

199 Angus McBain

Q 3

C 4

Str 2⁺

Res 3⁺

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 Long stick radius get +1 activation. Can call Group Activation and Regroup. 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.

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

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) - Can make 1 more attack if first hits

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. Model can operate underwater or on land (Medium move on land from *Powered* suit).

82 Communication Mech

Q 2⁺

C 3

Str 5⁺

Res 5⁺

Will 2⁺

AV Bonus
+2 RES roll

Antenna
+0

Body AV
2

Special Abilities

Artificial (Mach Construct), **Relay**, **Marine**, **Ether Tech (1)**

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

Relay - Double max range (2 Long sticks) for Group actions.

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.

199 Angus McBain

Notes and Info

The commander of the Fortune Hunters is a scarred and graying veteran of the original expedition to the Underlands. Angus is a warrior more than a tactician, bringing a vast arsenal of weapons to the deep sea missions.

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 normal CS. Explosion affects others within Short distance, not behind full cover - defend vs CS.

Hazardous - If roll a 1, roll again; on another 1, weapon explodes. Roll blast attack centered on user with C 4.

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

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.

82 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**

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.

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Breaching Mech

Q 4

C 4

Str

2⁺

Res

3⁺

Will

4⁺AV Bonus
+4 RES roll

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.

Power
Claw

+0

Torpedo

+1

Body AV

4

111

Big Game Hunter

Q 3

C 4

Str

4⁺

Res

5⁺

Will

4⁺AV Bonus
+2 RES roll

Special Abilities

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

Lethal (animals) - Kill Animal models just by winning in combat (no need to double CS).

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).

Bush
Knife

+0

Harpoon
Cannon

+1

Body AV

2

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 ancient 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 normal CS. Explosion affects others within Short distance, not behind full cover - defend vs CS.

Hazardous - If roll a 1, roll again; on another 1, weapon explodes. Roll blast attack centered on user with C 4.

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

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

Armor

Hyv Armor (CL 2) H:4 B:4 L4 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.

Torpedo

□ □

Head

□ □

Charge

□ □

Body

□ □

Power Claw

□ □

Speargun

□ □

Locomotion

□ □

111

Big Game Hunter

Notes and Info

Big game hunters, fresh from stalking the giant beasts of the dark continent, are tempted by the idea of hunting the largest creatures in the world. They carry massive harpoon cannons and are skilled at hitting the vital spots of their prey.

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 normal CS. Explosion affects others within Short distance, not behind full cover - defend vs CS-1.

Harpoon - Victim can move but must use 1 action for Drag activity at -1 and get 2 successes. Attacker and victim can Drag. Winner of tug-of-war (most successes) pulls the opponent.

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/Ascend. 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. 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).

Head

□ □

Body

□ □

Harpoon Cannon

□ □

Dart Gun

□ □

Bush Knife

□ □

Locomotion

□ □

102

Dr. Heinrich Cornelius
Arcane Researcher

Q3

C2

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).

79

Heavy Support Trooper

Q4

C4

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).

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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 Etheral Magic. He provides much needed protection from magical attacks by the enemy, dispelling etheral spells with ease.

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 damaged (recoil/fallen). If lose by double in combat after suit has been damaged, gruesome kill (implosion).

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. +2 on the Treasure Artifact Table.

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 in combat.

Weapons and Attacks

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

Power Claw (CL 1) H2H, Grab

Grab: If defender loses, must activate and spend 1 action for Force activity and roll 2 successes. Until escape, grabber gets +1 to H2H.

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 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.

98 Ironbelly Kellogg

Sea Dog Captain

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 Long stick radius get +1 activation. Can call Group Activation and Regroup. 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 - Loots killed enemy in H2H combat (salvage) and move to treasure in line of sight unless Quality Check with two successes.

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

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. Otherwise recoils.


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

98 Ironbelly Kellogg

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 Kellogg is just that sort, hardened by many battle on ship and below the waves. Cowards should think twice before joining his crew.



Head

Scattergun

Body

Anchor

Locomotion

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 defend. 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 damaged (*recoil/fallen*). If lose by double in combat after suit has been damaged, *gruesome kill* (implosion).

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.



Head

Body

Arc Torch

Locomotion

Weapons and Attacks

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

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

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 damaged (*recoil/fallen*). If lose by double in combat after suit has been damaged, *gruesome kill* (implosion).

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.

99 Marie du Chatelet

Scientist of the Ethers

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 with Quality Check with 2 success. Activate CL 3 devices with -2 to Quality Check. 3 failures damages the item. Repair item with 2 actions. Model is a Personality.

Shooter (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

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 - During combat, can revive a dead (but not gruesomely killed) model to *fallen* with 3 actions but must state using all actions for healing. On 3 failures, lose ability for remainder of combat. Can repair injured body parts or revive *fallen* or *transfixed* models using one action. Can only heal models from same force. 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
Body

Weapons and Attacks

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

Power Claw (CL 1) H2H, Grab

Grab: If defender loses, is grabbed. To break free, use 1 action for Forceactivity and roll 2 successes. Model grabbed may still attack in H2H. Until defender free, the grabber gets +1 to 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 damaged (*recoil/fallen*). If lose by double in combat after suit has been damaged, *gruesome kill* (implosion).

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. +2 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.



Locomotion
Head

Steel Spike
Body

Dart Gun
Body

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 damaged (*recoil/fallen*). If lose by double in combat after suit has been damaged, *gruesome kill* (implosion).

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 to be revived with 2 actions, not 3.

80

Recon Trooper

Q 4

C 3

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

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).

Knife

+0

Harpoon Gun

+1

Body AV

1

47

Sea Dog

Q 4

C 3

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

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 - Loots killed enemy in H2H combat (salvage) and move to treasure in line of sight unless Quality Check with two successes.

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).

Anchor

+0

Scattergun

+1

Body AV

1

80

Recon Trooper

Notes and Info

These troopers are foolhardy enough to 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 - Victim can move but must use 1 action for Drag activity at -1 and get 2 successes. Attacker and victim can Drag. Winner of tug-of-war (most successes) pulls the opponent.

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 damaged (recoil/fallen). If lose by double in combat after suit has been damaged, *gruesome kill* (implosion).

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.

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 defend. 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/Ascend. Lose ability if damaged (recoil/fallen). If lose by double in combat after suit has been damaged, *gruesome kill* (implosion).

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

Q3

C3

Str

5+

Res

5+

Will

3+

AV Bonus
+1 RES roll

Special Abilities

Assassin, Stealth, Ether Tech (2), Diver

Assassin - Gain +2 to targeting a vulnerable spot (-2 total). These attacks ignore armor and kill opponent just by winning in combat. No effect on *Artificial* models. Personality.

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).

Knife

+0

Body AV

1

63

Tactical Dive Soldier

Q4

C3

Str

4+

Res

5+

Will

4+

AV Bonus
+2 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).

Knife

+0

Speargun

+1

Body AV

1

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/Ascent. Lose ability if damaged (*recoil/fallen*). If lose by double in combat after suit has been damaged, *gruesome kill* (implosion).

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).

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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 Fast Dive/Ascent. Lose ability if damaged

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



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



Special Abilities

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

Lethal (spellcasters) - Kill models that cast spells just by winning in combat (no need to double CS).

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/Ascend. Lose ability if damaged (*recoil/fallen*). If lose by double in combat after suit has been damaged, *gruesome kill* (implosion).

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 damaged (*recoil/fallen*). If lose by double in combat after suit has been damaged, *gruesome kill* (implosion).

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).