

## 92 Captain Balthazar Drake

Personality Model

Q3

C4

Str 5\*

Res 5\*

Will 3\*

Hvy Cutlass

+1

Pistol

+1

Body AV

1

Special Abilities

**Leader, Ruthless, Greedy, Shooter (medium)**  
**Power Leap, 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.

**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.

**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".

**Power Leap** - Gain +2 on Leap physical activities. Double the Leap distance. Leap vertically one Medium stick or leap onto adjacent Medium height scenery with *one action*.

**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.

## 112 Balthus Steelhand

Personality Model

Q3\*

C4

Str 5\*

Res 5\*

Will 2\*

Longsword

+1

Body AV

4\*

Front: +1

w/ Shield

Rear AV=3

Special Abilities

**Leader, Combo Attack (2-bit), Iron Will**

**Leader** - Allies within Long stick radius 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.

**Combo Attack (2-bit)** - Can make one more H2H attack using actions if the previous attack causes a wound.

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

## 92 Captain Balthazar Drake

Notes and Info

Captain Drake was one of the first explorers of the Underlands many years ago, paying the price for his gold lust in blood. His body was rebuilt using artifacts he recovered and he now returns to this forsaken land, ever hungry to lay claim to glittering gold and ethereal powers.



Weapons and Attacks

**2 x Flintlock Pistol (CL 1) Projectile (Med) +1, Armor Break (1), Gunpowder, Reload (1 action)**

**Heavy Cutlass (CL 0) H2H +1 Armor Break (1)**

**Gunpowder** - Fires with black powder. If model goes in water, 1 action to dry to fire again.

Armor

**Thick Clothing (CL 0) H:0 B:1 L:1 W:2**

## 112 Balthus Steelhand

Notes and Info

Balthus Steelhand is a veteran captain of many wars back in his homeland. He prefers to lead in the middle of battle, hacking his way through the enemy while protected from injury in his ornate plate mail. Ranged combat is cowardly to Balthus.



Weapons and Attacks

**Longsword (CL 0) H2H +1 Armor Break (1)**

**Dagger (CL 0) H2H**

Armor

**Steel Plate Mail (CL 0) H:3 B:4\* L:3 W:2**

**Hardened** - Add +3 to RES rolls

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

**Bash** - No penalty to CS when all weapons damaged.

**Hardened** - Assassins do not get a bonus to target subsystems. Models with *Critical Hit* and *Deadeye* get -2 to CS if they roll the second die (critical roll).



## 135 Gaston De Lune

Personality Model

Q3

C4

Str 5

Res 5

Will 3

AV Bonus  
+3 RES roll

Special Abilities

**Combat Master**, **Shooter (medium)**, **Ether Tech (1)**  
**Tough**, **Fearless**

**Combat Master** - Can make one Hand to Hand attack per action used. Gets the +1 bonus from charging into combat but only on the first attack. Personality model.

**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.

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

**Fearless** - No Morale Checks for *gruesome kill* or *Terror*. Model rolls Morale Checks at +1 after the loss of a *Leader* or when the

War Hammer

+1

Pistol

+1

Body AV

3

## 84 Iron Conqueror

Q4

C4

Str 3

Res 4

Will 4

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

Special Abilities

**Artificial (mech construct)**, **Big**, **Ether Tech (2)**  
**Shooter (short)**

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

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

**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.

**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 up to Short range. Long and medium range weapon only fire with the Short stick.

Power Claw

+1

Greek Fire

+1

Body AV

4

## 135 Gaston De Lune

Notes and Info

Gaston is a veteran mercenary of many battles, drawn to the Shadow Sea to follow the lure of golden treasure. Gaston is skilled with many weapons but prefers to wield a massive war hammer, smashing foes to bloody pulp while his plate mail protects him.



Weapons and Attacks

**Flintlock Pistol** (CL 1) **Projectile (Med)** +1, **Armor Break (1)**, **Gunpowder**, **Reload (1 action)**

**War Hammer** (CL 0) **H2H +1** **Armor Break (2)**, **Great Weapon**

**Dagger** (CL 0) **H2H**

**Gunpowder** - Fires with black powder. If model goes in water, 1 action to dry to fire again.

**Great Weapon** - Requires 2 hands. In a **Mighty Attack** it gives an extra -1 to the opponent's **Combat Score**.

Armor

**Steel Plate Mail** (CL 0) **H:3 B:3 L:3 W:2**  
**Hardened** Add +3 to RES rolls

**Hardened** - Assassins do not get a bonus to target subsystems. Models with **Critical Hit** and **Deadeye** get -2 to CS if they roll the second die (critical roll).

## 84 Iron Conqueror

Notes and Info

Created by mad scientists from salvaged constructs of the Ancients, the Iron Conquerors are deadly and efficient killing machines. They are armed with weapons that shoot out Greek fire, a burning fluid that turns victims into living torches.



Weapons and Attacks

**Greek Fire Caster** (CL 1) **Energy (Med)** +1

**Armor Break (2)** **Spray (90 deg)**, **Ignite**, **Hazardous**

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

**Spray** - Attacks all models in 90 deg arc (spray template). One attack roll against all. Short range, no extending range.

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

**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. The grabber gets +1 CS when attacking the grabbed victim again.

Armor

**Construct Heavy Armor Plating** (CL 1) **H:4 B:4 L:4 W:2**  
**Powered**, **Sluggish** Add +4 to RES rolls

**Powered** - Strength Checks get +1

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



## 93 Dr. Isabella Johannes

Personality/Model



### Special Abilities

**Scientist (2)**, **Shooter (medium)**, **Tomb Hunter**, **Agile**

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

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

**Tomb Hunter** - Gain +2 when rolling to open locks and disarm traps. They also gain +1 on Leap and Climb activities.

**Agile** - gets +1 to Climb and Leap rolls. Ranged attacks and spells targeted against model are at -1 unless *transfixed*.

## 111 Kylien

Slayer of Dragons

Personality/Model



### Special Abilities

**Critical Hit**, **Fearless**, **Ether Tech (2)**, **Lethal (Dragons)**, **Combo Attack (2-hit)**

**Critical Hit** - If roll a 6 in combat, roll again and add the new die to the first for the final Combat Score. Personality model.

**Fearless** - No Morale Checks for Gruesome Kill or Terror. Model rolls. Morale Checks at +1 after the loss of a *Leader* or when the warband loses half of its members

**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.

**Lethal (Dragons)** - If attack causes a wound to a *Dragon* (Wild Creature) model in combat, add one extra wound.

**Combo Attack (2-hit)** - Can make one more H2H attack using actions if the previous attack causes a wound.

## 93 Dr. Isabella Johannes

### Notes and Info

The daughter of a renowned archaeologist, Dr. Johannes has gained a wealth of experience with ether technology and researched methods for uncovering ancient artifacts. Now she travels to the Underlands to unlock the secrets of the Shadow Sea.



### Weapons and Attacks

**Flintlock Pistol** (CL 1) **Projectile (Med)** +1, **Armor Break (1)**, **Gunpowder**, **Reload (1 action)**

**Bullwhip** (CL 0) **H2H** **Reach**

**Gunpowder** - Fires with black powder. If model goes in water, 1 action to dry to fire again.

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

### Armor

**Thick Clothing** (CL 0) **H:0 B:1 L:1 W:2**

### Special Items

**Repulsor Wedge (CL1)** - gives +1 to Force rolls to open doors or push apart two objects.

## 111 Kylien

Slayer of Dragons

### Notes and Info

Kylien appeared at the docks of the recent Fortune Hunter expedition, a mysterious scholar of ancient dragons who has crafted arms and armor over years of careful research. She is a deadly warrior who can target weak points in a defense.



### Weapons and Attacks

**Spear** (CL 0) **H2H** **Reach**

**Sword** (CL 0) **H2H +1** **Armor Break (1)**

**Dagger** (CL 0) **H2H**

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

### Armor

**Steel Breastplate** (CL 0) **H:2 B:4\* L:1 W:2**

Add +1 to RES rolls

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

**Bash** - No penalty to CS when all weapons damaged.

### Special Items

**Ether Shield (CL2)** - Ranged attacks and Elemental & Channeling attack spells against model get -2 to their roll.



## 148 Luthor Firebrand



**Personality Model**

Q2

C3

Str 5\*

Res 5\*

Will 2\*

Staff +0

Body AV 3\*

\*With +2 Magical Shield

Cutlass +0

Grenade +1

Body AV 0

**Special Abilities**

*Wizard, Mind Shield, Command, Magical Shield*

**Wizard** - Casts both Channeling and Psychic spells. Personality model

**Mind Shield** - Gain +2 to Will Checks when defending against any Psychic spell, attack or effect that requires a Will Check.

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

**Magical Shield** - The model gets a bonus of +2 to Armor Value to all parts of the model, excluding weapons. The bonus does not apply to Resistance Checks.

## 59 Mad Bomber



Q4

C3

Str 5\*

Res 5\*

Will 4\*

Cutlass +0

Grenade +1

Body AV 0

**Special Abilities**

*Bombard, Ether Tech (1), Shooter (short), Fanatical*

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

**Fanatical** - Only fallen if the enemy rolls a "6" in combat. Otherwise the model recoils.

## 148 Luthor Firebrand



**Notes and Info**

The secretive Luthor Firebrand is an arch Mage of the highest order, lured to join the expeditions to the Shadow Sea by the chance to study the magical secrets of the Ancients. He is highly disciplined of mind, able to resist psychic attacks and can command troops on the battlefield.

Head

Body

Staff

Locomotion

**Weapons and Attacks**


Staff (CL 0) H2H

**Armor**

Heavy Robes (CL 0) H:2\* B:3\* L:3\* W:2

\* includes Magical Shield +2 bonus

## 59 Mad Bomber



**Notes and Info**

This scurvy pirate is a devious and crafty maker of bombs, learning his trade as a member of the cannon crew. While clearly deranged, the bomber is devoted to the cause of his captain and warband, fanatically rushing into battle while lobbing deadly grenades.

Grenade

Head

Body

Throwing Knife

Locomotion

Cutlass

**Weapons and Attacks**

Hand Grenade (CL 1) Explosive +1 Armor Break (3) Blast (-1 Short radius), Hazardous, Grenade

Throwing Knife (CL 0) Projectile (Short) Precise

Cutlass (CL 0) H2H

**Blast** - Target attacked with CS. Models within Short blast 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.

**Grenade** - Throw at one target as **Short ranged attack**. Long Shots can be used. If misses, it lands one Short stick away. Roll one die: 1 = straight past; 2 = to the right; 3 = in front; 4 = to the left. 5 or 6 = no explosion. Grenades do not require line of sight to the target and may be thrown at or over scenery (place range sticks up and down over scenery).

**Armor**

Thick Clothing (CL 0) H:0 B:1 L:1 W:2



## 165 Captain Samuel Black

Personality Model

Q2

C4

Str

5\*

Res

5\*

Will

2\*

Hvy Cutlass

+1

Pistol

+1

Body AV

1

### Special Abilities

**Leader, Vampire, Ruthless, Tough, Ether Tech (1), Shooter (medium)**

**Leader** - Allies within Long stick radius 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.

**Vampire** - Immune to poison and Psychic Magic spells. Do not suffer gruesome kills. If kill *non-Artificial / Undead* enemy in H2H combat, Will Check or lose next action drinking blood.

**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.

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

**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 with the Medium stick. Long range weapon only fire with the Medium stick.

## 99 Templar Captain

Personality Model

Q3

C4

Str

5\*

Res

5\*

Will

2\*

Longsword

+1

Body AV

3\*

Front +1

w/ Shield

Rear AV = 2

### Special Abilities

**Leader, Fearless, Iron Will**

**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.

**Fearless** - No Morale Checks for gruesome kill or *Terror*. Model rolls Morale Checks at +1 after the loss of a *Leader* or when the warband loses half of its members

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

## 165 Captain Samuel Black

### Notes and Info

The mysterious Captain Black has plied the surface seas for centuries, often going by different names to hide his true nature. He is a vampire, cruel and wicked, who has claimed countless lives in a quest for treasure. Captain Black cannot be part of a warband with Templar Knights.



### Weapons and Attacks

**2 x Flintlock Pistol (CL 1) Projectile (Med) +1, Armor Break (1), Gunpowder, Reload (1 action)**

**Heavy Cutlass (CL 0) H2H +1 Armor Break (1)**

**Gunpowder** - Fires with black powder. If model goes in water, 1 action to dry to fire again.

### Armor

**Thick Clothing (CL 0) H:0 B:1 L:1 W:2**

## 99 Templar Captain

### Notes and Info

All forms of magic are deemed demonic by the Templars and require absolution by fire and blade. These warriors cannot be in the same warband as a spellcaster, although Sentinels are considered just and good. Templar Captains are veteran leaders of many battles.



### Weapons and Attacks

**Longsword (CL 0) H2H +1 Armor Break (1)**

**Dagger (CL 0) H2H**

### Armor

**Steel Chainmail (CL 0) H:2 B:3\* L:2 W:2**

Add +2 to RES rolls

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

**Bash** - No penalty to CS when all weapons damaged.



## 59 Templar Knight



### Special Abilities

#### Fearless, Iron Will

**Fearless** - No Morale Checks for gruesome kill or Terror. Model rolls Morale Checks at +1 after the loss of a Leader or when the warband loses half of its members

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

## 82 Templar Witch Slayer



### Special Abilities

#### Lethal (spellcasters), Ether Tech (1), Fearless, Shooter (medium)

**Lethal (Spellcasters)** - If an attack causes a wound to any model that casts spells, add one extra wound.

**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.

**Fearless** - No Morale Checks for gruesome kill or Terror. Model rolls Morale Checks at +1 after the loss of a Leader or when the warband loses half of its members.

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

## 59 Templar Knight

### Notes and Info

All forms of magic are deemed demonic by the Templars and require absolution by fire and blade. These warriors cannot be in the same warband as a spellcaster, although Sentinels are considered just and good. They tolerate Arcanists and Scientists for their technology.



### Weapons and Attacks

**Longsword** (CL 0) H2H +1 **Armor Break** (1)

**Spear** (CL 0) H2H **Reach**

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

### Armor

**Steel Chainmail** (CL 0) H:2 B:3\* L:2 W:2

Add +2 to RES rolls

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

**Bash** - No penalty to CS when all weapons damaged.

## 82 Templar Witch Slayer

### Notes and Info

The Templar Order has been secretly battling foul and terrible demons of the ethereal void for centuries. Their Witch Slayers specialize in killing witches and sorcerers with rapid-fire crossbows, firing crystal-tipped bolts that disrupt the flow of the ethers.



### Weapons and Attacks

**Ether Tech Crossbow** (CL 1) **Projectile (Med)** +1 **Armor Break** (2)

**Throwing Knife** (CL 0) **Projectile (Short)** **Precise**

**Longsword** (CL 0) H2H +1 **Armor Break** (1)

**Precise** - attack at +2 when targeting a subsystem

### Armor

**Leather Armor** (CL 0) H:2 B:1 L:1 W:2

Add +1 to RES rolls



## 157 Doctor Wormwood

### Personality Model

Q2

C3

Str 5'

Res 5'

Will 2'

Knife

+0

Mag Gun

+2

Body AV

1

### Special Abilities

**Scientist (3), Power Leap, Agile, Shooter (long)**

**Scientist (3)** - Can use all Ether Tech devices. Activate new device or repair damaged device with Quality Check with successes = CL. damage item with 3 failures. Personality model.

**Power Leap** - gain +2 on Leap physical activities. Double the Leap distance. Leap vertically one Medium stick or leap onto adjacent Medium height scenery with *one action*.

**Agile** - Gain +1 to Climb and Leap physical activity rolls. Ranged attacks and attack spells against model at -1, unless the model is *transfixed*.

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

## 157 Doctor Wormwood

### Notes and Info

Dr. Wormwood is the scientist responsible for the return of the Fortune Hunters to the Underlands and is the designer of their technology. He is immensely talented and can use most advanced ether artifacts.



### Weapons and Attacks

**Magnetic Accelerator Gun (CL 2) Projectile (Long) +2 Armor Break (3), Reload (1 action), Unstable Hunting Knife (CL 0) H2H**

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

### Armor

**Thick Clothing (CL 0) H:0 B:1 L:1 W:2**

### Special Items

**Control Staff (mech constructs) (CL 2)** - +1 activation to any allied mech construct within 1 Long stick distance.

**Ether Tracker (CL 2)** - See through *Camouflage* or shoot in Tactical Cover if within 1 Long stick distance. +1 for rolls on Treasure Table or when searching scenery for treasure.

**Environmental Shield (CL 2)** - Energy attacks and attack spells against model at -2. Ignore boiling water and lava.

**Tarting Crystal (CL 2)** - Gives +2 to ranged attacks when targeting subsystems