



195 Angus McBain

Personality Model

Q 3+ **C 4** **Str 3+** **Res 4+** **Will 3+**

Drill **+0** **Torpedo** **+1** **Body AV** **4**

AV Bonus +3 RES roll

Special Abilities

Leader, Shooter (medium), Tough, Ether Tech (2),
Combo Attack (2-bit), 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-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).

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

Q 4+ **C 1** **Str 4+** **Res 5+** **Will 4+**

Antenna **+0** **Body AV** **2**

AV Bonus +2 RES roll

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 **Head** **Power Claw**
Body **Power Drill**
Speargun **Locomotion**

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 (-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/Ascent 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.

Controls

Antenna **Body** **Locomotion**

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

Abilities:

- Q 4+
- C 4
- Str 3+
- Res 4+
- Will 4+
- AV Bonus +4 RES roll

Special Abilities:

- Artificial (Mech 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.

Notes and Info:

Many recovered contracts 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

Abilities:

- Q 3+
- C 4
- Str 4+
- Res 5+
- Will 4+
- AV Bonus +2 RES roll

Personality Model:

- Bush Knife** (+0)
- Harpoon Cannon** (+1)
- Body AV** (2)

Special Abilities:

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

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).

95 Breaching Mech

Notes and Info:

Many recovered contracts 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.

Controls:

- Torpedo**
- Charge**
- Body**
- Power Claw**
- Speargun**
- Locomotion**

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.

Controls:

- Head**
- Body**
- Harpoon Cannon**
- Dart Gun**
- Bush Knife**
- Locomotion**

Weapons and Attacks:

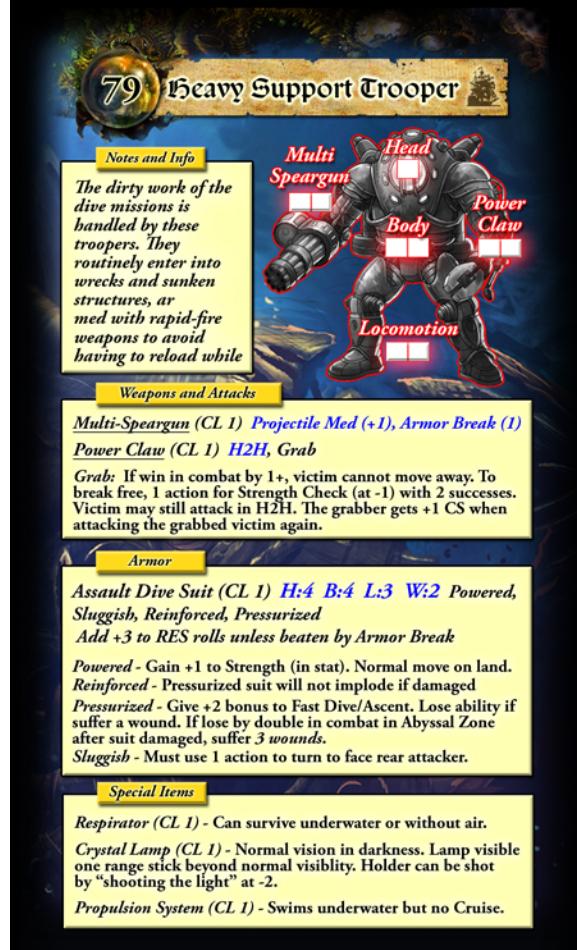
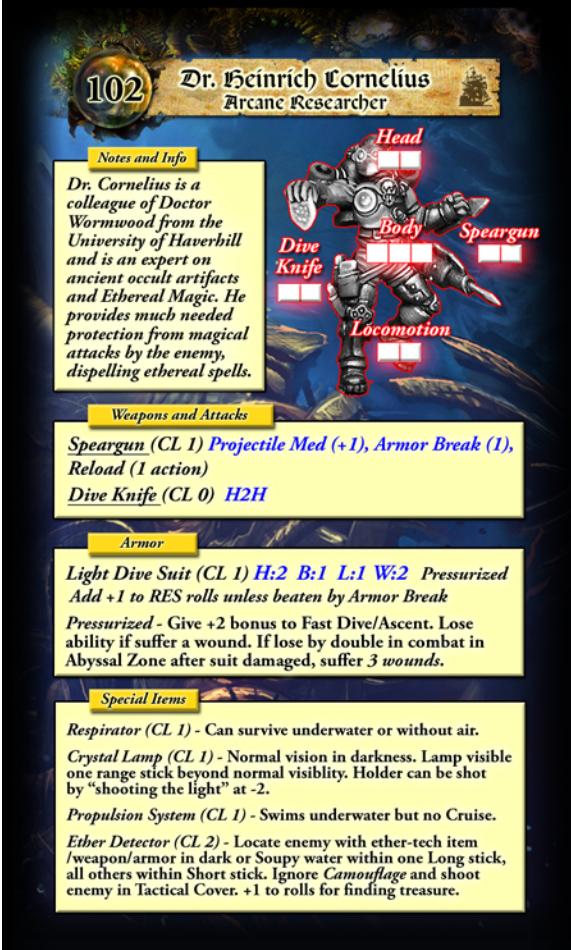
- Harpoon Cannon** (CL 1) **Projectile Med (+1)**, **Armor Break (2)**, **Blast (-1 Short radius)**, **Harpoon**, **Reload (1 action)**, **Unstable**
- Dart Gun** (CL 1) **Projectile Short (+1)**
- Bush Knife** (CL 0) **H2H**
- Blast** - Target attacked with CS. Models within Short blast radius must 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).



85 Ironbelly Klegg Sea Dog Captain

Personality Model

Q 3+ C 3 Str 5+ Res 5+ Will 3+

AV Bonus +1 RES roll

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

Q 3+ C 2 Str 5+ Res 5+ Will 3+

AV Bonus +1 RES roll

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 wound. 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 Klegg is just that sort, hardened by many battles 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 Breach 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

Q 3+
C 3
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

Q 3+
C 2
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
Locomotion
Dart Gun

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.

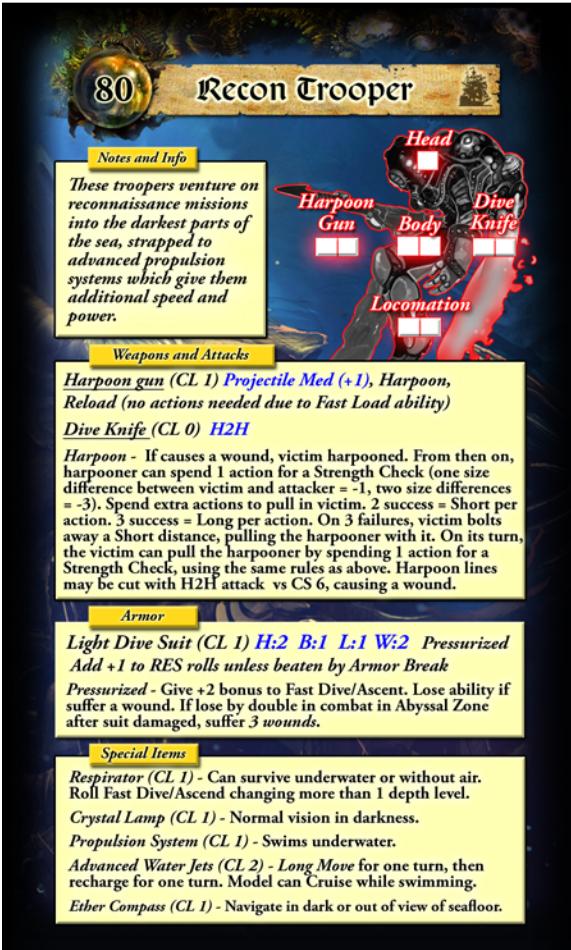
Special Items

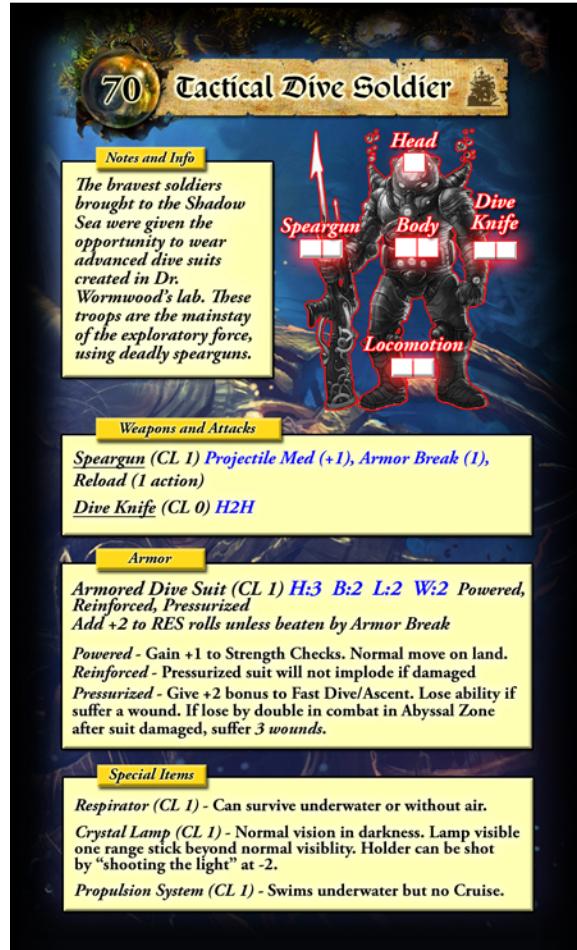
Respirator (CL 1) - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

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.





98 Templar Sentinel of Light

Personality/Model



Q 3+ C 3 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

Notes and Info

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



Q 3+ C 4 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

Notes and Info

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 Ethereal Magic, casting protection spells and negating enemy spell effects. They are particularly useful when combating constructs and have spells that can banish ethereals 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/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).

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/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).

116 Annihilator Biomech



Annihilator Biomech

Q 4+ **C 4** **Str 4+** **Res 4+** **Will 4+** **AV Bonus +2 RES roll**

Claw +1 **Disruptor Blaster +1** **Body AV 2**

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



Raider Cavern Crawler

Q 4+ **C 3** **Str 3+** **Res 5+** **Will 4+** **AV Bonus +1 RES roll**

Shock Lance +0 **Body AV 1**

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 Mariners. The Cavern Crawler specializes in breaching structures and salvaging artifacts, using its powerful tentacle arm to rip open bulkhead doors and a Shock Lance to keep enemies at bay.



Weapons and Attacks

Shock Lance (CL 2) H2H, Shock, Reach

Tentacle Arm (CL 0) H2H, Entangle, Unbreakable

Shock - If weapon causes wound, normal result and defender must roll 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.

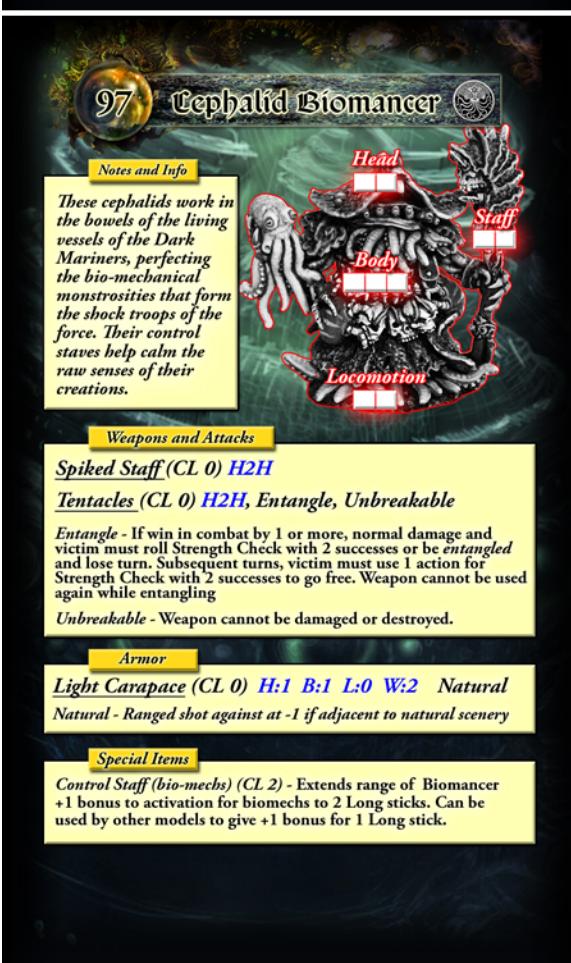
Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or be entangled and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling.

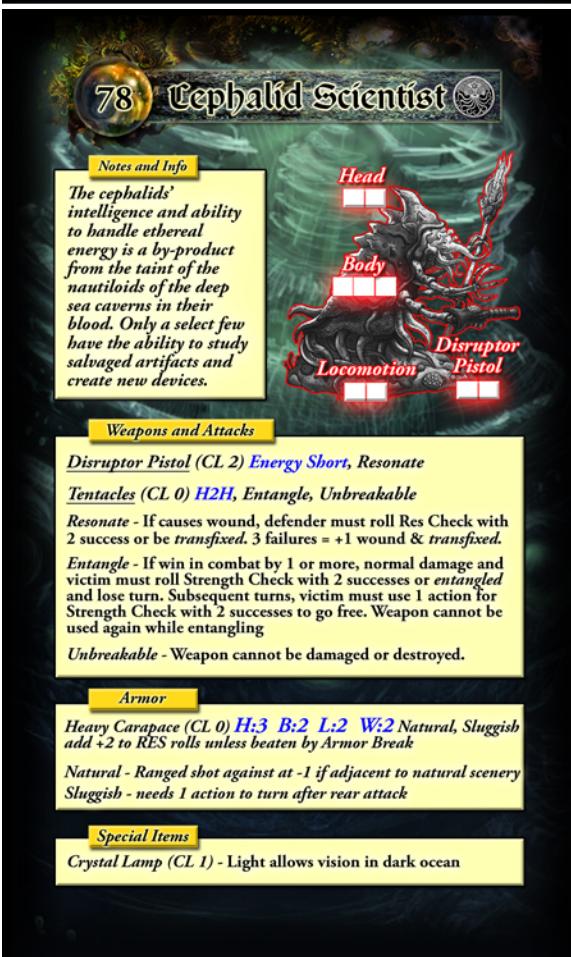
Unbreakable - Weapon cannot be damaged or destroyed.

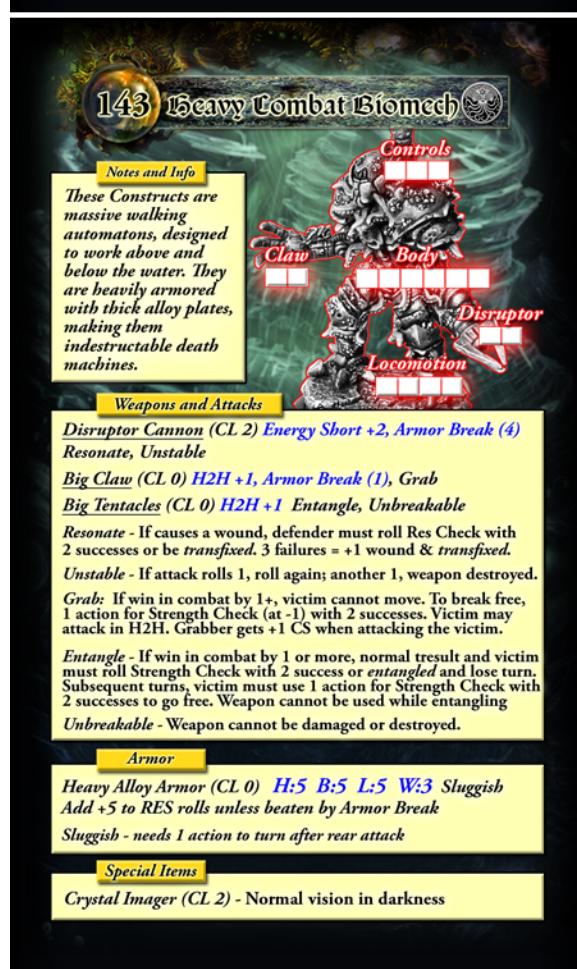
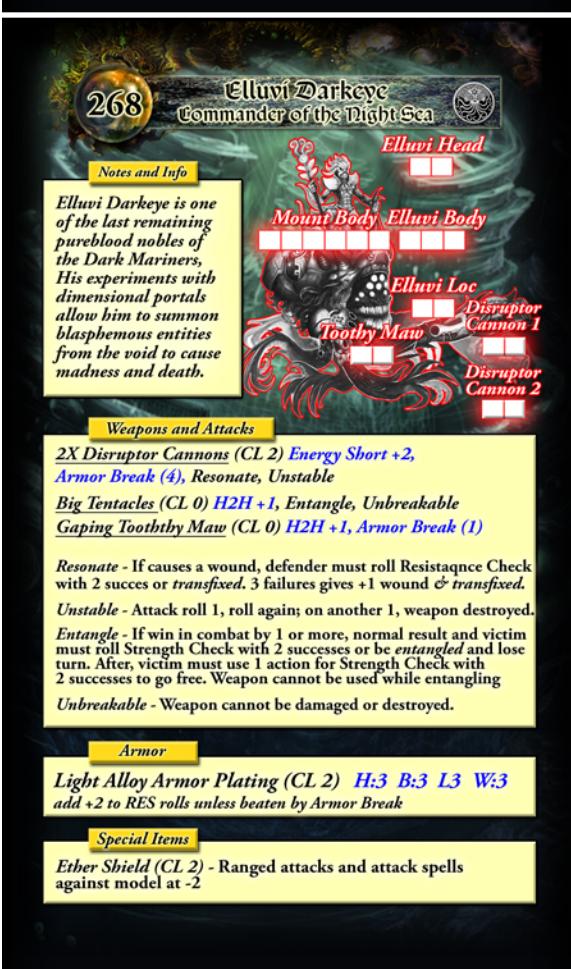
Armor

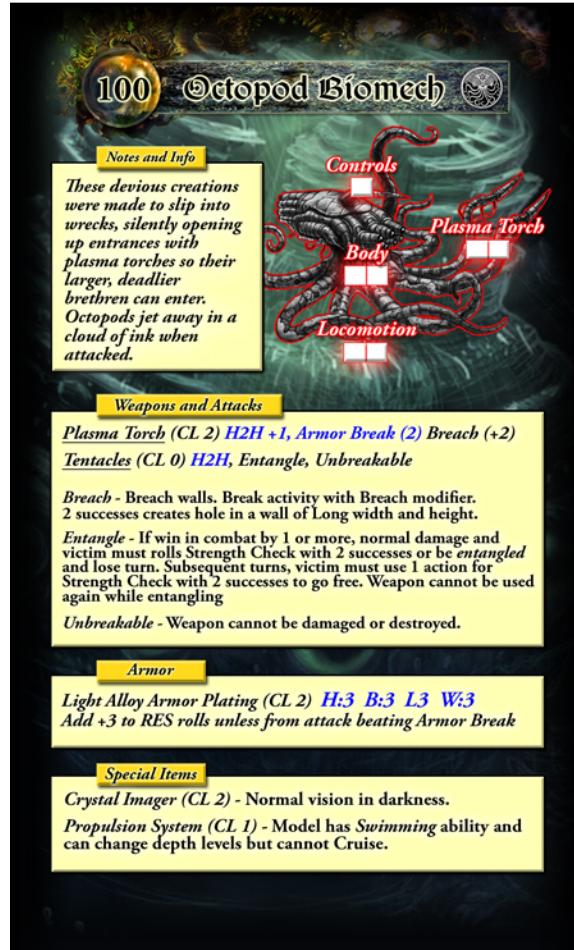
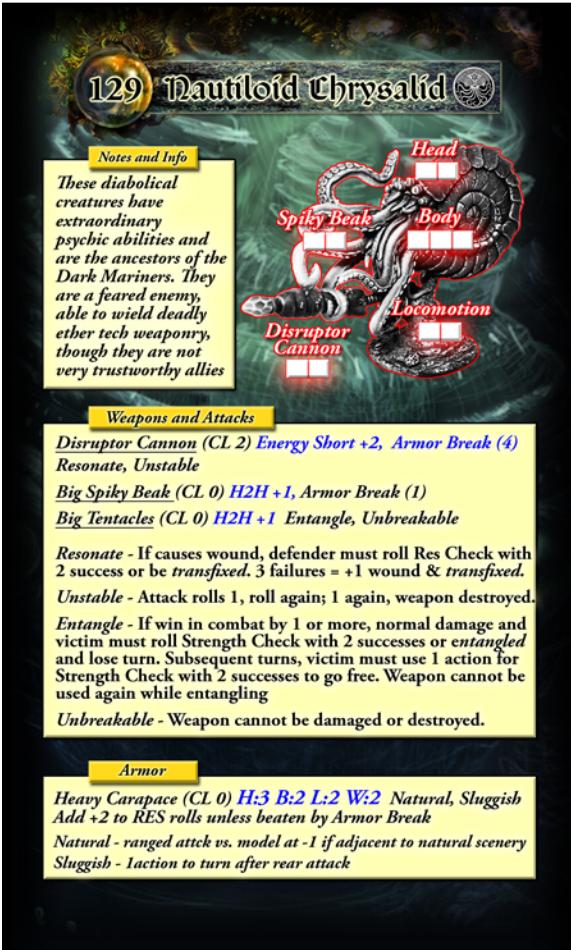
Thick Skin with Armor (CL 0) H:2 B:1 L:1 W:2

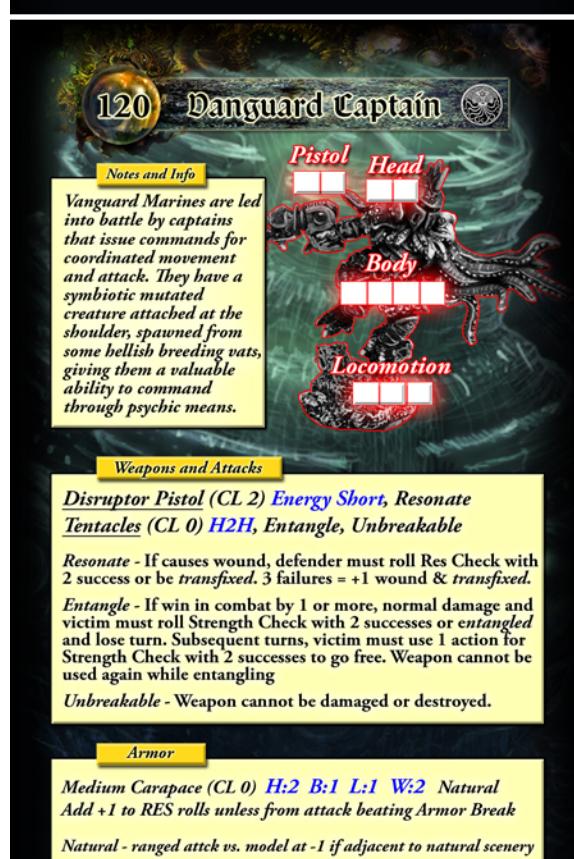
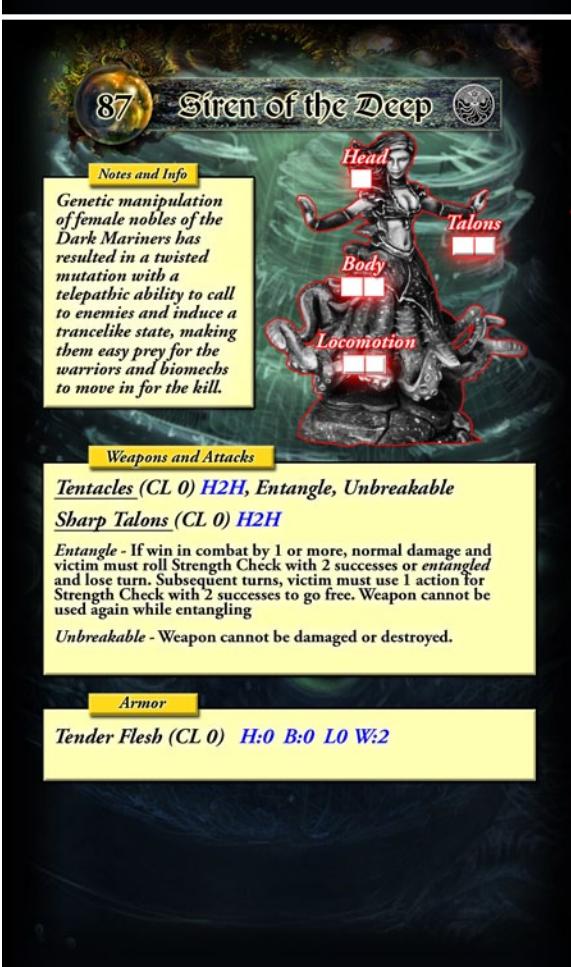
Add +1 to RES rolls unless beaten by Armor Break



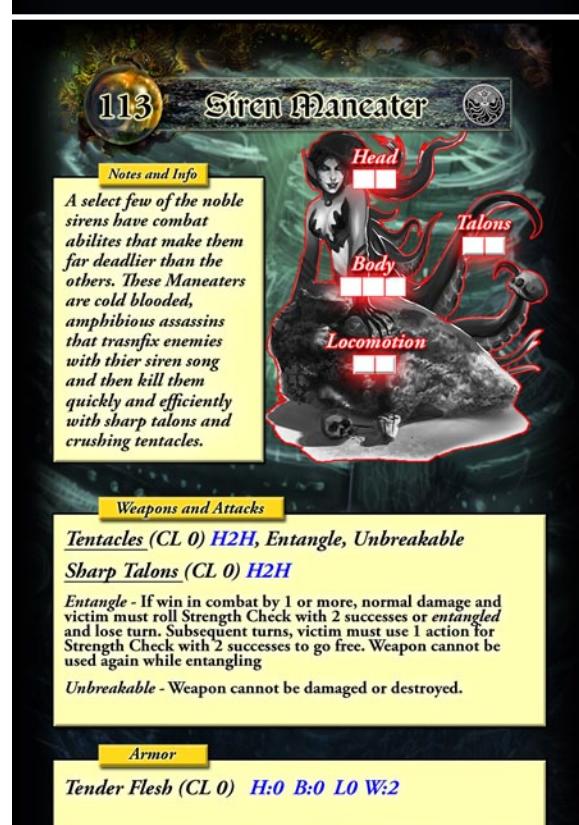














67 Assault Soldier

Personality/Model

Attributes:

- Q 4+
- C 2
- Str 5+
- Res 5+
- Will 4+
- AV/Bonus +2 RES roll

Equipment:

- Micro-edge Blade +1
- Hypercav Rifle +2
- Body AV 2

Special Abilities:

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

Description:

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

Personality/Model

Attributes:

- Q 4+
- C 2
- Str 5+
- Res 5+
- Will 4+
- AV/Bonus +1 RES roll

Equipment:

- Staff +0
- Beam Pistol +1
- Body AV 1

Special Abilities:

- Scientist (2), Shooter (medium), Marine*

Description:

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 Atalan, 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

- Hypercav 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

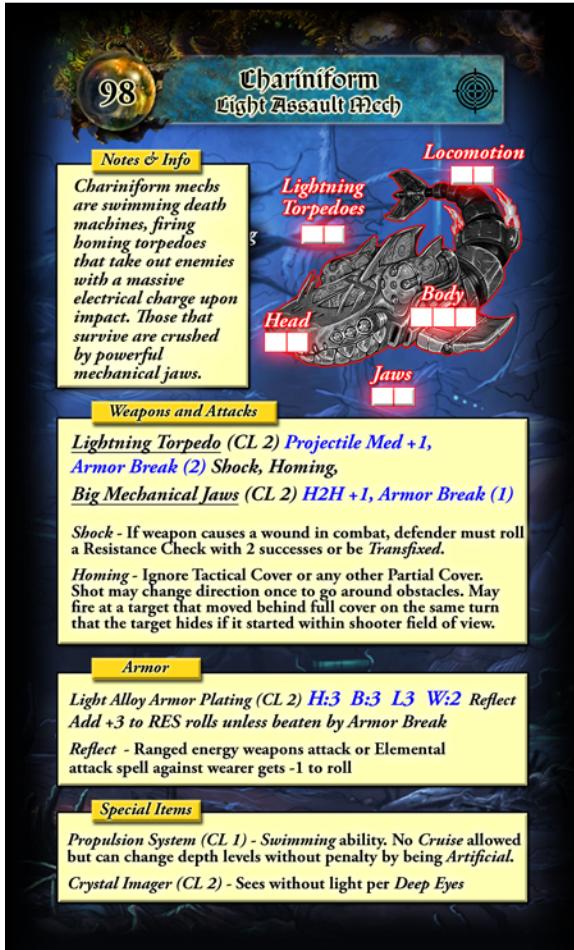
Refract - Ranged attack into Tactical Cover at -2. Murky water range is Short. No attack in Soupy water.

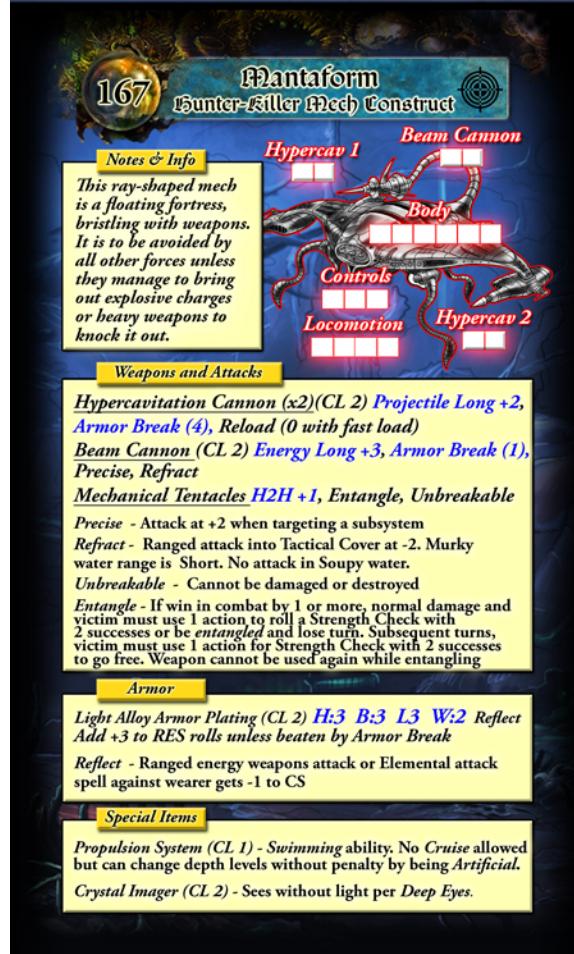
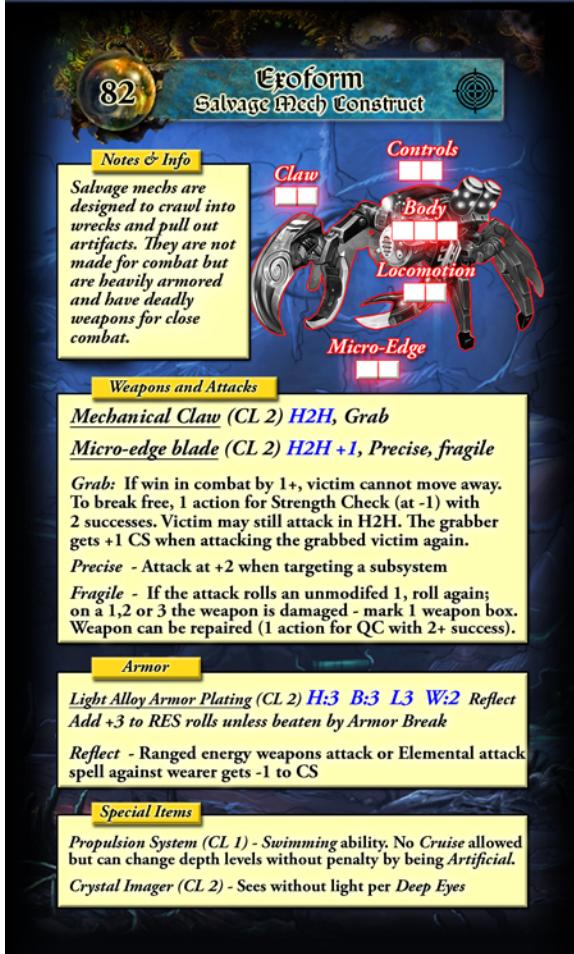
Armor

- 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*







117 **Elite Soldier**

Q 4+ **C 4** **Str 5+** **Res 5+** **Will 3+** **AV/Bonus +2 RES roll**

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.



Micro-edge Blade **+1 Beam Rifle** **+2 Body AV** **2**



152 **Xicana** **Elementalist of Atalán**

Personality Model

Q 2+ **C 2** **Str 5+** **Res 5+** **Will 2+**

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.

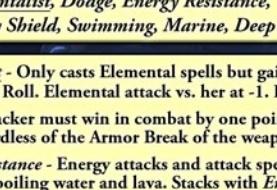
Energy Resistance - Energy attacks and attack spells at -2. No effect from boiling water and lava. Stacks with **Energy Shield**.

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*

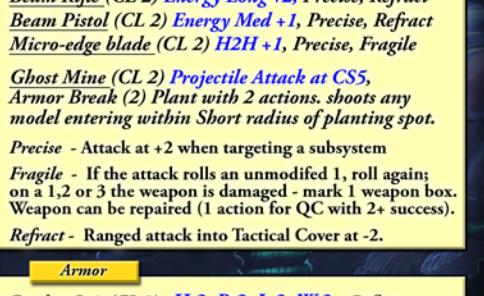
Add +2 to RES rolls unless beaten by Armor Break

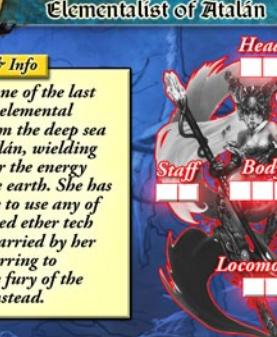
Reflect - Ranged energy weapons attack or Elemental attack spell against wearer gets -1 to CS

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 Alahal the Immortal Commander of Atalan

Personality/Model

Q 2+ **C 4** **Str 3+** **Res 4+** **Will 2+**

AV Bonus +4 **RES roll (fail on three 1's)**

Fusion Blade **Hypercavitation Cannon** **Body AV 4**

Special Abilities

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

Notes & Info

The eldest of the force from the remote kingdom beneath the seas, Alahal 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.

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. Breach 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 L:4 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 Conjuror of the Ethers

Personality/Model

Q 3+ **C 2** **Str 5+** **Res 5+** **Will 3+**

Body AV 1* **Dodge**

Staff **+0**

Special Abilities

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

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.

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.

236 Alahal the Immortal Commander of Atalan

Notes & Info

The eldest of the force from the remote kingdom beneath the seas, Alahal 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.

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. Breach 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 L:4 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 Conjuror 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.

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

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 (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. Mounted kill 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

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 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*

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

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*

Muraniform
Stealth Mech Construct

85

Q 4+
C 3
Str 5+
Res 5+
Will 3+

Metal Jaws +0
Body AV 3

Special Abilities

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

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.

Weapons and Attacks

Metal Jaws (CL 0) H2H
Tail Smack (CL 0) H2H

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

Special Items

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

Tecchuili
Captain of Atalán

107

Personality/Model

Q 3+
C 3
Str 5+
Res 5+
Will 3+

Micro-edge Blade +1
Hypercav Pistol
Body AV 2

Special Abilities

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

Notes & Info

Tecchuili leads the troops of Atalán 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.

Weapons and Attacks

Hyper-cav 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

Muraniform
Stealth Mech Construct

85

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 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

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

Tecchuili
Captain of Atalán

107

Notes & Info

Tecchuili leads the troops of Atalán 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.

Head
Hyper-cav Pistol
Body
Blade
Locomotion

Weapons and Attacks

Hyper-cav 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

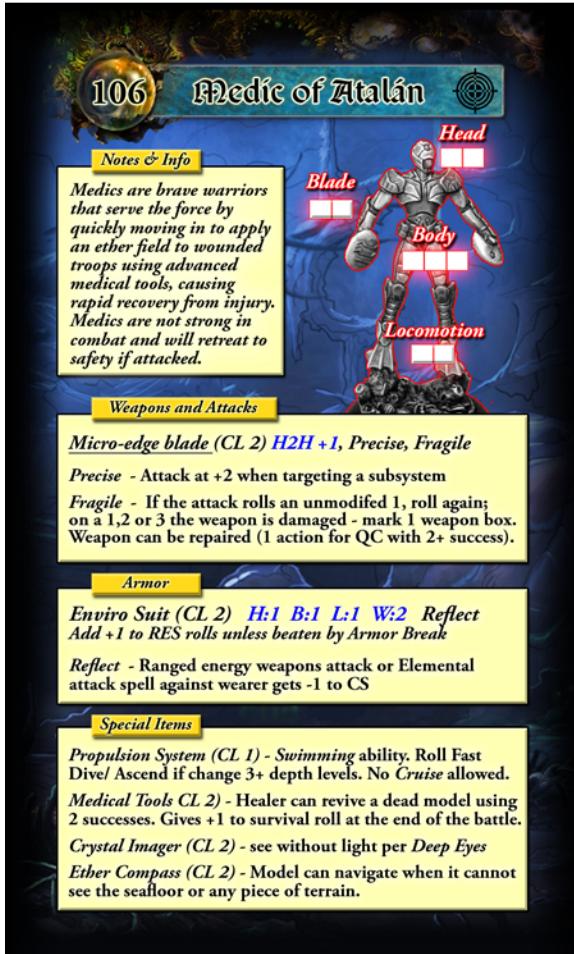
Combat Suit (CL 2) H:2 B:2 L:2 W:2 Reflect
Add +2 to RES rolls unless beaten by Armor Break

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



78 Abyssal Gark Warrior



Abilities

- Q 4⁺
- C 4
- Str 4⁺
- Res 5⁺
- Will 4⁺
- AV Bonus +1 RES roll

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



Abilities

- Q 4⁺
- C 4
- Str 4⁺
- Res 5⁺
- Will 4⁺
- AV Bonus +1 RES roll

Special Abilities

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

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-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).

78 Abyssal Gark Warrior



Notes and Info

Abyssal Garks are humanoid creatures 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



**At-Atck
Clal-chk Scientist**

107

Personality Model

Q3+ **C3** **Str 5+** **Res 5+** **Will 3+** **Morale Check 4+**

Bony talons +0 **Ether Pulse Blaster +1** **Body AV 2**

Special Abilities

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

Notes and Info

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".



Clal-chk Warrior

63

Q4+ **C4** **Str 5+** **Res 5+** **Will 4+** **Morale Check 5+**

Bony Talons +0 **Biotech Rifle +1** **Body AV 2**

Special Abilities

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

Notes and Info

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".



**At-Atck
Clal-chk Scientist**

107

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.*



Clal-chk Warrior

63

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*

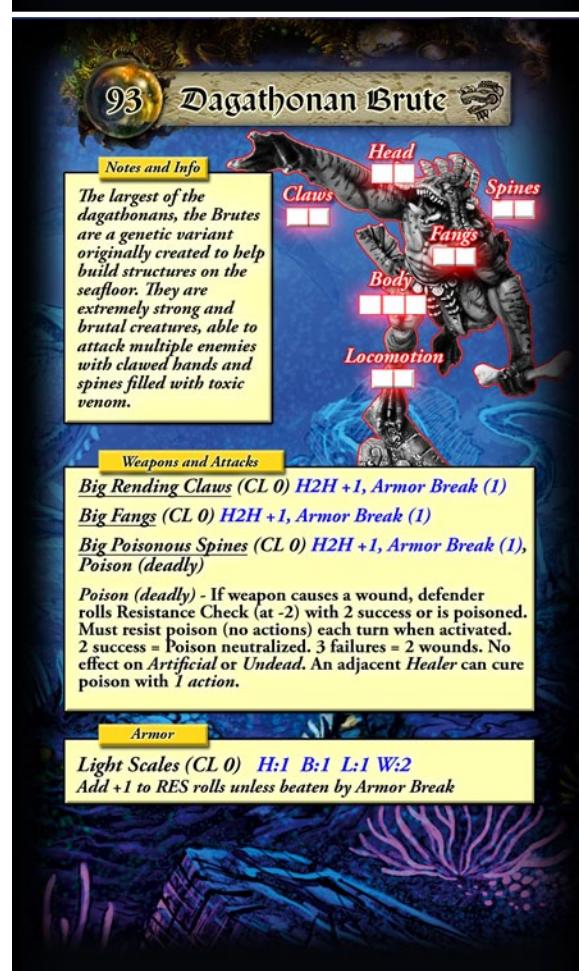
Corrosive - If causes a wound in combat defender must roll a Resistance Check with two success or is *Corroding*. Must resist corrosion each turn when activated (no actions used). On three failures, suffer 1 wound. *Healer* can cure with 1 action but *Artificial* models must be repaired by *Scientist*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



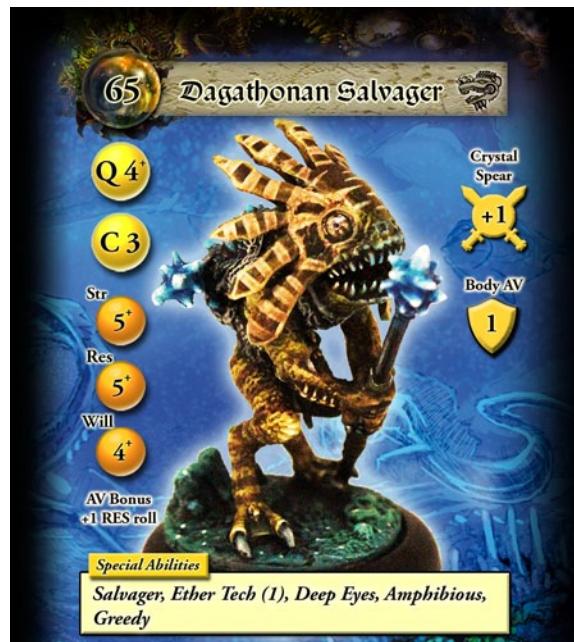


Deep Caller - Friendly Animals and Warbeasts within Long stick radius get +1 activation. Can call Group Activation and Regroup. Death requires Morale Check for ally Animals and Warbeasts. Personality model.

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".



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".



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



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

Q 3⁺ **C 4** **Str 4⁺** **Res 4⁺** **Will 3⁺**

AV Bonus +1 RES roll

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

Personality Model

Q 3⁺ **C 3** **Str 5⁺** **Res 5⁺** **Will 3⁺**

AV Bonus +2 RES roll

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 Spelcasting 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,

Head **Big Bite** **Body** **Spines** **Locomotion**

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.

Bite **Head** **Body** **Locomotion** **Spear**

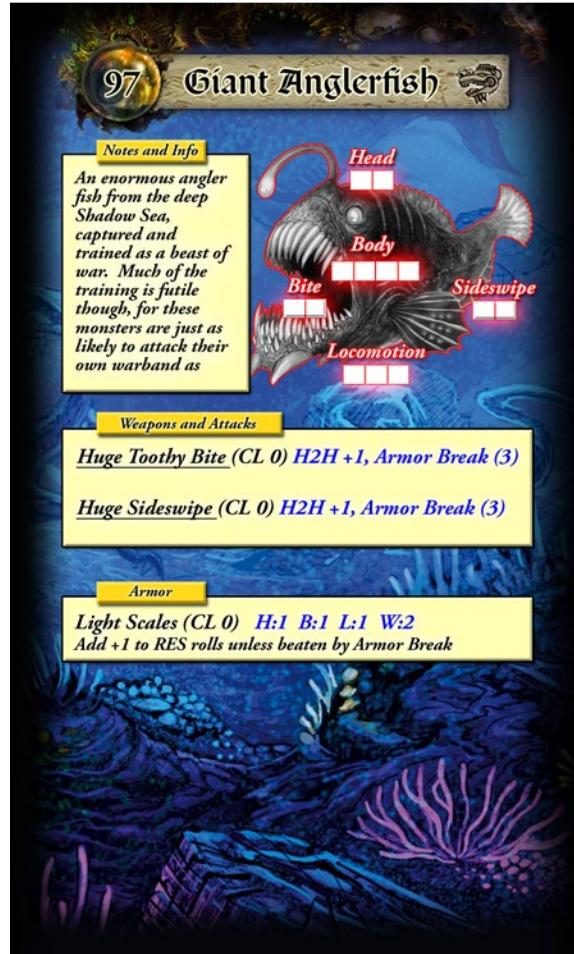
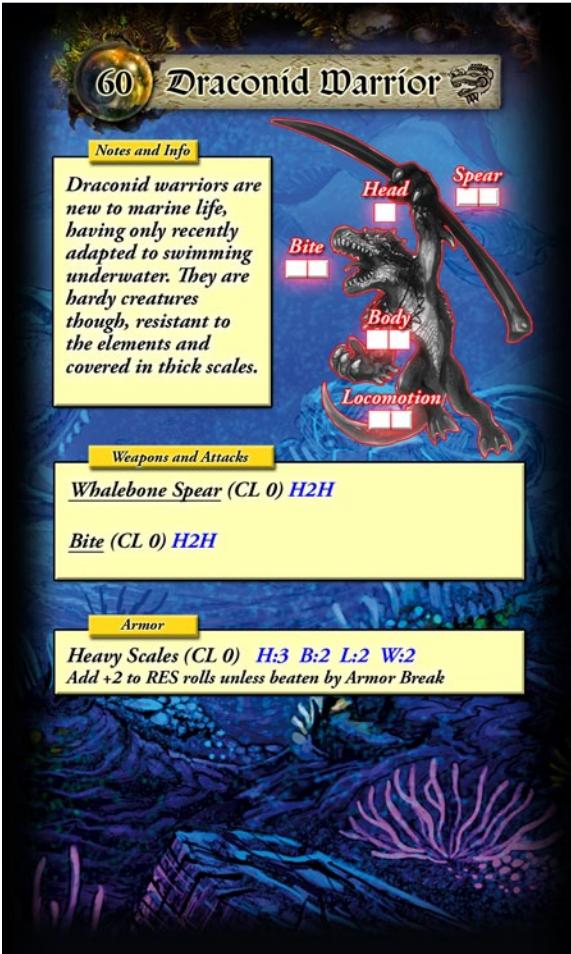
Weapons and Attacks

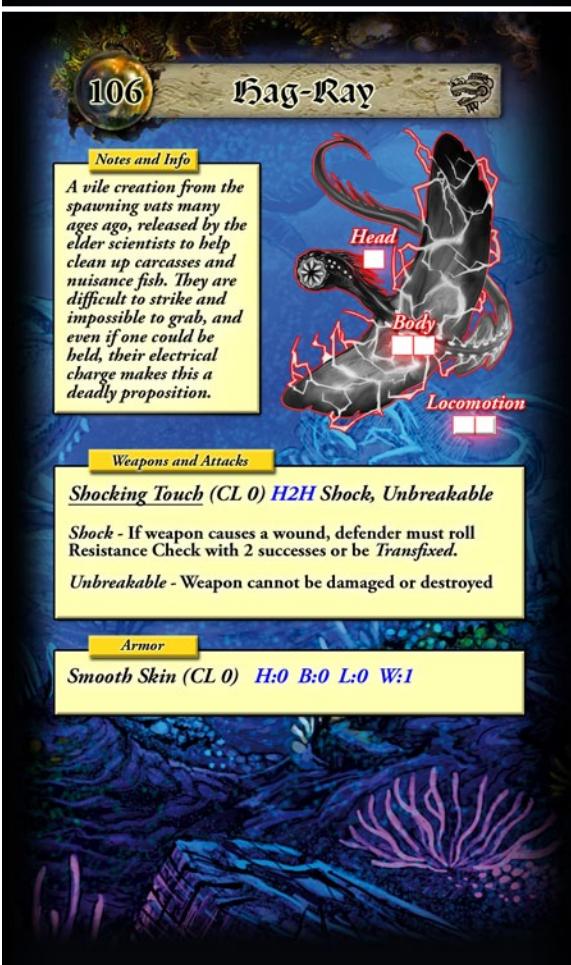
Whalebone Spear (CL 0) H2H

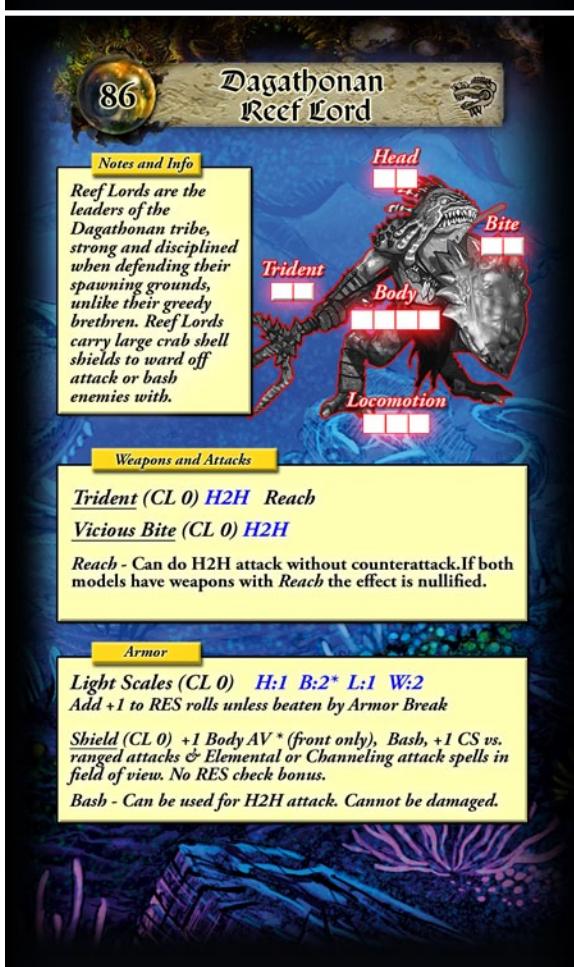
Bite (CL 0) H2H

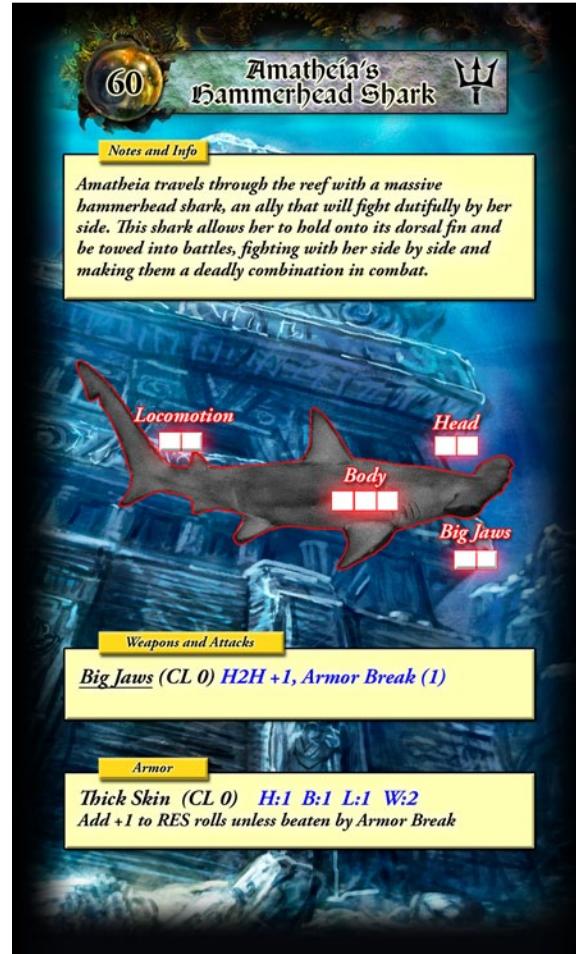
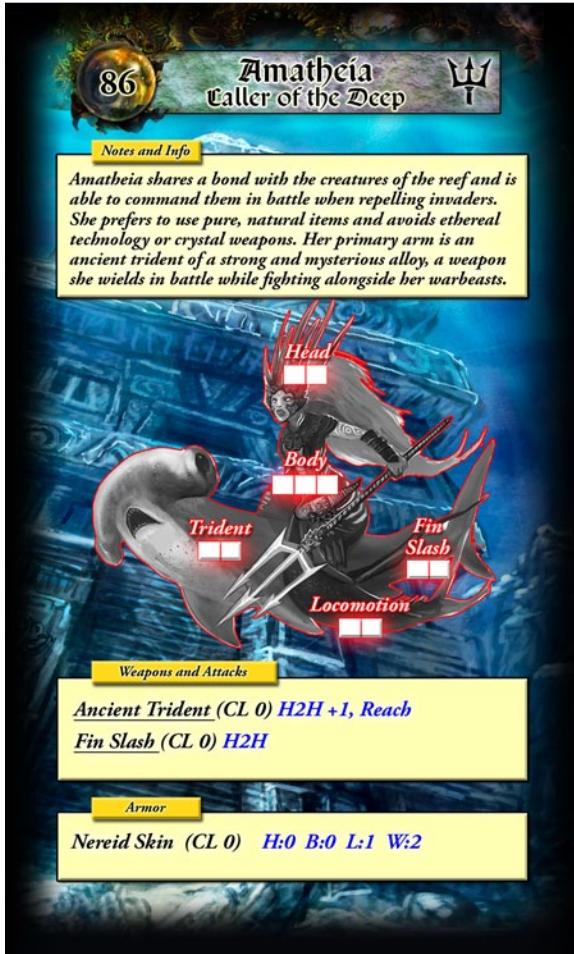
Armor

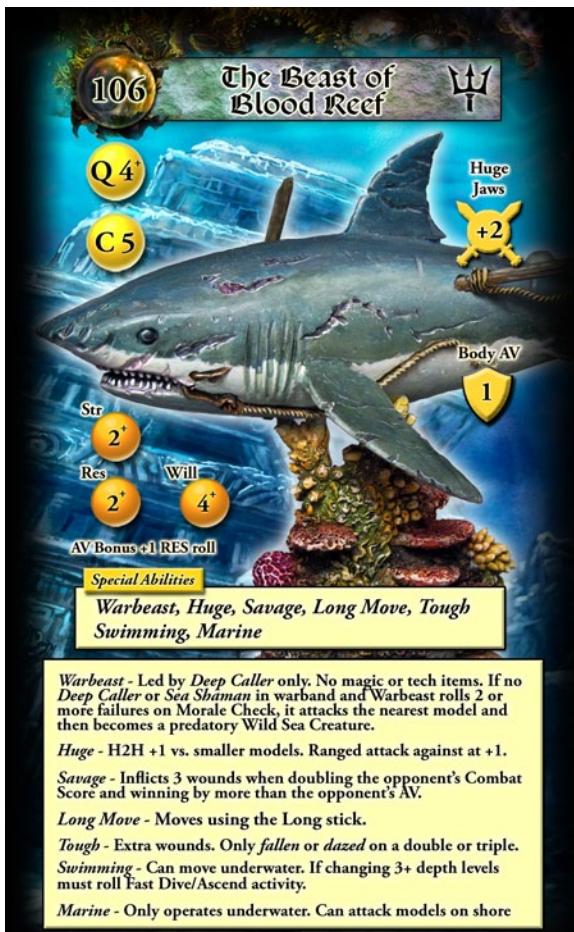
Heavy Scales (CL 0) H:3 B:2 L:2 W:2
Add +2 to RES rolls unless beaten by Armor Break

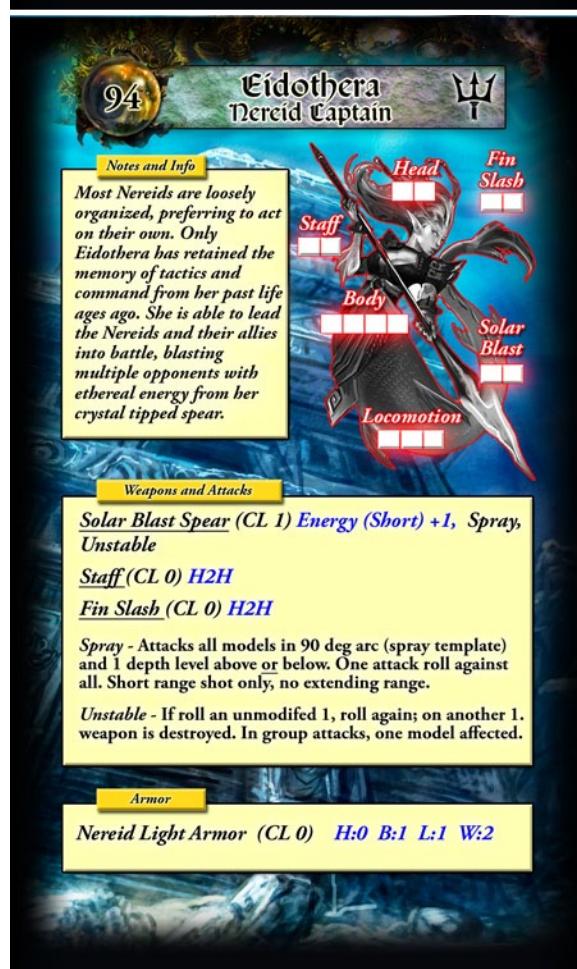


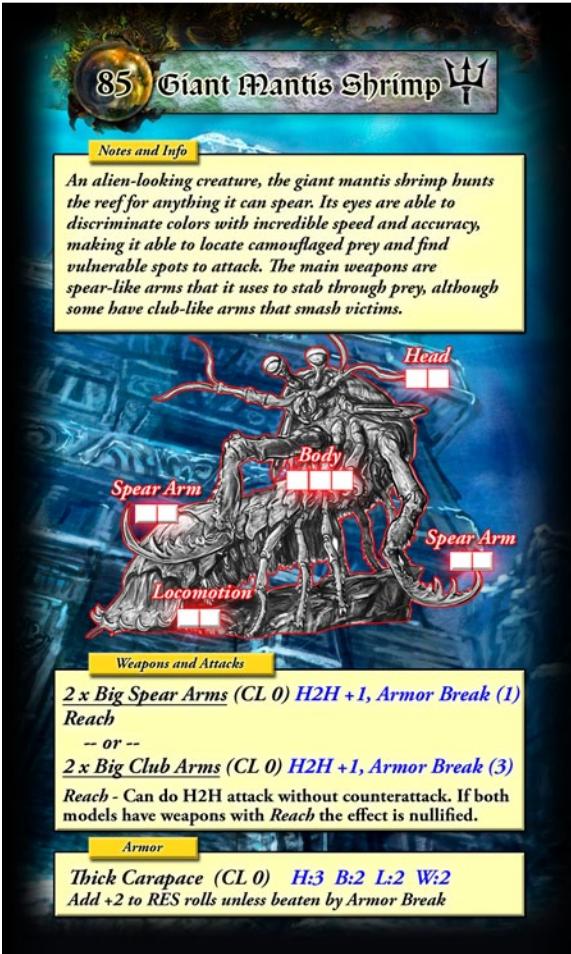












141 **Ichelion**
Lord of the Seas

Personality Model

Volcano Trident

Body AV

Special Abilities

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

Notes and Info

Ichelion 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 leaded him into close combat, where he wields a massive crystal-tipped trident that burns with the heat of the earths 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

Personality Model

Corrosive Bio-Blade

Biotech Doom Tracker

Body AV

Special Abilities

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

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 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

141 **Ichelion**
Lord of the Seas

Notes and Info

Ichelion 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 leaded him into close combat, where he wields a massive crystal-tipped trident that burns with the heat of the earths 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 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

