

## 78 Abyssal Gark Warrior



### Special Abilities

**Echolocation, Savage, Amphibious, Powerful Ether Tech (1),**

**Echolocation** - "See" in any water visibility and in darkness. Tactical Cover and *Camouflage* provide no defense. Weapons with *Blast* or *Resonate* effects attacking this model gain +2.

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

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

**Powerful** - Gain +1 to Strength Checks. Already in Str stat.

**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.

## 85 Abyssal Gark Mangler



### Special Abilities

**Echolocation, Savage, Amphibious, Powerful Ether Tech (1), Combo Attack (2-hit)**

**Echolocation** - "See" in any water visibility and in darkness. Tactical Cover and *Camouflage* provide no defense. Weapons with *Blast* or *Resonate* effects attacking this model gain +2.

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

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

**Powerful** - Gain +1 to Strength Checks. Already in Str stat.

**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)** - 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).

## 78 Abyssal Gark Warrior

### Notes and Info

Abyssal Garks are humanoid creature found in the deepest flooded caverns near the Shadow Sea. Completely adapted to darkness and without eyes, they use sound to "see" at the bottom of the sea, while hunting and collecting ether crystals from which they design weapons that help channel their natural electrical charge.



### Weapons and Attacks

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

**Clawed Hands (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).

### Armor

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

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

## 85 Abyssal Gark Mangler

### Notes and Info

When in need of some destructive close combat power, the Scaly Horde draws upon the Manglers, massive garks with crystal claws that rend and shock the enemy. They rely on their deadly weaponry and combination attacks to survive the battle.



### Weapons and Attacks

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

**Bite (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).

### Armor

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

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



## 107 At-Atck Clal-Chk Scientist

Personality Model

**Q3**

**C3**

Str **5**

Res **5**

Will **3**

AV Bonus +2 RES roll

Morale Check **4**



Bony talons **+0**

Ether Pulse Blaster **+1**

Body AV **2**

**Special Abilities**

**Scientist (2)**, **Shooter (short)**, **Bio-weapon (2)**, **Coward**, **Greedy**,

**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.

**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 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.

**Coward** - Morale Checks and Will 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".

## 63 Clal-chk Warrior

**Q4**

**C4**

Str **5**

Res **5**

Will **4**

AV Bonus +2 RES roll

Morale Check **5**



Bony Talons **+0**

Biotech Rifle **+1**

Body AV **2**

**Special Abilities**

**Ether Tech (1)**, **Shooter (short)**, **Bio-Weapon (2)**, **Coward**, **Greedy**

**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".

## 107 At-Atck Clal-Chk Scientist

**Notes and Info**

At-Atck is an accomplished scientist, having developed symbiotic bio-gear to help breathe underwater and projective weapons that fire corrosive darts that can eat through steel dive suits. At-Atck craves treasure but will flee from any signs of danger.



**Weapons and Attacks**

**Ether Pulse Blaster (CL 2)** **Energy Short +1**, **Armor Break (1)** **Spray, Shock**, **Biotech Pistol (BCL 2)** **Projectile Short**, **Corrosive**, **Reload** **Bony Talons (CL 0)** **H2H**

**Corrosive** - If causes a wound in combat defender must roll a Resistance Check with two success or is **Corroding**. Must roll to resist corrosion each turn when activated. 2 successes = corrosion ends. 3 failures = 1 wound. **Healer** cures with 1 action but **Artificial** models must be repaired by **Scientist** or **Engineer** to stop corrosion (1 action for Quality Check with 2 success).

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

**Spray** - All models in 90 deg arc (spray template) must defend. Models one depth level above and below must also defend. Only Short Range and no extending range allowed.

**Armor**

**Chitinous Dive Armor (BCL 2)** **H:2 B:2 L:2 W:2** Add +2 to RES rolls unless beaten by **Armor Break**

**Special Items**

**Respirator (CL 1)** - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

**Crystal Lamp (CL 1)** - Creates light for vision in dark

**Ether Detector (CL 2)** - Locate enemy with ether-tech in dark within Long stick - other enemies within Short. Ignores **Camouflage**. Shoots into Tactical Cover. Gets +1 when rolling on Treasure Artifact Table.

## 63 Clal-chk Warrior

**Notes and Info**

Clal-Chk warriors are heavily armed with biotech rifles, firing corrosive projectiles that eat through dive suits and skin with equal ease. They are untrustworthy allies though, due to their eye for golden treasure and their craven nature.



**Weapons and Attacks**

**Biotech Rifle (BCL 2)** **Projectile Short +1**, **Armor Break (1)** **Corrosive**, **Reload (1 action)** **Bony Talons (CL 0)** **H2H**

**Corrosive** - If causes a wound in combat defender must roll a Resistance Check with two success or is **Corroding**. Must resist corrosion each turn when activated (no actions used). On three failures, suffer 1 wound. **Healer** can cure with 1 action but **Artificial** models must be repaired by **Scientist** or **Engineer** to stop corrosion (1 action for Quality Check with 2 success).

**Armor**

**Chitinous Dive Armor (BCL 2)** **H:2 B:2 L:2 W:2** Add +2 to RES rolls unless beaten by **Armor Break**

**Special Items**

**Respirator (CL 1)** - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

**Crystal Lamp (CL 1)** - Creates light for vision in dark



## 245 Cthan The Ravenous

Scaly Horde Commander

### Personality

Q 2

C 5

Str 2

Res 2

Will 2

+2 RES roll  
fail on three 1's

Lance

+1

Body AV

2

### Special Abilities

**Leader, Mounted, Tough, Huge, Marine**  
**Combo Attack (3-hit), Swimming, Deep Eyes**

**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.

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

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

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

**Marine** - Only operates underwater. Can attack models on shore

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

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

**Deep Eyes** - Normal vision in darkness.

## 93 Dagathonan Brute

Q 4

C 4

Str 3

Res 4

Will 4

AV Bonus

+1 RES roll

Claws

+1

Body AV

1

### Special Abilities

**Big, Powerful, Amphibious, Deep Eyes, Savage, Combo Attack (3-hit)**

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

**Powerful** - Gains +1 on Strength Checks

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

**Deep Eyes** - Normal vision in darkness.

**Savage** - Inflicts +1 wounds when doubling or tripling the opponent's CS and winning by more than the opponent's AV.

**Combo Attack (3-hit)** - Can make up to two more attacks using actions if the previous attack causes a wound. The combo goes Claws->Fangs->Spines.

## 245 Cthan The Ravenous

Scaly Horde Commander

### Notes and Info

Cthan charges into battle astride a massive sea dragon, striking at enemies with a long, barbed lance while the monster uses its massive jaws to leave red clouds spreading in the water. His overall goals are to recover artifacts from the seafloor, handing them over to the Draconid Legion in the Underlands so they can make use of the technology



### Weapons and Attacks

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

**Huge Bite (CL 0) H2H +1, Armor Break (3)**

**Big Combat Net (CL 0) H2H +1, Entangle**

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

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

### Armor

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

## 93 Dagathonan Brute

### Notes and Info

The largest of the dagathonans, the Brutes are a genetic variant originally created to help build structures on the seafloor. They are extremely strong and brutal creatures, able to attack multiple enemies with clawed hands and spines filled with toxic venom.



### Weapons and Attacks

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

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

**Big Poisonous Spines (CL 0) H2H +1, Armor Break (1), Poison (deadly)**

**Poison (deadly)** - If weapon causes a wound, defender rolls Resistance Check (at -2) 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

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



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## Dagathonan Deep Caller

## Personality Model

Q 3

C 3

Str  
5Res  
5Will  
3AV Bonus  
+1 RES roll

## Special Abilities

*Deep Caller, Deep Eyes, Amphibious, Greedy*

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

**Deep Eyes** - Normal vision in darkness.

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

**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".

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## Dagathonan Deep Caller

## Notes and Info

Some of the Dagathonans can communicate with creatures of the deep sea, enticing them to join the battle against the land dwellers. These Deep Callers can lead both wild animals as well as trained warbeasts.

## Weapons and Attacks

**Trident** (CL 0) **H2H** **Reach**

**Vicious Bite** (CL 0) **H2H**

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

## Armor

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

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

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## Dagathonan Salvager

Q 4

C 3

Str  
5Res  
5Will  
4AV Bonus  
+1 RES roll

## Special Abilities

*Salvager, Ether Tech (1), Deep Eyes, Amphibious, Greedy*

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

**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.

**Deep Eyes** - Normal vision in darkness.

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

**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".

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## Dagathonan Salvager

## Notes and Info

Dagathonans utilize their natural ability to sense energy fields to dig out artifacts from wrecks and are also able to quickly locate ether crystal in tech devices, easily disabling them.

## Weapons and Attacks

**Crystal Tipped Spear** (CL 1) **H2H** +1 **Armor Break** (2), **Hazardous**

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

**Vicious Bite** (CL 0) **H2H**

**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

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

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



## 112 Dire Fish-Lizard



**Q3**

**C4**

Str **4**

Res **4** AV Bonus +1 RES roll

Will **3**

Chomping Bite **+1**

Body AV **1**

**Special Abilities**

*Long Move, Maneuverable, Swimming, Marine, Moving Attack, Warbeast, Big, Deep Eyes*

*Long Move* - Use the Long stick for movement.

*Maneuverable* - can move through Difficult Terrain (reef, wreck, etc.) without penalty. Ranged attacks and attack spells vs. model at -1 unless transixed. 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)

## 91 Draconid

### Sea Demon Shaman

Personality Model

Spear **+0**

Body AV **2**

**Q3**

**C3**

Str **5**

Res **5** AV Bonus +2 RES roll

Will **3**



**Special Abilities**

*Sea Shaman, Amphibious, Air Breather, Energy Resistance, Tailslap*

*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 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 when Shaman dies. Can "charm" wild creatures on the map using Summoning Pool points. Personality model.

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

*Air Breather* - Holds breath. Gets -1 to fast dive/ascend roll.

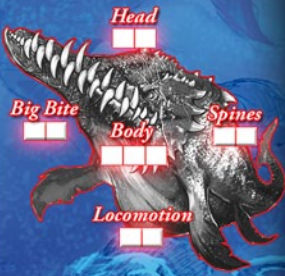
*Energy Resistance* - Energy attacks and attack spells against model at -2 to CS. No damage from boiling water and lava.

*Tailslap* - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

## 112 Dire Fish-Lizard

**Notes and Info**

Fast and deadly marine reptiles. These reptilian fish have been trained as beasts of war by the Scaly Horde. Their primary tactic is to cruise by at high speed, ripping enemies with their razor sharp teeth,



Head

Big Bite

Body

Spines

Locomotion

**Weapons and Attacks**

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

*Spiny Slash* (CL 0) H2H

**Armor**


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

## 91 Draconid

### Sea Demon Shaman

**Notes and Info**

Some draconids have limited ability to channel ether energy and use this magical power to summon wild sea creatures to serve them in battle. Draconids are natural air-breathers, so they tend to try to avoid combat in the deep sea and let their summoned beasts fight for them.



Bite

Head

Spear

Body

Locomotion

**Weapons and Attacks**

*Whalebone Spear* (CL 0) H2H

*Bite* (CL 0) H2H

**Armor**

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



## 60 Draconid Warrior



**Q** 4<sup>+</sup>

**C** 4

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

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

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

**AV Bonus**  
+2 RES roll

**Spear**  
+0

**Body AV**  
2

**Special Abilities**

*Amphibious, Air Breather, Energy Resistance, Tailslap, Savage*

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

*Air Breather* - Holds breath. Gets -1 to fast dive/ascend roll.

*Energy Resistance* - Energy attacks and attack spells against model at -2 to CS. No damage from boiling water and lava.

*Tailslap* - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

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

## 97 Giant Anglerfish



**Q** 4<sup>+</sup>

**C** 4

**Str** 2<sup>+</sup>

**Res** 2<sup>+</sup>

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

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

**Bite**  
+1

**Body AV**  
1

**Special Abilities**

*Warbeast, Huge, Lure, Gulp, Inhale, Swimming, Marine, Deep Eyes*

*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 against at +1. +3 Resistance and Strength checks (in stats above).

*Lure* - 1 action to target all enemies in Short range. Enemies must roll a Will Check with 2 successes or automatically move adjacent to model, suffering a Free Hack. Lures only work once on the same enemy for the battle and do not affect models with *Echolocation*.

*Gulp* - May choose to swallow enemy if causes a wound in H2H combat. Each turn, victim must spend 1 action for Strength Check (at -1) with 2 success to cut its way out, or 1 wound. If victim cuts out, Gulp rolls Res Check (2 success) or 2 wounds. Can gulp multiple normal sized models or one *Big*. Vomit out with 1 action.

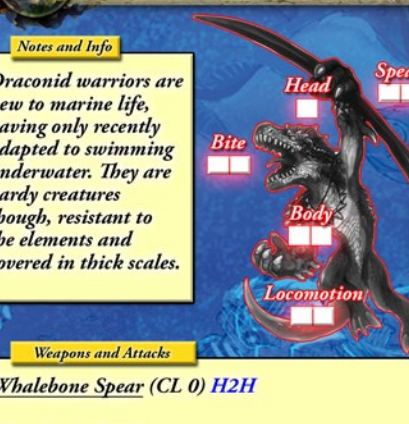
*Inhale* - Can bite one enemy in H2H without counterattack. Victim may escape with 1 action and Strength Check (at -1) with 2 successes. Until then, attacker may gulp or do a chew attack at +2.

*Swimming* - Can move underwater.

*Marine* - Only operates underwater.

*Deep Eyes* - Normal vision in darkness.

## 60 Draconid Warrior



**Notes and Info**

Draconid warriors are new to marine life, having only recently adapted to swimming underwater. They are bardy creatures though, resistant to the elements and covered in thick scales.

**Weapons and Attacks**

Whalebone Spear (CL 0) **H2H**

Bite (CL 0) **H2H**

**Armor**

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

## 97 Giant Anglerfish



**Notes and Info**

An enormous angler fish from the deep Shadow Sea, captured and trained as a beast of war. Much of the training is futile though, for these monsters are just as likely to attack their own warband as

**Weapons and Attacks**

Huge Toothy Bite (CL 0) **H2H +1, Armor Break (3)**

Huge Sideswipe (CL 0) **H2H +1, Armor Break (3)**

**Armor**

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



## 106 Hag-Ray



**Q3**

**C3**

Str **5**

Res **5**

Will **3**

**Shocking Touch**

**+0**

Body AV **1\***

**Dodge**

**Special Abilities**

**Dodge, Maneuverable, Swimming, Warbeast, Deep Eyes, Electric Skin, Slimy, Marine**

**Dodge** - Attacker must win in combat by at least one point to cause injury, regardless of the Armor Break of the weapon.

**Maneuverable** - 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.

**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.

**Deep Eyes** - Normal vision in darkness.

**Electric Skin** - If causes a wound in combat or is touched, defender rolls Resistance Check with 2 successes or transfixed.

**Marine** - Only operates underwater.

**Slimy** - Model cannot be grabbed.

## 69 Steel-Jaw Fish



**Q4**

**C4**

Str **4**

Res **4**

Will **4**

**Crushing Bite**

**+1**

Body AV **3**

**AV Bonus +3 RES roll**

**Special Abilities**

**Thick Skull, Swimming, Big, Crusher, Warbeast, Bloodthirsty, Marine, Deep Eyes**

**Thick Skull** - Head Armor +1. Can ram with head if bite attack is disabled. Ram attacks have no bonus to hit.

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

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

**Crusher** - H2H attacks get +1 Armor Break


**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.

**Bloodthirsty** - Must move towards and attack *fallen, transfixed, entangled* enemies within one Long stick. Can be redirected by a *Sea Shaman* using one action.

**Marine** - Only operates underwater.

**Deep Eyes** - Normal vision in darkness.

## 106 Hag-Ray



**Notes and Info**

A vile creation from the spawning vats many ages ago, released by the elder scientists to help clean up carcasses and nuisance fish. They are difficult to strike and impossible to grab, and even if one could be held, their electrical charge makes this a deadly proposition.

**Weapons and Attacks**

**Shocking Touch (CL 0) H2H Shock, Unbreakable**


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

**Unbreakable** - Weapon cannot be damaged or destroyed

**Armor**

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

## 69 Steel-Jaw Fish



**Notes and Info**

Steel-Jaw are massive prehistoric fish that have been trained by Dagathonans to follow simple commands. Unfortunately, they have very small brains and often lose control, biting and crushing anything nearby.

**Weapons and Attacks**

**Big Crushing Bite (CL 0) H2H +1, Armor Break (2) with Crusher**

**Armor**

**Thick Natural Plating (CL 0) H:4 B:3 L:3 W:2 Sluggish**

Add +3 to RES rolls unless beaten by Armor Break

**Sluggish** - Must spend one action to turn to face an attack that has attacked from behind



## 96 Dagathonan Reef Lord

Personality Model

Q 3

C 3

Str 5

Res 5

Will 2

AV Bonus +1 RES roll



Trident +0

Body AV 2\*

Front +1 w/ Shield

Rear AV = 1

**Special Abilities**

Leader, Deep Eyes, Amphibious, 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.

**Deep Eyes** - Normal vision in darkness.

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

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

## 69 Clal-chk Harpooner

Q 4

C 4

Str 5

Res 5

Will 4

AV Bonus +2 RES roll



Bone Knife +0

Biotech Harpooner +1

Morale Check 5

Body AV 2

**Special Abilities**

Ether Tech (1), Shooter (short), Coward, Greedy, Bio-Weapon (2)

**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".

## 96 Dagathonan Reef Lord

Notes and Info

Reef Lords are the leaders of the Dagathonan tribe, strong and disciplined when defending their spawning grounds, unlike their greedy brethren. Reef Lords carry large crab shell shields to ward off attack or bash enemies with.



**Weapons and Attacks**

Trident (CL 0) H2H Reach

Vicious Bite (CL 0) H2H

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

**Armor**

Light Scales (CL 0) H:1 B:2\* 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.

## 69 Clal-chk Harpooner

Notes and Info

Clal-Chk Harpooners wield Biotech Harpooner guns, diabolical weapons created from a toxic marine cone snail. These weapons poison victims and the shooter can reel them in to finish with a sharp bone knife.



**Weapons and Attacks**

Biotech Harpooner (BCL 2) Projectile Short +1, Armor Break (1), Harpoon, Poison (Deadly)

Bone Knife (CL 0) H2H

**Harpoon** - If causes a wound, victim harpooned. To reel in victim, spend 1 action for a Strength Check (one size difference between victim and attacker = -1, two size differences = -3). 2 success = Short per action. 3 success = Long per action. Spend extra actions that turn to reel in victim. On 3 failures, victim bolts away a Short distance, pulling the harpooner along. On its turn, the victim can pull the harpooner using the same rules as above. Harpoon lines may be cut with H2H attack vs CS 6 (AV 0), causing a wound to the line.

**Poison (deadly)** - If weapon causes a wound, defender rolls Resistance Check (at -2) 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**

Chitinous Dive Armor (BCL 2) H:2 B:2 L:2 W:2

Add +2 to RES rolls unless beaten by Armor Break

**Special Items**

**Respirator (CL 1)** - Can survive underwater or without air. Roll Fast Dive/Ascend changing more than 1 depth level.

**Crystal Lamp (CL 1)** - Creates light for vision in dark



## 229 Elder Dagthonan God

### Personality

Q 2

C 5

Str 2

Res 2

Will 2

+2 RES roll  
fail on three 1's

Huge Bite

+1

Body AV

2

### Special Abilities

**Leader, Tough, Huge, Combo Attack (3-bit)**  
**Amphibious, Savage, Deep Eyes**

**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.

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

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

**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).

**Amphibious** - Can operate on land or underwater

**Savage** - Cause +1 wound on a double or triple in H2H combat.

**Deep Eyes** - Normal vision in darkness.

## 65 Dagathonan Hunter

Q 4

C 3

Str 5

Res 5

Will 4

AV Bonus  
+1 RES roll

Bite

+0

Blowgun

+0

Body AV

1

### Special Abilities

**Deep Eyes, Amphibious, Shooter (short), Deadeye, Stealth**

**Deep Eyes** - Normal vision in darkness.

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

**Shooter (short)** - Can shoot only up to Short range.

**Deadeye** - When rolling a 6 for a ranged attack, roll again and add the roll to the total CS.

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

## 229 Elder Dagthonan God

### Notes and Info

The oldest and largest of the Dagathonans resides at the bottom of the Abyssal Rift and is worshipped as a god by its scaly brethren. This gigantic monstrosity can be called forth from the darkness to do battle by the Scaly Horde, ripping and tearing apart all enemies of the denizens of the deep.



### Weapons and Attacks

**Huge Claw** (CL 0) H2H +1, Armor Break (3)

**Huge Claw** (CL 0) H2H +1, Armor Break (3)

**Huge Bite** (CL 0) H2H +1, Armor Break (3)

### Armor

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

## 65 Dagathonan Hunter

### Notes and Info

Dagathonan Hunters are stealthy warriors armed with long blowpipes made from cone shells. They fire poisonous sea urchin spines, making them deadly on land and under the sea.



### Weapons and Attacks

**Blowgun & Poison Darts** (CL 0) **Projectile (short)**  
**Precise, Poison (dangerous)**

**Bite** (CL 0) H2H

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

**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

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



## 50 Dagathonan Warrior



**Q** 4'

**C** 3

**Str** 5'

**Res** 5'

**Will** 4'

**AV Bonus** +1 RES roll

**Trident** +0

**Body AV** 1

**Special Abilities**

Deep Eyes, Amphibious, Combo Attack (2-Hit)

**Deep Eyes** - Normal vision in darkness.

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

**Combo Attack (2-hit)** - Can make another attack using actions if the previous attack causes a wound (up to 2 attacks).

## 219 Elder Sea Dragon



**Q** 3

**C** 5

**Str** 2'

**Res** 2'

**Will** 3'

**AV Bonus** +2 RES fail RES only on three 1's

**Bite** +2

**Lightning Breath** +2

**Body AV** 2

**Special Abilities**

Amphibious, Transport (8), Towing, Warbeast, Huge, Shooter (med), Tough, Energy Resistance, Deep Eyes

**Amphibious** - Operates underwater and on land.

**Transport (8)** - Carries up to 8 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 against +1.


**Shooter (med)** - Shoots with the Medium stick

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

**Energy Resistance** - Energy attacks and attack spells against model at -2 to CS. No damage from boiling water and lava.

**Deep Eyes** - Normal vision in darkness.

## 50 Dagathonan Warrior



**Notes and Info**

Dagathonans are amphibious warriors, able to take on foes on land and under the sea. They primarily use tridents in battle, but will give opponents a nasty bite when they get the opportunity.

**Weapons and Attacks**

**Trident** (CL 0) H2H Reach

**Vicious Bite** (CL 0) H2H

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

**Armor**

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

Add +1 to RES rolls unless beaten by Armor Break

## 219 Elder Sea Dragon



**Notes and Info**

Sea Dragons are directly related to the ethereal dragons of ages past and retain their resistance to heat and cold as well as the ability to unleash massive bolts of pure ethereal energy as a breath weapon. Some dragons are used to tow around soldiers of the Scaly Horde but never other forces.

**Weapons and Attacks**

**Lightning Blast** Energy Med +2 Armor Break (3), Blast (-1 Short radius), Shock

**Huge Bite** (CL 0) H2H +2, Armor Break (3)

**Huge Tail Swipe** (CL 0) H2H +1, Armor Break (3)

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

**Shock** - If causes a wound, normal result and defender rolls a Resistance Check with 2 successes or be transfixed.

**Armor**

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

Add +2 to RES rolls unless beaten by Armor Break