



86 Amatheia
Caller of the Deep

Personality Model

Q3
C3
Str 5
Res 5
Will 3

Ancient Trident
+1

Body AV
0

Special Abilities

Deep Caller, Amphibious, Long Move, Jet Burst

Deep Caller - Friendly marine *Animals* and *Warbeasts* within Long stick radius get +1 activation. Can call Group Activation and Regroup. Death requires Morale Check for ally *Animals* and *Warbeasts*. Personality model.

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

Long Move - Move using the Long stick.

Jet Burst - Can cross enemy bases without Free Hack. Jetting out of H2H combat avoids Free Hack if two actions are used.



60 Amatheia's
Hammerhead Shark

Jaws
+1

Q4
C3
Str 4
Res 4
Will 4

Body AV
1

Special Abilities

Warbeast, Big, Towing, Long Move, Swimming, Marine

Warbeast - Led by Deep Caller only. No magic or tech items. If no Deep Caller or Sea Shaman in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.


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

Towing - Adjacent friendly models may spend one action to hold onto the dorsal fin and be towed, moving the friend when this model moves. Letting go takes no actions.

Long Move - Moves using the Long stick.

Swimming - Can move underwater. If changing 3+ depth levels must roll Fast Dive/Ascend activity.

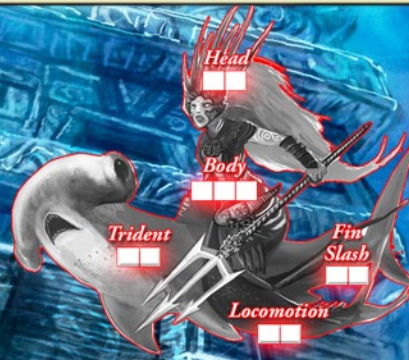
Marine - Only acts underwater. Can attack models on shore



86 Amatheia
Caller of the Deep

Notes and Info

Amatheia shares a bond with the creatures of the reef and is able to command them in battle when repelling invaders. She prefers to use pure, natural items and avoids ethereal technology or crystal weapons. Her primary arm is an ancient trident of a strong and mysterious alloy, a weapon she wields in battle while fighting alongside her warbeasts.




Weapons and Attacks

Ancient Trident (CL 0) H2H +1, Reach

Fin Slash (CL 0) H2H

Armor

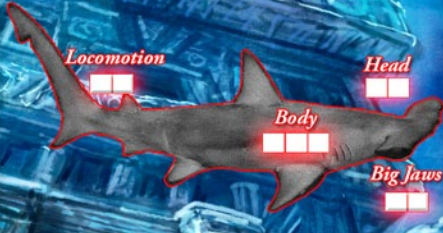
Nereid Skin (CL 0) H:0 B:0 L:1 W:2



60 Amatheia's
Hammerhead Shark

Notes and Info

Amatheia travels through the reef with a massive hammerhead shark, an ally that will fight dutifully by her side. This shark allows her to hold onto its dorsal fin and be towed into battles, fighting with her side by side and making them a deadly combination in combat.



Weapons and Attacks

Big Jaws (CL 0) H2H +1, Armor Break (1)

Armor

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

106 The Beast of Blood Reef

Q 4'

C 5

Str 2'

Res 2'

Will 4'

AV Bonus +1 RES roll

Huge Jaws +2

Body AV 1

Special Abilities

Warbeast, Huge, Savage, Long Move, Tough Swimming, Marine

Warbeast - Led by Deep Caller only. No magic or tech items. If no Deep Caller or Sea Shmamy in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

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

Savage - Inflicts +1 wounds when doubling the opponent's Combat Score and winning by more than the opponent's AV.

Long Move - Moves using the Long stick.

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

Swimming - Can move underwater. If changing 3+ depth levels must roll Fast Dive/Ascend activity.

Marine - Only operates underwater. Can attack models on shore

100 Triton Berserker

Q 3

C 3

Str 4'

Res 4'

Will 3'

AV Bonus +1 RES roll

Crystal Lance +1

Body AV 1

Special Abilities

Big, Savage, Berzerk, Amphibious, Long Move, Ether Tech (1)

Big - H2H +1 vs. smaller models. Ranged attack against at +1. Gain +1 to Strength and Resistance Checks (in stats already).

Savage - Inflicts 3 wounds when doubling the opponent's Combat Score and winning by more than the opponent's AV.

Berzerk - Model goes berserk with line-of-sight to enemy. Berserk model must activate with three dice (+1 bonus) and charge into H2H combat with the closest enemy. Gain +1 CS on first contact. No morale check when in contact with enemy. The Berserk fury ends for the rest of the battle if model fails to activate or is wounded in H2H combat.

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

Long Move - 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.

106 The Beast of Blood Reef

Notes and Info

This legendary creature is a gigantic shark of unusual size, ferocity and intelligence, a monster known as simply "The Beast" by invaders of Blood Reef. Its jaws are extremely strong and are able to crush most armor, while its tough skin and body can withstand a tremendous amount of punishment. It prefers to hunt the shallow reef area as part of the Nereid force, following the directions of Amatheia.

Head: 10 HP
Body: 10 HP
Locomotion: 10 HP
Huge Jaws: 10 HP

Weapons and Attacks

Huge Crushing Jaws (CL 0) H2H +2, Armor Break (3)

Armor

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

100 Triton Berserker

Notes and Info

When the Ancients first created the Nereids, the males were changed into a more bestial form than the females. Highly aggressive, these males became berserk at the sight of intruders, savagely tearing into them. They are armed with devastating crystal lances that can paralyze enemies.

Head: 10 HP
Body: 10 HP
Locomotion: 10 HP
Fin Slash: 10 HP
Crystal Lance: 10 HP

Weapons and Attacks

Big Crystal Lance (CL 1) H2H +1, Armor Break (1)
Shock, Fragile, Reach
Fin Slash (CL 0) H2H

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

Fragile - If the attack rolls an unmodified 1, roll again; on a 1, 2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 1+ success).

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

Armor

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



162

Brachyrox
Assault Crab



Q 4

C 5

Str **2**

Res **2**

Will **4**

Huge Claw
+1

Ballista
+1

Body AV
4

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

Special Abilities

Amphibious, Transport (6), Towing, Warbeast, Huge, Shooter (med), Tough, Combo Attack (2-hit), Deep Eyes

Amphibious - Operates underwater and on land.
Transport (6) - Carries up to 6 models with it as it moves.
Towing - Adjacent friendly models may spend one action to hold onto back spikes and be towed, moving the friend when this model moves. Letting go takes no actions.
Warbeast - Led by *Deep Caller* only. No magic or tech items. If no *Deep Caller* or *Sea Shaman* in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.
Huge - H2H +1 vs. smaller models. Ranged attack vs. +1.
Shooter (med) - Shoots with the Medium stick. ** Only shoots if there is a rider on top
Tough - Extra wounds. Only fallen on a double or triple.
Combo Attack (2-hit) - Can make an extra attack using actions if the previous attack causes a wound.
Deep Eyes - Normal vision in darkness.



85

Cymopoleia
Sorceress of the Reef



Personality Model

Q 3

C 2

Str **5**

Res **5**

Will **3**

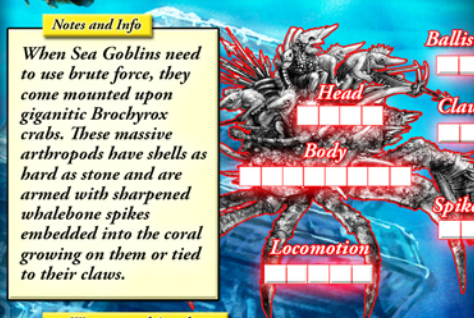
Staff
+0

Body AV
0

Special Abilities


Sea Enchantress, Amphibious, Long Move, Jet Burst

Sea Enchantress - This model is able to cast spells from the Sea Enchantment spell list. Personality model.
Amphibious - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.
Long Move - Move using the Long stick.
Jet Burst - Can cross enemy bases without Free Hack. Jetting out of H2H combat avoids Free Hack if two actions are used.



162

Brachyrox
Assault Crab



Notes and Info

When Sea Goblins need to use brute force, they come mounted upon gigantic Brachyrox crabs. These massive arthropods have shells as hard as stone and are armed with sharpened whalebone spikes embedded into the coral growing on them or tied to their claws.

Head

Body

Locomotion

Ballista

Claw

Spikes

Weapons and Attacks

Ballista (CL 0) *Projectile (Med)* +1, *Armor Break* (3)
Huge Claw (CL 0) *H2H* +1, *Armor Break* (3), *Grab*
Huge Spikes (CL 0) *H2H* +1, *Armor Break* (3), *Reach*

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

Armor

Mega Crab Shell (CL 0) *H:4 B:4 L:4 W:2*
Bash, Sluggish
Add +4 to RES rolls unless beaten by Armor Break

Bash - Can attack even if all weapons are damaged
Sluggish - Must use 1 action to turn face rear attacker.



85

Cymopoleia
Sorceress of the Reef



Notes and Info

Nereids are highly magical beings, but all save Cymopoleia have lost the ability to channel magic to cast spells. Cymopoleia retains this ability and has developed her own specialized spells to enchant sea life and transform them into deadly attacks.

Head

Body

Fin Slash

Locomotion

Staff

Weapons and Attacks

Staff (CL 0) *H2H*
Fin Slash (CL 0) *H2H*

Armor

Nereid Skin (CL 0) *H:0 B:0 L:1 W:2*

94 Eidothera Nereid Captain

Personality Model

Q3

C2

Str 5

Res 5

Will 3

Staff +0

Solar Blast Spear +1

Body AV 1

Special Abilities

Leader, Amphibious, Long Move, Ether Tech (1), Shooter (short)

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

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

Long Move - 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.

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

85 Giant Mantis Shrimp

Q3

C4

Str 4

Res 4

Will 3

Spearing Arm +1

AV Bonus +2 RES roll

Body AV 2

Special Abilities

Warbeast, Big, Combo Attack (2-hit), Benthic, Marine, Spectral Vision

Warbeast - Led by *Deep Caller* only. No magic or tech items. If no *Deep Caller* or *Sea Shaman* in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

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

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).

Benthic - Gets -1 when attempting a Fast Dive/Ascend activity.

Marine - Only acts underwater. Can attack models on shore.

Spectral Vision - Can attack *Camouflaged* models normally. Also gets +1 when targeting subsystems.

94 Eidothera Nereid Captain

Notes and Info

Most Nereids are loosely organized, preferring to act on their own. Only Eidothera has retained the memory of tactics and command from her past life ages ago. She is able to lead the Nereids and their allies into battle, blasting multiple opponents with ethereal energy from her crystal tipped spear.

Weapons and Attacks

Solar Blast Spear (CL 1) *Energy (Short) +1, Spray, Unstable*

Staff (CL 0) *H2H*

Fin Slash (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 shot only, no extending range.

Unstable - If roll an unmodified 1, roll again; on another 1, weapon is destroyed. In group attacks, one model affected.

Armor

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

85 Giant Mantis Shrimp

Notes and Info

An alien-looking creature, the giant mantis shrimp hunts the reef for anything it can spear. Its eyes are able to discriminate colors with incredible speed and accuracy, making it able to locate camouflaged prey and find vulnerable spots to attack. The main weapons are spear-like arms that it uses to stab through prey, although some have club-like arms that smash victims.

Weapons and Attacks

2 x Big Spear Arms (CL 0) *H2H +1, Armor Break (1) Reach*

-- or --

2 x Big Club Arms (CL 0) *H2H +1, Armor Break (3) Reach*

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

Armor

Thick Carapace (CL 0) *H:3 B:2 L:2 W:2*

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



99 OP Ginny Greenteeth The Sea Hag

Personality Model

Q3

C4

Str **5**

Res **5**

Will **3**

AV Bonus
+1 RES roll

Talons
+0

Body AV
1



Special Abilities

Witchcraft, Amphibious, Stealth, Repellent, Reef Walker

Witchcraft - Ginny casts spells from the Witchcraft list. This ancient form of magic is practiced by witches that have consorted with the slithering demons of the abyss.

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

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

Repellent - Ginny is so hideous looking that enemy models cannot charge into combat with her (no charge bonus). She also cannot be included in Group Activation.

Reef Walker - Can move across coral reefs with no penalty.



94 Nereid Guardian of the Reef

Q3

C3

Str **5**

Res **5**

Will **3**

AV Bonus
+1 RES roll

Lance
+0

Sun Spear
+1

Body AV
1



Special Abilities

Reef Defender, Amphibious, Long Move, Ether Tech (1), Shooter (medium), Fanatical

Reef Defender - Gets +1 bonus to CS when attacking any model moving on Coral Reef scenery, but not those swimming 1 depth level above. This model also gets a +1 CS when attacking a model that has caused damage to coral scenery through a *Blast* or by targeting the coral. These bonuses can be stacked.


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

Long Move - 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.

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


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



99 OP Ginny Greenteeth The Sea Hag

Notes and Info

The Sea Hag, or "Ginny Greenteeth" as the pirates of the Fortune Hunters have called her, is a witch of terrible power with an appetite for human flesh. She no longer has the scaly beauty of the Nereids but her lust for magical power makes the Sea Hag share their common goal of protecting Xibalba from invaders. She is aided by her minions, devious Sea Goblins and brutish Sea Trolls.



Weapons and Attacks

Talons (CL 0) **H2H**

Bone Knife (CL 0) **H2H**

Armor

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

AV Bonus +1 RES roll



94 Nereid Guardian of the Reef

Notes and Info

These Nereids have dedicated their lives to the protection of the reef. They are among the most skilled warriors of the force and are truly fanatical in the devotion to their coral home. Any being, friend or foe, that causes damage to the coral will suffer their wrath.



Weapons and Attacks

Sun Spear (CL 1) **Energy (Medium) +1, Armor Break (1), Unstable**

Lance (CL 0) **H2H, Reach**

Fin Slash (CL 0) **H2H**

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

Unstable - If roll an unmodified 1, roll again; on another 1. weapon is destroyed. In group attacks, one model affected.

Armor

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

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

141 Icthelion

Lord of the Seas

Personality Model

Volcano Trident +2

Q3
C4
Str 4
Res 4
Will 3
AV Bonus +1 RES roll
Body AV 1

Special Abilities
Sea Shaman, Big, Amphibious, Long Move, Ether Tech (1), Combo Attack (2-bit)

Sea Shaman - Can summon wild sea creatures and cast Elemental Conjunction spells. Allocate up to 75 warband points to a "Summoning Pool" and double value (max 150). Summon creatures with Spellcasting Roll. Each success = up to 50 points from pool. 3 failures = loss of ability until healed. Creature starts at edge of map closest to scenic item and disappears when Shaman dies. Can "charm" wild creatures on the map using Summoning Pool points. Personality model.

Big - H2H +1 vs. smaller models. Ranged attack against at +1. Gain +1 to Strength and Resistance Checks (in stats already).

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

Long Move - Moves using the Long stick.

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

Combo Attack (2-bit) - 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).

105 Kalypso

The Hidden One

Personality Model

Corrosive Bio-Blade +1
Biotech Doom Tracker +1
Body AV 0

Q3
C2
Str 5
Res 5
Will 3

Special Abilities
Scientist (2), Amphibious, Bio-weapon (2), Shooter (medium), Stealth

Scientist (2) - Can use CL 1 and CL 2 Ether Tech devices. Activate new device with Quality Check with 2 success. Activate CL 3 devices with -2 to Quality Check. 3 failures damages the item. Repair item with 2 actions. Personality.

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

Bio-weapon (2) - Can use bio-items of BCL 1 and BCL 2. Can repair damaged biotech weapons during battle by spending 1 action for a Quality Check and a number of successes equal to the item BCL. On 3 failures, bio-weapon is destroyed.

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

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

141 Icthelion

Lord of the Seas

Notes and Info

Weapons and Attacks
Big Volcano Trident (CL 1) H2H +2, Armor Break (3), Unstable
Big Claw (CL 0) H2H +1, Grab
Big Jaws (CL 0) H2H +1
Unstable - If roll an unmodified 1, roll again; on another 1, weapon is destroyed. In group attacks, one model affected.
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
Nereid Armor (CL 0) H:1 B:1 L:1 W:2
 Add +1 to RES rolls unless beaten by Armor Break

105 Kalypso

The Hidden One

Notes and Info

Weapons and Attacks
Biotech Doom Tracker (CL 1) Projectile (Med) +1, Armor Break (1), Corrosive, Homing, Reload (1)
Bio-Blade (CL 0) H2HP +1, Armor Break (1), Corrosive, Hazardous
Octopus Bite (CL 0) H2H Poison (paralytic)
Corrosive - If causes a wound, defender must roll a Res Check with 2 success or is Corroding. Must roll to resist each turn when activated (no actions). 2 successes = corrosion ends. 3 failures = 1 wound. Healer cures with 1 action, but Artificial need Scientist or Engineer to repair (1 action for QC 2 success).
Homing - Ignore Tactical Cover or any other Partial Cover. Shot may change direction once to go around obstacles. May fire at a target that moved behind full cover on the same turn that the target hides if it started within shooter field of view.
Hazardous - When attacker rolls a 1, roll again; on another 1, weapon explodes. Model must defend vs. CS 7 and Corrosive.
Poison (Paralytic) - If causes a wound, defender rolls Res Check (at -1) with 2 success or is poisoned and transfixed. Must resist (no actions) each turn when activated. 2 success = Poison cured. 3 failures = 2 wounds. No effect on Artificial or Undead. An adjacent Healer can cure poison with 1 action.

Armor
Nereid Skin (CL 0) H:0 B:0 L:1 W:2



77 Sea Serpent

Q 4'

C 4

Str 4'

Res 4'

Will 4'

AV Bonus +2 RES roll

Poison Bite +1

Body AV 2

Special Abilities

Warbeast, Big, Long Move, Swimming, Marine

Warbeast - Led by Deep Caller only. No magic or tech items. If no Deep Caller or Sea Shaman in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

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

Long Move - Moves using the Long stick.

Swimming - Can move underwater. If changing 3+ depth levels must roll Fast Dive/Ascend activity.

Marine - Only acts underwater. Can attack models on shore



87 Sea Goblin Crab Rider

Q 4'

C 4

Str 4'

Res 4'

Will 4'

AV Bonus +2 RES roll

Big Claws +1

Body AV 4

Front +1 w/ Shield
Rear AV=1

Special Abilities

Mounted, Big, Amphibious, Deep Eyes, Reef Walker


Mounted - H2H +1 vs. non-mounted figure same size or smaller. Mount dies first from filling Body wounds - model not removed but gets Short movement and -1 CS. Rider Body wounds filled next to result in model death. Locomotion wounds for rider can only be targeted after mount is dead. Only rider can suffer a gruesome kill.

Big - H2H +1 vs. smaller models. Ranged attack against at +1. Gain +1 to Strength and Resistance Checks (in stats already).

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

Deep Eyes - Normal vision in darkness.

Reef Walker - Can walk upon a coral reef with no penalty.



77 Sea Serpent

Notes and Info

Sea Serpents are ancient creatures related to ethereal dragons, revered by the sorcerers of Xibalba who used their blood when creating the Nereids. These deadly creatures are now trained and deployed in battle by this very force. They are fast and covered in thick scales, making them difficult to take down, but they are most feared for their sharp fangs and highly toxic venom.

Locomotion

Body

Poisoned Bite

Head


Weapons and Attacks

Big Poisoned Bite (CL 0) H2H +1, Armor Break (1) Poison (deadly)

Poison (Deadly) - If causes a wound, defender rolls Res Check (at -2) with 2 success or is poisoned. Must resist (no actions) each turn when activated. 2 success = cured. 3 fail = 2 wounds. No effect on Artificial or Undead. Adjacent Healers can cure the poison by spending 1 action.

Armor

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



87 Sea Goblin Crab Rider

Notes and Info

Sea Goblins are vicious creatures that figure as part of the Nereids of Blood Reef. To help break through enemy defenses, their shock troops ride crabs with thick shells and bad tempers. The crab's shells and the goblin's scale armor and shields makes them very tough to kill.

Lance

Body (M)

Body (R)

Claws

Locomotion

Head

Weapons and Attacks

Lance (CL 0) H2H Reach

Big Claw (CL 0) H2H +1, Armor Break (1), Grab

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

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.

Armor

Thick Shell Armor (CL 0) H:2 B:4* 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

88 Sea Goblin Champion

Personality Model

Q 3

C 2

Str **5**

Res **5**

Will **3**

AV Bonus
+1 RES roll

Knife

+0

Body AV

1



Special Abilities

Leader, Amphibious, Deep Eyes, Reef Walker
Combo Attack (2-bit)

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

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

Deep Eyes - Normal vision in darkness.

Reef Walker - Can walk upon a coral reef with no penalty.

Combo Attack (2-bit) - 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).

44 Sea Goblin Crab Crew

Q 4

C 2

Str **5**

Res **5**

Will **4**

AV Bonus
+1 RES roll

Spear

+0

Body AV

1



Special Abilities

Amphibious, Deep Eyes, Opportunistic,
Reef Walker, Weapon Crew

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

Deep Eyes - Normal vision in darkness.

Opportunistic - Gets +1 on activation rolls when within one Short stick from a fallen or transfixed foe.


Reef Walker - Can walk upon a coral reef with no penalty.

Weapon Crew - When adjacent to firing artillery or an shooter with a ranged weapon and spending 1 action, gives +1 to CS the the shooter and reduces loading time by 1 turn.

88 Sea Goblin Champion

Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Their most experienced Champions lead the Sea Goblins on raids to capture treasure and artifacts.



Weapons and Attacks

Knife (CL 0) **H2H**

Knife (CL 0) **H2H**

Sharp Teeth (CL 0) **H2H**

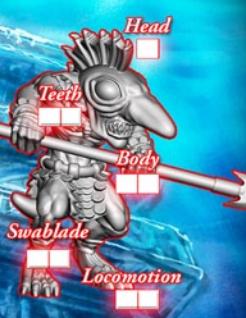
Armor

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

44 Sea Goblin Crab Crew

Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Crab Crew goblins assist the gunner firing the Ballista, helping reload faster.



Weapons and Attacks

Short Spear (CL 0) **H2H**

Sharp Teeth (CL 0) **H2H**

Armor

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

42 Sea Goblin Crab Gunner



Q 4

C 3

Str **5**

Res **5**

Will **4**

AV Bonus
+1 RES roll

Teeth
+0

Body AV
1

Special Abilities

Amphibious, Deep Eyes, Opportunistic, Reef Walker, Shooter (Medium)

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

Deep Eyes - Normal vision in darkness.

Opportunistic - Gets +1 on activation rolls when within one Short stick from a fallen or transfixed foe.

Reef Walker - Can walk upon a coral reef with no penalty.

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

81 Sea Goblin Crab Master



Q 3

C 3

Str **5**

Res **5**

Will **3**

AV Bonus
+2 RES roll

Poisoned Spear
+0

Body AV
2

Special Abilities

Deep Caller, Amphibious, Deep Eyes, Reef Walker

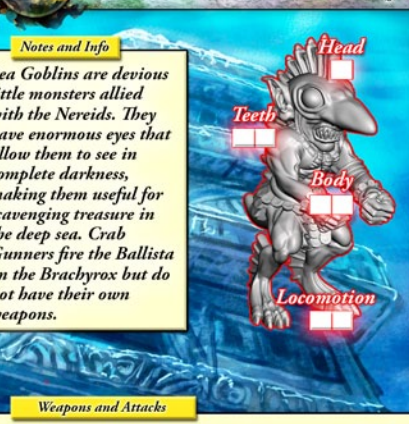
Deep Caller - Friendly marine Animals and Warbeasts within Long stick radius get +1 activation. Can call Group Activation and Regroup. Death requires Morale Check for ally Animals and Warbeasts. Personality model.

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

Deep Eyes - Normal vision in darkness.

Reef Walker - Can walk upon a coral reef with no penalty.

42 Sea Goblin Crab Gunner



Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Crab Gunners fire the Ballista on the Brachyrox but do not have their own weapons.


Weapons and Attacks

Sharp Teeth (CL 0) H2H

Armor

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

81 Sea Goblin Crab Master



Notes and Info

Sea Goblins are sneaky little creatures with enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Crab Masters are trainers of marine warbeasts, primarily the giant Brachyrox Crabs.

Weapons and Attacks

Poisoned Spear (CL 0) H2H Poison (dangerous)
Sharp Teeth (CL 0) H2H

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

Armor

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

37

Sea Goblin Reef Fighter

Q 4'

C 2

Str 5

Res 5

Will 4

AV Bonus +1 RES roll

Saw Blade

+0

Body AV 1

Special Abilities

Amphibious, Deep Eyes, Reef Walker

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

Deep Eyes - Normal vision in darkness.

Reef Walker - Can walk upon a coral reef with no penalty.

37

Sea Goblin Reef Fighter

Q 4'

C 2

Str 5

Res 5

Will 4

AV Bonus +1 RES roll

Saw Blade

+0

Body AV 1

Special Abilities

Amphibious, Deep Eyes, Reef Walker

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

Deep Eyes - Normal vision in darkness.

Reef Walker - Can walk upon a coral reef with no penalty.

37

Sea Goblin Reef Fighter

Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Sea Goblin Reef Fighters are the basic troops of the force, scurrying through the coral reefs to do battle.

Head

Teeth

Body

Sawblade

Locomotion

Weapons and Attacks

Sawblade (CL 0) H2H

Sharp Teeth (CL 0) H2H

Armor

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

Add +1 to RES rolls unless beaten by Armor Break

37

Sea Goblin Reef Fighter

Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Sea Goblin Reef Fighters are the basic troops of the force, scurrying through the coral reefs to do battle.

Head

Teeth

Body

Sawblade

Locomotion

Weapons and Attacks

Sawblade (CL 0) H2H

Sharp Teeth (CL 0) H2H

Armor

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

Add +1 to RES rolls unless beaten by Armor Break

70 Sea Goblin Poacher



Q 4'

C 2

Str **5'**

Res **5'**

Will **4'**

AV Bonus
+1 RES roll

Poisoned Spear
+0

Body AV
1

Special Abilities

Amphibious, Deep Eyes, Combo Attack (2-bit) Reef Walker, Chum

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

Deep Eyes - Normal vision in darkness.

Combo Attack (2-bit) - 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).

Reef Walker - Can walk upon a coral reef with no penalty.

Chum - Spread chum to attract a shark feeding frenzy. Place a chum marker adjacent to the model with 1 action. Sharks appear at the end of that Game Turn to form a zone of Short radius centered on the marker. The zone can only be attacked with a Blast (shoot against CS 6). Causing a wound disperses it. Any model moving into or activating in the zone suffers a Free Hack with CS 8 and Armor Break 1. Only one chum marker can be placed per scenario.

43 Sea Goblin Saw Warrior



Q 4'

C 2

Str **5'**

Res **5'**

Will **4'**

AV Bonus
+1 RES roll

Saw Blade
+0

Body AV
2

Front +1 w/ Shield
Rear AV=1

Special Abilities

Amphibious, Deep Eyes, Opportunistic, Reef Walker


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

Deep Eyes - Normal vision in darkness.

Opportunistic - Gets +1 on activation rolls when within one Short stick from a fallen or transfixed foe.

Reef Walker - Can walk upon a coral reef with no penalty.

70 Sea Goblin Poacher



Q 4'

C 2

Str **5'**

Res **5'**

Will **4'**

AV Bonus
+1 RES roll

Poisoned Spear
+0

Body AV
1

Notes and Info

Sea Goblins are sneaky little creatures with enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Poachers carry sacks of chum with them to lure in shark and other hungry creatures of the deep.

Weapons and Attacks

Poisoned Spear (CL 0) **H2H** *Poison (dangerous)*

Sharp Teeth (CL 0) **H2H**

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


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

Entangle - If win in combat by 1 or more, victim must roll a Strength Check with 2 successes or be entangled and lose it turn. Subsequent turns, victim must use 1 action for Str Check with 2 successes to go free. The net cannot be used again while entangling a model.

Armor

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

43 Sea Goblin Saw Warrior



Q 4'

C 2

Str **5'**

Res **5'**

Will **4'**

AV Bonus
+1 RES roll

Saw Blade
+0

Body AV
2

Front +1 w/ Shield
Rear AV=1

Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Sea Goblin Saw Warriors carry shields made from sea turtle shells for extra protection.

Weapons and Attacks

Sawblade (CL 0) **H2H**

Sharp Teeth (CL 0) **H2H**

Armor

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

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

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



41 Sea Goblin Sawblade Sneak

Q 4'

C 2

Str 5'

Res 5'

Will 4'

AV Bonus
+1 RES roll

Sawblade
+0

Body AV
1

Special Abilities
Amphibious, Deep Eyes, Stealth, Reef Walker

Amphibious - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.
Deep Eyes - Normal vision in darkness.
Stealth - Immune to ranged attack/spells if adjacent to Partial Cover. Negated for that cover if attacks or casts a spell.
Reef Walker - Can walk upon a coral reef with no penalty.



46 Sea Goblin Spear Hunter

Q 4'

C 2

Str 5'

Res 5'

Will 4'

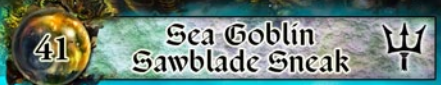
AV Bonus
+1 RES roll

Poisoned Spear
+0

Body AV
1


Special Abilities
Amphibious, Deep Eyes, Opportunistic, Reef Walker

Amphibious - Can operate on land and underwater. If change 2+ depth levels must roll Fast Dive/Ascend activity.
Deep Eyes - Normal vision in darkness.
Opportunistic - Gets +1 on activation rolls when within one Short stick from a fallen or transfixed foe.
Reef Walker - Can walk upon a coral reef with no penalty.



41 Sea Goblin Sawblade Sneak

Notes and Info
 Sea Goblins are sneaky little creatures with enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. They are hard to detect amid reef corals and slash enemies using sawblade weapons or their sharp teeth.



Weapons and Attacks
Sawblade sword (CL 0) **H2H**
Sharp Teeth (CL 0) **H2H**

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



46 Sea Goblin Spear Hunter

Notes and Info
 Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Hunters carry spears tipped with a poisonous spine from a giant stingray.



Weapons and Attacks
Poisoned Spear (CL 0) **H2H** *Poison (dangerous)*
Sharp Teeth (CL 0) **H2H**

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

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



42

Q 4'

C 2

Str 5'

Res 5'

Will 4'

AV Bonus
+1 RES roll

Poisoned
Spear
+0

Body AV
1

Special Abilities

Amphibious, Deep Eyes, Reef Walker

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

Deep Eyes - Normal vision in darkness.

Reef Walker - Can walk upon a coral reef with no penalty.



42

Q 4'

C 2

Str 5'

Res 5'

Will 4'

AV Bonus
+1 RES roll

Poisoned
Spear
+0

Body AV
1


Special Abilities

Amphibious, Deep Eyes, Reef Walker

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

Deep Eyes - Normal vision in darkness.

Reef Walker - Can walk upon a coral reef with no penalty.



42

Q 4'

C 2

Str 5'

Res 5'

Will 4'

AV Bonus
+1 RES roll

Poisoned
Spear
+0

Body AV
1

Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Spear Warriors carry short, poisonous spears with them in battle.

Weapons and Attacks

Poisoned Spear (CL 0) **H2H** *Poison (dangerous)*


Sharp Teeth (CL 0) **H2H**

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

Armor

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

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



42

Q 4'

C 2

Str 5'

Res 5'

Will 4'

AV Bonus
+1 RES roll

Poisoned
Spear
+0

Body AV
1

Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Spear Warriors carry short, poisonous spears with them in battle.

Weapons and Attacks

Poisoned Spear (CL 0) **H2H** *Poison (dangerous)*

Sharp Teeth (CL 0) **H2H**

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

Armor

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

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



71

Sea Goblin
Storm Warrior



Q3

C3

Str **5**

Res **5**

Will **3**

AV Bonus
+2 RES roll
+1 Morale checks

Poisoned
Spear

+0

Body AV

2

Special Abilities

Amphibious, Deep Eyes, Steadfast, Reef Walker

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

Deep Eyes - Normal vision in darkness.

Steadfast - Get +1 to Morale Check Rolls.

Reef Walker - Can walk upon a coral reef with no penalty.



71

Sea Goblin
Storm Warrior Scout



Q3

C3

Str **5**

Res **5**

Will **3**

AV Bonus
+2 RES roll

Poisoned
Spear

+0

Body AV

2

Special Abilities

Amphibious, Deep Eyes, Stealth, Reef Walker

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

Deep Eyes - Normal vision in darkness.


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

Reef Walker - Can walk upon a coral reef with no penalty.



71

Sea Goblin
Storm Warrior



Notes and Info

Sea Goblins are sneaky little creatures with enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Storm Warriors are the elite troops of Sea Goblins, encased in thick armor and brave in battle.

Weapons and Attacks

Poisoned Spear (CL 0) **H2H** *Poison (dangerous)*

Bone Knife (CL 0) **H2H**

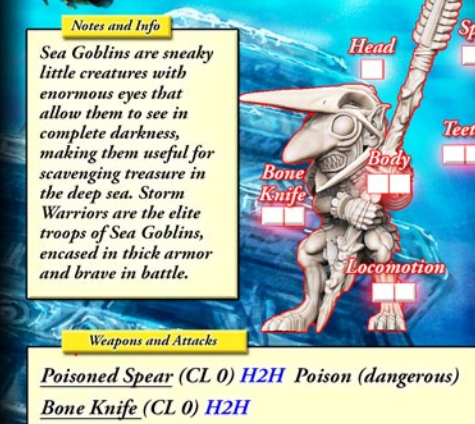
Sharp Teeth (CL 0) **H2H**

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

Armor


Thick Carapace and Scale (CL 0) **H:3 B:2 L:2 W:2**

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



71

Sea Goblin
Storm Warrior Scout



Notes and Info

Sea Goblins are sneaky little creatures with enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Storm Warriors are the elite troops of Sea Goblins, encased in thick armor and brave in battle.

Weapons and Attacks

Poisoned Spear (CL 0) **H2H** *Poison (dangerous)*

Bone Knife (CL 0) **H2H**

Sharp Teeth (CL 0) **H2H**

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

Armor

Thick Carapace and Scale (CL 0) **H:3 B:2 L:2 W:2**

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

44 Sea Goblin Warrior

Q 4⁺

C 2

Str 5⁺

Res 5⁺

Will 4⁺

AV Bonus
+1 RES roll

Trident


Body AV




Special Abilities

Amphibious, Deep Eyes, Opportunistic, Reef Walker

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

Deep Eyes - Normal vision in darkness.

Opportunistic - Gets +1 on activation rolls when within one Short stick from a fallen or transfixed foe.

Reef Walker - Can walk upon a coral reef with no penalty.

44 Sea Goblin Warrior

Q 4⁺

C 2

Str 5⁺

Res 5⁺

Will 4⁺

AV Bonus
+1 RES roll

Trident


Body AV




Special Abilities

Amphibious, Deep Eyes, Opportunistic, Reef Walker

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

Deep Eyes - Normal vision in darkness.

Opportunistic - Gets +1 on activation rolls when within one Short stick from a fallen or transfixed foe.

Reef Walker - Can walk upon a coral reef with no penalty.

44 Sea Goblin Warrior

Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Sea Goblin Warriors are armed with long tridents to keep enemies at range.



Weapons and Attacks

Trident (CL 0) **H2H** Reach

Sharp Teeth (CL 0) **H2H**

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


Armor

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

44 Sea Goblin Warrior

Notes and Info

Sea Goblins are devious little monsters allied with the Nereids. They have enormous eyes that allow them to see in complete darkness, making them useful for scavenging treasure in the deep sea. Sea Goblin Warriors are armed with long tridents to keep enemies at range.



Weapons and Attacks

Trident (CL 0) **H2H** Reach

Sharp Teeth (CL 0) **H2H**

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

Armor

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

98 Sea Troll



Q 4

C 4

Str 4

Res 4

Will 4

AV Bonus +1 RES roll

Claws +1

Harpoon +2

Body AV 1

Special Abilities
 Amphibious, Warbeast, Big, Deep Eyes, Shooter (medium), Tough, Dim Witted

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

Warbeast - Led by Deep Caller only. No magic or tech items. If no Deep Caller or Sea Shaman in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

Big - H2H +1 vs. smaller models. Ranged attack against at +1. Gain +1 to Strength and Resistance Checks (in stats already).

Deep Eyes - Normal vision in darkness.

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

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

Dim Witted - Gives -1 to Group Activation rolls

79 Silver Death



Q 4

C 4

Str 4

Res 4

Will 4

AV Bonus +2 RES roll

Jaws +1

Body AV 2

Special Abilities
 Warbeast, Big, Scale Flash, Long Move, Moving Attack, Swimming, Marine

Warbeast - Led by Deep Caller only. No magic or tech items. If no Deep Caller or Sea Shaman in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Sea Creature.

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

Scale Flash - Enemy ranged attacks and attack spells get -1 CS

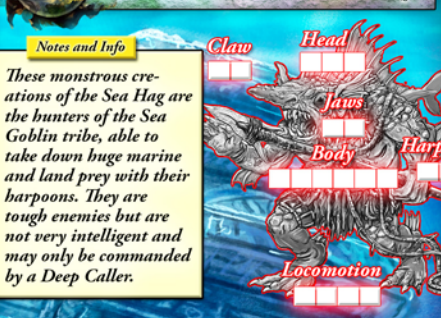
Long Move - Moves using the Long stick.

Moving Attack - Can attack when adjacent to enemy before end of move stick. If the model wins the combat, it can then finish the move and leave combat. Stopped by obstacles or Huge enemies.

Swimming - Can move underwater. If changing 3+ depth levels must roll Fast Dive/Ascend activity.

Marine - Only acts underwater. Can attack models on shore

98 Sea Troll



Notes and Info
 These monstrous creations of the Sea Hag are the hunters of the Sea Goblin tribe, able to take down huge marine and land prey with their harpoons. They are tough enemies but are not very intelligent and may only be commanded by a Deep Caller.

Weapons and Attacks

Bone Harpoon (CL 0) **Projectile (Med - land / Short - water)** +2, **Armor Break (2)**, **Thrown**, **Harpoon**

Big Claw (CL 0) **H2H +1**, **Armor Break (1)**, **Grab**

Big Jaws (CL 0) **H2H +1**, **Armor Break (1)**

Thrown - When thrown in the air, has Medium range, but underwater they only has Short range.

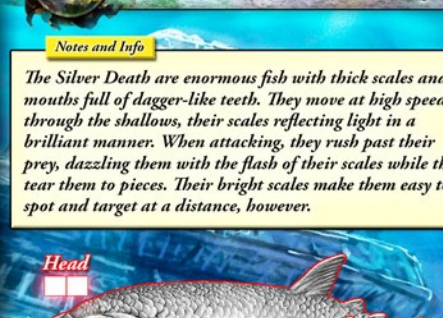
Harpoon - If causes a wound, victim harpooned. From then on, harpooner can spend 1 action for a Strength Check (one size difference between victim and attacker = -1, two size differences = -3). Spend extra actions to pull in victim. 2 success = Short per action. 3 success = Long per action. On 3 failures, 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.

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.

Armor

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

79 Silver Death



Notes and Info
 The Silver Death are enormous fish with thick scales and mouths full of dagger-like teeth. They move at high speed through the shallows, their scales reflecting light in a brilliant manner. When attacking, they rush past their prey, dazzling them with the flash of their scales while they tear them to pieces. Their bright scales make them easy to spot and target at a distance, however.

Weapons and Attacks

Big Jaws (CL 0) **H2H +1**, **Armor Break (1)**

Armor

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

158 Snortgut The Terrible

Sea Goblin Hero

Q3

C4

Str **4**

Res **4**

Will **3**

AV Bonus
+2 RES roll

+2 CS vs.
smaller models

Claws
+1

Body AV
3

Special Abilities

Hero, Mounted, Big, Amphibious, Deep Eyes, Combo attack (3-bit), Reef Walker

Hero - Always receive one automatic success when making any Checks Rolls or activation rolls. Take one die and make it a success, then roll the remaining dice.

Mounted - H2H +1 vs. non-mounted figure same size or smaller. Mount dies first from filling Body wounds - model not removed but gets Short movement and -1 CS. Rider Body wounds filled next to result in model death. Locomotion wounds for rider can only be targeted after mount is dead. Only rider can suffer a *gruesome kill*.

Big - H2H +1 vs. smaller models. Ranged attack against at +1. Gain +1 to Strength and Resistance Checks (in stats already).

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

Deep Eyes - Normal vision in darkness.

Combo Attack (3-bit) - 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 3 attacks possible).

Reef Walker - Can walk upon a coral reef with no penalty.

90 Nereid Treasure Seeker

Q3

C2

Str **5**

Res **5**

Will **3**

Crystal Trident
+1

Body AV
0

Special Abilities

Salvager, Amphibious, Long Move, Ether Tech (1)

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

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

Long Move - 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.

158 Snortgut The Terrible

Sea Goblin Hero

Notes and Info

Snortgut has been through many battles and is a heroic figure among the sea goblins. He rides an ill tempered Stonebreaker Crab along with a number of rowdy spawnlings who are there to learn from the master. They pitch in when the crab has victims trapped in its claws.

Weapons and Attacks

Crystal Lance (CL 1) H2H, **Armor Break (1)**, **Shock**, **Fragile**, **Reach**

Big Claw (CL 0) H2H +1, **Armor Break (1)**, **Grab**

Spawnling Weapons (CL 0) H2H

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

Fragile - If the attack rolls an unmodified 1, roll again; on a 1, 2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 1+ success).

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

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.

Armor

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

90 Nereid Treasure Seeker

Notes and Info

Some Nereids are more adventuresome than others, searching for treasures in wrecks and ruins. These Nereids carry explosive crystals that they use to breach through the hulls of wrecks or walls of ruins. In combat, they wield tridents of charged ether crystal to deliver a paralyzing shock to enemies.

Weapons and Attacks

Crystal Trident (CL 1) H2H +1, **Armor Break (1)**, **Shock**, **Fragile**

Crystal Charges (CL 1) **Explosive +2**, **Armor Break (3)**, **Breach (+2)**, **Blast (-1 Short)**

Fin Slash (CL 0) H2H

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

Fragile - If the attack rolls an unmodified 1, roll again; on a 1, 2 or 3 the weapon is damaged - mark 1 weapon box. Weapon can be repaired (1 action for QC with 1+ success).

Hazardous - When attacker rolls a 1, roll again; another 1, the weapon explodes. Model must defend vs. attack by the weapon with CS 7, using the weapon's normal effects. In Group Attacks, only one model is affected.

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

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

Armor

Nereid Skin (CL 0) H:0 B:0 L:1 W:2

105

Armored Leopard Seal

Q3

C4

Body AV

3

Str

4

Res

4

Will

3

Special Abilities

Warbeast, Big, Long Move, Swimming, Amphibious, Deep Eyes, Combo Attack (2-bit)

Weapons & Armor

Big Jaws	RNG	TYPE	ARB	AT	WND
	H2H	Phys	1	+1	

Big Tail Slam	RNG	TYPE	ARB	AT	WND
	H2H	Phys	1	+1	

Ancient Alloy Plate Armor	HEAD	BODY	LOC	MOVE
	2	3	2	Long

Wounds

Head

Body

Locomotion

110

Nereid Sea Shaman

Order of the Serpent

Q3

C2

Body AV

1

Tech

1

Str

5

Will

3

Res

5

Special Abilities

Sea Shaman (P), Amphibious, Long Move, Ether Tech (1), Shooter (med)

Weapons & Armor

Conch Sonic Wave	RNG	TYPE	ARB	AT	WND
	Med	Eng	0	+1	

Sea Snake Bite	RNG	TYPE	ARB	AT	WND
Poison (paralytic)	H2H	Phys	0	+0	

Staff	RNG	TYPE	ARB	AT	WND
	H2H	Phys	0	+0	

Light Armor	HEAD	BODY	LOC	MOVE
	0	1	1	Long

Ether Tech Items

Sun Crystal

Wounds

Head

Body

Locomotion



92

Sea Goblin Scourge

Q4

C3

Str 5

Body AV 1

Tech 1

Will 4

Res 5

Special Abilities

Amphibious, Deep Eyes, EtherTech (1), Reef Walker, Shooter (short)

Weapons & Armor

	RNG	TYPE	ARB	AT	WND
Crystal Shard	Short Proj	0	+1		
Poisoned Spear	H2H Phys	0	+0		
Crystal Mines (3)	- Expl	2	CS7		
Crystal Charge	- Expl	3	+2		
Thick Skin	HEAD	BODY	LOC	MOVE	
	1	1	1	Med	

Wounds

Head

Body

Locomotion

99

Thelexia Nereid Captain

Q3

C2

Str 5

Body AV 1

Tech 1

Will 3

Res 5

Special Abilities

Leader (P), Amphibious, Long Move, Ether Tech (1), Shooter (short)

Weapons & Armor

	RNG	TYPE	ARB	AT	WND
Solar Blast Spear	Short Eng	0	+1		
Spear Thrust	H2H Phys	0	+0		
Fin Slash	H2H Phys	0	+0		
Light Armor	HEAD	BODY	LOC	MOVE	
	0	1	1	Long	

Wounds

Head

Body

Locomotion

Ether Tech Items

Sun Crystal

DEEPWARS

Sea Goblin Scourge

DEEPWARS

Thelexia Nereid Captain

Nereid Warband Special Abilities

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

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

Combo Attack If the model attacks on its turn and wins or ties in combat, it can use a remaining action to attack again with a different weapon. The maximum number of possible attacks is shown after Combo Attack.

Deep Eyes Normal vision in darkness.

Ether Tech Uses Ether Tech devices in its profile equal to or less than ability value (1 to 3).

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

Long Move Moves using the Long ruler.

Marine Only operates underwater.

Reef Walker Can walk upon a coral reef with no penalty.

Sea Shaman (P) Can summon wild sea creatures and cast Elemental Conjunction spells. Allocate up to 75 warband points to a "Summoning Pool" and double value (max 150). Summon creatures with Spelcasting Roll. Each success = up to 50 points from pool. 3 failures = loss of ability until healed. Creature starts at edge of map closest to scenic item and disappears (swims off) when the Sea Shaman dies. Can also summon wild creatures already on the map using Summoning Pool points. Can "charm" a wild sea creature in view within 1 medium ruler per action used. This creature fights for the Sea Shaman if it fails a Will Check to resist, but gets to roll again each turn to break the charm. One creature can be charmed at a time.

Shooter Shoots weapon with range (Short, Med or Long).

Nereid Warband Abilities 2

Warbeast Led by Deep Caller only. No magic or tech items. If no *Deep Caller* or *Sea Shaman* in warband and Warbeast rolls 2+ failures on Morale Check, it attacks the nearest model and becomes a predatory Wild Sea Creature.

Nereid Warband Weapon/Armor Effects

Blast Roll attack vs. main target. Other models in blast radius must defend against CS - 1 unless behind full cover.

Breach Gives a bonus for Strength Check rolls to Break.

Fragile If the attack rolls an unmodified 1, roll again; on a 1, 2 or 3 the weapon is damaged - mark 1 weapon box.

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

Poison If causes a wound, defender rolls Res Check (Dangerous & Paralytic give -1) with 2 success or is poisoned. Must resist Res again (no actions) each turn when activated. 2 success = Poison neutralized. 3 failures = 2 wounds. Models affected by paralytic poison are also transixed while poisoned. No effect on *Artificial* or *Undead*. An adjacent *Healer* can cure poison with 1 action.

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

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

Nereid Warband Item Effects

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