+ depth levels. No Cruise allowed.

Crystal Imager (CL 2) - see without light per Deep Eyes

152 Xicana Elementalist of Atalán

Notes & Info

Xicana is one of the last remaining elemental witches from the deep sea race of Atalán, wielding powers over the energy fields of the earth. She has little desire to use any of the advanced ether tech normally carried by her force, preferring to harness the fury of the elements instead.

Weapons and Attacks

Staff (CL 0) **H2H**

Withering Glance (CL 0) **H2H**

Armor

Bare Skin (CL 0) **H:0 B:0 L:0 W:2**

236 Alahai the Immortal

Commander of Atalan

Personality Model

Q 2⁺

C 4

Str 3⁺

Res 4⁺

Will 2⁺

AV Bonus +3
RES roll
(fail on three 1's)

Fusion Blade +2

Hypercavitation Cannon +2

Body AV 4

Special Abilities

Leader, Amphibious, Shooter (long), Ether Tech (3), Big, Combo Attack (2-hit)

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except Artificial or Animal. Personality model.

Amphibious - Can operate on land and underwater

Shooter (Long) - Shoots with the Long stick. Range depends on weapon used so Long range weapon needed for Long shot.

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

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Combo Attack (2-hit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

103 Conjurer of the Ethers

Personality Model

Q 3⁺

C 2

Str 5⁺

Res 5⁺

Will 3⁺

Staff +0

Body AV 1*

Dodge

Special Abilities

Conjurer, Dodge, Ether Tech (2), Deep Eyes, Swimming, Marine

Conjurer - Can cast Comjuration spells from Elemental and Psychic magic lists but not attack spells. Personality model.

Dodge - Attacker must win in combat by one point to cause a wound, regardless of the Armor Break of the weapon.

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.

Deep Eyes - Normal vision in darkness.

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

Marine - Only operates underwater. Can walk on land with a Sea-Breather tech device (CL 1) by adding 5 points.

236 Alahai the Immortal

Commander of Atalan

Notes & Info

The eldest of the force from the remote kingdom beneath the seas, Alahai leads the remnants of his followers into the abyssal depths. He is the most experienced warrior among his people, beings that typically favor peace over violence.

Head

Body

Fusion Blade

Fist

Hypercav Cannon

Locomotion

Weapons and Attacks

Hypercavitation Cannon (CL 2) Projectile Long +2, Armor Break (4), Reload (1 action)

Fusion Blade (CL 3) H2H +2, Armor Break (3), Breach (+2)

Armored Fist (CL 0) H2H

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

Armor

Ancient Armor Suit (CL 3) H:4 B:4 L4 W:2 Reflect, Powered
Add +4 to RES rolls unless beaten by Armor Break

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to roll

Powered - Strength Checks get +1 (already in Str stat on front)

Special Items

Advanced Water Jets (CL 2) - Long Move for one turn, then recharge for one turn. Model can Cruise while swimming.

Propulsion System (CL 1) - Swimming ability. Roll Fast Dive/Ascend if change 3+ depth levels. No Cruise allowed.

Crystal Imager (CL 2) - see without light per Deep Eyes

Environmental Shield (CL 2) - Energy attacks against at -2. Pass through boiling water, fire and lava unharmed.

103 Conjurer of the Ethers

Notes & Info

There are a few of these sorceresses still serving Xicana. They do not possess the sheer power of destruction that she does but they do have a more rounded magical capability, able to conjure both Elemental and Psychic Magic spells.

Head

Body

Staff

Locomotion

Weapons and Attacks

Staff (CL 0) H2H

Armor

Bare Skin (CL 0) H:0 B:0 L:0 W:2
* Dodge ability effectively gives +1 AV to B,H,L

Special Items

Cloaking Field (CL 2) - Activate with 1 action. Immunity to ranged attacks and spells if within one Short stick of scenic terrain. Negated for that turn if the user attacks or casts a spell.

Hypnotic Stone (CL 2) - Activate with 1 action. Target one enemy and use 1 or 2 actions to hypnotize target. Range: 1 action = Short Stick, 2 actions = Medium stick. The target must roll a Will Check with two successes or is Transfixed. Requires activation for each use. Does not work on Artificial or Undead models.

106 Hydraform

Light Combat Mech Construct

Q 4

C 3

Str 5+

Res 5+

Will 4+

AV Bonus +3 RES roll



Lightning Tentacles +2

Beam Rifle +2

Body AV 3

Special Abilities

Artificial (Mach Construct), Ether Tech (2), Shooter (Long), Marine

Artificial (Mach Construct) - 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.

Shooter (Long) - Can shoot up to Long range. Range depends on weapon used so Long range weapon needed for Long shot.

Marine - Only operates underwater. Can become *Amphibious* with an Anti-Grav tech device (CL 2) by adding 10 points.

99 Reconnaissance Scout

Q 4

C 3

Str 5+

Res 5+

Will 4+

AV Bonus +2 RES roll



Micro-edge Blade +1

Beam Pistol +1

Body AV 2

Special Abilities

Mounted, Shooter (medium), Ether Tech (2), Marine, Maneuverable, Long Move

Mounted - H2H +1 vs. non-mounted figure same size or smaller. Mount killed first from filling Body wounds - model does not die but gets Short movement and -1 CS. Rider Body wounds filled next to result in model death. Locomotion wounds for rider - can only target after mount is dead. Only rider can suffer a *gruesome kill*.

Shooter (medium) - Can shoot up to Medium range. Long range weapon only fire with the Medium 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 move on land with Anti-Grav (CL 2) and Sea-Breather device (CL 2) for 15 points.

Maneuverable - No penalty for difficult terrain. Ranged attacks against at -1 (cancels Big penalty). Turn corner with one move.

Long Move - Moves using the Long stick

106 Hydraform

Light Combat Mech Construct

Notes & Info


These combat mechs are small enough to operate in wrecks but carry superior armaments. They are designed to disable enemies quickly with their electrified tentacles, but are also effective at range, firing a built-in beam rifle.

Controls

Beam Rifle

Body

Locomotion



Weapons and Attacks

Beam Rifle (CL 2) *Energy Long +2, Precise, Refract*

Lightning Tentacles (CL 2) *H2H +2, Shock, Entangle, Armor Break (1), Unbreakable*

Precise - Attack at +2 when targeting a subsystem

Refract - Ranged attack into Tactical Cover at -2. Murky water range is Short. No attack in Soupy water.

Unbreakable - Cannot be damaged or destroyed

Shock - If weapon causes a wound in combat defender must roll a Resistance Check with 2 successes or be *Transfixed*.

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or be *entangled* and lose turn. Subsequent turns, victim must use 1 action to roll a Strength Check with 2 successes to go free. Weapon cannot be used again while entangling

Armor

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

Add +3 to RES rolls unless beaten by *Armor Break*

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to CS

Special Items

Propulsion System (CL 1) - Swimming ability. No *Cruise* allowed but can change depth levels without penalty by being *Artificial*.

Crystal Imager (CL 2) - Sees without light per *Deep Eyes*

99 Reconnaissance Scout

Notes & Info

These troops are tasked with exploration far from the main submersibles of the force. Riding advanced underwater vehicles, they are able to move into and out of combat zones rapidly.


Rider Head

Micro-Edge

Body

Bike Rider

Rider Loc



Weapons and Attacks

Beam Pistol (CL 2) *Energy Med +1, Precise, Refract*

Micro-edge blade (CL 2) *H2H +1, Precise, Fragile*

Precise - Attack at +2 when targeting a subsystem

Refract - Ranged attack into Tactical Cover at -2. Murky water range is Short. No attack in Soupy water.

Fragile - If the attack rolls an unmodified 1, roll again; on a 1,2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 2+ success).

Armor

Combat Suit (CL 2) *H:2 B:2 L:2 W:2 Reflect*

Add +2 to RES rolls unless beaten by *Armor Break*

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to roll

Special Items

Propulsion System (CL 1) - Swimming ability. Roll Fast Dive/Ascend if changing 3+ depth levels. No *Cruise* allowed.

Crystal Imager (CL 2) - Sees without light per *Deep Eyes*

85 Muraniform

Stealth Mech Construct

Q 4

C 3

Str 5+

Res 5+

Will 3+



AV Bonus
+3 RES roll

Metal Jaws
+0

Body AV
3

Special Abilities

Artificial (Mech Construct), Ether Tech (2), Marine, Swimming, Electric Skin, Stealth

Artificial (Mech Construct) - 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 become *Amphibious* with an Anti-Grav tech device (CL 2) by adding 10 points.

Swimming - Can move underwater and change depth levels with no danger since *Artificial*.

Electric Skin - If causes or suffers a wound in H2H combat, opponent must roll a Resistance Check with 2 success or be *transfixed*. An attacker that grabs this model must also roll.

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

107 Tecchuili

Captain of Atalan

Personality/Model

Q 3

C 3

Str 5+

Res 5+

Will 3+



AV Bonus
+2 RES roll

Micro-edge Blade
+1

Hypercav Pistol
+1

Body AV
2

Special Abilities

Leader, Shooter (medium), Ether Tech (2), Marine

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except *Artificial* or *Animal*. Personality model.

Shooter (medium) - Can shoot up to Medium range. Long range weapon only fire with the Medium 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 - Only works underwater. Can walk on land with a Sea-Breather tech device (CL 1) by adding 5 points

85 Muraniform

Stealth Mech Construct

Notes & Info

These mechs are designed to fit in through tight spaces and hunt down enemies in darkness. Their bodies are crackling with elemental lightning, making their attacks deadly. Grabbing them is a poor tactical decision.



Head

Tail

Body

Jaws

Locomotion

Weapons and Attacks

Metal Jaws (CL 0) **H2H**

Tail Smack (CL 0) **H2H**

Armor

Light Alloy Armor Plating (CL 2) **H:3 B:3 L3 W:2**

Reflect Add +3 to RES rolls unless beaten by **Armor Break**

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to roll

Special Items

Crystal Imager (CL 2) - see without light per **Deep Eyes**

107 Tecchuili

Captain of Atalan

Notes & Info

Tecchuili leads the troops of Atalan into battle, resplendent in an ornate combat dive suit. Tecchuili carries a short spear with a micro-edge blade that can pierce vital points, as well as a hypercavitation pistol for ranged combat.



Hyper-cav Pistol

Head

Body

Blade

Locomotion

Weapons and Attacks

Hypercavitation Pistol (CL 2) **Projectile (Long) +1 Armor Break (1), Reload (1 action)**

Micro-edge blade (CL 2) **H2H +1, Precise, Fragile**

Precise - Attack at +2 when targeting a subsystem

Fragile - If the attack rolls an unmodified 1, roll again; on a 1, 2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 2+ success).

Armor

Combat Suit (CL 2) **H:2 B:2 L:2 W:2 Reflect**

Add +2 to RES rolls unless beaten by **Armor Break**

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to roll

Special Items

Propulsion System (CL 1) - **Swimming** ability. Roll Fast Dive/Ascend if changing 3+ depth levels. No **Cruise** allowed.

Crystal Imager (CL 2) - see without light per **Deep Eyes**

106 Medic of Atalán

Personality/Model

Q 3

C 3

Str **5+**

Res **5+**

Will **3+**

AV Bonus
+1 RES roll

Micro-edge Blade

+0

Body AV

1

Special Abilities

Healer, Steadfast, Marine, Free Disengage, Ether Tech (2)

Healer - Once per turn, can heal 1 wound from an adjacent *non-Artificial* model by using 1 action. Can revive a dead (but not gruesomely killed) model by spending 1 action to roll a Quality Check and get 3 successes (remove 1 wound). On 3 failures, patient is fully dead and healer loses ability for remainder of combat. Can use 1 action to help an ally resist poison if in base-to-base contact, giving a bonus of +2 to the Resistance Check. Gives the warband +2 on the Survival Table at the end of a battle if *healer* survives. Personality model.

Steadfast - Gets +1 to Moral Check rolls

Marine - Only operates underwater. Can walk on land with a Sea-Breather tech device (CL 1) by adding 5 points.

Free Disengage - Does not receive a Free Hack if leaving H2H combat or recoiling or fleeing into an enemy model.

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.

106 Medic of Atalán

Notes & Info

Medics are brave warriors that serve the force by quickly moving in to apply an ether field to wounded troops using advanced medical tools, causing rapid recovery from injury. Medics are not strong in combat and will retreat to safety if attacked.

Head

Blade

Body

Locomotion

Weapons and Attacks

Micro-edge blade (CL 2) H2H +1, Precise, Fragile

Precise - Attack at +2 when targeting a subsystem

Fragile - If the attack rolls an unmodified 1, roll again; on a 1,2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 2+ success).

Armor

Enviro Suit (CL 2) H:1 B:1 L:1 W:2 Reflect

Add +1 to RES rolls unless beaten by Armor Break

Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to CS

Special Items

Propulsion System (CL 1) - Swimming ability. Roll Fast Dive/ Ascend if change 3+ depth levels. No Cruise allowed.

Medical Tools (CL 2) - Healer can revive a dead model using 2 successes. Gives +1 to survival roll at the end of the battle.

Crystal Imager (CL 2) - see without light per Deep Eyes

Ether Compass (CL 2) - Model can navigate when it cannot see the seafloor or any piece of terrain.

78 Abyssal Gark Warrior



Special Abilities

Echolocation, Savage, Amphibious, Powerful Ether Tech (1),

Echolocation - "See" in any water visibility and in darkness. Tactical Cover and *Camouflage* provide no defense. Weapons with *Blast* or *Resonate* effects attacking this model gain +2.

Savage - Inflicts 3 wounds when doubling the opponent's Combat Score and winning by more than the opponent's AV.

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

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

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

85 Abyssal Gark Mangler



Special Abilities

Echolocation, Savage, Amphibious, Powerful Ether Tech (1), Combo Attack (2-hit)

Echolocation - "See" in any water visibility and in darkness. Tactical Cover and *Camouflage* provide no defense. Weapons with *Blast* or *Resonate* effects attacking this model gain +2.

Savage - Inflicts 3 wounds when doubling the opponent's Combat Score and winning by more than the opponent's AV.

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

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

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

Combo Attack (2-hit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

78 Abyssal Gark Warrior

Notes and Info

Abyssal Garks are humanoid creature found in the deepest flooded caverns near the Shadow Sea. Completely adapted to darkness and without eyes, they use sound to "see" at the bottom of the sea, while hunting and collecting ether crystals from which they design weapons that help channel their natural electrical charge.



Weapons and Attacks

Crystal Trident (CL 1) H2H +1 Armor Break (1), Shock, Fragile

Clawed Hands (CL 0) H2H

Shock - If weapon causes a wound, defender must roll Resistance Check with 2 successes or be *Transfixed*.

Fragile - If the attack rolls an unmodified 1, roll again; on a 1,2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 1+ success).

Armor

Thick Skin (CL 0) H:1 B:1 L:1 W:2

Add +1 to RES rolls unless beaten by *Armor Break*

85 Abyssal Gark Mangler

Notes and Info

When in need of some destructive close combat power, the Scaly Horde draws upon the Manglers, massive garks with crystal claws that rend and shock the enemy. They rely on their deadly weaponry and combination attacks to survive the battle.



Weapons and Attacks

Crystal Claws (CL 1) H2H +1, Armor Break (1), Shock, Fragile

Bite (CL 0) H2H

Shock - If weapon causes a wound, defender must roll Resistance Check with 2 successes or be *Transfixed*.

Fragile - If the attack rolls an unmodified 1, roll again; on a 1,2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 1+ success).

Armor

Thick Skin (CL 0) H:1 B:1 L:1 W:2

Add +1 to RES rolls unless beaten by *Armor Break*

107 At-Atck Clal-Chk Scientist

Personality Model

Q3

C3

Str **5**

Res **5**

Will **3**

AV Bonus +2 RES roll

Morale Check **4**



Bony talons **+0**

Ether Pulse Blaster **+1**

Body AV **2**

Special Abilities

Scientist (2), **Shooter (short)**, **Bio-weapon (2)**, **Coward**, **Greedy**,

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. Personality.

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

Bio-weapon (2) - Can use bio-items of BCL 1 and BCL 2. Can repair damaged biotech weapons during battle by spending 1 action for a Quality Check and a number of successes equal to the item BCL. On 3 failures, bio-weapon is destroyed.

Coward - Morale Checks and Will Checks vs **Terror** at -1

Greedy - If treasure in field of view, must move to and pick up each turn unless part of Group Activation - resist with Will Check with 2 successes. Also roll Will Check if an enemy is killed in H2H combat or spend next turn "looting".

63 Clal-chk Warrior

Q4

C4

Str **5**

Res **5**

Will **4**

AV Bonus +2 RES roll

Morale Check **5**



Bony Talons **+0**

Biotech Rifle **+1**

Body AV **2**

Special Abilities

Ether Tech (1), **Shooter (short)**, **Bio-Weapon (2)**, **Coward**, **Greedy**

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

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

Bio-weapon (2) - Can use bio-items of BCL 1 and BCL 2. Can "heal" damaged biotech weapons during battle with a Quality Check and a number of successes equal to the item BCL. On 3 failures, bio-weapon is destroyed.


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

Greedy - If treasure in field of view, must move to and pick up each turn unless part of Group Activation - resist with Will Check with 2 successes. Also roll Will Check if an enemy is killed in H2H combat or spend next turn "looting".

107 At-Atck Clal-Chk Scientist

Notes and Info

At-Atck is an accomplished scientist, having developed symbiotic bio-gear to help breathe underwater and projective weapons that fire corrosive darts that can eat through steel dive suits. At-Atck craves treasure but will flee from any signs of danger.



Weapons and Attacks

Ether Pulse Blaster (CL 2) **Energy Short +1, Armor Break (1)** Spray, Shock, **Biotech Pistol (BCL 2)** **Projectile Short, Corrosive, Reload** **Bony Talons (CL 0)** **H2H**

Corrosive - If causes a wound in combat defender must roll a Resistance Check with two success or is **Corroding**. Must roll to resist corrosion each turn when activated. 2 successes = corrosion ends. 3 failures = 1 wound. **Healer** cures with 1 action but **Artificial** models must be repaired by **Scientist** or **Engineer** to stop corrosion (1 action for Quality Check with 2 success).

Shock - If weapon causes a wound in combat defender must roll a Resistance Check with 2 successes or be **Transfixed**.

Spray - All models in 90 deg arc (spray template) must defend. Models one depth level above and below must also defend. Only Short Range and no extending range allowed.

Armor

Chitinous Dive Armor (BCL 2) **H:2 B:2 L:2 W:2** Add +2 to RES rolls unless beaten by **Armor Break**

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

Crystal Lamp (CL 1) - Creates light for vision in dark

Ether Detector (CL 2) - Locate enemy with ether-tech in dark within Long stick - other enemies within Short. Ignores **Camouflage**. Shoots into Tactical Cover. Gets +1 when rolling on Treasure Artifact Table.

63 Clal-chk Warrior

Notes and Info

Clal-Chk warriors are heavily armed with biotech rifles, firing corrosive projectiles that eat through dive suits and skin with equal ease. They are untrustworthy allies though, due to their eye for golden treasure and their craven nature.



Weapons and Attacks

Biotech Rifle (BCL 2) **Projectile Short +1, Armor Break (1) Corrosive, Reload (1 action)** **Bony Talons (CL 0)** **H2H**

Corrosive - If causes a wound in combat defender must roll a Resistance Check with two success or is **Corroding**. Must resist corrosion each turn when activated (no actions used). On three failures, suffer 1 wound. **Healer** can cure with 1 action but **Artificial** models must be repaired by **Scientist** or **Engineer** to stop corrosion (1 action for Quality Check with 2 success).

Armor

Chitinous Dive Armor (BCL 2) **H:2 B:2 L:2 W:2** Add +2 to RES rolls unless beaten by **Armor Break**

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

Crystal Lamp (CL 1) - Creates light for vision in dark

245 Cthan The Ravenous

Scaly Horde Commander

Personality

Q 2

C 5

Str 2

Res 2

Will 2

+2 RES roll
fail on three 1's

Lance

+1

Body AV

2

Special Abilities

Leader, Mounted, Tough, Huge, Marine
Combo Attack (3-hit), Swimming, Deep Eyes

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except *Artificial* or *Animal* Personality model.

Mounted - H2H +1 vs. non-mounted figure same size or smaller. Mount killed first from filling Body wounds - model does not die but gets Short movement and -1 CS. Rider Body wounds filled next to result in model death. Locomotion wounds for rider - can only target after mount is dead. Only rider can suffer a *gruesome kill*.

Tough - Extra wounds. Only *fallen* or *dazed* on a double or triple.

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

Marine - Only operates underwater. Can attack models on shore

Combo Attack (3-hit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 3 attacks possible).

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

Deep Eyes - Normal vision in darkness.

93 Dagathonan Brute

Q 4

C 4

Str 3

Res 4

Will 4

AV Bonus

+1 RES roll

Claws

+1

Body AV

1

Special Abilities

Big, Powerful, Amphibious, Deep Eyes, Savage, Combo Attack (3-hit)

Big - H2H +1 vs. smaller models. Ranged attack against at +1. Gain +1 to Strength and Resistance Checks (in stats already).

Powerful - Gains +1 on Strength Checks

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

Deep Eyes - Normal vision in darkness.

Savage - Inflicts 3 wounds when doubling the opponent's Combat Score and winning by more than the opponent's AV.

Combo Attack (3-hit) - Can make up to two more attacks using actions if the previous attack causes a wound. The combo goes Claws->Fangs->Spines.

245 Cthan The Ravenous

Scaly Horde Commander

Notes and Info

Cthan charges into battle astride a massive sea dragon, striking at enemies with a long, barbed lance while the monster uses its massive jaws to leave red clouds spreading in the water. His overall goals are to recover artifacts from the seafloor, handing them over to the Draconid Legion in the Underlands so they can make use of the technology



Weapons and Attacks

Big Lance (CL 0) H2H +1, Armor Break (1), Reach

Huge Bite (CL 0) H2H +1, Armor Break (3)

Big Combat Net (CL 0) H2H +1, Entangle

Reach - Can do H2H attack without counterattack. If both models have weapons with *Reach* the effect is nullified.

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or *entangled* and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. The net cannot be used again while entangling

Armor

Heavy Scales (CL 0) H:3 B:2 L:2 W:2
Add +2 to RES rolls unless beaten by Armor Break

93 Dagathonan Brute

Notes and Info

The largest of the dagathonans, the Brutes are a genetic variant originally created to help build structures on the seafloor. They are extremely strong and brutal creatures, able to attack multiple enemies with clawed hands and spines filled with toxic venom.



Weapons and Attacks

Big Rending Claws (CL 0) H2H +1, Armor Break (1)

Big Fangs (CL 0) H2H +1, Armor Break (1)

Big Poisonous Spines (CL 0) H2H +1, Armor Break (1), Poison (deadly)

Poison (deadly) - If weapon causes a wound, defender rolls Resistance Check (at -2) with 2 success or is poisoned. Must resist poison (no actions) each turn when activated. 2 success = Poison neutralized. 3 failures = 2 wounds. No effect on *Artificial* or *Undead*. An adjacent *Healer* can cure poison with 1 action.

Armor

Light Scales (CL 0) H:1 B:1 L:1 W:2
Add +1 to RES rolls unless beaten by Armor Break

66

Dagathonan Deep Caller

Personality Model

Q 3

C 3

Str
5Res
5Will
3AV Bonus
+1 RES roll

Special Abilities

Deep Caller, Deep Eyes, Amphibious, Greedy

Deep Caller - Friendly *Animals* and *Warbeasts* within Long stick radius get +1 activation. Can call Group Activation and Regroup. Death requires Morale Check for all *Animals* and *Warbeasts*. Personality model.

Deep Eyes - Normal vision in darkness.

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

Greedy - If treasure in field of view, must move to and pick up each turn unless part of Group Activation - resist with Will Check with 2 successes. Also roll Will Check if an enemy is killed in H2H combat or spend next turn "looting".

66

Dagathonan Deep Caller

Notes and Info

Some of the Dagathonans can communicate with creatures of the deep sea, enticing them to join the battle against the land dwellers. These Deep Callers can lead both wild animals as well as trained warbeasts.

Weapons and Attacks

Trident (CL 0) **H2H** **Reach**

Vicious Bite (CL 0) **H2H**

Reach - Can do H2H attack without counterattack. If both models have weapons with **Reach** the effect is nullified.

Armor

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

Add +1 to RES rolls unless beaten by **Armor Break**

65

Dagathonan Salvager

Q 4

C 3

Str
5Res
5Will
4AV Bonus
+1 RES roll

Special Abilities

Salvager, Ether Tech (1), Deep Eyes, Amphibious, Greedy

Salvager - Gain +1 bonus to roll on treasure tables

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

Deep Eyes - Normal vision in darkness.

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

Greedy - If treasure in field of view, must move to and pick up each turn unless part of Group Activation - resist with Will Check with 2 successes. Also roll Will Check if an enemy is killed in H2H combat or spend next turn "looting".

65

Dagathonan Salvager

Notes and Info

Dagathonans utilize their natural ability to sense energy fields to dig out artifacts from wrecks and are also able to quickly locate ether crystal in tech devices, easily disabling them.

Weapons and Attacks

Crystal Tipped Spear (CL 1) **H2H** +1 **Armor Break** (2), **Hazardous**

Crystal Charges (CL 1) **Explosive** +2, **Armor Break** (3), **Breach** (+2), **Blast** (-1 **Short**)

Vicious Bite (CL 0) **H2H**

Hazardous - When attacker rolls a 1, roll again; another 1, the weapon explodes. Model must defend vs. attack by the weapon with CS 7, using the weapon's normal effects. In Group Attacks, only one model is affected.

Blast - Target attacked with CS. Models within Short blast radius must defend against CS-1 unless behind full cover.

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

Armor

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

Add +1 to RES rolls unless beaten by **Armor Break**

112 Dire fish-Lizard



Q3

C4

Str **4**

Res **4** AV Bonus +1 RES roll

Will **3**

Chomping Bite **+1**

Body AV **1**

Special Abilities

Long Move, Maneuverable, Swimming, Marine, Moving Attack, Warbeast, Big, Deep Eyes

Long Move - Use the Long stick for movement.

Maneuverable - can move through Difficult Terrain (reef, wreck, etc.) without penalty. Ranged attacks and attack spells vs. model at -1 unless transfixed. Can turn corner with 1 move.

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

Marine - Only operates underwater.

Moving Attack - Can attack when adjacent to enemy before end of move stick. If the model wins the combat, it can then finish the move and leave combat. Stopped by obstacles or Huge enemies.

Warbeast - Led by Deep Caller only. No magic or tech items. If no Deep Caller or Sea Shaman in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

Big - H2H +1 vs. smaller models. Ranged attack against at +1 +1 to Strength and Resistance Checks (already in stats)

91 Draconid

Sea Demon Shaman



Q3

C3

Str **5**

Res **5** AV Bonus +2 RES roll

Will **3**

Spear **+0**

Body AV **2**

Special Abilities

Sea Shaman, Amphibious, Air Breather, Energy Resistance, Tailslap

Sea Shaman - Can summon wild sea creatures and cast Elemental Conjunction spells. Allocate up to 75 warband points to a "Summoning Pool" and double value (max 150). Summon creatures with Spellcasting Roll. Each success = up to 50 points from pool. 3 failures = loss of ability until healed. Creature starts at edge of map closest to scenic item and disappears when Shaman dies. Can "charm" wild creatures on the map using Summoning Pool points. Personality model.


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

Air Breather - Holds breath. Gets -1 to fast dive/ascend roll.

Energy Resistance - Energy attacks and attack spells against model at -2 to CS. No damage from boiling water and lava.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

112 Dire fish-Lizard



Notes and Info

Fast and deadly marine reptiles. These reptilian fish have been trained as beasts of war by the Scaly Horde. Their primary tactic is to cruise by at high speed, ripping enemies with their razor sharp teeth,

Weapons and Attacks

Big Chomping Bite (CL 0) H2H (+1),
Armor Break (1)


Spiny Slash (CL 0) H2H

Armor

Light Scales (CL 0) H:1 B:1 L:1 W:2
Add +1 to RES rolls unless beaten by Armor Break

91 Draconid

Sea Demon Shaman



Notes and Info

Some draconids have limited ability to channel ether energy and use this magical power to summon wild sea creatures to serve them in battle. Draconids are natural air-breathers, so they tend to try to avoid combat in the deep sea and let their summoned beasts fight for them.

Weapons and Attacks

Whalebone Spear (CL 0) H2H

Bite (CL 0) H2H

Armor

Heavy Scales (CL 0) H:3 B:2 L:2 W:2
Add +2 to RES rolls unless beaten by Armor Break

60 Draconid Warrior



Q 4

C 4

Str 5

Res 5

Will 4

AV Bonus +2 RES roll

Spear +0

Body AV 2

Special Abilities

Amphibious, Air Breather, Energy Resistance, Tailslap, Savage

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

Air Breather - Holds breath. Gets -1 to fast dive/ascend roll.

Energy Resistance - Energy attacks and attack spells against model at -2 to CS. No damage from boiling water and lava.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

Savage - Inflicts 3 wounds when doubling the opponent's Combat Score and winning by more than the opponent's AV.

97 Giant Anglerfish



Q 4

C 4

Str 2

Res 2

Will 4

AV Bonus +1 RES fail RES only on three 1's

Bite +1

Body AV 1

Special Abilities

Warbeast, Huge, Lure, Gulp, Inhale, Swimming, Marine, Deep Eyes

Warbeast - Led by *Deep Caller* only. No magic or tech items. If no *Deep Caller* or *Sea Shaman* in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

Huge - H2H +1 vs. smaller models. Ranged attack against at +1. +3 Resistance and Strength checks (in stats above).

Lure - 1 action to target all enemies in Short range. Enemies must roll a Will Check with 2 successes or automatically move adjacent to model, suffering a Free Hack. Lures only work once on the same enemy for the battle and do not affect models with *Echolocation*.

Gulp - May choose to swallow enemy if causes a wound in H2H combat. Each turn, victim must spend one action for a Strength Check (at -1) with 2 successes or suffers 1 wound. Can gulp multiple normal sized models or one *Big* model. Vomit out with 1 action.

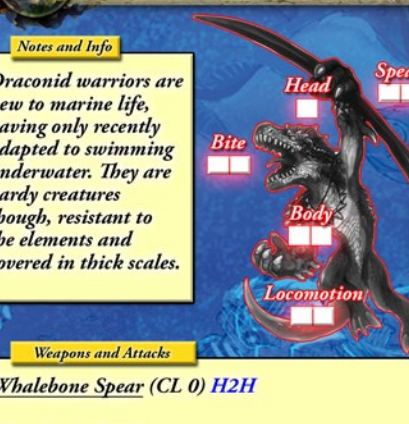
Inhale - Can bite one enemy in H2H without counterattack. Victim may escape with 1 action and Strength Check (at -1) with 2 successes. Until then, attacker may gulp or do a chew attack at +2.

Swimming - Can move underwater.

Marine - Only operates underwater.

Deep Eyes - Normal vision in darkness.

60 Draconid Warrior



Notes and Info

Draconid warriors are new to marine life, having only recently adapted to swimming underwater. They are bardy creatures though, resistant to the elements and covered in thick scales.

Head

Bite

Body

Locomotion

Spear

Weapons and Attacks

Whalebone Spear (CL 0) H2H

Bite (CL 0) H2H

Armor

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

97 Giant Anglerfish



Notes and Info

An enormous angler fish from the deep Shadow Sea, captured and trained as a beast of war. Much of the training is futile though, for these monsters are just as likely to attack their own warband as

Head

Body

Bite

Locomotion

Sideswipe

Weapons and Attacks

Huge Toothy Bite (CL 0) H2H +1, *Armor Break* (3)

Huge Sideswipe (CL 0) H2H +1, *Armor Break* (3)

Armor

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

106 Hag-Ray



Q3

C3

Str **5**

Res **5**

Will **3**

Shocking Touch

+0

Body AV **1***

Dodge

Special Abilities

Dodge, Maneuverable, Swimming, Warbeast, Deep Eyes, Electric Skin, Slimy, Marine

Dodge - Attacker must win in combat by at least one point to cause injury, regardless of the Armor Break of the weapon.

Maneuverable - can move through Difficult Terrain (reef, wreck, etc.) without penalty. Ranged attacks and attack spells vs. model at -1 unless transfixed. Can turn corner with 1 move.

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

Warbeast - Led by *Deep Caller* only. No magic or tech items. If no *Deep Caller* or *Sea Shaman* in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

Deep Eyes - Normal vision in darkness.

Electric Skin - If causes a wound in combat or is touched, defender rolls Resistance Check with 2 successes or transfixed.

Marine - Only operates underwater.

Slimy - Model cannot be grabbed.

69 Steel-Jaw fish



Q4

C4

Str **4**

Res **4**

Will **4**

Crushing Bite

+1

Body AV **3**

AV Bonus +3 RES roll

Special Abilities

Thick Skull, Swimming, Big, Crusher, Warbeast, Bloodthirsty, Marine, Deep Eyes

Thick Skull - Head Armor +1. Can ram with head if bite attack is disabled. Ram attacks have no bonus to hit.

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

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

Crusher - H2H attacks get +1 Armor Break


Warbeast - Led by *Deep Caller* only. No magic or tech items. If no *Deep Caller* or *Sea Shaman* in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

Bloodthirsty - Must move towards and attack *fallen, transfixed, entangled* enemies within one Long stick. Can be redirected by a *Sea Shaman* using one action.

Marine - Only operates underwater.

Deep Eyes - Normal vision in darkness.

106 Hag-Ray



Notes and Info

A vile creation from the spawning vats many ages ago, released by the elder scientists to help clean up carcasses and nuisance fish. They are difficult to strike and impossible to grab, and even if one could be held, their electrical charge makes this a deadly proposition.

Weapons and Attacks

Shocking Touch (CL 0) H2H Shock, Unbreakable


Shock - If weapon causes a wound, defender must roll Resistance Check with 2 successes or be *Transfixed*.

Unbreakable - Weapon cannot be damaged or destroyed

Armor

Smooth Skin (CL 0) H:0 B:0 L:0 W:1

69 Steel-Jaw fish



Notes and Info

Steel-Jaw are massive prehistoric fish that have been trained by Dagathonans to follow simple commands. Unfortunately, they have very small brains and often lose control, biting and crushing anything nearby.

Weapons and Attacks

Big Crushing Bite (CL 0) H2H +1, Armor Break (2) with Crusher

Armor

Thick Natural Plating (CL 0) H:4 B:3 L:3 W:2 Sluggish

Add +3 to RES rolls unless beaten by Armor Break

Sluggish - Must spend one action to turn to face an attack that has attacked from behind



86 **Dagathonan Reef Lord**

Personality Model

Q 3

C 3

Str **5**

Res **5**

Will **2**

AV Bonus
+1 RES roll

Trident
+0

Body AV
2*

* Front +1
w/ Shield
Rear AV = 1

Special Abilities


Leader, Deep Eyes, Amphibious, Iron Will

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except Artificial or Animal. Personality model.

Deep Eyes - Normal vision in darkness.

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

Iron Will - Immune to Madness and +1 to any Will Check roll. Already in Will stat above.



86 **Dagathonan Reef Lord**

Notes and Info

Reef Lords are the leaders of the Dagathonan tribe, strong and disciplined when defending their spawning grounds, unlike their greedy brethren. Reef Lords carry large crab shell shields to ward off attack or bash enemies with.

Head
□ □

Bite
□ □

Trident
□ □

Body
□ □ □ □

Locomotion
□ □ □

Weapons and Attacks

Trident (CL 0) H2H Reach

Vicious Bite (CL 0) H2H

Reach - Can do H2H attack without counterattack. If both models have weapons with **Reach** the effect is nullified.

Armor

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

Shield (CL 0) +1 Body AV* (front only), Bash, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

Bash - Can be used for H2H attack. Cannot be damaged.



86 Amatheia
Caller of the Deep

Personality Model

Q3
C3
Str 5
Res 5
Will 3

Ancient Trident
+1
Body AV 0

Special Abilities

Deep Caller, Amphibious, Long Move, Jet Burst

Deep Caller - Friendly marine Animals and Warbeasts within Long stick radius get +1 activation. Can call Group Activation and Regroup. Death requires Morale Check for ally Animals and Warbeasts. Personality model.

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

Long Move - Move using the Long stick.

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



60 Amatheia's
Hammerhead Shark

Jaws
+1
Body AV 1

Q4
C3
Str 4
Res 4
Will 4

AV Bonus
+1 RES roll

Special Abilities

Warbeast, Big, Towing, Long Move, Swimming, Marine

Warbeast - Led by Deep Caller only. No magic or tech items. If no Deep Caller or Sea Shaman in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.


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

Towing - Adjacent friendly models may spend one action to hold onto the dorsal fin and be towed, moving the friend when this model moves. Letting go takes no actions.

Long Move - Moves using the Long stick.

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

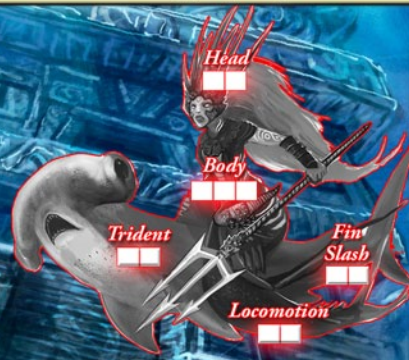
Marine - Only acts underwater. Can attack models on shore



86 Amatheia
Caller of the Deep

Notes and Info

Amatheia shares a bond with the creatures of the reef and is able to command them in battle when repelling invaders. She prefers to use pure, natural items and avoids ethereal technology or crystal weapons. Her primary arm is an ancient trident of a strong and mysterious alloy, a weapon she wields in battle while fighting alongside her warbeasts.




Weapons and Attacks

Ancient Trident (CL 0) H2H +1, Reach
Fin Slash (CL 0) H2H

Armor

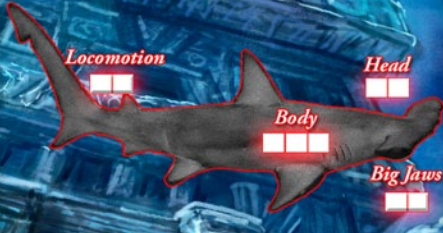
Nereid Skin (CL 0) H:0 B:0 L:1 W:2



60 Amatheia's
Hammerhead Shark

Notes and Info

Amatheia travels through the reef with a massive hammerhead shark, an ally that will fight dutifully by her side. This shark allows her to hold onto its dorsal fin and be towed into battles, fighting with her side by side and making them a deadly combination in combat.



Weapons and Attacks

Big Jaws (CL 0) H2H +1, Armor Break (1)

Armor

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

85 Cymopoleia

Sorceress of the Reef

Personality Model

Q3

C2

Str 5

Res 5

Will 3

Staff +0

Body AV 0

Special Abilities

Sea Enchantress, Amphibious, Long Move, Jet Burst

Sea Enchantress - This model is able to cast spells from the Sea Enchantment spell list. Personality model.

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

Long Move - Move using the Long stick.

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

94 Eidothera

Nereid Captain

Personality Model

Q3

C2

Str 5

Res 5

Will 3

Staff +0

Solar Blast Spear +1

Body AV 1

Special Abilities

Leader, Amphibious, Long Move, Ether Tech (1), Shooter (short)

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. 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.

Long Move - Moves using the Long stick.

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

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

85 Cymopoleia

Sorceress of the Reef

Notes and Info

Nereids are highly magical beings, but all save Cymopoleia have lost the ability to channel magic to cast spells. Cymopoleia retains this ability and has developed her own specialized spells to enchant sea life and transform them into deadly attacks.

Weapons and Attacks

Staff (CL 0) H2H

Fin Slash (CL 0) H2H

Armor

Nereid Skin (CL 0) H:0 B:0 L:1 W:2

94 Eidothera

Nereid Captain

Notes and Info

Most Nereids are loosely organized, preferring to act on their own. Only Eidothera has retained the memory of tactics and command from her past life ages ago. She is able to lead the Nereids and their allies into battle, blasting multiple opponents with ethereal energy from her crystal tipped spear.

Weapons and Attacks

Solar Blast Spear (CL 1) Energy (Short) +1, Spray, Unstable

Staff (CL 0) H2H

Fin Slash (CL 0) H2H

Spray - Attacks all models in 90 deg arc (spray template) and 1 depth level above or below. One attack roll against all. Short range shot only, no extending range.

Unstable - If roll an unmodified 1, roll again; on another 1, weapon is destroyed. In group attacks, one model affected.

Armor

Nereid Light Armor (CL 0) H:0 B:1 L:1 W:2

85 Giant Mantis Shrimp



Q3

C4

Str **4'**

Res **4'**

Will **3'**

AV Bonus +2 RES roll

Spearing Arm **+1**

Body AV **2**

Special Abilities

Warbeast, Big, Combo Attack (2-hit), Benthic, Marine, Spectral Vision

Warbeast - Led by Deep Caller only. No magic or tech items. If no Deep Caller or Sea Shaman in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

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

Combo Attack (2-hit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

Benthic - Gets -1 when attempting a Fast Dive/Ascend activity.

Marine - Only acts underwater. Can attack models on shore.

Spectral Vision - Can attack *Camouflaged* models normally. Also gets +1 when targeting subsystems.

94 Nereid Guardian of the Reef



Q3

C3

Str **5'**

Res **5'**

Will **3'**

AV Bonus +1 RES roll

Lance **+0**

Sun Spear **+1**

Body AV **1**

Special Abilities

Reef Defender, Amphibious, Long Move, Ether Tech (1), Shooter (medium), Fanatical

Reef Defender - Gets +1 bonus to CS when attacking any model moving on Coral Reef scenery, but not those swimming 1 depth level above. This model also gets a +1 CS when attacking a model that has caused damage to coral scenery through a *Blast* or by targeting the coral. These bonuses can be stacked.

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

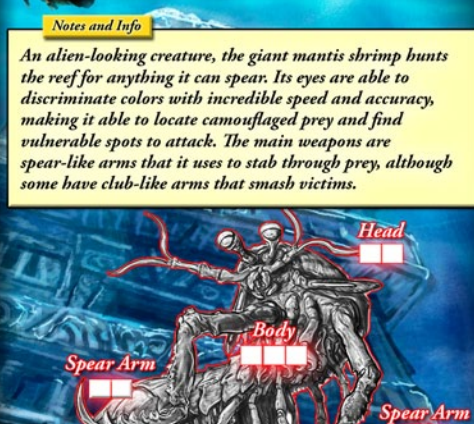
Long Move - Moves using the Long stick.

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

Shooter (medium) - Shoots using the Medium stick. Long range weapon only fire with the Medium stick.

Fanatical - Only fallen if the enemy rolls a "6" in combat. Otherwise the model recoils.

85 Giant Mantis Shrimp



Notes and Info

An alien-looking creature, the giant mantis shrimp hunts the reef for anything it can spear. Its eyes are able to discriminate colors with incredible speed and accuracy, making it able to locate camouflaged prey and find vulnerable spots to attack. The main weapons are spear-like arms that it uses to stab through prey, although some have club-like arms that smash victims.

Weapons and Attacks

2 x Big Spear Arms (CL 0) H2H +1, Armor Break (1) Reach

-- or --

2 x Big Club Arms (CL 0) H2H +1, Armor Break (3) Reach


Can do H2H attack without counterattack. If both models have weapons with *Reach* the effect is nullified.

Armor

Thick Carapace (CL 0) H:3 B:2 L:2 W:2

Add +2 to RES rolls unless beaten by *Armor Break*

94 Nereid Guardian of the Reef



Notes and Info

These Nereids have dedicated their lives to the protection of the reef. They are among the most skilled warriors of the force and are truly fanatical in the devotion to their coral home. Any being, friend or foe, that causes damage to the coral will suffer their wrath.

Weapons and Attacks

Sun Spear (CL 1) Energy (Medium) +1, Armor Break (1), Unstable

Lance (CL 0) H2H, Reach

Fin Slash (CL 0) H2H

Reach - Can do H2H attack without counterattack. If both models have weapons with *Reach* the effect is nullified.

Unstable - If roll an unmodified 1, roll again; on another 1. weapon is destroyed. In group attacks, one model affected.

Armor

Nereid Armor (CL 0) H:1 B:1 L:1 W:2

Add +1 to RES rolls unless beaten by *Armor Break*

141 Icthelion

Lord of the Seas

Personality Model

Q3

C4

Str 4

Res 4

Will 3

AV Bonus +1 RES roll

Volcano Trident

+2

Body AV 1

Special Abilities

Sea Shaman, Big, Amphibious, Long Move, Ether Tech (1), Combo Attack (2-bit)

Sea Shaman - Can summon wild sea creatures and cast Elemental Conjunction spells. Allocate up to 75 warband points to a "Summoning Pool" and double value (max 150). Summon creatures with Spellcasting Roll. Each success = up to 50 points from pool. 3 failures = loss of ability until healed. Creature starts at edge of map closest to scenic item and disappears when Shaman dies. Can "charm" wild creatures on the map using Summoning Pool points. Personality model.

Big - H2H +1 vs. smaller models. Ranged attack against at +1. Gain +1 to Strength and Resistance Checks (in stats already).

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

Long Move - Moves using the Long stick.

Ether Tech (1) - Can use only CL 1 Ether Tech devices.

Combo Attack (2-bit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

105 Kalypso

The Hidden One

Personality Model

Q3

C2

Str 5

Res 5

Will 3

Corrosive Bio-Blade

+1

Biotech Doom Tracker

+1

Body AV 0

Special Abilities

Scientist (2), Amphibious, Bio-weapon (2), Shooter (medium), Stealth

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. Personality.

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

Bio-weapon (2) - Can use bio-items of BCL 1 and BCL 2. Can repair damaged biotech weapons during battle by spending 1 action for a Quality Check and a number of successes equal to the item BCL. On 3 failures, bio-weapon is destroyed.

Shooter (medium) - Shoots with the Medium stick. Long range weapon fire with the Medium stick.

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

141 Icthelion

Lord of the Seas

Notes and Info

Icthelion is the largest and strongest of the Nereids and is able to summon wild sea creatures to serve him in defense of the reef. His physical power makes him quite arrogant, and a quick temper often led him into close combat, where he wields a massive crystal-tipped trident that burns with the heat of the earth's core.

Weapons and Attacks

Big Volcano Trident (CL 1) H2H +2, Armor Break (3), Unstable

Big Claw (CL 0) H2H +1, Grab

Big Jaws (CL 0) H2H +1

Unstable - If roll an unmodified 1, roll again; on another 1, weapon is destroyed. In group attacks, one model affected.

Grab: If win in combat by 1+, victim cannot move away. To break free, 1 action for Strength Check (at -1) with 2 successes. Victim may still attack in H2H. The grabber gets +1 CS when attacking the grabbed victim again.

Armor

Nereid Armor (CL 0) H:1 B:1 L:1 W:2

Add +1 to RES rolls unless beaten by Armor Break

105 Kalypso

The Hidden One

Notes and Info

Kalypso is unique among the Nereids in that she actively explores the underlands outside her reef home. Her most recent explorations have been to the Sunless Kingdom to learn the secrets of bio-technology, returning with many horrifying bio-weapons for her next expeditions.

Weapons and Attacks

Biotech Doom Tracker (CL 1) Projectile (Med) +1, Armor Break (1), Corrosive, Homing, Reload (1)

Bio-Blade (CL 0) H2HP +1, Armor Break (1), Corrosive, Hazardous

Octopus Bite (CL 0) H2H Poison (paralytic)

Corrosive - If causes a wound, defender must roll a Res Check with 2 success or is Corroding. Must roll to resist each turn when activated (no actions). 2 successes = corrosion ends. 3 failures = 1 wound. Healer cures with 1 action, but Artificial need Scientist or Engineer to repair (1 action for QC 2 success).

Homing - Ignore Tactical Cover or any other Partial Cover. Shot may change direction once to go around obstacles. May fire at a target that moved behind full cover on the same turn that the target hides if it started within shooter field of view.

Hazardous - When attacker rolls a 1, roll again; on another 1, weapon explodes. Model must defend vs. CS 7 and Corrosive.

Poison (Paralytic) - If causes a wound, defender rolls Res Check (at -1) with 2 success or is poisoned and transfixed. Must resist (no actions) each turn when activated. 2 success = Poison cured. 3 failures = 2 wounds. No effect on Artificial or Undead. An adjacent Healer can cure poison with 1 action.

Armor

Nereid Skin (CL 0) H:0 B:0 L:1 W:2

77 Sea Serpent



Q 4

C 4

Str 4

Res 4

Will 4

AV Bonus +2 RES roll

Poison Bite +1

Body AV 2

Special Abilities

Warbeast, Big, Long Move, Swimming, Marine

Warbeast - Led by Deep Caller only. No magic or tech items. If no Deep Caller or Sea Shaman in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

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

Long Move - Moves using the Long stick.

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

Marine - Only acts underwater. Can attack models on shore

70 Sea Goblin Poacher



Q 4

C 2

Str 5

Res 5

Will 4

AV Bonus +1 RES roll

Poisoned Spear +0

Body AV 1

Special Abilities

Amphibious, Deep Eyes, Combo Attack (2-hit) Reef Walker, Chum

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

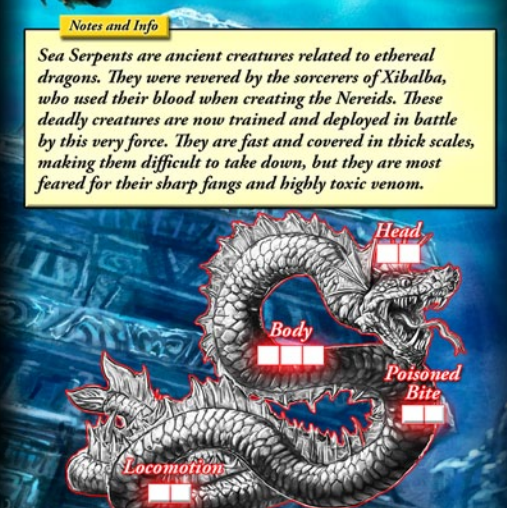
Deep Eyes - Normal vision in darkness.

Combo Attack (2-hit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

Reef Walker - Can walk upon a coral reef with no penalty.

Chum - Spread chum to attract a shark feeding frenzy. Place a chum marker adjacent to the model with 1 action. Sharks appear at the end of that Game Turn to form a zone of Short radius centered on the marker. The zone can only be attacked with a Blast (shoot against CS 6). Causing a wound disperses it. Any model moving into or activating in the zone suffers a Free Hack with CS 8 and Armor Break 1. Only one chum marker can be placed per scenario.

77 Sea Serpent



Notes and Info

Sea Serpents are ancient creatures related to ethereal dragons. They were revered by the sorcerers of Xibalba, who used their blood when creating the Nereids. These deadly creatures are now trained and deployed in battle by this very force. They are fast and covered in thick scales, making them difficult to take down, but they are most feared for their sharp fangs and highly toxic venom.

Weapons and Attacks

Big Poisoned Bite (CL 0) H2H +1, Armor Break (1) Poison (deadly)

Poison (Deadly) - If causes a wound, defender rolls Res Check (at -2) with 2 success or is poisoned. Must resist (no actions) each turn when activated. 2 success = cured. 3 fail = 2 wounds. No effect on Artificial or Undead. Adjacent Healers can cure the poison by spending 1 action.

Armor

Heavy Scales (CL 0) H:3 B:2 L:2 W:2
Add +2 to RES rolls unless beaten by Armor Break

70 Sea Goblin Poacher



Notes and Info

Sea Goblins are sneaky little creatures with enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Poachers carry sacks of chum with them to lure in shark and other hungry creatures of the deep.

Weapons and Attacks

Poisoned Spear (CL 0) H2H Poison (dangerous)

Sharp Teeth (CL 0) H2H

Net (CL 0) H2H Entangle, Unbreakable

Poison (dangerous) - If weapon causes a wound, defender rolls Resistance Check (at -1) with 2 success or is poisoned. Must resist poison (no actions) each turn when activated. 2 success = Poison neutralized. 3 failures = 2 wounds. No effect on Artificial or Undead. An adjacent Healer can cure poison with 1 action.

Entangle - If win in combat by 1 or more, victim must roll a Strength Check with 2 successes or be entangled and lose it turn. Subsequent turns, victim must use 1 action for Str Check with 2 successes to go free. The net cannot be used again while entangling a model.

Armor

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



41 Sea Goblin Sawblade Sneak

Q 4

C 2

Str **5**

Res **5**

Will **4**

AV Bonus
+1 RES roll

Sawblade
 +0

Body AV
 1



Special Abilities
Amphibious, Deep Eyes, Stealth, Reef Walker

Amphibious - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.
Deep Eyes - Normal vision in darkness.
Stealth - Immune to ranged attack/spells if adjacent to Partial Cover. Negated for that cover if attacks or casts a spell.
Reef Walker - Can walk upon a coral reef with no penalty.



46 Sea Goblin Spear Hunter

Q 4

C 2

Str **5**

Res **5**

Will **4**

AV Bonus
+1 RES roll

Poisoned Spear
 +0

Body AV
 1



Special Abilities
Amphibious, Deep Eyes, Opportunistic, Reef Walker

Amphibious - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.
Deep Eyes - Normal vision in darkness.
Opportunistic - Gets +1 on activation rolls when within one Short stick from a fallen or transfixed foe.
Reef Walker - Can walk upon a coral reef with no penalty.



41 Sea Goblin Sawblade Sneak

Notes and Info

Sea Goblins are sneaky little creatures with enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. They are hard to detect amid reef corals and slash enemies using sawblade weapons or their sharp teeth.

Head
 **Sword**
 **Teeth**
 **Body**
 **Locomotion**


Weapons and Attacks

Sawblade sword (CL 0) **H2H**

Sharp Teeth (CL 0) **H2H**

Armor

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



46 Sea Goblin Spear Hunter

Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Hunters carry spears tipped with a poisonous spine from a giant stingray.

Head
 **Teeth**
 **Body**
 **Spear**
 **Locomotion**


Weapons and Attacks

Poisoned Spear (CL 0) **H2H** **Poison (dangerous)**

Sharp Teeth (CL 0) **H2H**

Poison (dangerous) - If weapon causes a wound, defender rolls Resistance Check (at -1) with 2 success or is poisoned. Must resist poison (no actions) each turn when activated. 2 success = Poison neutralized. 3 failures = 2 wounds. No effect on *Artificial* or *Undead*. An adjacent *Healer* can cure poison with 1 action.

Armor

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



79 Silver Death

Q 4

C 4

Str 4

Res 4

Will 4

Jaws

+1

Body AV

2

Special Abilities

Warbeast, Big, Scale Flash, Long Move, Moving Attack, Swimming, Marine

Warbeast - Led by *Deep Caller* only. No magic or tech items. If no *Deep Caller* or *Sea Shaman* in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

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

Scale Flash - Enemy ranged attacks and attack spells get -1 CS

Long Move - Moves using the Long stick.

Moving Attack - Can attack when adjacent to enemy before end of move stick. If the model wins the combat, it can then finish the move and leave combat. Stopped by obstacles or *Huge* enemies.

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

Marine - Only acts underwater. Can attack models on shore



90 Nereid Treasure Seeker

Q 3

C 2

Str 5

Res 5

Will 3

Crystal Trident

+1

Body AV

0

Special Abilities

Salvager, Amphibious, Long Move, Ether Tech (1)

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

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

Long Move - Moves using the Long stick.

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



79 Silver Death

Notes and Info

The Silver Death is an enormous fish with thick scales and a mouth full of dagger-like teeth. They move at high speed through the shallows, their scales reflecting light in a brilliant manner. When attacking, they rush past their prey, dazzling them with the flash of their scales while they tear them to pieces. Their bright scales make them easy to spot and target at a distance, however.




Weapons and Attacks

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

Armor


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



90 Nereid Treasure Seeker

Notes and Info

Some Nereids are more adventuresome than others, searching for treasures in wrecks and ruins. These Nereids carry explosive crystals that they use to breach through the hulls of wrecks or walls of ruins. In combat, they wield tridents of charged ether crystal to deliver a paralyzing shock to enemies.



Weapons and Attacks

Crystal Trident (CL 1) *H2H +1, Armor Break (1), Shock, Fragile*

Crystal Charges (CL 1) *Explosive +2, Armor Break (3), Breach (+2), Blast (-1 Short)*

Fin Slash (CL 0) *H2H*

Shock - If weapon causes a wound, defender must roll Resistance Check with 2 successes or be *Transfixed*.

Fragile - If the attack rolls an unmodified 1, roll again; on a 1, 2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 1+ success).

Hazardous - When attacker rolls a 1, roll again; another 1, the weapon explodes. Model must defend vs. attack by the weapon with CS 7, using the weapon's normal effects. In Group Attacks, only one model is affected.

Blast - Target attacked with CS. Models within Short blast radius must defend against CS-1 unless behind full cover.

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

Armor

Nereid Skin (CL 0) *H:0 B:0 L:1 W:2*

37
Gray Whaler Shark
Predatory Wild Sea Creature

Q 4'
C 2

Str 5'
Res 5'
Will 4'

Shark Bite +1
Body AV 1

AV Bonus +1 RES roll

Special Abilities

Animal, Long Move, Swimming, Marine

Animal - A warband with Animals must have a Deep Caller or Sea Shaman, and if either of those are killed, the Animals are removed from play. Normally a Predatory Wild Sea Creature.

Long Move - Moves using the Long stick.

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

Marine - Only acts underwater. Can attack models adjacent to the water surface.

37
Gray Whaler Shark

Notes and Info

Gray Whaler Sharks are common predators of Blood Reef. They are of similar size to Blacktip Whalers but are more aggressive and will actively hunt down divers and other large prey, tearing into them with rows of sharp teeth.

Head
Body
Locomotion
Shark Bite

Weapons and Attacks

Shark Bite (CL 0) H2H

Armor

Thick Skin (CL 0) H:1 B:1 L:1 W:2

Add +1 to RES rolls unless beaten by Armor Break