

## 195 Angus McBain

Personality Model

**Q3**

**C4**

Str 3'

Res 4'

Will 3'

AV Bonus +3 RES roll

Drill +0

Torpedo +1

Body AV 4

**Special Abilities**

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

**Leader** - Allies within 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 at +1

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

## 42 Communication Mech

**Q4**

**C1**

Str 4'

Res 5'

Will 4'

AV Bonus +2 RES roll

Antenna +0

Body AV 2

**Special Abilities**

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

**Artificial (Mech 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.

## 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/Ascend changing more than 1 depth level.

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

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

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

## 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.



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## Breaching Mech



## Special Abilities

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

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

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

**Marine** - Only operates underwater.

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

**Short Move** - Move using the Short stick.

**Dim Witted** - get -1 for Group Activation.

**Fast Load** - Can reload weapons without spending actions.

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

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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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## 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.



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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/Ascent. Lose ability if damaged

## 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.

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





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Dr. Heinrich Cornelius  
Arcane Researcher

Personality/Model

Q 3

C 3

Str

5'

Res

5'

Will

3'

AV/Bonus  
+1 RES roll

Special Abilities

Arcanist, Shooter (medium), Diver

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

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

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

Knife

+0

Speargun

+1

Body AV

1

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## Heavy Support Trooper

Q 4

C 4

Str

4'

Res

5'

Will

4'

AV/Bonus  
+3 RES roll

Special Abilities

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

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

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

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

Power Claw

+0

Multi-speargun

+1

Body AV

4

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Dr. Heinrich Cornelius  
Arcane Researcher

Notes and Info

Dr. Cornelius is a colleague of Doctor Wormwood from the University of Haverhill and is an expert on ancient occult artifacts and 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.



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## 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.



## 85 Ironbelly Klegg

### Sea Dog Captain

Personality/Model

**Q3**

**C3**

Str **5+**

Res **5+**

Will **3+**

AV Bonus  
+1 RES roll

Anchor  
**+0**

Scattergun  
**+1**

Body AV  
**1**

*Special Abilities*

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

*Leader* - Allies within 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).

## 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).

## 85 Ironbelly Klegg

### Sea Dog Captain

*Notes and Info*

Sea Dog pirates are an ornery lot and require a strong hand to keep them in line. Captain Ironbelly Kelgg 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/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.

## 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.

*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.





## 102 Silent Soldier

Personality/Model

**Q 3**

**C 3**

Str **5<sup>+</sup>**

Res **5<sup>+</sup>**

Will **3<sup>+</sup>**

AV/Bonus  
+1 RES roll



Knife  
**+0**

Body AV  
**1**

**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).

## 70 Tactical Dive Soldier

**Q 4**

**C 4**

Str **4<sup>+</sup>**

Res **5<sup>+</sup>**

Will **4<sup>+</sup>**

AV/Bonus  
+2 RES roll



Knife  
**+0**

Speargun  
**+1**

Body AV  
**2**

**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).

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

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

## 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/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. Holder can be shot by "shooting the light" at -2.

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



## 98 Templar Sentinel of Light

### Personality/Model

**Q3**  
**C3**  
 Str 5'  
 Res 5'  
 Will 2'  
 AV Bonus +1 RES roll



Armored Fist +0  
 Body AV 1

### 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).

## 96 Templar Shadow Slayer

**Q3**  
**C4**  
 Str 5'  
 Res 5'  
 Will 2'  
 AV Bonus +1 RES roll



Spear +0  
 Multi-speargun +1  
 Body AV 1

### 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).

## 98 Templar Sentinel of Light

### Notes and Info

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



### Weapons and Attacks

**Armored Fists (CL 1) H2H**

### Armor

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

**Pressurized** - Give +2 bonus to Fast Dive/Ascend. Lose ability if 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

### Notes and Info

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



### Weapons and Attacks

**Silver Spear (CL 1) H2H**

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

### Armor

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

**Pressurized** - Give +2 bonus to Fast Dive/Ascend. Lose ability if 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).



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## 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.

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## Wreck Hunter



## 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.

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## 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/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.

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## 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/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.



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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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## 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 at +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.

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## 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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## 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.

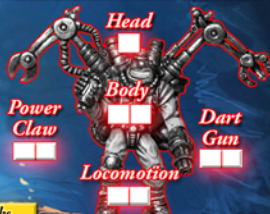
**Diver** - Can use pressurized dive suits and respirators. Model can operate underwater or on land (Short move on land).

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## 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/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.

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