

195 Angus McBain

Personality Model



Special Abilities

Leader, Shooter (medium), Tough, Ether Tech (2), Combo Attack (2-hit), Fast Load, Big, Diver

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

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

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

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

Combo Attack (2-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).

Fast Load - No actions needed to reload weapons.

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

Diver - Can use pressurized dive suits and respirators. Operate in water and land (Medium move on land from *Powered* suit).

195 Angus McBain

Notes and Info

The commander of the Fortune Hunters is a scarred and graying veteran of the original expedition to the Underlands and brings a vast arsenal of weapons to the deep sea.

Weapons and Attacks

Torpedo (CL 1) Projectile Med (+1) Armor Break (3), Blast (+0, Short radius), Reload (1 action), Hazardous

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

Power Drill (CL 1) H2H Armor Break (2), Breach (+1)

Power Claw (CL 1) H2H Grab

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

Hazardous - If roll a 1, roll again; on another 1, weapon explodes. Blast attack centered on user with CS 7.

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

Armor

Assault Dive Suit (CL 1) H:4 B:4 L:3 W:2 Powered, Sluggish, Reinforced, Pressurized

Add +3 to RES rolls unless beaten by Armor Break

Powered - Gain +1 to Strength (in stat). Normal move on land.

Reinforced - Pressurized suit will not implode if damaged

Pressurized - Gain +2 Fast Dive/Ascent. Lose ability if damaged

Sluggish - Must use 1 action to turn face rear attacker.

Special Items

Respirator (CL 1) - Can survive underwater or without air. Roll

Fast Dive/Ascent changing more than 1 depth level.

Crystal Lamp (CL 1) - Normal vision in darkness. Visible 1 range

stick extra in dark. Light can be shot at by enemy at -2.

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

Ether Compass (CL 1) - Navigate in dark or out of view of seafloor.

204 The Argonaut



Special Abilities

Marine, Vehicle (mech), Transport (8), Pressurized Hull, Huge, Shooter (medium), Tough, Ether Tech (1)

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 *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.

Shooter (medium) - Shoots using the Medium stick. Requires a Gunner.

Transport (8) - Carries up to 8 models with it as it moves.

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

Pressurized Hull - Can transport models without dive suits underwater. If destroyed in the Abyssal Zone, all models inside roll Res Check with two success or suffer two wounds.

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

Ether Tech (1) - Can use only CL 1 Ether Tech devices.

204 The Argonaut



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

Torpedo Battery (CL 1) Projectile Med (+3), Armor Break (4), Blast (+0 Short radius), Reload (1 action), Hazardous

Harpoon Deck Gun (CL 1) Projectile Med +2, Armor Break(3), Blast (-1 Short radius), Harpoon - spend 2 vehicle actions, Unstable

Ram - Steel Spar (CL 0) H2H +0 Armor Break (4)

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

Hazardous - If roll a 1, roll again; on another 1, weapon explodes. Blast attack centered on user with CS 7.

Harpoon - If causes a wound with direct hit, victim harpooned. Sub can spend 1 action to reel in victim with a Strength Check using more actions. 2 success = Short per action. 3 success = Med per action. On 3 failures, victim bolts a Short distance, pulling the harpooner. On its turn, the victim can try to pull the harpooner by spending 1 action for a Strength Check but gets -3 if medium and -1 if Big. Harpoon lines may be cut with H2H attack vs CS 6, causing a wound.

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

Armor

Sub Armor (CL 1) H:3 B:5 L:4 W:2

Special Items

Crystal Lamps (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater.

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Assistant Mech



Special Abilities

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

Assistant - Assistants give +1 to Quality Check rolls for other models to do actions that are not combat, spellcasting or movement. This can include using or repairing artifacts, opening locks, healing, or anything else requiring a QC. An assistant must be in base-to-base contact with the other model and spend 1 action to "wait to assist" before the other model activates to attempt its action. The assistant can also be activated as part of a group action called by a *Leader*. Up to two Assistants may help but both need to be in base-to-base contact with the other model.

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

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

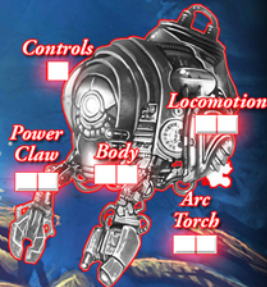
Marine - Only operates underwater. Can become *Amphibious* with an Anti-Grav tech device (CL 2) by adding 10 points.

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Assistant Mech

Notes and Info

These mechanical constructs were created to help with technical tasks, serving the Scientists, Healers and Engineers of the Fortune Hunters. They are well armored and can defend themselves when attacked.



Weapons and Attacks

Power Claw (CL 1) H2H Grab

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

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

Breach - Adds bonus to Break activities

Armor

Light Armor Plating (CL 1) H:2 B:2 L:2 W:2

Add +2 to RES rolls unless beaten by *Armor Break*

Powered - Gain +1 to Strength (already in Str stat).

Special Items

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp is visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater but cannot Cruise.

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Big Game Hunter

Personality/Model



Special Abilities

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

Lethal (animals) - If attack causes a wound to an *Animal* model in combat, add one extra wound.

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

Deadeye - When rolling a 6 in ranged combat, roll again and add the new die for the final Combat Score. Personality model.

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Medium move on land from *Powered* suit).

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Big Game Hunter

Notes and Info

Big game hunters are tempted by the idea of hunting the largest creatures in the world. They carry harpoon cannons and are skilled at hitting vital areas.



Weapons and Attacks

Harpoon Cannon (CL 1) Projectile Med (+1), Armor Break (2), Blast (-1 Short radius), Harpoon, Reload (1 action), Unstable

Dart Gun (CL 1) Projectile Short (+1)

Bush Knife (CL 0) H2H

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

Harpoon - If causes a wound, victim harpooned. From then on, harpooner can spend 1 action for a Strength Check (one size difference between victim and attacker = -1, two size differences = -3). Spend extra actions to pull in victim. 2 success = Short per action. 3 success = Long per action. On 3 failures, victim bolts away a Short distance, pulling the harpooner with it. On its turn, the victim can pull the harpooner by spending 1 action for a Strength Check, using the same rules as above. Harpoon lines may be cut with H2H attack vs CS 6, causing a wound.

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

Armor

Armored Dive Suit (CL 1) H:3 B:2 L:2 W:2 Powered, Reinforced, Pressurized

Add +2 to RES rolls unless beaten by *Armor Break*

Powered - Gain +1 to Strength Checks. Normal move on land.

Reinforced - Pressurized suit will not implode if damaged

Pressurized - Give +2 Fast Dive/Ascend. Lose ability if damaged

Special Items

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

Crystal Lamp (CL 1) - Normal vision in darkness.

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

95

Breaching Mech



Special Abilities

Artificial (mech construct), Shooter (med), Marine Big, Short Move, Dim Witted, Ether Tech (1)

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

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

Marine - Only operates underwater.

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

Short Move - Move using the Short stick.

Dim Witted - get -1 for Group Activation.

Fast Load - Can reload weapons without spending actions.

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

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Combat Engineer



Special Abilities

Engineer, Ether Tech (2), Demolition, Diver Shooter (short)

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.

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

Demolition - Can plant and disarm minefields using 2 actions. Can also plant explosives to detonate in one to three Game Turns and disarm them with 1 action.

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

95

Breaching Mech

Notes and Info

Many recovered constructs has been rebuilt to assist in salvage operations on the seafloor. The most capable of these mechs are used in breaching the hulls of enemy ships, wrecks or structures.

Weapons and Attacks

Torpedo (CL 1) *Projectile Med (+1), Armor Break (3), Blast (+0 Short radius), Reload (1 action), Hazardous Multi-Speargun (CL 1)* *Projectile Med (+1), Armor Break (1)*

Power Claw (CL 0) *Grab*

Breaching charge (CL 1) *Explosive (+2), Armor Break (3), Breach (+3), Hazardous*

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

Hazardous - If roll a 1, roll again; on another 1, weapon explodes. Blast attack centered on user with CS 7.

Grab - If win in combat by 1 or more, victim grabbed. To break free, 1 action for Force activity with 2 successes. Victim may still attack in H2H. Grabber gets +1 H2H when attacking victim.

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

Armor

Hvy Armor (CL 2) *H:4 B:4 L:4 W:2 Powered, Sluggish*
Add +4 to RES rolls unless beaten by Armor Break

Powered - Strength Checks get +1

Sluggish - Must spend 1 action to turn to face rear attacker.

Special Items

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

Propulsion System (CL 1) - Swims underwater.

82

Combat Engineer

Notes and Info

These engineers are trained to repair damaged ether tech items and to provide support with deadly mine fields.

Weapons and Attacks

Dart Gun (CL 1) *Projectile Short (+1)*

Power Claw (CL 1) *H2H, Grab*

Mines (CL 1) *Explosive - Detonate with CS 7 attack when a model moves within Short radius of mine marker (deploy up to 3 mine markers using 2 actions each). Armor Break (2), Blast (-1 Short), Breach (+1), Hazardous*

Blast - Target attacked with normal CS. Other Models in Short radius must defend against CS-1 unless behind full cover.

Hazardous - If roll a 1, roll again; on another 1, weapon explodes. Blast attack centered on user with CS 7.

Grab - If win in combat by 1 or more, victim grabbed. To break free, 1 action for Force activity with 2 successes. Victim may still attack in H2H. Grabber gets +1 H2H when attacking victim.

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

Armor

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

Pressurized - Give +2 bonus to Fast Dive/Ascend. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility.

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

42 Communication Mech

Q 4

C 1

Str 4

Res 5

Will 4

AV Bonus
+2 RES roll

Antenna
+0

Body AV
2

Special Abilities

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

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

Relay - Double max range (2 Long sticks) for Leader, Animist or Biomancer if the relaying model is between the commanding model and the troops under command.

Marine - Only operates underwater.

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

102 Dr. Heinrich Cornelius Arcane Researcher

Personality/Model

Q 3

C 3

Str 5

Res 5

Will 3

AV Bonus
+1 RES roll

Knife
+0

Speargun
+1

Body AV
1

Special Abilities

Arcanist, Shooter (medium), Diver

Arcanist - Can use ether tech items of CL 1 or CL 2 and negate any zone-effect type of magic spell or spell with effects that lasts more than one turn. To negate a spell on an ally or enemy, Arcanist must be adjacent to affected model and use 2 actions. To negate a zone spell, the Arcanist must be within a Short distance from the edge of the zone and use 2 actions. No negating Dimensional Magic. Personality model.

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

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

42 Communication Mech

Notes and Info

These little mechanical constructs help when giving orders to troops, relaying the acoustic signal across long distances. They are not particularly resistant to attack.



Weapons and Attacks

Stabbing Antenna (CL 0) H2H

Armor

Light Armor Plating (CL 1) H:2 B:2 L:2 W:2

Add +2 to RES rolls unless beaten by Armor Break

Powered - Gain +1 to Strength (in stat).

Special Items

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

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

102 Dr. Heinrich Cornelius Arcane Researcher

Notes and Info

Dr. Cornelius is a colleague of Doctor Wormwood from the University of Haverhill and is an expert on ancient occult artifacts and Ethereal Magic. He provides much needed protection from magical attacks by the enemy, dispelling ethereal spells.



Weapons and Attacks

Speargun (CL 1) Projectile Med (+1), Armor Break (1), Reload (1 action)

Dive Knife (CL 0) H2H

Armor

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

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

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

Ether Detector (CL 2) - Locate enemy with ether-tech item /weapon/armor in dark or Soupy water within one Long stick, all others within Short stick. Ignore Camouflage and shoot enemy in Tactical Cover. +1 to rolls for finding treasure.

155 Captain Grace Flynn

Explorer of the Deep

Personality Model



Special Abilities

Leader, Bombard, Ether Tech (1), Shooter (medium), Diver

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

Bombard - Can load and fire Artillery and Scenic Weapons. Gets +1 to roll when shooting at Scenic Terrain.

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

Shooter (medium) - Shoots using the Medium range stick.

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (normal movement on land due to *Powered* dive suit).

79 Heavy Support Trooper



Special Abilities

Shooter (medium), Ether Tech (1), Diver

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

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (normal movement on land due to *Powered* dive suit).

155 Captain Grace Flynn

Explorer of the Deep

Notes and Info

Grace Flynn, the captain of the *Lokothea*, has been called "the most dangerous woman alive" by the British Crown and is feared across the world. She has discovered the ether technology of the Shadow Sea and now explores its depths, searching for treasure.

Weapons and Attacks

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

Tyrfrost Sword (CL 0) *H2H +2 Armor Break (2), Unbreakable*

Armor

Armored Dive Suit (CL 1) *H:3 B:2 L:2 W:2 Powered, Reinforced, Pressurized*
Add +2 to RES rolls unless beaten by *Armor Break*

Powered - Gain +1 to Strength Checks. Normal move on land.
Reinforced - Pressurized suit will not implode if damaged
Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.
Crystal Lamp (CL 1) - Normal vision in darkness.
Propulsion System (CL 1) - Swims underwater but no Cruise.
Bloodsilk - A magical crimson sash. When Grace kills an enemy, she recovers 1 wound and gains +1 to her Combat stat, up to a maximum of 3 killed enemies. The bonus lasts until the end of a scenario.

79 Heavy Support Trooper

Notes and Info

The dirty work of the dive missions is handled by these troopers. They routinely enter into wrecks and sunken structures, armed with rapid-fire weapons to avoid having to reload while

Weapons and Attacks

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

Power Claw (CL 1) *H2H, Grab*

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

Armor

Assault Dive Suit (CL 1) *H:4 B:4 L:3 W:2 Powered, Sluggish, Reinforced, Pressurized*
Add +3 to RES rolls unless beaten by *Armor Break*

Powered - Gain +1 to Strength (in stat). Normal move on land.
Reinforced - Pressurized suit will not implode if damaged
Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.
Sluggish - Must use 1 action to turn to face rear attacker.

Special Items

Respirator (CL 1) - Can survive underwater or without air.
Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.
Propulsion System (CL 1) - Swims underwater but no Cruise.

116 Iron Predator Mech



Special Abilities

Artificial (mech construct), Shooter (med), Marine, Big, Fast Load, Rapid Shot, Ether Tech (1)

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

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

Marine - Only operates underwater.

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

Fast Load - Can reload weapons without spending actions.

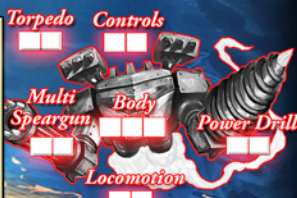
Rapid Shot - Can shoot again using models's available actions if the previous shot hits and causes a wound, up to three shots.

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

116 Iron Predator Mech

Notes and Info

The ultimate in autonomous carnage, the Iron Predator is built from salvaged ancient logic controls and is encased in thick armor plating. It has been designed to break through enemy defenses and withstand tremendous damage.



Weapons and Attacks

Torpedo (CL 1) Projectile Med (+1) Armor Break (3), Blast (+0, Short radius), Reload (1 action), Hazardous
Multi-Speargun (CL 1) Projectile Med (+1), Armor Break (1)
Power Drill (CL 1) H2H Armor Break (2), Breach (+1)

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

Hazardous - If roll a 1, roll again; on another 1, weapon explodes. Blast attack centered on user with CS 7.

Breach - Gives a bonus of +1 when rolling to Break a wall or scenery

Armor

Construct Heavy Armor (CL 1) H:4 B:4 L:4 W:2
Powered, Sluggish

Add +4 to RES rolls unless beaten by Armor Break

Powered - Gain +1 to Strength (in stat). Normal move on land.
Sluggish - Must use 1 action to turn face rear attacker.

Special Items

Crystal Lamp (CL 1) - Normal vision in darkness. Visible 1 range stick extra in dark. Light can be shot at by enemy at -2.

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

85 Ironbelly Klegg Sea Dog Captain

Personality Model



Special Abilities

Leader, Ruthless, Shooter (short), Greedy, Ether Tech (1), Diver

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

Ruthless - Can fire into H2H combat groups with allies. Roll die: 1-3 = targets ally, 4-6 = targets intended enemy. If kill ally, all models in warband roll Morale Check. Any that succeed cannot roll for Morale again if ally killed.

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

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

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

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

Notes and Info

Sea Dog pirates are an ornery lot and require a strong hand to keep them in line. Captain Ironbelly Klegg is just that sort, hardened by many battle on ship and below the waves. Cowards should think twice before joining his crew.



Weapons and Attacks

Scattergun (CL 1) Projectile Short (+1)
Spray (90 deg), Reload (1 action), Unstable
Anchor (CL 0) H2H

Spray - Attacks all models in 90 deg arc (spray template) and 1 depth level above or below. One attack roll against all. Short range, no extending range.

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

Armor

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

Pressurized - Give +2 bonus to Fast Dive/Ascend. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

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

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

111 Lucius Cromwell

Crusader of the Abyss

Personality Model

Q3

C3

Str 4+

Res 5+

Will 2+

AV Bonus +2 RES roll

Knife +0

Multi Speargun +1

Body AV 2

Special Abilities

Leader, Iron Will, Shooter (medium), Diver, Ether Tech (1)

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.

Iron Will - Immune to Madness and +1 to any Will Check roll. Already in Will stat above.

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (normal movement on land due to *Powered* dive suit).

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

88 Mad Inventor

Personality Model

Q3

C2

Str 5+

Res 5+

Will 3+

AV Bonus +1 RES roll

Arc Torch +1

Body AV 1

Special Abilities

Animist, Fanatical, Diver

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

Fanatical - Only fallen if opponent rolls a 6 in combat suffers a wounds. Otherwise model recoils.

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

111 Lucius Cromwell

Crusader of the Abyss

Notes and Info

Lucius is a member of the valiant Templar Order and strives to rid the world of those that consort with demons of the void. Lucius has been a decorated leader of many excursions into the nightmarish world of the Shadow Sea, and can withstand many attacks in his armored suit.

Multi-Speargun

Head

Dive Knife

Body

Locomotion

Weapons and Attacks

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

Dive Knife (CL 0) H2H

Armor

Armored Dive Suit (CL 1) H:3 B:2 L:2 W:2 Powered, Reinforced, Pressurized

Add +2 to RES rolls unless beaten by **Armor Break**

Powered - Gain +1 to Strength Checks. Normal move on land.

Reinforced - Pressurized suit will not implode if damaged

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

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

88 Mad Inventor

Notes and Info

Creation of mechanical constructs takes a mind bordering on the edge of madness. These master technicians dive alongside their creations, carrying spare parts, ether crystals and tools for repairing their metal monstrosities and directing them on their tasks.

Head

Body

Arc Torch

Locomotion

Weapons and Attacks

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

Breach - When roll Break activity, add **Breach** modifier. 2 successes creates hole in a wall of Long width and height.

Unstable - If roll 1, roll again; if another 1 -> destroyed

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized

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

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

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

Propulsion System (CL 1) - Swims underwater. No Cruise

99 Marie du Chatelet

Scientist of the Ethers

Personality/Model

Q3

C3

Str 5+

Res 5+

Will 3+

AV Bonus +1 RES roll

Power Claw +0

Multi-Speargun +1

Body AV 1

Special Abilities

Scientist (2), Shooter (medium), Diver

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

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

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

77 Medical Officer

Personality/Model

Q3

C2

Str 5+

Res 5+

Will 3+

AV Bonus +1 RES roll

Spike +0

Dart Gun +1

Body AV 1

Special Abilities

Healer, Ether Tech (1), Shooter (Short), Diver

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

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

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

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

99 Marie du Chatelet

Scientist of the Ethers

Notes and Info

An expert in many forms of ether technology, Marie's skill level is evident in her specialized diving suit with mechanical arms to help in salvage operations.

Power Claw

Head

Speargun

Body

Locomotion

Weapons and Attacks

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

Power Claw (CL 1) H2H, Grab

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

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized

Add +1 to RES rolls unless beaten by Armor Break

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

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

Ether Detector (CL 2) - Locate enemy with ether-tech item /weapon/armor in dark or Soupy water within one Long stick, all others within Short stick. Ignore Camouflage and shoot enemy in Tactical Cover. +1 on the Treasure Artifact Table.

77 Medical Officer

Notes and Info

In most battles in the deep sea, any injury is a death sentence due to the need to constantly monitor gauges for power and respiration. Medics inject potent elixirs through ports in the dive suits of their allies to revive them from injury and can even bring back those on the brink of death.

Head

Body

Steel Spike

Dart Gun

Locomotion

Weapons and Attacks

Dart Gun (CL 1) Projectile Short (+1)

Steel Spike (CL 1) H2H

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized

Add +1 to RES rolls unless beaten by Armor Break

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

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

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

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

Medical Tools (CL 1) - Gives +1 to survival roll at end of Scenario. Dead model revived with 2 successes, not 3.

80 Recon Trooper

Q 4

C 3

Str 5+

Res 5+

Will 4+

AV Bonus
+1 RES roll



Knife
+0

Harpoon Gun
+1

Body AV
1

Special Abilities

Shooter (medium), Ether Tech (2), Fast Load, Diver

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

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

Fast Load - Can reload weapons without spending actions.

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

47 Sea Dog

Q 4

C 3

Str 5+

Res 5+

Will 4+

AV Bonus
+1 RES roll



Anchor
+0

Scattergun
+1

Body AV
1

Special Abilities

Shooter (short), Ether Tech (1), Greedy, Diver

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

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


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

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

80 Recon Trooper

Notes and Info

These troopers venture on reconnaissance missions into the darkest parts of the sea, strapped to advanced propulsion systems which give them additional speed and power.



Weapons and Attacks

Harpoon gun (CL 1) Projectile Med (+1), Harpoon, Reload (no actions needed due to Fast Load ability)

Dive Knife (CL 0) H2H

Harpoon - If causes a wound, victim harpooned. From then on, harpooner can spend 1 action for a Strength Check (one size difference between victim and attacker = -1, two size differences = -3). Spend extra actions to pull in victim. 2 success = Short per action. 3 success = Long per action. On 3 failures, victim bolts away a Short distance, pulling the harpooner with it. On its turn, the victim can pull the harpooner by spending 1 action for a Strength Check, using the same rules as above. Harpoon lines may be cut with H2H attack vs CS 6, causing a wound.

Armor

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

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

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

Crystal Lamp (CL 1) - Normal vision in darkness.

Propulsion System (CL 1) - Swims underwater.

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

Ether Compass (CL 1) - Navigate in dark or out of view of seafloor.

47 Sea Dog

Notes and Info

The dregs of the Fortune Hunters, these mercenary pirates have scavenged parts of dive suits and joined in the expedition. They carry deadly scatterguns to help clear away enemies but are easily lured by glimmering gold.



Weapons and Attacks

Scattergun (CL 1) Projectile Short (+1)
Spray (90 deg), Reload (1 action), Unstable

Anchor (CL 0) H2H

Spray - Attacks all models in 90 deg arc (spray template) and 1 depth level above or below. One attack roll against all. Short range, no extending range.

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

Armor

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

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

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

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

81

Sea Dog Corsair



Special Abilities

Shooter (med), Ether Tech (1), Greedy, Diver Resilient, Iron Will

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

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

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".

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

Resilient - Gets +1 to RES checks. Already in RES stat above.

Iron Will - Immune to Madness and +1 to any Will Check roll. Already in Will stat above.

102

Silent Soldier

Personality/Model



Special Abilities

Assassin, Stealth, Ether Tech (2), Diver

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.

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

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

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

81

Sea Dog Corsair

Notes and Info

The Corsairs are the most experienced of the Sea Dogs, toughened by many battles and with the will to keep fighting when the waters around them are stained crimson. They carry spearguns with explosive-tipped spears.



Weapons and Attacks

Explosive Speargun (CL 1) Projectile Med (+1), Blast (-1 Short radius), Reload (1 action), Unstable Knife (CL 0) H2H

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

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

Armor

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

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

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

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

102

Silent Soldier

Notes and Info

Silent Soldiers are equipped with the most advanced crystal optics to see in the inky darkness of the Abyssal Zone and specialize in close combat, trained to slip in close for the kill. Their training allows them to hit vulnerable points and defeat any armor.



Weapons and Attacks

Combat Knife 1 (CL 0) H2H

Combat Knife 2 (CL 0) H2H

Armor

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

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

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

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

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

70 Tactical Dive Soldier



Special Abilities

Shooter (medium), Ether Tech (1), Diver

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

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (normal movement on land due to *Powered* dive suit).

98 Templar Sentinel of Light

Personality/Model



Special Abilities

Sentinel, Iron Will, Steadfast, Ether Tech (1), Diver

Sentinel - Cast spells from the Protection Magic list. Can "disrupt" *Artificial Mech, Biomech* and *Re-Animated* constructs within Short range using 1 action once per turn. Target rolls Will Check with 2 successes or *transfixed*.

Iron Will - Immune to Madness and +1 to any Will Check roll. Already in Will stat above.

Steadfast - Gain +1 to Morale Checks.

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

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

70 Tactical Dive Soldier

Notes and Info

The bravest soldiers brought to the Shadow Sea were given the opportunity to wear advanced dive suits created in Dr. Wormwood's lab. These troops are the mainstay of the exploratory force, using deadly spearguns.



Weapons and Attacks

Speargun (CL 1) *Projectile Med (+1), Armor Break (1), Reload (1 action)*

Dive Knife (CL 0) *H2H*

Armor

Armored Dive Suit (CL 1) *H:3 B:2 L:2 W:2 Powered, Reinforced, Pressurized*
Add +2 to RES rolls unless beaten by *Armor Break*

Powered - Gain +1 to Strength Checks. Normal move on land.

Reinforced - Pressurized suit will not implode if damaged

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

Respirator (CL 1) - Can survive underwater or without air.

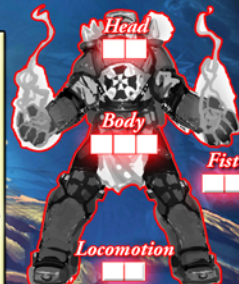
Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

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

98 Templar Sentinel of Light

Notes and Info

Sentinels of Light are the only members of the Templar Order that practice a form of *Ethereal Magic*, casting protection spells and negating enemy spell effects. They are particularly useful when combating constructs and have spells that can banish *ebereals* back to the void.



Weapons and Attacks

Armored Fists (CL 1) *H2H*

Armor

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

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

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

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

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

96 Templar Shadow Slayer

Q 3

C 4

Str 5

Res 5

Will 2

AV Bonus
+1 RES roll

Special Abilities

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

Lethal (spellcasters) - Cause one extra wound to spellcasters when winning in combat and beating armor.

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

Steadfast - Gain +1 to Morale Checks.

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

Iron Will - Immune to Madness and +1 to any Will Check roll. Already in Will stat above.

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

Spear

+0

Multi-
speargun

+1

Body AV

1

91

Undead Hunter

Q 3

C 4

Str 5

Res 5

Will 3

AV Bonus
+2 RES roll

Special Abilities

*Lethal (undead), Shooter (medium)
Ether Tech (1), Diver*

Lethal (undead) - If attack causes a wound to an *Undead* or *Re-animated* model in combat, add +1 wound.

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

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

Diver - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Medium move on land from *Powered* suit).

Axe

+0

Explosive
Speargun

+1

Body AV

2

96 Templar Shadow Slayer

Notes and Info

The Templar Order has remained hidden for centuries but has now joined the quest, sending Shadow Slayers to purify the new world oceans of the demons of the void and those that summon them.

Silver
Spear

Head

Multi-
Speargun

Body

Locomotion

Weapons and Attacks

Silver Spear (CL 1) *H2H*

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

Armor

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

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

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

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

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

91

Undead Hunter

Notes and Info

Undead Hunters are trained to destroy the walking and swimming dead, blasting them into bits with explosive spearguns or chopping them up with axes. They are encased in heavy, powered armor and able to operate on land or underwater.

Explosive
Speargun

Head

Body

Axe

Locomotion

Weapons and Attacks

Explosive Speargun (CL 1) *Projectile Med (+1),
Blast (-1 Short radius), Reload (1 action), Unstable*

Knife (CL 0) *H2H*

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

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

Armor

Armored Dive Suit (CL 1) *H:3 B:2 L:2 W:2* Powered, Reinforced, Pressurized

Add +2 to RES rolls unless beaten by *Armor Break*

Powered - Gain +1 to Strength Checks. Normal move on land.

Reinforced - Pressurized suit will not implode if damaged

Pressurized - Give +2 Fast Dive/Ascent. Lose ability if damaged

Special Items

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

Crystal Lamp (CL 1) - Normal vision in darkness.

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

67 Wreck Hunter

Q 4

C 4

Str 5'

Res 5'

Will 4'

AV Bonus +1 RES roll



Power Drill +0

Scattergun +1

Body AV 1

Special Abilities

Shooter (short), Ether Tech (1), Diver, Salvager

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

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

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

Salvager - Gain +1 bonus to roll on treasure tables.

86 Heavy Assault Trooper

Q 4

C 3

Body AV 4

Tech 1



Str 4'

Res 5'

Will 4'

Special Abilities

Shooter (medium), Ether Tech (1), Diver, Rapid Shot

Weapons & Armor

	RNG	TYPE	ARB	AT	WND
Heavy Multi-Speargun	Med	Proj	2	+2	
Armored Fist	H2H	Phys	0	+0	

Assault Dive Suit

	HEAD	BODY	LOC	MOVE
<i>Powered, Pressurized, Reinforced, Sluggish</i>	4	4	3	Med

Ether Tech Items

Respirator, Crystal Lamp, Propulsion System

wounds

Head	Body	Locomotion
[]	[]	[]

67 Wreck Hunter

Notes and Info

Wreck Hunters drill through the barnacle encrusted wreckage on the seafloor to reach the hidden treasure within. While focused more on salvaging treasure, they do not hesitate to use their drills in combat.



Weapons and Attacks

Scattergun (CL 1) Projectile Short (+1) Spray (90 deg), Reload (1 action), Unstable

Power Drill (CL 0) H2H, Armor Break (2), Breach +1

Spray - Attacks all models in 90 deg arc (spray template) and 1 depth level above or below. One attack roll against all. Short range, no extending range.

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

Breach - Adds bonus to Break activities

Armor

Light Dive Suit (CL 1) H:2 B:1 L:1 W:2 Pressurized

Add +1 to RES rolls unless beaten by Armor Break

Pressurized - Give +2 bonus to Fast Dive/Ascent. Lose ability if suffer a wound. If lose by double in combat in Abyssal Zone after suit damaged, suffer 3 wounds.

Special Items

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

Crystal Lamp (CL 1) - Normal vision in darkness. Lamp visible one range stick beyond normal visibility. Holder can be shot by "shooting the light" at -2.

DEEPWARS



Heavy Assault Trooper

116

Iron Tempest Mech

Q 4' C 4

Body AV Tech

4 1

Str 4' Will 4' Res 4'

Special Abilities

Artificial (mech construct), Big, Shooter (med), Marine, Fast Load, Rapid Shot, Ether Tech (1)

Weapons & Armor

Torpedo

Blast (-1 SR), Reload (1), Hazardous

RNG	TYPE	ARB	AT	WND
Med	Proj	3	+1	

Big Power Drill

Breach +2

RNG	TYPE	ARB	AT	WND
H2H	Phys	3	+1	

Repeater Dart Gun

RNG	TYPE	ARB	AT	WND
Med	Proj	0	+1	

Big Power Claw

Grab

RNG	TYPE	ARB	AT	WND
H2H	Phys	0	+1	

Construct Hvy Armor

Powered, Sluggish

HEAD	BODY	LOC	MOVE
4	4	4	Med

Ether Tech Items

Crystal Lamp, Propulsion System

Wounds

Controls

Body

Locomotion

92

Ironbelly Klegg
Sea Dog Captain

Q 3' C 3

Body AV Tech

1 1

Str 5' Res 5' Will 3'

Special Abilities

Leader (P), Ruthless, Shooter (short), Diver, Greedy, Ether Tech (1)

Weapons & Armor

Scattergun

Spray (90 deg), Reload (1), Unstable

RNG	TYPE	ARB	AT	WND
Short	Proj	0	+0	

Heavy Anchor

RNG	TYPE	ARB	AT	WND
H2H	Phys	1	+1	

Light Dive Suit

Pressurized

HEAD	BODY	LOC	MOVE
2	1	1	Med

Ether Tech Items

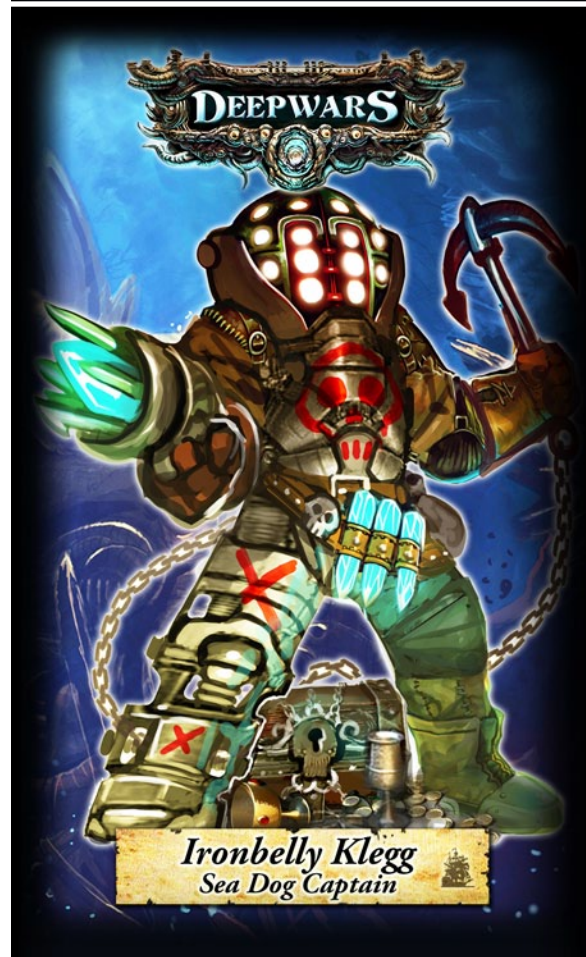
Respirator, Crystal Lamp

Wounds

Head

Body

Locomotion



115
Isabella Johannes
Adventuring Scientist

Q 3'
C 3

Str 5'
Res 5'
Will 3'

Body AV 1
Tech 2

Special Abilities

Scientist (2) (P), Shooter (medium), Diver, Tomb Hunter

Weapons & Armor

Multi-Speargun

RNG	TYPE	ARB	AT	WND
Med	Proj	1	+1	

Power Claw Grab

RNG	TYPE	ARB	AT	WND
H2H	Phys	0	+0	

Light Dive Suit Pressurized

HEAD	BODY	LOC	MOVE
2	1	1	Med

Ether Tech Items

Respirator, Crystal Lamp, Propulsion System, Ether Detector

wounds

Head	Body	Locomotion

92
Scipio Aqualis
Captain of the Deep Legion

Q 4'
C 3

Str 4'
Res 4'
Will 4'

Body AV 2
Tech 1

Special Abilities

Leader (P), Resilient, Shooter (medium), Diver, Ether Tech (1)

Weapons & Armor

Explosive Speargun Blast (-1 Short Rad), Reload (1), Unstable

RNG	TYPE	ARB	AT	WND
Med	Proj	0	+1	

Short Sword

RNG	TYPE	ARB	AT	WND
H2H	Phys	0	+0	

Armored Dive Suit Powered, Pressurized, Reinforced

HEAD	BODY	LOC	MOVE
3	2	2	Med

Ether Tech Items

Respirator, Crystal Lamp, Propulsion System

wounds

Head	Body	Locomotion

Breach Team 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

Grab If win in combat by 1+ the victim cannot move away. It must spent 1 action for a Strength Check with 2 successes to break free. Victim may still attack in H2H. The grabber gets +1 CS attacking the grabbed victim again.

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

Powered +1 to Strength (in stat). Normal move on land.

Pressurized +2 bonus to Fast Dive/Ascent Activities, stacking with any AV bonus. Any attack that causes a wound also causes a loss of pressure unless the suit is *Reinforced*. If the model then loses by double it causes an implosion and +1 wound.

Reinforced Pressurized suit will not implode.

Reload weapon takes a number of turns shown to reload.

Sluggish Must use 1 action to turn face rear attacker.

Spray Attacks all models in 90 deg arc (spray template) and 1 depth level above or below. One attack roll against all. Short range, no extending range.

Unstable If roll 1 in combat, roll again; on another 1, the weapon is destroyed.

Cloaking Field (CL 2) -4 to enemy ranged attacks and spells if user is adjacent to scenic items or the base walls.

Crystal Imager (CL 2) Normal vision in darkness.

Crystal Lamp (CL 1) Normal vision in darkness. Lamp is visible one range ruler beyond normal visibility.

Ether Detector (CL 2) Locate enemy with ether-tech in dark or Soupy water within Long distance, others within Short. Ignore *Camouflage* and can shoot enemies in Tactical Cover. +1 on rolls on the Treasure Table.

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

Respirator (CL 1) Operate underwater and on land.