Card 67 — Assault Soldier

67 **Assault Soldier**

Q 4⁺
C 2

Str **5⁺**
Res **5⁺**
Will **4⁺**

AV Bonus
+2 RES roll

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

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

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

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

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

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Card 73 — Acolyte of the Ethers

73 **Acolyte of the Ethers**

Personality Model

Q 4⁺
C 2

Str **5⁺**
Res **5⁺**
Will **4⁺**

AV Bonus
+1 RES roll

Staff **+0**
Beam Pstol **+1**
Body AV **1**

Special Abilities
Scientist (2), Shooter (medium), Marine

Scientist (2) - Can use CL 1 and CL 2 Ether Tech devices. Activate new device or repair damaged device with Quality Check with with number of succeses = 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.

Card 67 — Assault Soldier (back)

67 **Assault Soldier**

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

Head — Hypercav Rifle — Body — Blade — Locomotion

Weapons and Attacks
Hypercavitation Rifle (CL 2) **Projectile Long +2 Armor Break (2)**, Reload (1 action)
Micro-edge blade (CL 2) **H2H +1**, Precise, Fragile

Precise - Attack at +2 when targeting a subsystem

Fragile - If the attack rolls an unmodifed 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*

Card 73 — Acolyte of the Ethers (back)

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.

Head — Staff — Body — Beam Pistol — Locomotion

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 Conjuration 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*

Card 98 — Chariniform, Light Assault Mech

98

Chariniform
Light Assault Mech

Q 4⁺
C 3

Str **4⁺**
Res **4⁺**
Will **4⁺**

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

Mech Jaws **+1**
Lightning Torpedo **+1**
Body AV **3**

Special Abilities

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

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

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

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

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

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

Card 112 — Matlal the Elder, Technologist of Atalán

112

Matlal the Elder
Technologist of Atalán

Personality Model

Q 2⁺
C 2

Str **6⁺**
Res **6⁺**
Will **3⁺**

Morale Check **2⁺**

AV Bonus +1 RES roll

Arm Blade **+0**
Beam Pistol **+1**
Body AV **1**

Special Abilities

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

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

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

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

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

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

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Card 98 (back) — Chariniform, Light Assault Mech

98

Chariniform
Light Assault Mech

Notes & Info

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

Locomotion
Lightning Torpedoes
Head
Body
Jaws

Weapons and Attacks

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

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

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

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

Armor

Light Alloy Armor Plating (CL 2) *H:3 B:3 L3 W:2* *Reflect* Add +3 to RES rolls unless beaten by Armor Break

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

Special Items

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*

Card 112 (back) — Matlal the Elder, Technologist of Atalán

112

Matlal the Elder
Technologist of Atalán

Notes & Info

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

Head
Beam Pistol
Body
Blade
Locomotion

Weapons and Attacks

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

Arm Blade (CL 0) *H2H*

Precise - Attack at +2 when targeting a subsystem

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

Armor

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

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

Special Items

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

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

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

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

Card 82 — Exoform

82

Exoform
Salvage Mech Construct

Q 4⁺

C 2

Mech Claw +0

Str 3⁺

Res 5⁺

Will 4⁺

Body AV 3

AV Bonus
+3 RES roll

Special Abilities

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

Salvager - Gain +1 bonus to roll on treasure tables

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

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

Amphibious - Can operate on land and underwater.

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

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

Card 82 — Exoform (back)

82

Exoform
Salvage Mech Construct

Notes & Info

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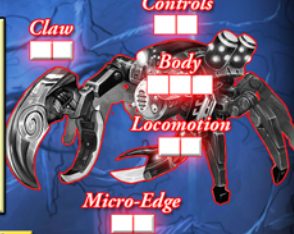
Controls

Claw

Body

Locomotion

Micro-Edge

Weapons and Attacks

Mechanical Claw (CL 2) *H2H, Grab*

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

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

Precise - Attack at +2 when targeting a subsystem

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

Armor

Light Alloy Armor Plating (CL 2) **H:3 B:3 L3 W:2** *Reflect* Add +3 to RES rolls unless beaten by Armor Break

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

Special Items

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

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

Card 167 — Mantaform

167

Mantaform
Hunter-Killer Mech Construct

Q 4⁺

C 4

Mech Tentacles +1

Hypercav Cannon +2

Str 4⁺

Res 4⁺

Will 4⁺

Body AV 3

AV Bonus
+3 RES roll

Special Abilities

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

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

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

Amphibious - Can operate on land and underwater

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

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

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

Fast Load - Does not need to reload a weapon

Card 167 — Mantaform (back)

167

Mantaform
Hunter-Killer Mech Construct

Notes & Info

This ray-shaped mech is a floating fortress, bristling with weapons. It is to be avoided by all other forces unless they manage to bring out explosive charges or heavy weapons to knock it out.
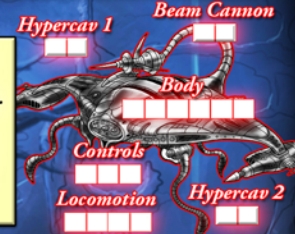
Hypercav 1

Beam Cannon

Body

Controls

Locomotion

Hypercav 2

Weapons and Attacks

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

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

Mechanical Tentacles *H2H +1, Entangle, Unbreakable*

Precise - Attack at +2 when targeting a subsystem

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

Unbreakable - Cannot be damaged or destroyed

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

Armor

Light Alloy Armor Plating (CL 2) **H:3 B:3 L3 W:2** *Reflect* Add +3 to RES rolls unless beaten by Armor Break

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

Special Items

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

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

117 — Elite Soldier

Q 4⁺
C 4

Str 5⁺
Res 5⁺
Will 3⁺

AV Bonus +2 RES roll

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

Special Abilities

Ether Tech (2), Shooter (Long), Marine, IronWill, 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*.

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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.

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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 and planting minefields.

Labels: Head, Ghost Mine, Body, Beam Rifle, Micro-Edge, Pistol, Locomotion

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 with CS6 (no roll)*
Armor Break (2) Plant with 2 actions. auto-shoots any model moving within Short radius of planting spot.

Precise - Attack at +2 when targeting a subsystem

Fragile - If the attack rolls an unmodifed 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*

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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.

Labels: Head, Glance, Staff, Body, Locomotion

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

Card 1 (top-left) — Alahal the Immortal

236 — Alahal the Immortal
Commander of Atalán

Personality Model

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

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

Fusion Blade +2
Hypercavitation Cannon +2
Body AV 4

Special Abilities

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

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

Amphibious - Can operate on land and underwater

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

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

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

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

Card 2 (top-right) — Conjuror of the Ethers

103 — Conjuror of the Ethers

Personality Model

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

Staff +0
Body AV 1*
Dodge

Special Abilities

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

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

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

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

Deep Eyes - Normal vision in darkness.

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

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

Card 3 (bottom-left) — Alahal the Immortal

236 — Alahal the Immortal
Commander of Atalán

Notes & Info

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

Head / Body / Fusion Blade / Fist / Locomotion / Hypercav Cannon

Weapons and Attacks

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

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

Armored Fist (CL 0) *H2H*

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

Armor

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

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

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

Special Items

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

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

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

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

Card 4 (bottom-right) — Conjuror of the Ethers

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.

Head / Body / Staff / Locomotion

Weapons and Attacks

Staff (CL 0) *H2H*

Armor

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

Special Items

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

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

Card 1: Hydraform (top-left)

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.

Card 2: Reconnaissance Scout (top-right)

99 — Reconnaissance Scout

Q 4⁺
C 3
Str 5⁺
Res 5⁺
Will 4⁺

AV Bonus +2 RES roll

Micro-edge Blade +1
Beam Pistol +1
Body AV 2

Special Abilities

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

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

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

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

Marine - Operates underwater. Can move on land with Anti-Grav (CL 2) and Sea-Breather device (CL 2) for 15 points.

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

Long Move - Moves using the Long stick

Card 3: Hydraform (bottom-left)

106 — Hydraform
Light Combat Mech Construct

Notes & Info

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

Controls, Beam Rifle, Body, Locomotion

Weapons and Attacks

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

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

Precise - Attack at +2 when targeting a subsystem

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

Unbreakable - Cannot be damaged or destroyed

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

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

Armor

Light Alloy Armor Plating (CL 2) **H:3 B:3 L3 W:2** *Reflect*
Add +3 to RES rolls unless beaten by Armor Break

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

Special Items

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

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

Card 4: Reconnaissance Scout (bottom-right)

99 — Reconnaissance Scout

Notes & Info

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

Rider Head, Micro-Edge, Body, Beam Pistol, Bike Rider, Rider Loc

Weapons and Attacks

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

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

Precise - Attack at +2 when targeting a subsystem

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

Fragile - If the attack rolls an unmodifed 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*

Card 85 — Muraniform (Stealth Mech Construct)

85

Muraniform
Stealth Mech Construct

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

Metal Jaws **+0**

Body AV **3**

AV Bonus
+3 RES roll

Special Abilities

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

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

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

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

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

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

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

Card 107 — Tecchuili (Captain of Atalán)

107

Tecchuili
Captain of Atalán

Personality Model

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

Micro-edge Blade **+1**

Hypercav Pistol **+1**

Body AV **2**

AV Bonus
+2 RES roll

Special Abilities

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

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

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

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

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

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Card 85 — Muraniform (back)

85

Muraniform
Stealth Mech Construct

Notes & Info

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

Head
Tail
Body
Jaws
Locomotion

Weapons and Attacks

Metal Jaws (CL 0) **H2H**

Tail Smack (CL 0) **H2H**

Armor

Light Alloy Armor Plating (CL 2) **H:3 B:3 L3 W:2**
Reflect Add +3 to RES rolls unless beaten by Armor Break

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

Special Items

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

Card 107 — Tecchuili (back)

107

Tecchuili
Captain of Atalán

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.

Hyper-cav Pistol
Head
Body
Blade
Locomotion

Weapons and Attacks

Hypercavitation Pistol (CL 2) *Projectile (Long) +1 Armor Break (1), Reload (1 action)*
Micro-edge blade (CL 2) **H2H +1**, Precise, Fragile

Precise - Attack at +2 when targeting a subsystem

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

Armor

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

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

Special Items

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

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

106 — Medic of Atalán

Personality Model

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

Micro-edge Blade +0

Body AV 1

AV Bonus +1 RES roll

Special Abilities

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

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

Steadfast - Gets +1 to Moral Check rolls

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

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

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

78 — Carangaform / Mech Shoal

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

Bites and Slashes +0

Body AV 3

AV Bonus +3 RES roll

Special Abilities

Artificial (Mech Construct), Shoaling, Marine, Ether Tech (2), Opportunistic, Savage

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

Shoaling - An aggregate that moves and attacks as a social unit. If multiple shoal bases are in the battle, they must be adjacent. Ranged attacks and spells have no effect unless they have Blast or affect a Zone area. Can only be attacked to the Body. Concetrated Fire called by a Leader affects a Shoal at -2 even if the weapons have no Blast effects.

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

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

Opportunistic - get+1 on activation rolls when they have a fallen or transfixed foe within a Short distance.

Savage - Inflicts +1 wounds when doubling or tripling the opponent's CS and winning by more than the opponent's AV.

106 — Medic of Atalán

Notes & Info

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

Head / **Blade** / **Body** / **Locomotion**

Weapons and Attacks

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

Precise - Attack at +2 when targeting a subsystem

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

Armor

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

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

Special Items

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

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

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

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

78 — Carangaform / Mech Shoal

Notes & Info

These shoals of small mechanical constructs are dangerous in the narrow channels of Blood Reef. They swarm around targets, slashing with sharp teeth and fins and leave victims torn to pieces, drifting with the tide.

Body

Weapons and Attacks

Mech Shoal Bite & Fin Slash (CL 0) H2H
Unbreakable

Armor

Light Alloy Armor Plating (CL 2) H:3 B:3 L3 W:2
Reflect Add +3 to RES rolls unless beaten by Armor Break

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

Special Items

Crystal Imager (CL 2) - see without light per *Deep Eyes*
Propulsion System (CL 1) - Swims underwater but no Cruise.

Card 68 — Copeform Repair Mech

68 Copeform Repair Mech

Q 4⁺
C 3

Str 5⁺
Res 5⁺
Will 4⁺

Mech Claws +0

AV Bonus +3 RES roll

Body AV 3

Special Abilities

Artificial (Mech Construct), Engineer, Ether Tech (2), Marine

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

Engineer - Can repair Ether Tech devices of Cl 1 and Cl 2 by rolling a Quality Check (+1 to roll) with successes = item CL. If roll a 1, roll again. On another 1, item is broken and no more repair attempts on it. Can repair 1 wound per turn on an adjacent *Artificial* Mech Construct by using 1 action

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

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

Card 68 — Copeform Repair Mech (Notes)

68 Copeform Repair Mech

Notes & Info

This mechanical construct has a much more complex processing unit than the others and is able to complete sophisticated repairs on Ether Tech devices and other mech constructs. It is not very useful in heavy combat and tends to hang back until

Controls
Body
Claws
Locomotion Spiky Bits

Weapons and Attacks

Mechanical Claw (CL 1) *H2H, grab*

Spiky Bits (CL 0) *H2H*

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.

Armor

Light Alloy Armor Plating (CL 2) *H:3 B:3 L3 W:2*
Reflect   Add +3 to RES rolls unless beaten by Armor Break

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

Special Items

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

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

Repulsor Wedge (CL 1) - and when switched on with one action, creates a powerful ether force field that gives +1 to Force activities.

Card 206 — Sea Wraith

206 Sea Wraith

Q 4⁺
C 4

Str 2⁺
Res 2⁺
Will 4⁺

Ramming Bow Blades +2

Hvy Beam Cannon +4

AV Bonus +2 RES roll

Body AV 3

Special Abilities

Marine, Vehicle (mech), Shallow Draft, Transport (6), Huge, Tough, Shooter (long), Ether Tech (2)

Marine - Only operates underwater.

Vehicle (mech) - Must carry a non-*Artificial* pilot and gunner with *Ether Tech* = Sub. Gunner needs *Shooter*. Sub is immune to poison, Psychic Magic spells, morale and *Madness* and cannot be gruesomely killed. Need 1 action to board or exit. Activate for vehicle actions to change speed, attack, turn, change depth, or come to a full stop (1 each). Move at a set speed per turn (Speed 1, 2 or 3) using the Med stick, even if not activated, and start at Speed 1. Changing speed takes 1 vehicle action per speed. No automatic turns when attacked. Wounds can be repaired by an *Engineer*. If destroyed, models inside must roll a Res Check with two successes or suffer 1 wound. Three failures = 2 wounds. Models inside a dead or destroyed sub can exit using two actions.

Shallow Draft - Pass over shallow reef instead of treating as obstacle

Transport (6) - Carries up to 6 models with it as it moves.

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

Tough - Extra wounds and only fallen on a double or triple.

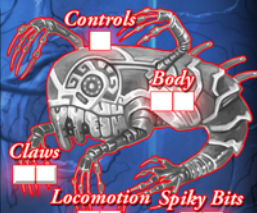*Shooter (long)* - Shoots using the Long range stick. Requires a Gunner.

Ether Tech (2) - Can use CL 1 or Cl 2 Ether Tech devices.

Card 206 — Sea Wraith (Notes)

206 Sea Wraith

Locomotion
Beam Cannon
Torpedoes
Ram Blades
Body
Controls

Weapons and Attacks (Vehicle Weapons have 2X range and 2X wounds)

Hvy Beam Cannon (CL 2) *Energy Long +4, Armor Break (2), Precise, Refract*

Thunder Torpedo (CL 2) *Projectile Med +2, Armor Break (3), Shock, Homing*

Ram - Bow Blades (CL 0) *H2H +2 Armor Break (2)*

Precise - Attack at +2 when targeting a subsystem

Refract - Ranged attack into Tactical Cover at -2.

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

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

Armor

Sub Armor (CL 2) *H:2 B:3 L3 W:2*

Special Items

Crystal Imager (CL 2) - Normal vision in darkness
Propulsion System (CL 1) - Swims underwater.