









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 Short range stick. Long and Medium range weapon only fire with the Short stick.

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

Coward - Morale Checks and checks vs Terror at -1

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









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

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

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

Coward - Morale Checks and checks vs Terror at -1

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".

































Manueverable - can move through Difficult Terrain (reef, wreck, etc.) without penalty. Ranged attacks and attack spells vs. model at -1 unless transfixed. Can turn corner with 1 move.

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

Marine - Only operates underwater.

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.

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.

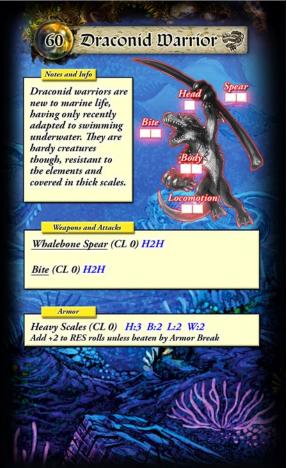
Big - H2H +1 vs. smaller models. Ranged attack against at +1 +1 to Strength and Resistance Checks (already in stats)







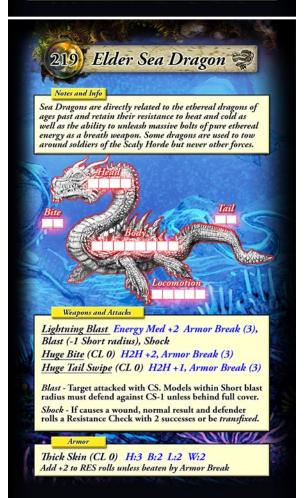


















Marine - Only operates underwater.























Scaly Horde Warbamd Abilities 2

Tailslap When a same size or smaller enemy recoils, roll a die, On a 1 or 2, the enemy is fallen instead.

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.

Scaly Horde Warband Weapon/Armor/Item Effects

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

Corrosive Once the target suffers a wound in combat it must roll a Resistance Check with two successes or it is Corroding. Each turn afterwards it must roll to end the corrosion when activated (no actions needed) until successful. On three failures, the model suffers one wound.

Fragile If the attack rolls an unmodifed 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.

Homing Ignore Tactical Cover or Partial Cover. Shot may change direction once to go around obstacles. May fire at a target that moved behind ful cover on the same turn that the target hides if it started within shooter field of view.

Reload weapon takes a number of turns shown to reload.

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

Scaly Horde Warbamd Item Effects

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

Respirator (CL 1) Operate underwater and on land.

Scaly Horde Warband - Special Abilities

Air Breather -1 to rolls for Fast Dive/Ascent. If transfixed, fallen or dazed it must roll a Resistance Check (excluding Armor bonus) and get one success or suffer 1wound.

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

Assassin (P) Gets +2 to rolls when targeting a subsystem (Head, Locomotion) and causess one extra wound for all attacks that hit. No bonus to hit or wound on Artificial or Undead.

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

Bio-Weapon Uses biotech weapons and devices in its profile equal to or less than ability value.

Coward Get -1 on Morale Checks

Critical Hit When rolling a 6 in combat, roll again and add the new die to the first for the final Combat Score.

Deep Eyes Normal vision in darkness.

Energy Resistance Attackers using magic attacks (non-Psychic) and energy weapons get -2 CS. The user can move through boiling water or freezing water with ease and suffers no effects or penalties.

Ether Tech Use Ether Tech devices with complexity equal to or less than the value of this ability (1 to 3).

Greedy If treasure in view, must move to pick it - resist with a Will Check with 2 successes. Also roll if killing an enemy in H2H combat or spend next turn "looting".

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 with the Long ruler.

Marine Only operates underwater.

Savage Inflicts +1 wound when doubling or tripling the opponent and causing a wound.

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

Swimming Can move normally underwater.