92 Captain Balthazar Drake

Personality Model

Q 3⁺
C 4

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".

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

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.

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112 Balthus Steelhand

Personality Model

Q 3⁺
C 4

Str. 5⁺
Res 5⁺
Will 2⁺

Longsword +1
Body AV 4*

* Front +1 w/ Shield
Rear AV = 3

AV Bonus +3 RES roll

Special Abilities

Leader, Combo Attack (2-hit), 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-hit) - 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.

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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.

Head, Body, Cutlass, Pistol, Locomotion

Weapons and Attacks

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

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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.

Head, Body, Dagger, Longsword, Locomotion

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

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

War Hammer +1

Pistol +1

Body AV 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

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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.

War Hammer — Head — Body — Dagger — Pistol — Locomotion

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 unless beaten by Armor Break

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).

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84 — Iron Conqueror

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

Power Claw +1

Greek Fire +1

Body AV 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 (Mech 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 (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.

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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.

Controls — Body — Greek Fire — Power Claw — Locomotion

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 L4 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.

Card 1: Dr. Isabella Johannes — Artifact Hunter

93

Dr. Isabella Johannes
Artifact Hunter

Personality Model

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

Bullwhip +0

Pistol +1

Body AV 1

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 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*.

Card 2: Kylien — Slayer of Dragons

111

Kylien
Slayer of Dragons

Personality Model

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

Spear +0

Body AV 4*

* Front +1 w/ Shield
Rear AV = 3

AV Bonus +1 RES roll

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.

Card 3: Dr. Isabella Johannes — Artifact Hunter (reverse)

93

Dr. Isabella Johannes
Artifact Hunter

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.

Head · Bullwhip · Body · Pistol · Locomotion

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.

Card 4: Kylien — Slayer of Dragons (reverse)

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.

Head · Spear · Body · Dagger · Sword · Locomotion

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

Q 2*
C 3
Str. 5*
Res 5*
Will 2*

Staff +0
Body AV 3*
With +2 Magical Shield

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.

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59 Mad Bomber

Q 4*
C 3
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.

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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

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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
Cutlass
Locomotion

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

Q 2*
C 4
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.

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99 Templar Captain

Personality Model

Q 3*
C 4
Str 5*
Res 5*
Will 2*

Longsword +1
Body AV 3*
Front +1 w/ Shield
Rear AV =2
AV Bonus +2 RES roll

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.

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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 countess lives in a quest for treasure. Captain Black cannot be part of a warband with Templar Knights.

Head
Cutlass
Pistol 1
Body
Pistol 2
Locomotion

Weapons and Attacks

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

Heavy Cutlass (CL 1) 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

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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.

Head
Sword
Body
Dagger
Locomotion

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

Q 4⁺
C 4

Str 5⁺
Res 5⁺
Will 3⁺

AV Bonus +2 RES roll

Spear +0

Body AV 3*

Front +1 w/ Shield
Rear AV = 2

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.

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82 Templar Witch Slayer

Q 3⁺
C 4

Str 5⁺
Res 5⁺
Will 3⁺

AV Bonus +1 RES roll

Lonsword +1

Ether-tech crossbow +1

Body AV 1

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.

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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.

Head — Spear — Body — Longsword — Locomotion

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.

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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.

Head — Longsword — Body — Ether-tech crossbow — Throwing Knife — Locomotion

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

Q 2⁺ → $Q 2^+$

C 3
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.

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63 Pirate Adventurer

Q 3⁺
C 3
Str 5⁺
Res 5⁺
Will 3⁺

Cutlass +0
Pistol +1
Body AV 0

Special Abilities

Tomb Hunter, Ether Tech (1), Agile, Greedy, Shooter (medium)

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

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.

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

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

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

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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.

Tareting Crysral (CL 2) - Gives +2 to ranged attacks when targeting subsystems

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63 Pirate Adventurer

Notes and Info

Some pirates are adventurers, signing up for long voyages and meager pay in order to have a chance to hunt for valuable artifacts in ancient tombs. They are crafty and quick, used to climbing and jumping through crumbling ruins and are able to pick almost any locks.

Weapons and Attacks

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

Cutlass (CL 0) H2H

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

Armor

Ragged Clothing (CL 0) H:0 B:0 L:0 W:2

129 — Captain Grace Flynn

Personality Model

Q 2⁺
C 3
Str 5⁺
Res 5⁺
Will 2⁺
AV Bonus +1 RES roll

Tyrfrost +2
Pepperbox +1
Body AV 1

Special Abilities

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

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.

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120 — Bloody Brona

Personality Model

Q 3⁺
C 4
Str 5⁺
Res 5⁺
Will 3⁺
AV Bonus +1 RES roll

Cutlass +1
Bow +0
Body AV 1

Special Abilities

Critical Hit, Half-vampire, Long Move, Ether Tech (1) Combo Attack (2-hit), Shooter (medium), Bombard

Critical Hit - When rolling a 6 in combat, roll again and add the new die to the first roll. Personality model.

Half-vampire - Immune to poison, cannot be gruesomely killed. When she kills an enemy, she must roll a Will Check with 2 successes or spend the next action feeding on the body unless the victim is Artificial or Undead.

Long Move - Brona moves using the Long 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

Combo Attack (2-hit) - Can make one more H2H attack if the first H2H attack causes a wound.

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

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

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129 — Captain Grace Flynn

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 seas. She hunts both pirate and merchant ship alike and plunders their spoils before sending the wreckage to a watery grave.

Head
Body
Pepperbox
Tyrfrost
Locomotion

Weapons and Attacks

Pepperbox Pistol (CL 1) Projectile (Med) +1, Armor Break (1), Gunpowder

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

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

Special Items

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.

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120 — Bloody Brona

Notes and Info

Brona is an ancient half-vampire from the Scottish highlands. She is fierce warrior and cannoneer who loves swordplay and explosives. Brona is faster than any normal human and prefers to use her speed to quickly close with her enemies.

Head
Body
Cutlass
Cutlass
Locomotion

Weapons and Attacks

Bow (CL 0) Projectile (Med)

Cutlass (x 2) (CL 0) H2H +1

Armor

Tartan and Breastplate (CL 0) H:0 B:1 L:1 W:2

115 — Seaton the Mariner

Personality Model

Q 3⁺
C 4

Str. 4⁺
Res 5⁺
Will 3⁺

Hvy Scimitar +1
Greek Fire Grenade +1
Body AV 0

Special Abilities

Alchemist 2, Bombard, Ether Tech (1), Powerful

Alchemist - Can use Level 1 and 2 Alchemy elixirs and tonics. 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.

Powerful - Gains +1 to Strength Checks (already in stat above).

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115 — Nereus Neptune

Personality Model

Q 3⁺
C 4

Str. 5⁺
Res 5⁺
Will 3⁺

Knife +0
Revolver +2
AV Bonus +1 RES roll
Body AV 1

Special Abilities

Scientist (2), Rapid Shot, Shooter (long)

Scientist (2) - Uses Ether Tech devices up to CL 2. Activate new device or repair damaged device with Quality Check with successes = CL. Damage item with 3 failures. Personality model.

Rapid Shot - Can shoot again if the previous shot has hit the target (rolled higher CS than the enemy).

Shooter (long) - Shoots using the Long range stick.

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115 — Seaton the Mariner

Notes and Info

Seaton was trained as a palace guard, but has adapted to life upon the seas. When Grace Flynn took over the Lokothea, Seaton assisted in its takeover and stayed aboard as Grace's new First-Mate. He is a powerful warrior and skilled alchemist who has mastered Greek Fire.

Head, Body, Scimitar, Grenades, Locomotion

Weapons and Attacks

Greek Fire Grenade (CL 1) *Projectile +1 Armor Break (2), Blast (-1 Short radius), Ignite, Hazardous, Grenade*

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

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

Ignite: If wins by 1 point or more in combat, the defender rolls a Quality Check with two successes or is Burning. On subsequent turns when a Burning model activates it rolls Res Check with two successes or suffers 1 wound, unless it spends one action fighting the flames. To extinguish the victim or an adjacent ally can spend two actions or victim can enter water.

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

Grenade - Throw at one target as Short ranged attack with extended range possible. 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. Can throw over scenery at enemies out of sight.

Armor

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

Special Items

Elixir of Zeal: The user becomes Fearless, so that they do not need to roll Morale Checks except if Grace is Killed. Administer to an adjacent model with one action.

Elixir of Healing: The model recovers from being fallen or transfixed and heals one wound. Administer to adjacent model with one action.

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115 — Nereus Neptune

Notes and Info

A notorious scoundrel and con artist, Nereus has earned a reputation as both a scholar and a feared killer. His exploits eventually led him to cross paths with the notorious, pirate captain, Grace Flynn, whom he managed to impress with his cunning intellect and quick trigger.

Head, Body, Revolver, Revolver, Locomotion

Weapons and Attacks

2 X Colt SAA Revolver (CL 1) *Projectile (Long) +2 Armor Break (2)*

Knife (CL 0) *H2H*

Armor

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

Special Items

Map of Secrets - A magical map that shows the location of ethereal energy. The user gains +1 on rolls on the Treasure Table. It also shows the location of hidden enemies on the map in Tactical Cover, negating its cover modifier when within 1 Long stick.

Pirate Brigand

32

Q 4⁺
C 3
Str. 5⁺
Res 5⁺
Will 4⁺

Cutlass +0
Flintlock +1
Body AV 0

Special Abilities

Greedy, Shooter (medium), Ether Tech (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.

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

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

Corbram
Barbarian Lord

121

Personality Model

Q 2⁺
C 4
Str. 5⁺
Res 5⁺
Will 2⁺

AV Bonus +2 RES roll

Broadsword +1
Throwing Knife +0
Body AV 3*

* Front w/ Shield
Rear AV = 2

Special Abilities

Combat Master, Shooter (short), 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 (short) - Shoots with the Short stick.

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 warband loses half of its members.

Pirate Brigand

32

Notes and Info

Most pirates who are willing to sign up for an expedition to the Shadow Sea are desperate souls looking for a quick score. Brigands tend to be attracted to the adventure and chance to carry home piles of gold, even if their chance of survival is low.

Head
Body
Flintlock Pistol
Cutlass
Locomotion

Weapons and Attacks

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

Cutlass (CL 0) H2H

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

Armor

Ragged Clothing (CL 0) H:0 B:0 L:0 W:2

Corbram
Barbarian Lord

121

Notes and Info

In the days before the oceans drank his kingdom, Corbram tread the sands of the world and conquered all. His time ended eons ago but dark magic used by the Order of Yosoth has opened a gateway to his time and brought him into this new realm.

Head
Broadsword
Body
Knife
Locomotion

Weapons and Attacks

Throwing Knife (CL 0) Projectile (Short)
Broadsword (CL 0) H2H +1 Armor Break (1)

Precise - Attack at +2 when targeting a subsystem

Armor

Bronze Armor (CL 0) H:2 B:3* L:2 W:2
Add +2 to RES rolls unless beaten by Armor Break

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

Bash - No penalty to CS when all weapons damaged.

86 — Victoria Cromwell

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

AV Bonus +1 RES roll

Silver Sword **+1** ⚔
Flintlock Pistol **+1**
Body AV **1**

Special Abilities

Lethal (demons/undead), Ether Tech (1), Critical Hit Shooter (medium)

Lethal (demons/undead) - If an attack causes a wound to any demon or undead model, 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.

Critical Hit - If rolls a 6 in combat, roll again and add them.

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

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90 — Captain John Wolfram

Personality Model

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

+1 Res roll from AV

Hvy Cutlass **+1** ⚔
Pistol **+1**
Body AV **1**

Special Abilities

Leader, Ruthless, Shooter (medium), 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.

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.

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86 — Victoria Cromwell

Notes and Info

Victoria has dedicated her life to hunting demons and the undead. She follows in the footsteps of he older brother Lucius, a captain of the mysterious Templar Order, and is armed with blessed silver weapons and holy items to fight the enemies rising from the shadows.

Head — Flintlock — Body — Sword — Throwing Knife — Locomotion

Weapons and Attacks

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

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

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

Precise - attack at +2 when targeting a subsystem

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

Armor

Leather Armor (CL 0) *H:2 B:1 L:1 W:2*
Add +1 to RES rolls

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90 — Captain John Wolfram

Notes and Info

Rumors swirl of the mad captain who travelled to the underground land of the Shadow Sea and lost his ship and his entire crew. Abandoned for years, he was discovered by a new expedition. His war band slaughtered the expedition and took their ship to go plunder the surface world.

Head — Body — Cutlass — Pistol — Locomotion

Weapons and Attacks

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*

101 — Belladonna Da Vinci

Personality Model

- Q 3+
- C 3
- Str. 5+
- Res 5+
- Will 3+

knife +0
Beam Rifle +2
Body AV 1

Special Abilities

Scientist (2), Shooter (medium),
Lethal (Ethereals)

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

Shooter (long) - Shoots with the Long stick.

Lethal (Ethereals) - If an attack causes a wound to any Artificial (Ethereal), add one extra wound.

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36 — Paco the Cutpurse

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

Knife +0
Flintlock +1
Body AV 0

Special Abilities

Greedy, Shooter (medium), Ether Tech (1), Stealth

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

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

Stealth - Immune to ranged attack/spells if adjacent to Partial Cover. Negated for that turn if the model attacks.

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101 — Belladonna Da Vinci

Notes and Info

As the war expands across the Earth, disturbances in the ether energy fields have released horrors from dimensional space. Belladonna, a descendant of Leonardo Da Vinci, has invented new weapons that can defeat these entities, blasting them back into the hell from which they spawned.

Head / Beam Rifle / Body / Knife / Locomotion

Weapons and Attacks

Solar Beam Rifle (CL 2) Energy (Long) +2
Armor Break (1), Refract, Precise

Knife (CL 0) H2H

Precise - Attack at +2 when targeting a subsystem
Refract - Ranged attack into Tactical Cover at -2.

Armor

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

Special Items

Ether Shield (CL 2) - Ranged enemy attack and spell gets -2

Ether Imager (CL 2) - Allows ranged attacks on targets that are Dimension Shifting.

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36 — Paco the Cutpurse

Notes and Info

Most pirates who are willing to sign up for an expedition to the Shadow Sea are desperate souls looking for a quick score. Paco is a sneaky thief who has plenty of experience in stealing while staying hidden.

Head / Flintlock Pistol / Body / Knife / Locomotion

Weapons and Attacks

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

Knife (CL 0) H2H

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

Armor

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

Panchito

32

Q 4⁺
C 3
Str 5⁺
Res 5⁺
Will 4⁺

Bottle +0
Flintlock +1
Body AV 0

Special Abilities

Greedy, Shooter (medium), Ether Tech (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.

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

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

Allegra
Witch of the Clouds

103

Personality Model

Q 3⁺
C 3
Str 5⁺
Res 5⁺
Will 3⁺

knife +0
Chakram +1
Body AV 0

Special Abilities

Elementalist, Airborne, Shooter (medium), Agile

Elementalist - Can only cast Elemental magic but gains +1 to Spellcasting Roll. Elemental attack spells cast at them get -1 SA penalty. Elementalists are Personalities.

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

Shooter (medium) - Shoots with the Medium stick.

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

Panchito

32

Notes and Info

Most pirates who are willing to sign up for an expedition to the Shadow Sea are desperate souls looking for a quick score. Panchito enjoys the adventure and is always having fun while searching for gold or taking a swig of rum.

Head
Flintlock Pistol
Body
Bottle
Locomotion

Weapons and Attacks

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

Bottle (CL 0) H2H

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

Armor

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

Allegra
Witch of the Clouds

103

Notes and Info

Allegra is a student of the famed wizard, Luthor Firebrand, and has focused her abilities on mastering elemental magic of the sky. She is able to conjure up powerful attacks from the winds and electrical energy in the air and can float about the clouds with ease.

Head
Knife
Body
Chakram
Locomotion

Weapons and Attacks

Ancient Alloy Chakram (CL 0) Projectile (Med) +1, Armor Break (1), Precise

Knife (CL 0) H2H

Precise - Attack at +2 when targeting a subsystem

Armor

Bare skin CL 0 H:0 B:0 L:0 W:2

90 — Templar Crucible Knight

Q 3⁺
C 4
Str. **4⁺**
Res **5⁺**
Will **2⁺**

AV Bonus +3 RES roll

Longsword **+1**
Ether Crossbox **+1**
Body AV **3**

Special Abilities

Fearless, Iron Will, Shooter (medium), Ether Tech (1)

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.

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.

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104 — Monster Slayer

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

AV Bonus +3 RES roll

Bone Halberd **+1**
Rifled Musket **+2**
Body AV **3**

Special Abilities

Lethal (Animals & Warbeasts), Forester, Shooter (long), Ether Tech (1)

Lethal (Animals & Warbeasts) - If an attack causes a wound to an Animal or Warbeast, add one extra wound.

Forester - No movement penalty when moving through wilderness forest or fungal forest.

Shooter (long) - Shoots with the Longstick.

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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90 — Templar Crucible Knight

Notes and Info

The order of the Templars has remained hidden for centuries, hunting down those that practice unholy magic and consort with blasphemous entities of the void. Their goals have remained unchanged for ages, but their tools have improved for the Templar Crucible Knights with the development of new ether-powered armor and repeating crossbows.

Head
Body
Longsword
Crossbow
Locomotion

Weapons and Attacks

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

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

Armor

Crucible Armor (CL 1) **H:3 B:3 L:3 W:2**
Hardened, Powered
Add +3 to RES rolls unless beaten by Armor Break

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).

Powered - Get +1 to Strength Checks - included in stats

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104 — Monster Slayer

Notes and Info

Some soldiers of fortune are drawn to the lost world of the Shadow Sea for the chance to hunt the titanic beasts that roam the jungles and ruined cities there. These Monster Slayers wear trophies from their kills and use specialized weapons designed to take down big game.

Head
Bayonet
Body
Bone Halberd
Musket
Locomotion

Weapons and Attacks

Rifled Musket (CL 1) Projectile (Long) +2 Armor Break (2) Reload (1 action), Gunpowder

Bone Halberd (CL 0) H2H +1 Armor Break (2), Great Weapon

Bayonet (CL 0) H2H +1 Armor Break (1)

Gunpowder - Fires with black powder. If model goes in water, spend *1 action* to get dry powder 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 unless beaten by Armor Break

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).