

116 Annihilator Biomech



Special Abilities

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

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

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

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

Amphibious - Can operate on land and underwater

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

Deep Eyes - Normal vision in darkness.

74 Raider Cavern Crawler



Special Abilities

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

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

Deep Eyes - Normal vision in darkness.

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

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

Salvager - Gain +1 bonus to roll on treasure tables

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

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.

74 Raider Cavern Crawler

Notes and Info

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



Weapons and Attacks

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

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

Shock - If weapon causes wound, normal result and defender rolls a Resistance Check with 2 successes or be *transfixed*.

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

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or 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:1 B:1 L:1 W:2*
Add +1 to RES rolls unless beaten by Armor Break

97 Cephalid Biomancer

Personality Model

Q 3

C 2

Str 5⁺

Res 5⁺

Will 3⁺



Staff +0

Body AV 1

Special Abilities

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

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

Deep Eyes - Normal vision in darkness.

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

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

Biomancer - Gives +1 activation for Biomech Constructs within Long stick. If killed, Biomechs continue to operate. Casts Elemental Conjunction spells. Can repair 1 wound on adjacent biomech per action used. Can repair dead biomech by using 1 action for Quality Check with 3 successes. 3 fails destroys biomech and Biomancer cannot repair again

81 Cephalid Ethermancer

Personality Model

Q 3

C 2

Str 6⁺

Res 6⁺

Will 4⁺

Morale Check 3⁺



Staff +0

Body AV 1

Special Abilities

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

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

Deep Eyes - Normal vision in darkness.

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

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

Ethermancer - Can summon ethereals and cast Dimensional spells. Allocate up to 75 warband points to "Summoning Pool" and double value. Summon ethereals with Spelcasting Roll. Each success = 50 points. 3 failures = no ability until healed. Ethereal starts up to 2 Long sticks from caster and disappears when caster dies. Personality model.

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

97 Cephalid Biomancer

Notes and Info

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



Weapons and Attacks

Spiked Staff (CL 0) **H2H**

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

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

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


Special Items

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

81 Cephalid Ethermancer

Notes and Info

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



Weapons and Attacks

Spiked Staff (CL 0) **H2H**

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

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

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

39 Cephalid Scavengers



Special Abilities

Assistant, Salvager, Amphibious, Deep Eyes, Mutant Spawn

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

Salvager - Gain +1 when rolling on Treasure Tables.

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

Deep Eyes - Normal vision in darkness.

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

78 Cephalid Scientist

Personality Model



Special Abilities

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

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

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

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

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

39 Cephalid Scavengers

Notes and Info

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



Weapons and Attacks

Pincers (CL 0) H2H

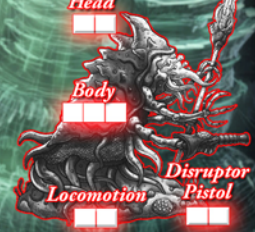
Armor

Light Carapace (CL 0) H:1 B:1 L:0 W:2 Natural
Natural - Ranged shot against at -1 if adjacent to natural scenery

78 Cephalid Scientist

Notes and Info

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



Weapons and Attacks

Disruptor Pistol (CL 2) Energy Short, Resonate

Tentacles (CL 0) H2H, Entangle, Unbreakable

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

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

Natural - Ranged shot against at -1 if adjacent to natural scenery
Sluggish - needs 1 action to turn after rear attack

Special Items

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

211 Coelomech Bio-Sub



Special Abilities

Marine, Vehicle (Biomech), Transport (8), Huge, Tough, Shooter (medium), Ether Tech (2)

Marine - Only operates underwater.

Vehicle (mech) - Must carry a non-Artificial pilot and gunner with *Ether Tech* = Sub. The gunner also needs *Shooter*. Sub is immune to poison, Psychic 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 *Ethermancer*. 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.

Transport (8) - Carries up to 8 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 (medium) - Shoots using the Medium stick. Requires a Gunner.

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

130 Cylla Darkmyre Shadow Empress



Special Abilities

Sea Mage, Amphibious, Deep Eyes, Distract, Obfuscate, Ether Tech (2), Mutant Spawn

Sea Mage - Casts Elemental Magic and Psychic Magic spells. Personality model.

Amphibious - Can operate on land and underwater.

Deep Eyes - Normal vision in darkness.

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

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

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.

211 Coelomech Bio-Sub



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

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

Swarm Torpedoes (CL 2) **Energy Med +3 Armor Break (3), Blast (-1 Short radius), Resonate, Unstable**

Ram - Bite (CL 0) **H2H +1 Armor Break (3)**

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

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

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

Armor

Sub Armor (CL 2) **H:3 B:4 L4 W:2**

Special Items

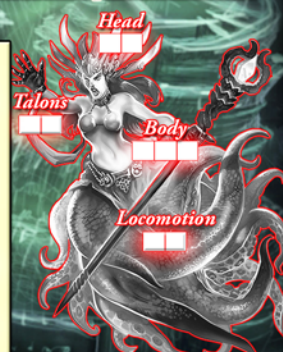
Crystal Imager (CL 2) - Normal vision in darkness

Propulsion System (CL 1) - Swims underwater.

130 Cylla Darkmyre Shadow Empress

Notes and Info

Cylla Darkmyre is a young and tempestuous upstart within the Dark Mariner kindgom. In her quest for power, she has learned different methods for controlling ethereal energy and is able to cast both Elemental and Psychic spells. In addition, Cylla can lead biomech constructs using a Control Staff of her own design



Weapons and Attacks

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

Sharp Talons (CL 0) **H2H**

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

Special Items

Control Staff (bio-mechs) (CL 2) - Gives +1 bonus to activation for one biomech within range of one Long stick.

69 DeepSpawn Reaver



Q 4

C 4

Str **5+**

Res **5+**

Will **4+**

AV Bonus
+3 RES roll

Claws
+0

Body AV
3

Special Abilities

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

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

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

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

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

Deep Eyes - Normal vision in darkness.

268 Elluvi Darkeye

Commander of the Night Sea



Q 2+

C 3

Str **4+**

Res **4+**

Will **2+**

AV Bonus
+3 RES roll

Body AV **3**

Tentacles **+1**

Enemy ranged energy attacks & spell CS at -2

Disruptor Cannon **+2**

Special Abilities

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

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

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

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

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

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

Deep Eyes - Normal vision in darkness.

Ruthless - Can shoot into H2H combat involving allies.

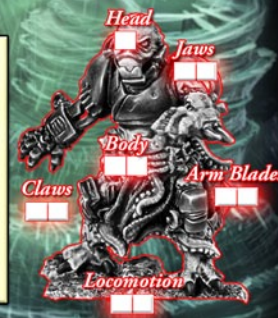
Marine - Only operates underwater. Can move on land with a Anti-Grav tech device (CL 2) by adding 10 points.

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

Shooter (short) - Shoots with teh Short stick. Long and Med range weapon only fire with the Short stick.

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

69 DeepSpawn Reaver



Notes and Info

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

Weapons and Attacks

Claws (CL 0) **H2H**

Arm blades (CL 0) **H2H**

Steel Jaws (CL 0) **H2H**

Armor

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

268 Elluvi Darkeye

Commander of the Night Sea



Notes and Info

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

Weapons and Attacks

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

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

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

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

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

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

Special Items

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

143 Heavy Combat Biomech



Special Abilities

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

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

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

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

Amphibious - Can operate on land and underwater

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

Sunder - Gain +2 to Break activity rolls.

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

153 Hunter-Killer Biomech



Special Abilities

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

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

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

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

Amphibious - Can operate on land and underwater

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

Resilient - Gain +1 to Res Check rolls (already in Res stat).

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

143 Heavy Combat Biomech

Notes and Info

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



Weapons and Attacks

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

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

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

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

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

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

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

Sluggish - needs 1 action to turn after rear attack

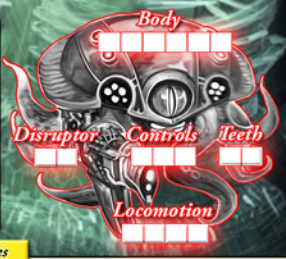
Special Items

Crystal Imager (CL 2) - Normal vision in darkness

153 Hunter-Killer Biomech

Notes and Info

These are the most devastating biomechs of the Dark Mariners, clad in thick armor plating and armed with heavy weapons, both natural and techn. They are fully amphibious, with a magnetic propulsion system.



Weapons and Attacks

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

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

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

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

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

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

Sluggish - needs 1 action to turn after rear attack

Special Items

Crystal Imager (CL 2) - Normal vision in darkness

Propulsion System (CL 1) - Swims underwater.

129 Nautiloid Chrysalid

Personality Model

Special Abilities

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

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

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

Deep Eyes - Normal vision in darkness.

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

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

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

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

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

103 Obliterator Biomech

Special Abilities

Big, *Amphibious*, *Artificial (Biomech)*, *Dim Witted*, *Shooter (medium)*, *Deep Eyes*, *Ether Tech (2)*

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.

Dim Witted - Cannot be part of a Group Activation

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

Deep Eyes - Normal vision in darkness.

129 Nautiloid Chrysalid

Notes and Info

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

Weapons and Attacks

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

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

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

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

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

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

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

Sluggish - 1 action to turn after rear attack

103 Obliterator Biomech

Notes and Info

Brutally effective in battle, the Obliterator Biomechs are armed with one of the most powerful weapons in the Dark Mariner arsenal, the Disruptor Torpedo. They are not very intelligent but more than make up for this shortcoming with their devastating attacks.

Weapons and Attacks

Disruptor Torpedo (CL 2) *Energy Med+1*, *Armor Break (2)*, Resonate, Blast (-1 Short radius), Unstable

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*.

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

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

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 adjacent to natural scenery

Sluggish - requires 1 action to turn after rear attack

100 Octopod Biomech



Q 4

C 3

Str 5*

Res 5*

Will 4*

AV Bonus +3 RES roll

Plasma Torch +1

Body AV 3

Special Abilities

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

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

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

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

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

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

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

113 Siren Maneater



Q 3

C 2

Str 5*

Res 5*

Will 3*

Personality Model

Talons +0

Body AV 0

Special Abilities

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

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

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

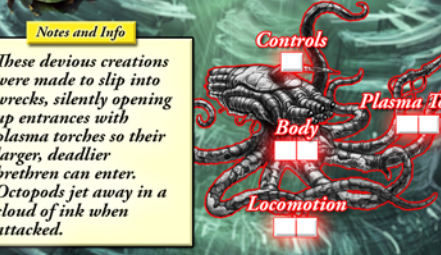
Amphibious - Can operate on land and underwater.

Deep Eyes - Normal vision in darkness.

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

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

100 Octopod Biomech



Notes and Info

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

Weapons and Attacks

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

Tentacles (CL 0) H2H, Entangle, Unbreakable

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

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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


Add +3 to RES rolls unless from attack beating Armor Break

Special Items

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

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

113 Siren Maneater



Notes and Info

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

Weapons and Attacks

Tentacles (CL 0) H2H, Entangle, Unbreakable

Sharp Talons (CL 0) H2H

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

83 Siren of the Deep

Q 3

C 2

Str 5'

Res 5'

Will 3'

Tentacles

+0

Body AV

0

Special Abilities

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

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

Amphibious - Can operate on land and underwater.

Deep Eyes - Normal vision in darkness.

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

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

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

120 Vanguard Captain

Personality Model

Q 3

C 3

Str 5'

Res 5'

Will 3'

Tentacles

+0

Disruptor

Pistol

+0

Body AV

1

Special Abilities

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

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

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

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

Deep Eyes - Normal vision in darkness.

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

Psychic Command - Can do group activation within 2 Long sticks without line of sight needed. Must still see target of activity (enemy, object to move towards, etc).

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

83 Siren of the Deep

Notes and Info

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



Weapons and Attacks

Tentacles (CL 0) H2H, Entangle, Unbreakable

Sharp Talons (CL 0) H2H

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

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

120 Vanguard Captain

Notes and Info

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



Weapons and Attacks

Disruptor Pistol (CL 2) Energy Short, Resonate

Tentacles (CL 0) H2H, Entangle, Unbreakable

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

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

Unbreakable - Weapon cannot be damaged or destroyed.

Armor

Medium Carapace (CL 0) H:2 B:1 L:1 W:2 Natural
Add +1 to RES rolls unless from attack beating Armor Break

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

77 Vanguard Marine



Q 4

C 3

Str 5+

Rcs 5+

Will 4+

AV Bonus +1 RES roll

Repulsor Shield +0

Disruptor +1

Body AV 1

Special Abilities

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

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

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

Deep Eyes - Normal vision in darkness.

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

76 Vanguard Scout



Q 4

C 3

Str 5+

Rcs 5+

Will 4+

AV Bonus +1 RES roll

Talons +0

Disruptor Rifle +1

Body AV 1

Special Abilities

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

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

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

Deep Eyes - Normal vision in darkness.

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

Ranger - Can move through Tactical Cover normally and shoot into or out of Tactical Cover without a penalty.

77 Vanguard Marine



Notes and Info

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

Weapons and Attacks

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

Repulsor Shield (CL 2) H2H Deflect, Knockback

Spear (CL 0) H2H

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

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

Knockback - If weapon causes a wound, enemy knocked directly back one Short stick and rendered *fallen*.

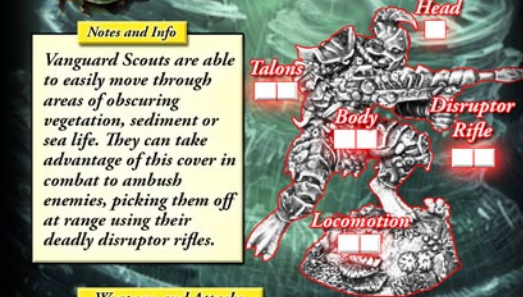
Armor

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

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

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

76 Vanguard Scout



Notes and Info

Vanguard Scouts are able to easily move through areas of obscuring vegetation, sediment or sea life. They can take advantage of this cover in combat to ambush enemies, picking them off at range using their deadly disruptor rifles.

Weapons and Attacks

Disruptor Rifle (CL 2) Projectile Med +1, Armor Break(1), Resonate, Unstable

Talons (CL 0) H2H

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

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

Armor

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

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

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

111 Deep Slayer

Heavy Combat Biomech

Q 4' C 4

Body AV 5 Tech 2

Str 4' Will 4' Res 4'

Special Abilities

Big, Artificial(Biomech), Ether Tech (2), Amphibious, Shooter (Med), Slow

Weapons & Armor

	RNG	TYPE	ARB	AT	WND
Crystal Torpedo <i>Guided, Blast (-1 SR), Reload (1), Unstable</i>	Med	Proj	2	+2	
Plasma Blade <i>Breach +2</i>	H2H	Eng	2	+2	
Big Tentacles <i>Enangle, Unbreakable</i>	H2H	Phys	0	+1	

	HEAD	BODY	LOC	MOVE
Hvy Alloy Armor <i>Sluggish</i>	5	5	5	Med

Ether Tech Items

Crystal Imager

Wounds Head Body Locomotion

■ ■ ■ ■ ■ ■ ■ ■



100 Iskar Nightseer

Pureblood Captain

Q 3' C 2

Body AV 1 Tech 2

Str 5' Will 3' Res 5'

Special Abilities

Leader (P), Amphibious, Shooter (Medium), Deep Eyes, Ether Tech (2)

Weapons & Armor

	RNG	TYPE	ARB	AT	WND
Disruptor Rifle <i>Resonate, Unstable</i>	Med	Eng	1	+1	
Moray Eel Bite	H2H	Phys	0	+0	

	HEAD	BODY	LOC	MOVE
Partial Carapace <i>Natural</i>	1	1	1	Med

Ether Tech Items

Wounds Head Body Locomotion

■ ■ ■ ■ ■ ■ ■ ■



104

Siren Animator

Q 4'

C 2

Body AV 0

Tech 2

Str 5'

Res 5'

Will 4'

Special Abilities

Biomancer (P), Distract, Amphibious, Deep Eyes, Obfuscate, Mutant Spawn, Ether Tech (2)

Weapons & Armor

Tentacles

Entangle, Unbreakable

RNG	TYPE	ARB	AT
H2H	Phys	0	+0

Bone Knife

RNG	TYPE	ARB	AT	WND
H2H	Phys	0	+0	

Tender Flesh

HEAD	BODY	LOC	MOVE
0	0	0	Med

Ether Tech Items

Control Staff (Bio-Mechs)

Wounds

Head

Body

Locomotion

92

Vanguard Praetorian

Q 3'

C 3

Body AV 1

Tech 2

Str 5'

Res 5'

Will 3'

Special Abilities

Amphibious, Shooter (short), Ether Tech 2, Mutant Spawn, Deep Eyes

Weapons & Armor

Disruptor

Resonate

RNG	TYPE	ARB	AT	WND
Short	Eng	0	+0	

Plasma Blade

Breach +2

RNG	TYPE	ARB	AT	WND
H2H	Eng	2	+2	

Tentacles

Entangle, Unbreakable

RNG	TYPE	ARB	AT
H2H	Phys	0	0

Med Carpace

Natural

HEAD	BODY	LOC	MOVE
2	1	1	Med

Wounds

Head

Body

Locomotion



Dark Mariners Warband Special Abilities

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

Artificial Immune to poison, Psychic Magic spells, morale and Madness. Cannot be gruesomely killed.

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

Biomancer (P) Gives +1 activation for Biomechs within a long distance. If killed, Biomechs continue to operate. Casts Elemental Conjunction spells. Can repair 1 wound on an adjacent biomech with 1 action (3 wounds max). Repair dead biomech with 1 action and Quality Check with 3 successes. 3 fails destroys biomech and Biomancer cannot repair again.

Distract Use actions to transfix a targeted enemy unless it rolls a Will Check with 2 successes. Range based on actions: 1 action = Short; 2 = Medium; 3 = Long. No effect on *Artificial* or *Undead* models. Can only be used once per turn.

Ether Tech Uses Ether Tech devices in its profile equal to or less than ability value (1 to 3).

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

Marine Only operates underwater.

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.

Obfuscate Create ink cloud of Short radius acting as Tactical Cover. The cloud lasts 1 turn per action used. Can create cloud in H2H combat with actions and then use any remaining action to retreat without a Free Hack.

Shooter Shoots weapon with range (Short, Med or Long).

Slow Can make move only one or two increments per turn and must spend 3 actions to move two increments.

Dark Mariner Weapon /Armor /Item Effects

Blast Roll attack vs. main target. Other models in blast radius must defend against CS - 1 unless behind full cover.

Breach Gives a bonus for Strength Check rolls to Break.

Entangle If the attacker wins by 1 or more, the target must roll a Strength Check with two successes or be entangled. Entangled models can activate but cannot move, attack or cast spells, although they can defend themselves. Any attacks on an entangled model are at +2, without counter-attack. To break free, the victim must spend one action to roll a Strength Check and get two successes.

Guided Control a shot with actions after the shot action. Each additional action allows a turn of up to 90 degrees, making it possible to shoot around obstacles.

Hazardous If model rolls an unmodified 1, roll again; on another 1, backfire - defend against Free Hack of CS 7.

Natural ranged attacks against this model are at -1 if it is touching natural scenery

Reload weapon takes a number of turns shown to reload.

Resonate If this weapon causes a wound, the defender must roll Res Check with 2 success or be transfixed. 3 failures = +1 wound & transfixed.

Sluggish Must use 1 action to turn face rear attacker.

Unbreakable These items cannot be disabled or destroyed.

Unstable Whenever an attacker rolls an unmodified 1, roll again; on another 1, the weapon is destroyed.

Dark Mariner Item Effects

Control Device (Biomech Construct) (CL 2) Gives +1 to the activation roll of one allied *Artificial* biomech construct per turn within Long distance. For *Biomancers*, it extends range to two Long increments with no increase in bonus.

Crystal Imager (CL 2) Normal vision in darkness.