75 — Raider Cavern Crawler

Q 4+
C 3

Str 4+
Res 5+
Will 4+

AV Bonus +1 RES roll

Shock Lance +0

Body AV 1

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

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

Deep Eyes - Normal vision in darkness.

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

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

Salvager - Gain +1 bonus to roll on treasure tables

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

---

92 — Cephalid Animist

Personality Model

Q 3+
C 4

Str 5+
Res 5+
Will 3+

AV Bonus +2 RES roll

Tentacles +0

Body AV 2

Special Abilities
Animist, Amphibious, Mutant Spawn, Deep Eyes

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.

Amphibious - Can operate on land and 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.

Deep Eyes - Normal vision in darkness.

---

75 — Raider Cavern Crawler

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

Head
Shock Lance
Body
Locomotion

Weapons and Attacks
Shock Lance (CL 2) H2H, Shock, Reach

Tentacle Arm (CL 0) H2H, Entangle, Unbreakable

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

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

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

Unbreakable - Weapon cannot be damaged or destroyed.

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

---

92 — Cephalid Animist

Notes and Info
Cephalids are the result of diabolical laboratory experiments with monstrous Nautiloids of the deep and the original pureblood humans of the Dark Mariners. The foul Cephalid Animists are able to build and control horrific bio-mechanical creations in battle.

Head
Body
Staff
Locomotion

Weapons and Attacks
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
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 attckers get -1 CS if this model is adjacent to natural scenery

Sluggish - needs 1 action to turn after rear attack

81 Cephalid Telepath

Personality Model

Q 3+
C 2

Str 5+
Res 5+
Will 3+

AV Bonus
+1 RES roll

Tentacles +0

Body AV 1

Telepath, Amphibious, Mutant Spawn, Deep Eyes

Telepath - Can only cast Psychic Magic spells but gain +1 on their Spellcasting Roll. Gain +1 Will Check vs. Psychic Magic spells cast against them. Personality model.

Amphibious - Can operate on land and 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.

Deep Eyes - Normal vision in darkness.

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52 Dagathonan Man-Slayer

Q 4+
C 3

Str 5+
Res 5+
Will 4+

AV Bonus
+1 RES roll

Teeth +0

Poisoned Javelin +0

Body AV 1

Special Abilities

Amphibious, Deep Eyes, Shooter (medium), Greedy

Amphibious - Can operate on land and underwater.

Deep Eyes - Normal vision in darkness.

Shooter (medium) - Shoots with the Medium stick. Long range weapons 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 model kills an enemy in H2H combat or spend next turn "looting".

---

81 Cephalid Telepath

Notes and Info

Cephalids are the result of diabolical laboratory experiments with monstrous Nautiloids of the deep and the original pureblood nobles of the Dark Mariners. Cephalid Telepaths are versed in psychic spells, controlling the minds of their enemies.

Head
Staff
Body
Locomotion

Weapons and Attacks

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

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 attckers get -1 CS if this model is adjacent to natural scenery

---

52 Dagathonan Man-Slayer

Notes and Info

Dagathonans were created by the Dark Mariners in ages past to be used as laborers and troops. These slimy warriors can operate in and out of the water with ease, crawling from the depths to kill enemies with venomous weapons and sharp teeth.

Head
Javelin
Body
Teeth
Locomotion

Weapons and Attacks

Poisoned Javelin (CL 0) Projectile (med)
Poison (deadly)

Sharp Teeth (CL 0) H2H

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

Armor

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

89 Destroyer Biomech

Q 4+
C 4

Str **4+**
Res **4+**
Will **4+**

AV Bonus +2 RES roll

Mech Talons **+1**
Plasma Cannon **+2**
Body AV **2**

Special Abilities

Amphibious, Artificial (biomech), Big, Slow, Shooter (medium), Ether Tech (2), Deep Eyes

Amphibious - Can operate on land and underwater

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

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

Slow - needs 3 actions to make two moves in a turn.

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

Deep Eyes - Normal vision in darkness.

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94 Golgatha — Cephalid Remote Viewer

Personality Model

Q 3+
C 2

Str **5+**
Res **5+**
Will **2+**

AV Bonus +1 RES roll

Claw **+0**
Body AV **1**

Special Abilities

Telepath, Amphibious, Mutant Spawn, Deep Eyes, Forward Observer

Telepath - Can only cast Psychic Magic spells but gain +1 on their Spellcasting Roll. Gain +1 Will Check vs. Psychic Magic spells cast against them. Personality model.

Amphibious - Can operate on land and 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.

Deep Eyes - Normal vision in darkness.

Forward Observer - Gives +1 CS to *Shooters* and *Bombards* within 2 Long sticks when they fire their weapons. Golgatha can also direct Artillery fire at enemies in Tactical Cover (as a normal shot) when adjacent to the cover and within 2 Long sticks of the enemies (within telepathic spying range).

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89 Destroyer Biomech

Notes and Info

This monstrous biomech creation is encased in natural carapace armor and carries a plasma cannon attached to its body, using it to vaporize enmies and set fire to the landscape.

Plasma Cannon — *Head* — *Talons* — *Body* — *Locomotion*
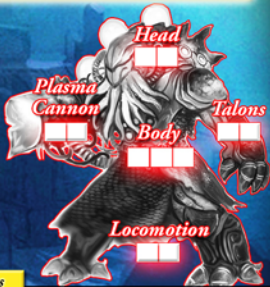
Weapons and Attacks

Plasma Cannon (CL 2) *Energy (Med)* *+2* *Unstable* *Armor Break (3)*, *Blast (-1 Short radius)*, *Ignite*

Big Mech Talons (CL 2) *H2H* *+1* *Armor Break (1)*

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

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

Ignite - If win by 1+ points, defender rolls Quality Check with two successes or is Burning. Roll Resistance Check (no actions needed) each turn after activating. If victim gets 2 successes = extinguish. 1 success = only move or Physical Activity. 3 failures = *1 wound* to the part of the model hit. An adjacent ally can spend *2 actions* to put out the fire. The victim can also put out fire by moving into shallow water or standing in Rain. Scenery in the Blast zone may also Ignite (See Burning Scenery in rules).

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 attckers get -1 CS if this model is adjacent to natural scenery
Sluggish - needs 1 action to turn after rear attack

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94 Golgatha — Cephalid Remote Viewer

Notes and Info

Golgatha is a unique cephalid mutant in that it has been trained in the skills of battlefield reconnaissance. Golgatha is able to observe enemy locations from a distance, then relay their positions to allies through telepathy, targeting them for destruction.

Staff — *Head* — *Claw* — *Body* — *Locomotion*

Weapons and Attacks

Fishbone Staff (CL 0) *H2H*

Clawed Hand (CL 0) *H2H* *Grab*

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

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

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

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 attckers get -1 CS if this model is adjacent to natural scenery

100 Immolator Biomech

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

AV Bonus +2 RES roll

Big Tentacles **+1+**
Plasma Blaster **+2**
Body AV **2**

Special Abilities

Amphibious, Artificial (biomech), Big, Slow, Shooter (short), Ether Tech (2), Deep Eyes

Amphibious - Can operate on land and underwater

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

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

Slow - needs 3 actions to make two moves in a turn.

Shooter (short) - Shoots with the Short stick. Long and Medium range weapons 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.

Deep Eyes - Normal vision in darkness.

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119 Leviathan

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

AV Bonus +2 RES roll

Grabbing Claw **+1**
Body AV **2**

Special Abilities

Amphibious, Big, Tough, Mutant Spawn, Combo Attack (2-hit), Deep Eyes,

Amphibious - Can operate on land and underwater

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

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

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.

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).

Deep Eyes - Normal vision in darkness.

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100 Immolator Biomech

Notes and Info

Immolators carry massive plasma blasters that can turn enemies to heaps of charred slag. They are slow and ponderous but deadly at short range.

Head
Mech Club
Plasma Blaster
Body
Locomotion

Weapons and Attacks

Plasma Blaster (CL 2) *Energy (Short) +2 Armor Break (3)*, Unstable, Spray (90 deg), Ignite
Big Tentacles (CL 0) *H2H +1* Unbreakable, Entangle
Big Mech Club (CL 2) *H2H +1 Armor Break (1)*

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

Spray - One roll to attack all models in 90 deg arc (spray template) and 1 altitude level up or down. Short range, no extending range.

Ignite - If win by 1+ points, defender must roll Quality Check with 2 successes or is Burning. Roll Res Check each turn after activating with 2 successes to extinguish. With 1 success, victim can only move or do Physical Activity. On 3 failures, *1 wound* to the part of the model hit. An adjacent ally can spend *2 actions* to put out fire. The victim can also put out fire by moving into shallow water or stand in Rain. Scenery around a target model in the Spray zone may Ignite to create Burning Scenery (See rulebook).

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check w/2 successes or be *entangled* and lose turn. Subsequent turns, victim mustuse 1 action 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 attckers get -1 CS if this model is adjacent to natural scenery

Sluggish - needs 1 action to turn after rear attack

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119 Leviathan

Notes and Info

This enormous mutant creation from the spwaning pits is encased in a thick carapace armor and prefers to crush enemies in its claw while pulverizing them with its bony bludgeon.

Head
Bony Bludgeon
Grabbing Claw
Body
Locomotion
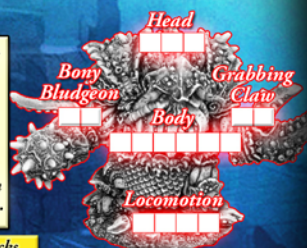
Weapons and Attacks

Big Grabbing Claw (CL 0) *H2H +1 Armor Break (1)*, Grab
Big Bony Bludgeon (CL 0) *H2H +1 Armor Break (2)*, Knockback
Big Tentacles (CL 0) *H2H +1* Entangle, Unbreakable

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.

Knockback - If the weapon causes a wound, the enemy is knocked directly backwards one Short stick and *fallen*. Can only knock back models the same size of the user or smaller.

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 attckers get -1 CS if this model is adjacent to natural scenery

Sluggish - needs 1 action to turn after rear attack

Card 93 — Lightning Sniper (front)

93 Lightning Sniper

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

AV Bonus +2 RES roll

Spiked Fist +0
Lightning Gun +2
Body AV 2

Special Abilities

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

Amphibious - Can operate on land and underwater

Shooter (long) - Shoots with the Long stick. Weapons only fire up to their maximum range however.

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.

Card 144 — Lithiana, Queen of the Deep (front)

144 Lithiana Queen of the Deep

Personality Model

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

Plasma Blade +2
Body AV 1

Special Abilities

Ethermancer, Amphibious, Deep Eyes, Ether Tech (2)

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.

Amphibious - Can operate on land and underwater.

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.

Card 93 — Lightning Sniper (back)

93 Lightning Sniper

Notes and Info

Lightning Snipers are some of the most deadly troops of the Dark Mariners. They are heavily armored and carry the supremely powerful lightning guns, weapons that fire bolts of electricity that arc between multiple targets.

Head, Spiked Fist, Body, Lightning Gun, Locomotion

Weapons and Attacks

Lightning Gun (CL 2) *Energy (Long) +2 Armor Break (2)* Blast (-1 Short radius), Shock

Spiked Fist (CL 0) *H2H*

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

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

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 attckers get -1 CS if this model is adjacent to natural scenery

Sluggish - needs 1 action to turn after rear attack

Card 144 — Lithiana, Queen of the Deep (back)

144 Lithiana Queen of the Deep

Notes and Info

Lithiana has delved into the secretes of the ethereal abyss and is able to summon beings from the void to serve her. She is also able to control the bio-mechanical creations of the Dark Mariners, making her a dangerous enemy.

Head, Staff, Body, Plasm Blade, Locomotion

Weapons and Attacks

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

Staff (CL 0) *H2H*

Breach - Gives +2 to Break activity . 2 successes breaches a hole in a wall of Long width and height.

Armor

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

Natural - ranged attckers get -1 CS if this model is adjacent to natural scenery

Special Items

Levitation Disk (CL 2) - Gives *Airborne* ability. Airborne models Fly up or down 1 Altitude Level (med stick), with 1 action. Height adds directly to shooting range. Flying down to H2H combat it gains Charge (+1) or Rush (+2) with the airborne bonus for higher ground (+1). Model near ground can land. Taking off = 1 action. If *fallen* or *transfixed*, model falls to the ground along with the disc.

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

Card 1: Melandil Runeseer (94)

94 — Melandil Runeseer

Personality Model

Q 3⁺
C 2

Str 5⁺
Res 5⁺
Will 3⁺

Micro-Edge Sword +1
Body AV 1

Special Abilities

Leader, Amphibious, Ether Tech (2), Deep Eyes

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

Amphibious - Can operate on land and underwater.

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.

Card 2: Raider Taskmaster (74)

74 — Raider Taskmaster

Q 3⁺
C 3

Str 5⁺
Res 5⁺
Will 3⁺

AV Bonus +1 RES roll

Club Arm +1
Body AV 1

Special Abilities

Amphibious, Taskmaster, Deep Eyes

Amphibious - Can operate on land and underwater

Taskmaster - Can spend 1 action to give a bonus of +1 to the Quality Checks made by any figure within one Medium stick, the range of its whip. The bonus is not cumulative with other leadership bonuses. Taskmasters cannot "motivate" *Artificial* or *Undead* models, *Animals* and *Warbeasts*, or any models with the *Leader* or *Cmmand* ability.

Deep Eyes - Normal vision in darkness.

Card 3: Melandil Runeseer (94) — detail

94 — Melandil Runeseer

Notes and Info

Melandil is one of the last few pureblood leaders of the Dark Mariners. He is physically frail but is able to command both the mutant troops as well as the massive and powerful bio-mechnical constructs, using his control device.

Head
Micro-edge Sword
Body
Locomotion

Weapons and Attacks

Micro-edge Sword (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

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

Natural - ranged attckers get -1 CS if this model is adjacent to natural scenery

Special Items

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

Card 4: Raider Taskmaster (74) — detail

74 — Raider Taskmaster

Notes and Info

Raiders are light, amphibious troops employed by the Dark Mariners. Taskmasters are charged with whipping along the others, using long kelp bullwhips to give incentive. Taskmasters also have heavy mutated limbs they use to smsh enemies.

Head
Arm Club
Body
Kelp Bullwhip
Locomotion

Weapons and Attacks

Heavy Arm Club (CL 0) H2H +1 *Armor Break (1)*

Kelp Bullwhip (CL 0) H2H *Reach*

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

Armor

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

53 — Sawblade Raider

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

AV Bonus +1 RES roll

Sawblade Arm +1

Body AV 2*

* Front +1 w/ Shield Rear AV = 1

Special Abilities

Amphibious, Savage, Deep Eyes

Amphibious - Can operate on land and underwater

Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Deep Eyes - Normal vision in darkness.

---

133 — Vanguard Commander

Personality Model

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

AV Bonus +2 RES roll

Plasma Blade +2

Body AV 3*

* Front +1 w/ Shield Rear AV = 2

Special Abilities

Leader, Amphibious, Deep Eyes, Ether Tech (2)

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.

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.

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53 — Sawblade Raider

Notes and Info

Raiders are light, amphibious troops employed by the Dark Mariners. Sawblade Raiders have mutated arms that have grown into heavy clubbing weapons, covered in bony spikes that rip through armor. They use these to savagely tear victims into crimson gore.

Head
Sawblade Arm
Body
Locomotion

Weapons and Attacks

Heavy Sawblade Arm (CL 0) H2H +1 Armor Break (1)

Armor

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

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

Bash - No penalty to CS when all weapons damaged.

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133 — Vanguard Commander

Notes and Info

The commanders of the Vanguard landing force are well trained at leading troops into battle. They have symbiotic creatures that live on their shoulders, communicating with them telepathically and helping to make decisions on the battlefield.

Plasma Blade
Head
Body
Locomotion

Weapons and Attacks

Plasma Blade (CL 2) H2H +2 Armor Break (2), Breach (+2)

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

Armor

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

Heavy Repulsor Shield (CL 2) +1 Body AV (front only)*, Bash, Deflect, Knockback, +1 CS vs. Ranged Attacks in FOV

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

Sluggish - needs 1 action to turn after rear attack

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

Deflect - Gain +2 to Combat Scores verses projectile attacks

Knockback - If the weapon causes a wound, the enemy is knocked directly backwards one Short stick and *fallen*. Can only knock back models the same size of the user or smaller.

Card 87 — Vanguard Warrior

87 Vanguard Warrior

Q 4⁺
C 4

Str 5⁺
Res 5⁺
Will 4⁺

AV Bonus +2 RES roll

Plasma Blade +2

Body AV 3*

*Front +1 w/ Shield
Rear AV = 2

Special Abilities
Amphibious, Deep Eyes, Ether Tech (2)
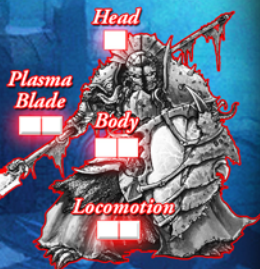
Amphibious - Can operate on land and underwater.

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.

Card 87 — Vanguard Warrior (back)

87 Vanguard Warrior

Notes and Info
The primary assault troops of the Dark Mariners are the Vanguard Warriors, heavily armored soldiers wielding plasma blades and repulsor shields. These soldiers and their commanders can carve through enemy defenses with ease.

Head
Plasma Blade
Body
Locomotion

Weapons and Attacks
Plasma Blade (CL 2) H2H +2 Armor Break (2), Breach (+2)

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

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

Heavy Repulsor Shield (CL 2) +1 Body AV (front only)*, *Bash, Deflect, Knockback, +1 CS vs. Ranged Attacks in FOV*

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

Sluggish - needs 1 action to turn after rear attack

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

Deflect - Gain +2 to Combat Scores verses projectile attacks

Knockback - If the weapon causes a wound, the enemy is knocked directly backwards one Short stick and *fallen*. Can only knock back models the same size of the user or smaller.

Card 89 — Yochloch Stealer of Minds

89 Yochloch Stealer of Minds

Personality Model

Q 3⁺
C 2

Str 5⁺
Res 5⁺
Will 3⁺

AV Bonus +1 RES roll

Tentacles +0

Body AV 1

Special Abilities
Telepath, Amphibious, Mutant Spawn, Deep Eyes, Ether Tech (2)

Telepath - Can only cast Psychic Magic spells but gain +1 on their Spellcasting Roll. Gain +1 Will Check vs. Psychic Magic spells cast against them. Personality model.

Amphibious - Can operate on land and 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.

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.

Card 89 — Yochloch Stealer of Minds (back)

89 Yochloch Stealer of Minds

Notes and Info
Yochloch is a terrifying enemy, able to use its telepathic ability to enslave the will of enemies, forcing them to do unnatural acts. As with other Cephalids, Yochloch is a mutated creation of the spawning vats, and is often slowed by wracking pains.

Head
Staff
Body
Locomotion

Weapons and Attacks
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
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 attckers get -1 CS if this model is adjacent to natural scenery

122 — Telarmane Darkstar

Personality Model

Q 3⁺
C 3

Str **5⁺**
Res **5⁺**
Will **3⁺**

AV Bonus +1 RES roll

Micro-edge Blade **+1**

Solar-Beam Rifle **+2**

Body AV **1**

Orb: enemy attacks at -1 CS

Special Abilities
Arcanist, Amphibious, Agile, Deep Eyes, Shooter (long), Greedy

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.

Amphibious - Can operate on land and underwater.

Agile - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

Deep Eyes - Normal vision in darkness.

Shooter (long) - Shoots with the Long 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 killing enemy in H2H combat or spend next turn "looting".

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144 — Corym ShadowShifter

Personality Model

Q 2⁺
C 3

Str **5⁺**
Res **5⁺**
Will **2⁺**

AV Bonus +1 RES roll

Plasma Blade **+2**

Body AV **1**

Tech items: enemy ranged attacks & attack spells get -2 CS. Energy attacks get extra -2 CS

Special Abilities
Amphibious, Teleportation, Deep Eyes, Ether Tech (2), Greedy

Amphibious - Can operate on land and underwater.

Teleportation - Can teleport through obstacles to a location not in its line of sight. To teleport, the model must activate and use 1 action to roll a Quality Check on one, two or three dice, with distance related to number of successes.
1 = Medium, 2 = Long, 3 = teleport anywhere on the map. With two failures, the model is fallen. With three failures the model suffers a gruesome death. Teleportation can be mixed in between movement and attacking. Teleporting from H2H combat gives enemies Free Hacks as normal.

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.

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 killing enemy in H2H combat or spend next turn "looting".

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122 — Telarmane Darkstar

Notes and Info
Telarmane has studied ancient technology and how its power relates to ethereal magic. His insights have given him the capability to negate many type of magical spells and understand the use of ancient tech items and weapons.

Head
Beam Rifle
Body
Micro-edge Blade
Locomotion
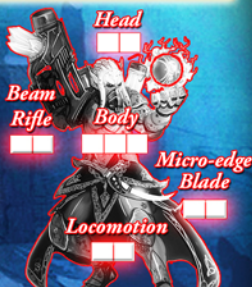
Weapons and Attacks
Solar Beam Rifle (CL 2) *Energy (Long) +2 Armor Break (1), Refract, Precise*

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).

Refract - Ranged attack into Tactical Cover at -2.

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 attckers get -1 CS if this model is adjacent to natural scenery

Special Items
Orbiting Stone (CL 2) - Gives enemy attackers -1 to CS. Only one stone can be used, but it can be combined with other artifacts.

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144 — Corym ShadowShifter

Notes and Info
Prince Corym is able to shift time and space and travel to different locations in the blink of an eye. He is consumed by greed for ethereal treasures, an effect of his implanted biotechnology and extensive time in the ethereal void.

Head
Micro-edge Blade
Body
Plasma Blade
Locomotion
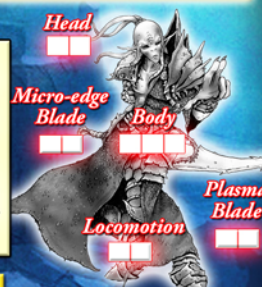
Weapons and Attacks
Plasma Blade (CL 2) *H2H +2 Armor Break (2), Breach (+2)*

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).

Breach - Bonus applies to break physical activities.

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 attckers get -1 CS if this model is adjacent to natural scenery

Special Items
Ether Shield (CL 2) - Ranged enemy attack and spell gets -2
Environmental Shield (CL 2) - Energy attack and spell gets -2. Can cross lava flows and Burning Obstacles and suffer no injury or penalties