Card 1: Cochi Dark-Eye

76 Cochi Dark-Eye

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

AV Bonus +1 RES roll

Knife +0
Bow & Poison Arrows +0
Body AV 1

Special Abilities
Deadeye, Amphibious, Shooter (medium), Power Leap

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

Amphibious - Can operate on land and underwater.

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

Power Leap - Gain +2 on Leap physical activities. Double the Leap distance. Leap vertically one Medium stick or leap onto adjacent Medium height scenery with *1 action*.

Card 2: Clal-Chk Firesting Sniper

68 Clal-Chk Firesting Sniper

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

AV Bonus +1 RES roll

Staff +0
Fire-Sting Rifle +2
Body AV 1

Special Abilities
Clinging, Forester, Coward, Bio-Weapon (2), Shooter (medium)

Clinging - Gain +3 to Climb and when rolling to avoid Falling Damage. Clinging models adjacent to scenic items, walls or tunnel ceilings attack at higher elevation (+1) when in hand-to-hand combat with models on the ground.

Forester - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement penalty.

Coward - Gets -1 to Morale Checks and rolls against *Terror*.

Bio-weapon (2) - Can use bio-item 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 only with the Medium stick.

Card 3: Cochi Dark-Eye (reverse)

76 Cochi Dark-Eye

Notes and Info
The Cochi Dark-Eyes are feared killers of the swamps, shooting poisoned arrows with deadly accuracy to paralyze their enemies. The helpless victims can then be carved up and consumed at leisure or sold as "bush meat" to other denizens of the Sunless Kingdom.

Head
Bow Body Knife
Locomotion

Weapons and Attacks
Bow and Poisoned Arrows (BCL 2) *Projectile (Med)*
Poison (paralytic), Reload (1 action)

Bone Knife (CL 0) *H2H*

Poison (Paralytic) - If weapon causes a wound, defender rolls Resistance 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
Thick Skin (CL 0)   H:1 B:1 L:1 W:2
Add +1 to RES rolls unless beaten by Armor Break

Card 4: Clal-Chk Firesting Sniper (reverse)

68 Clal-Chk Firesting Sniper

Notes and Info
Enigmatic and feared by enemies, the insectoid Clal-Chk provide valuable support during a battle, wielding multiple weapons in their four arms. Fire-Sting Snipers carry specially engineered bio-rifles that fire long, needle-like projectiles, coated in secretions of paralytic poison.

Head
Staff
fire-sting rifle Body
Locomotion

Weapons and Attacks
Biotech Fire-Sting Rifle (BCL 2) *Projectile (Med) +2*
Armor Break (1), Poison (paralytic), Reload (1 action)

Bone Staff (CL 0) *H2H*

Poison (Paralytic) - If weapon causes a wound, defender rolls Resistance 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
Thick Skin (CL 0)   H:1 B:1 L:1 W:2
Add +1 to RES rolls unless beaten by Armor Break

Card 1: Forest Troll (121)

Q 4+
C 4
Str 4+
Res 4+
Will 4+

Tree Club +1

AV Bonus +1 RES roll

Body AV 1

Special Abilities

Tough, Fearless, Big, Hurl Enemy, Warbeast, Moldy, Dim Witted

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

Fearless - No Morale Check for gruesome deaths and *Terror*.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Hurl Enemy - Roll Grab attack. If win by 1 or more, can spend 1 action to hurl medium size enemy 1 Short stick. Hurled victims must roll a Quality Check (at -1) with 2 successes or be *fallen* and suffer 1 wound. On three failures, the model suffers 2 wounds and is *fallen*. If victim thrown at another model, use Combat stat of thrower and treat as regular attack. The hurled model must roll its Quality Check to avoid injury.

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

Moldy - Adjacent model that activates must roll a Resistance Check with 2 successes or be *fallen*.

Dim Witted - Gets -1 to Group Activation.

Card 2: Gark Gutripper (57)

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

Spiked Club +1

AV Bonus +1 RES roll

Body AV 1

Special Abilities

Berzerk, Combo Attack (2-hit), Savage, Bloodthirsty

Berserk - Model goes berserk with line-of-sight of enemy and must activate with 3 dice (at +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. Cannot be part of group activation unless all models have Berserk ability. Berserk fury ends for the rest of the battle if model fails to activate or is wounded in H2H combat.

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).

Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Bloodthirsty - must preferentially target enemies within one Long stick that are *fallen*, *transfixed*, *entangled* or otherwise incapacitated or injured. Move to attack when activated, unless in hand-to-hand combat already. A *Taskmaster* or *Shaman* can redirect the beast with 1 action.

Card 3: Forest Troll (121) — Notes

Notes and Info

Forest Trolls lurk in the depths of the Sunless Forest. They are some of the least intelligent life in the Underlands, incapable of any complex thought due to massive fungal infection. The fungus helps them kill prey so they are not overly hindered by their lack of brains.

Tree Club · Head · Teeth · Body · Grabbing Hand · Locomotion

Weapons and Attacks

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

Big Teeth (CL 0) H2H +1 Armor Break (1)

Big Tree Club (CL 0) H2H +1 Armor Break (2)

Grab: If attacker wins by 1 or more points, defender is grabbed. To break free, use *1 action* for Strength Check (at -1) and roll 2 successes. Victim may still attack in H2H. Until victim is free, the grabber gets +1 to H2H. Grabbed models may be hurled (see Special Abilities).

Armor

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

Natural - ranged attckers get -1 CS if this model is adjacent to natural scenery

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Card 4: Gark Gutripper (57) — Notes

Notes and Info

Garks are nasty creatures living beneath the Sunless Forest within the foulest of caverns. They make deadly warriors when loosed upon the enemy, attacking in a berserk fury and feasting on the gory remains of anything they kill.

Teeth · Head · Spiked Club · Body · Stone Knife · Locomotion

Weapons and Attacks

Heavy Spiked Club (CL 0) H2H +1 Armor Break (1)

Heavy Stone Knife (CL 0) H2H +1 Armor Break (1)

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

95 — Jujazca The Wise

Personality Model

- Q 3⁺ → Q 3^+
- C 3
- Str 5^+
- Res 5^+
- Will 3^+
- AV Bonus +1 RES roll
- Stone Knife +0
- Body AV 1

Special Abilities

Leader, Ether Tech (2), Agile, Forester

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.

Ether Tech (2) - Can use only CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

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

Forester - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement penalty.

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113 — Lava Lizard

- Q 3^+
- C 4
- Str 4^+
- Res 4^+
- Will 3^+
- AV Bonus +2 RES roll
- Teeth +1
- Fire Breath +2
- Body AV 2

Special Abilities

Shooter (long), Energy Resistance, Big, Warbeast, Savage, Uncontrollable

Shooter (long) - Shoots with the Long stick.

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

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

Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Uncontrollable - A Shaman or *Beastmaster* must spend one action each turn to retain control or the Lava Lizard will break free and act as a Predator Wild Creature for the rest of the battle. It acts at the end of each Game Turn with 1 free action to move towards and then attack the nearest model.

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95 — Jujazca The Wise

Notes and Info

Jujazca is one of the only troglodytes with the tactical ability, toughness and bravery to lead a warband. He has a knack for learning how to operate ancient devices and is always keen to find new treasures and artifacts to add to his collection.

Head, Stone Knife, Body, Staff, Locomotion

Weapons and Attacks

Stone Knife (CL 0) H2H

Staff (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

Special Items

Ether Shield (CL 2) - Ranged attacks get -2 CS and ranged attack spells (using Spell Attack) get -2 SA against the user of this item. It does not help against hand-to-hand attacks.

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113 — Lava Lizard

Notes and Info

Lava Lizards live amid the volcanoes of the Underlands and are trained by Troglodytes as warbeasts. These vicious creatures are related to dragons and normally spend their lives in lava flows, spewing liquid flame to broil prey. They are unpredictable and may eat their handlers.

Fire Breath, Head, Body, Locomotion, Teeth

Weapons and Attacks

Fire Breath (CL 0) *Energy (Long) +2 Armor Break (3)*
Blast (-1 Short radius), Ignite

Big Sharp Teeth (CL 0) *H2H +1 Armor Break (1)*

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

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

Armor

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

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

156 — Pik-kck, Clal-Chk Freebooter

Personality Model

Stat	Value
Q	2+
C	4
Str	5+
Res	5+
Will	2+

Spear +0

Ether Pulse Blaster +1

AV Bonus +1 RES roll

Body AV 1

Special Abilities

Combat Master, Clinging, Ether Tech (2), Bio-Weapon (2), Shooter (medium), Forester

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

Clinging - Gain +3 to rolls to Climb and to avoid Falling Damage. Clinging models adjacent to scenery gain elevation (+1) bonus in H2H combat with models on the ground.

Ether Tech (2) - Can use only CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

Bio-weapon (2) - Can use bio-item 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 only with the Medium stick.

Forester - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement penalty.

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93 — Skullcracker Bird

Stat	Value
Q	3+
C	4
Str	4+
Res	4+
Will	3+

Sharp Beak +1

Body AV 1

AV Bonus +2 RES roll

Special Abilities

Big, Forester, Warbeast, Bloodthirsty, Savage, Long Move, Combo Attack (2-hit)

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Forester - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement penalty.

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

Bloodthirsty - must preferentially target enemies within one Long stick that are *fallen, transfixed, entangled* or otherwise incapacitated or injured. Move to attack when activated, unless in hand-to-hand combat already. A *Taskmaster, Beastmaster* or *Shaman* can redirect the warbeast with 1 action.

Savage - Inflicts 3 wounds by doubling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Long Move - Uses the Long stick for movement

Combo Attack (2-hit) - Can spend 1 more action to attack with a different weapon if first attack on its turn causes a wound.

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156 — Pik-kck, Clal-Chk Freebooter

Notes and Info

Pik-kck is a renowned adventurer and freebooter, learning combat techniques and stealing weapons from all enemies he faces. He is a reliable ally in combat, unlike his brethren.

Labels: Musket, Ether-Pulse Blaster, Head, Biotech Pistol, Body, Spear, Locomotion

Weapons and Attacks

Ether Pulse Blaster (CL 2) *Energy (Short) +1 Armor Break (1)*, Spray (90 deg), Shock

Musket (CL 1) *Projectile (Med) +1 Armor Break (2)*, Reload (1 action), Gunpowder

Biotech Pistol (BCL 2) *Projectile (Short)* Corrosive, Reload (1 action)

Bone Spear (CL 0) *H2H* Reach

Spray - One roll to attack all models in 90 deg arc and 1 altitude level up or down. Short range, no extending range.

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

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

Corrosive - If causes a wound in combat defender must roll Resistance Check with 2 success or is *Corroding*. Must resist corrosion each turn (no actions used) when activated. On 3 failures, suffer 1 wound. Healer can cure with 1 action but *Artificial* models must be repaired by *Scientist* or *Engineer* (1 action for Quality Check with 2 success).

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

Armor

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

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93 — Skullcracker Bird

Notes and Info

Mighty predators of the primordial forests, the Skullcracker Birds are enormous, but flightless beasts. They hunt on the ground, running at high speed to take down any prey that looks edible. Skullcrackers are trained to become warbeasts by troglodytes, but their thirst for blood makes them difficult to control.

Labels: Head, Sharp Beak, Body, Talons, Locomotion

Weapons and Attacks

Big Sharp Beak (CL 0) *H2H +1 Armor Break (1)*

Big Talons (CL 0) *H2H +1 Armor Break (1)*

Armor

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

Slithack — Ulal-Uhk Scavenger (79)

Q 4⁺
C 3

Str **5⁺**
Res **5⁺**
Will **4⁺**

AV Bonus +1 RES roll

Lance **+0**
Spore Grenade **+1**
Body AV **1**

Special Abilities
Clinging, Forester, Coward, Salvager, Bio-Weapon (2), Shooter (short)

Clinging - Gain +3 when rolling to avoid Falling Damage. Clinging models adjacent to scenery gain higher elevation (+1) bonus in H2H combat with models on the ground.

Forester - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement penalty.

Coward - Morale Checks and Will Checks vs *Terror* at -1

Salvager - Gain +1 bonus to roll on treasure tables

Bio-weapon (2) - Can use bio-item 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 (short) - Shoots using the Short stick. Long and Medium range weapon only fire with the Short stick.

Troglodyte Warrior (25)

Q 4⁺
C 2

Str **5⁺**
Res **5⁺**
Will **4⁺**

AV Bonus +1 RES roll

Spear or Axe **+0**

Body AV **2***

* Front +1 w/ Shield
Rear AV -1

Special Abilities
Greedy, Coward, Forester

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".

Coward - Morale Checks and checks vs *Terror* at -1

Forester - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement penalty.

Slithack — Ulal-Uhk Scavenger (79)

Notes and Info
Slithack scrounges through the litter on the floor of the Sunless Forest, searching for bits of ether technology. He is heavily armed with multiple weapons to defend his treasures.

Head, Lance, Spore Grenade, Body, Biotech Pistol, Locomotion

Weapons and Attacks
Biotech Pistol (BCL 2) Projectile(Short). Corrosive Reload (1 action)

Spore Grenade (BCL 1) Explosive +1 Armor Break (2), Grenade Blast (-1 Short radius), Poison (dangerous), Hazardous

Lance (CL 0) H2H Reach

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

Grenade - Throw at one target as Short ranged attack. If misses, lands 1 Short stick away. Roll die: 1 = straight past ; 2 = to right; 3 = front 4 = to left. 5 or 6 = no explosion. Can throw over scenery.

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

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

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

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

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

Troglodyte Warrior (25)

Notes and Info
Troglodytes are cowards and can only be trusted to run away, steal gold from victims and generally be a nuisance. They can be effective in battle if managed well by a capable leader, although they will complain the entire battle.

Head, Teeth, Body, Spear or Axe, Locomotion

Weapons and Attacks
Wooden Spear or Stone Axe (CL 0) H2H

Sharp Teeth (CL 0) H2H

Armor
Thick Skin (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.

Card 1: Goblin Archer (49)

49 — Goblin Archer

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

Sword +0
Bow & Poison Arrows +0
Body AV 1

AV Bonus +1 RES roll

Special Abilities

Shooter (medium), Opportunistic

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

Opportunistic - Get +1 on activation rolls when within one short stick from a *fallen*, *transfixed* or *entangled* enemy.

Card 2: Goblin Warrior (46)

46 — Goblin Warrior

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

Battle Axe +1
Body AV 1

AV Bonus +1 RES roll

Special Abilities

Agile, Opportunistic

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

Opportunistic - Get +1 on activation rolls when within one short stick from a *fallen*, *transfixed* or *entangled* enemy.

Card 3: Goblin Archer (49)

49 — Goblin Archer

Notes and Info

Goblins are creatures of the darkest regions of the Sunless Forest, living deep below in abyssal caverns. The goblin archers of the Kill-U-Crew hunt victims in the surface lands with poisoned arrows that can paralyze within seconds.

Head
Sword
Body
Bow
Locomotion

Weapons and Attacks

Bow and Poisoned Arrows (BCL 2) Projectile (Med)
Poison (paralytic), Reload (1 action)

Sword (CL 0) H2H

Poison (Paralytic) - If weapon causes a wound, defender rolls Resistance 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

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

Card 4: Goblin Warrior (46)

46 — Goblin Warrior

Notes and Info

Goblins are creatures of the darkest regions of the Sunless Forest, living deep below in abyssal caverns. The goblin warriors of the Kill-U-Crew have ventured out into the surface world to work as mercenaries for those who have enough gold.

Sharp Teeth
Head
Body
Battle Axe
Locomotion

Weapons and Attacks

Battle Axe (CL 0) H2H +1 Armor Break (2), *Great Weapon*

Sharp Teeth (CL 0) H2H

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

Armor

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

Gorbac — Goblin Captain

84

Personality Model

Q 4⁺
C 4
Str 5⁺
Res 5⁺
Will 4⁺

AV Bonus +3 RES roll

Heavy Sword +1

Body AV 3

Special Abilities

Leader, Combo Attack (2-hit), Opportunistic

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.

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).

Opportunistic - Get +1 on activation rolls when within one short stick from a *fallen, transfixed* or *entangled* enemy.

Shagraz — Goblin Shaman

79

Personality Model

Q 3⁺
C 3
Str 5⁺
Res 5⁺
Will 3⁺

AV Bonus +1 RES roll

Pole Axe +1

Body AV 1

Special Abilities

Shaman, Fanatical, Opportunistic

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.

Fanatical - Only becomes *fallen* in combat when the enemy rolls a "6", otherwise they recoil.

Opportunistic - Get +1 on activation rolls when within one short stick from a *fallen, transfixed* or *entangled* enemy.

Gorbac — Goblin Captain

84

Notes and Info

Gorbac is the leader of the Kill-U-Crew, a notorious band of goblin mercenaries from the depths of the Sunless Forest. Gorbac wears a suit of heavy plate armor and disdains ranged combat, preferring to wade into melee slaughter.

Head, Sharp Teeth, Body, Sword, Locomotion

Weapons and Attacks

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

Sharp Teeth (CL 0) H2H

Armor

Plate Mail (CL 0) H:3 B:3 L:3 W:2 Hardened, Add +3 to RES rolls unless beaten by Armor Break

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

Shagraz — Goblin Shaman

79

Notes and Info

Shagraz is the mystical force behind the Kill-U-Crew, able to summon wild beasts to do battle and cast elemental magic spells. He gets worked into a fanatical frenzy when the battle starts, and slashes enemies with his curved pole axe.

Pole Axe, Head, Sharp Teeth, Body, Locomotion

Weapons and Attacks

Pole Axe (CL 0) H2H +1 Armor Break (1)

Sharp Teeth (CL 0) H2H

Armor

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

Ogre Bodyguard — 86

Q 4⁺
C 4
Str **4⁺**
Res **4⁺**
Will **4⁺**

Club **+1**
Body AV **1**
AV Bonus +1 RES roll

Special Abilities

Big, Tough, Dim Witted, Savage

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

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

Dim Witted - Gets -1 to Group Activation.

Savage - Inflicts +1 wound when doubling or tripling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Marsh Troll — 125

Q 4⁺
C 4
Str **4⁺**
Res **4⁺**
Will **4⁺**

Nasty Net **+1**
Body AV **1**
AV Bonus +1 RES roll

Special Abilities

Tough, Fearless, Big, Combo Attack (2-hit), Warbeast, Moldy, Swamp Walk

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

Fearless - No Morale Check for gruesome deaths and *Terror*.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

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). Attack with net, then with the axe.

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

Moldy - Adjacent model that activates must roll a Resistance Check with 2 successes or be *fallen*.

Swamp Walk - No penalty from moving in Stinkmarsh or other terrain with Shallow Water.

Ogre Bodyguard — 86

Notes and Info

The goblins of the Kill-U-Crew depend on the raw muscle of their Ogre Bodyguard to help protect them in tight spots. The ogres of the sunless forest are not the smartest creatures but are guaranteed to cause mayhem in a fight.

Head
Club
Fist
Body
Locomotion

Weapons and Attacks

Big Punch (CL 0) H2H +1 Armor Break (1)

Big Club (CL 0) H2H +1 Armor Break (2)

Armor

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

Add +1 to RES rolls unless beaten by Armor Break

Marsh Troll — 125

Notes and Info

Lurking within the depths of Ghostfire Marsh, these trolls hunt for things cold and warm blooded. These mold-infested creatures drag around filthy nets which they use to catch fish, crocodiles and lost humans before crushing their skulls and turning them into a quick meal.

Axe
Head
Teeth
Body
Nasty Net
Locomotion

Weapons and Attacks

Nasty Net (CL 0) H2H +1, Entangle
Big Teeth (CL 0) H2H +1 Armor Break (1)
Big Axe (CL 0) H2H +1 Armor Break (2)

Entangle - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or be *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

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

Natural - ranged attckers get -1 CS if this model is adjacent to natural scenery

Card 1: Marsh Troll Shaman (top-left)

129 Marsh Troll Shaman

Personality Model

Q 4+
C 4
Str 4+
Res 4+
Will 4+

Staff +1
Body AV 1

AV Bonus +1 RES roll

Special Abilities

Tough, Fearless, Big, Shaman, Moldy, Swamp Walk

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

Fearless - No Morale Check for gruesome deaths and *Terror*.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Shaman - Can summon wild creatures and cast Elemental Conjuration spells. Allocate up to half of warband points to "Summoning Pool" and double value. 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 creature already on map using summoning points. Personality model.

Moldy - Adjacent model that activates must roll a Resistance Check with 2 successes or be *fallen*.

Swamp Walk - No penalty from moving in Stinkmarsh or other terrain with Shallow Water.

Card 2: Kobold Stabber (top-right)

31 Kobold Stabber

Spear +0

Q 4+
C 2
Str 5+
Res 5+
Will 4+

Body AV 1*

* Front +1 w/ Shield
Rear AV =0

Special Abilities

Agile, Rabble

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

Rabble - Gets +1 CS when attacking as a group in H2H combat (more than one attacker adjacent to the same enemy) or when used in Group Attacks called by a Leader. However, this model gets -1 CS when attacking one enemy in H2H combat.

Card 3: Marsh Troll Shaman (bottom-left)

129 Marsh Troll Shaman

Notes and Info

A few of the most intelligent Marsh Trolls have learned to control ethereal energy and summon creatures of the marsh to serve them. These Shamans are able to conjure up zones of magical energy or manipulate the weather making them deadly opponents.

Teeth — Head — Staff
Body
Locomotion

Weapons and Attacks

Big Teeth (CL 0) H2H +1 Armor Break (1)
Big Staff (CL 0) H2H +1 Armor Break (1)

Armor

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

Natural - ranged atttckers get -1 CS if this model is adjacent to natural scenery

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Card 4: Kobold Stabber (bottom-right)

31 Kobold Stabber

Notes and Info

Kobolds are devious and vicious little creatures that plague the underground tunnels in the Sunless Kingdom. They are cowardly but can be dangerous when attacking in packs. Kobold Stabbers favor short spears and carry wooden shields.

Sharp Teeth — Head — Spear
Body
Locomotion

Weapons and Attacks

Spear (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

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

Kobold Slicer — 28

Knife +1

Q 4⁺
C 2
Str 5⁺
Res 5⁺
Will 4⁺

Body AV 1*

* Front +1 w/ Shield
Rear AV = 0

Special Abilities

Agile, Rabble

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

Rabble - Gets +1 CS when attacking as a group in H2H combat (more than one attacker adjacent to the same enemy) or when used in Group Attacks called by a Leader. However, this model gets -1 CS when attacking one enemy in H2H combat.

Kobold Skulker — 30

Knife +0

Q 4⁺
C 2
Str 5⁺
Res 5⁺
Will 4⁺

Body AV 0

Special Abilities

Stealth, Rabble, Combo Attack (2-hit)

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

Rabble - Gets +1 CS when attacking as a group in H2H combat (more than one attacker adjacent to the same enemy) or when used in Group Attacks called by a Leader. However, this model gets -1 CS when attacking one enemy in H2H combat.

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).

Kobold Slicer — 28

Notes and Info

Kobolds are devious and vicious little creatures that plague the underground tunnels in the Sunless Kingdom. They are cowardly and and prefer to attack in packs when they can. Kobold Slicers are armed with sharp knives and wooden shields.

Head
Sharp Teeth
Body
Locomotion
Knife

Weapons and Attacks

Knife (CL 0) H2H

Sharp Teeth (CL 0) H2H

Armor

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

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.

Kobold Skulker — 30

Notes and Info

Kobolds are devious and vicious little creatures that plague the underground tunnels in the Sunless Kingdom. They are cowardly and and prefer to attack in packs when they can. Skulkers are sneaky and hide in the shadows before atacking.

Head
Sharp Teeth
Body
knife
Axe
Locomotion

Weapons and Attacks

Knife (CL 0) H2H

Axe (CL 0) H2H

Sharp Teeth (CL 0) H2H

Armor

Bare Skin (CL 0)   H:0 B:0 L:0 W:2

71 Kobold Shaman ⚔

Personality Model

Q 3⁺
C 3
Str 5⁺
Res 5⁺
Will 3⁺

Staff +1
Body AV 0

Special Abilities

Shaman, Rabble, Agile

Shaman - Can summon wild creatures and cast Elemental Conjuration spells. Allocate up to half of warband points to "Summoning Pool" and double value. 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 creature already on map using summoning points. Personality model.

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

Rabble - Gets +1 CS when attacking as a group in H2H combat (more than one attacker adjacent to the same enemy). However, this model gets -1 CS when attacking one enemy in H2H combat.

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31 Kobold Kneebiter ⚔

Q 4⁺
C 2
Str 5⁺
Res 5⁺
Will 4⁺

Knife +0
Body AV 1

Special Abilities

Agile, Rabble, Combo Attack (2-hit)

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

Rabble - Gets +1 CS when attacking as a group in H2H combat (more than one attacker adjacent to the same enemy) or when used in Group Attacks called by a Leader. However, this model gets -1 CS when attacking one enemy in H2H combat.

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).

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71 Kobold Shaman ⚔

Notes and Info

Kobolds are devious and vicious little creatures that plague the underground tunnels in the Sunless Kingdom. They are cowardly and and prefer to attack in packs when they can. Shaman are witch doctors that summon wild creatures.

Head
Sharp Teeth
Staff
Body
Locomotion

Weapons and Attacks

Heavy Staff (CL 0) H2H +1 Armor Break (1)
Sharp Teeth (CL 0) H2H

Armor

Bare Skin (CL 0) H:0 B:0 L:0 W:2

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31 Kobold Kneebiter ⚔

Notes and Info

Kobolds are devious and vicious little creatures that plague the underground tunnels in the Sunless Kingdom. They are cowardly and and prefer to attack in packs when they can. The Kneebiter types are skilled at fighting with two weapons.

Head
Sharp Teeth
Body
Axe
Cleaver
Locomotion

Weapons and Attacks

Cleaver (CL 0) H2H
Axe (CL 0) H2H
Sharp Teeth (CL 0) H2H

Armor

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

90 Kobold Den Lord ⚔️

Personality Model

Q 3⁺

C 3

Str 5⁺

Res 5⁺

Will 3⁺

AV Bonus +1 RES roll

Great Axe +1

Body AV 1

Special Abilities

Leader, Rabble, Agile, Combo Attack (2-hit)

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.

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

Rabble - Gets +1 CS when attacking as a group in H2H combat (more than one attacker adjacent to the same enemy). However, this model gets -1 CS when attacking one enemy in H2H combat.

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).

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90 Kobold Den Lord ⚔️

Notes and Info

Kobolds are devious and vicious little creatures that plague the underground tunnels in the Sunless Kingdom. They are cowardly and and prefer to attack in packs when they can. Den Lords are leaders of the pack, strong and dangerous in battle.

Head

Sharp Teeth

Body

Great Axe

Locomotion

Weapons and Attacks

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

Sharp Teeth (CL 0) *H2H*

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

Armor

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

Add +1 to RES rolls unless beaten by Armor Break