## 120 — Beast of Kronos

**Predatory Wild Sea Creature**

Q 4⁺
C 5

Str 2⁺
Res 2⁺
Will 4⁺

Jaws +1
Body AV 1

AV Bonus +1 RES roll

### Special Abilities

*Animal, Huge, Swimming, Tough, Terror, Marine, Combo Attack (2-hit)*

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play. No more than 50% of the models of a warband may be Animals, not including summoned Wild Sea Creatures.

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

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

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

*Terror* - Attackers charging this model must roll a Will Check with 2 successes or take other actions. On 3 failures, the attacker makes one move away. When terrifying models Charge, the target rolls a Morale Check. If the target succeeds, it is immune to further Terror effects from this model. Models with Terror are immune to Terror.

*Marine* - Only operates underwater.

*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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## 86 — Black Pointer Shark

**Predatory Wild Sea Creature**

Q 4⁺
C 4

Str 2⁺
Res 2⁺
Will 4⁺

Jaws +1
Body AV 1

AV Bonus +1 RES roll

### Special Abilities

*Animal, Huge, Marine, Long Move, Swimming, Deep Eyes, Savage, Rising Strike*

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play. No more than 50% of the models of a warband may be Animals, not including summoned Wild Sea Creatures.

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

*Marine* - Only operates underwater.

*Long Move* - Move with the Long stick.

*Swimming* - Can move underwater.

*Deep Eyes* - Normal vision in darkness.

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

*Rising Strike* - Can attack from below as a surprise attack, applying an additional +2 CS when moving upwards before a H2H attack, charging or rushing from below. This ability only works if the model is one or more Depth Levels below a target.

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## 120 — Beast of Kronos

### AI Routine

1. Hunt (move -> lowest pt. warband model : 1 free action)
Switch to:  a. Fallen /Transfixed / Entangled  b. Fleeing

2. Charge (move & attack if target in range: 2 free actions)

3. H2H attack (1 free action when adjacent to target - if bite causes a wound, make a combo attack with tail)

**Tail Swipe**
**Body**
**Head**
**Bite**
**Locomotion**

### Weapons and Attacks

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

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## 86 — Black Pointer Shark

### Notes and Info

*Nightmares of the deep, these sharks lurk out of sight in the waters off the Drop Off, waiting for anything to drift away from the safety of the reef, then rocket upwards to strike from below. The force of the strike often sends these sharks flying into the air with victims in the their jaws.*

**Head**
**Body**
**Locomotion**
**Jaws**

### Weapons and Attacks

*Huge Jaws (CL 0)* **H2H +1, 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*

## Ravenous Cordoba Squid

**63**

**Predatory Wild Sea Creature**

Q 4+
C 3

Str 5+
Res 5+
Will 4+

Tentacles +0

Body AV 0

### Special Abilities

*Animal, Marine, Jet Burst, Swimming, Deep Eyes, Obfuscate*

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play. No more than 50% of the models of a warband may be Animals, not including summoned Wild Sea Creatures.

*Marine* - Only operates underwater.

*Jet Burst* - Can move past enemy models, crossing their bases without entering into H2H combat. A Jet Burst is treated as normal move in a straight line using 1 or 2 actions but must not end in contact with an enemy. A Jet Burst may be done after a regular move or combat action. Jetting out of H2H combat does not risk a Free Hack if two actions are used for the Jet Burst

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

*Deep Eyes* - Normal vision in darkness.

*Obfuscate* - Create ink cloud of Short radius = Tactical Cover. 1 action per turn cloud lasts. Can create cloud in H2H combat with actions and then use action to retreat without Free Hack.

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## Crimson Sea Snake

**63**

**Predatory Wild Land/Sea Creature**

Q 3+
C 4

Str 4+
Res 4+
Will 3+

Bite +1

AV Bonus +1 RES roll

Body AV 1

### Special Abilities

*Animal, Big, Amphibious, Bloodthirsty, Tailslap, Savage*

*Animal* - No Experience Points and cannot use ether tech items.

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

*Amphibious* - Can operate on land and underwater.

---

## Ravenous Cordoba Squid

**63**

### Notes and Info

These squid are almost the length of a man and extremely aggressive. Their beaks can take a fist-sized bite of flesh while they wrap abound victims with their tentacles.

*Locomotion*

*Head*

*Body*

*Beak*

### Weapons and Attacks

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

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

*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

*Unbreakable* - Weapon cannot be damaged or destroyed

### Armor

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

---

## Crimson Sea Snake

**63**

### Notes and Info

A highly aggressive predator of land and sea, this twenty-five foot long snake is a bright red color with a venomous bite. It often lurks in dark corners of ruined temples or wrapped around pillars, waiting for victims to pass by.

*Head*

*Locomotion*

*Bite*

*Body*

### Weapons and Attacks

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

## 114 — Deepstar Kraken

**Predatory Wild Sea Creature**

Q 4+
C 4

Tentacles **+2**

Str **2+**
Res **2+**  Will **4+**

Body AV **0**

### Special Abilities

*Animal, Huge, Marine, Swimming, Jet Burst, Deep Eyes, Obfuscate, Combo Attack (2-hit), Distract*

*Animal* - No Exp in Campaigns and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play.

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

*Marine* - Only operates underwater.

*Swimming* - Can move underwater.

*Jet Burst* - Can move past enemy models, crossing their bases without entering into H2H combat. A Jet Burst is treated as normal move in a straight line using 1 or 2 actions but must not end in contact with an enemy. A Jet Burst may be done after a regular move or combat action. Jetting out of H2H combat does not risk a Free Hack if two actions are used for the Jet Burst

*Deep Eyes* - Normal vision in darkness.

*Obfuscate* - Create ink cloud of Short radius = Tactical Cover. 1 action per turn cloud lasts. Can create cloud in H2H combat with actions and then use action to retreat without Free Hack.

*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).

*Distract* - Transfix an enemy unless it rolls Will Check with 2 successes. Range based on actions: 1 action = Short; 2 = Medium; 3 = Long. No effect on *Artificial* or *Undead* models. Can only be used once per turn.

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## 66 — Dunkleosteus
### Steel Jaw Placoderm

**Predatory Wild Sea Creature**

Q 4+
C 4

Crushing Bite **+1**

Str **4+**
Res **4+**
Will **4+**

AV Bonus +3 RES roll

Body AV **3**

### Special Abilities

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

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play.

*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

*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.

---

## 114 — Deepstar Kraken

### AI Routine

1. Hunt (move -> lowest pt. warband model : 1 free action)
Switch to:  a. Fallen /Transfixed / Entangled  b. Fleeing

2. Charge (move & attack if target in range: 2 free actions)

3. Flashing Lights (2 free actions when adjacent to a target after the first charge - Use Distract , then H2H attack)

4. H2H attack (1 free action when adjacent to target - Use tentacles first, but bite if a victim is entangled)

**Head** ☐ ☐ **Body** ☐ ☐ ☐
**Beak** ☐ ☐  **Locomotion** ☐ ☐

### Weapons and Attacks

**Huge Beak Bite (CL 0)** *H2H +1, Armor Break (3)*
**Huge Tentacles (CL 0)** *H2H + 2, Entangle, Unbreakable*

*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. If target is entangled, switch to the bite attack.

*Unbreakable* - Weapon cannot be damaged or destroyed

### Armor

**Soft Flesh (CL 0)** *H:0  B:0  L:0  W:2*

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## 66 — Dunkleosteus
### Steel Jaw Placoderm

### Notes and Info

*Dunkleosteus is the scientific name given to the savage, armored prehistoric fish found in the Shadow Sea. They are also known as "Steel-Jaw" by the Dagathonans, who train them to be warbeasts. Their heavy armor plates and powerful jaws makes them deadly to encounter.*

**Head** ☐ ☐  **Body** ☐ ☐ ☐  **Locomotion** ☐ ☐
**Bite** ☐ ☐

### Weapons and Attacks

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

### 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

## Card 1 (top-left)

**148** — *Finback*
*Thunder Lizard*
Predatory Wild Land/Sea Creature

Q 4⁺  C 5

Jaws +1

Body AV 2

Str 2⁺  Res 2⁺  Will 4⁺

AV Bonus +2 RES roll

**Special Abilities**

*Animal, Huge, Amphibious, Tough, Terror, Long Move, Combo Attack (2-hit)*

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play.

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

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

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

*Terror* - Attackers charging this model must roll a Will Check with 2 successes or take other actions. On 3 failures, the attacker makes one move away. When terrifying models Charge, the target rolls a Morale Check. If the target succeeds, it is immune to further Terror effects from this model. Models with Terror are immune to Terror.

*Long Move* - Moves using the Long stick.

*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).

## Card 2 (top-right)

**119** — *Giant Eurypterid*
Predatory Wild Sea Creature

Q 4⁺
C 5

Claws +1

Str 2⁺
Res 2⁺
Will 4⁺

Body AV 3

AV Bonus +3 RES roll

**Special Abilities**

*Tough, Huge, Animal, Savage, Amphibious, Combo Attack (2-hit)*

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

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

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play.

*Savage* - Inflicts +1 wound when doubling or tipling the opponent's CS and winning by more than the opponent's AV.
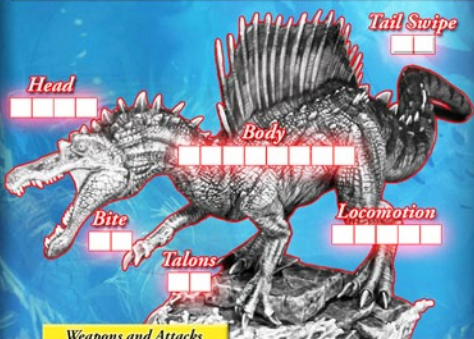
*Amphibious* - Can operate underwater and on land.

*Combo Attack (2-hit)* - Can make one more attacks using its actions if the previous attack causes a wound. The combo follows the order of Claws->Sting.

## Card 3 (bottom-left)

**148** — *Finback*
*Thunder Lizard*

**AI Routine**

1. Hunt (move -> lowest pt. warband model : 1 free action)
Switch to:  a. Fallen /Transfixed / Entangled  b. Fleeing

2. Charge (move & attack if target in range: 2 free actions)

3. H2H attack (1 free action when adjacent to target - if bite causes a wound, make a combo attack with Talons)

Tail Swipe

Head

Body

Bite

Locomotion

Talons

**Weapons and Attacks**

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

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

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

**Armor**

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

## Card 4 (bottom-right)

**119** — *Giant Eurypterid*

**AI Routine**

* note:  Boss AI may be different

1. Hunt (move -> lowest pt. warband model : 1 free action)
Switch to:  a. Fallen /Transfixed / Entangled  b. Fleeing

2. Charge (move & attack if target in range: 2 free actions)

3. H2H attack (1 free action when adjacent to target)

Stinger

Body

Head

Claws

Locomotion

**Weapons and Attacks**

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

*Huge Stinger (CL 0)* H2H +1, Armor Break (3), *Poison(deadly)*

*Grab:* If win in combat by 1+, victim cannot move away. To break free, victim use 1 action for Strength Check (at -1) with 2+ successes. Victim may still attack in H2H. Xathal gets +1 CS when attacking the grabbed victim with a bite.

*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**

*Thick Shell (CL 0)* H:3  B:3  L:3  W:2  *Sluggish*
*Sluggish* - requires 1 action to turn after rear attack

## Card 1: Giant Fireworm

**101 Giant Fireworm**

Defensive Wild Sea Creature

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

**Toothy Maw** +1

**Body AV** 2

AV Bonus +2 RES roll

### Special Abilities

**Animal, Huge, Swimming, Energy Resistance, Magic Resistance, Gulp, Marine, Scent Tracker**

*Animal* - No Experience Points and cannot use ether tech items.

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

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

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

*Magic Resistance* - Can re-roll Will Check for Psychic Magic spells or effects of Dimensional spells. The result of the re-roll is final.

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

*Marine* - Only operates underwater.

*Scent Tracker* - Can operate normally in darkness and ignores Camouflage.

---

## Card 2: Giant Land Crab

**57 Giant Land Crab**

Predatory Wild Creature

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

**Claws** +1

**Body AV** 3

AV Bonus +3 RES roll

### Special Abilities

**Big, Animal, Amphibious, Combo Attack (2-hit)**

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

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play.

*Amphibious* - Can operate underwater and on land.

*Combo Attack (2-hit)* - Can make one more attacks using its actions if the previous attack causes a wound. The combo follows the order of Claw 1 then Claw 2.

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## Card 3: Giant Fireworm (back)

**101 Giant Fireworm**

### Notes and Info

These giant worm-like creatures are of unknown etiology. One theory is that they were brought from a different dimension and have managed to adapt to the deep seafloor. Wherever their origin, these armored worms are attracted to the extreme heat of hydrothermal vent systems, feeding on the fauna around vent chimneys. If disturbed, they can easily swallow most anything, digesting the victim quickly with boiling acid in their stomachs.

*Toothy Maw*
*Head*
*Body*
*Locomotion*

### Weapons and Attacks

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

### Armor

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

---

## Card 4: Giant Land Crab (back)

**57 Giant Land Crab**

### AI Routine

1. Hunt (move -> lowest pt. warband model : 1 free action)
Switch to: a. Fallen /Transfixed / Entangled  b. Fleeing

2. Charge (move & attack if target in range: 2 free actions)

3. H2H attack (1 free action when adjacent to target)

*Claws*
*Head*
*Claws*
*Body*
*Locomotion*

### Weapons and Attacks

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

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

*Grab:* If win in combat by 1+, victim cannot move away. To break free, victim use 1 action for Strength Check (at -1) with 2+ successes. Victim may still attack in H2H. Xathal gets +1 CS when attacking the grabbed victim with a bite.

### Armor

*Thick Shell (CL 0)* H:3 B:3 L:3 W:2 Sluggish
*Sluggish* - requires 1 action to turn after rear attack

## 70 Gray Pointer Shark

**Predatory Wild Sea Creature**

Q 4⁺
C 4
Str 4⁺
Res 4⁺
Will 4⁺

Jaws +1
Body AV 1

AV Bonus +1 RES roll

### Special Abilities

*Animal, Big, Marine, Long Move, Swimming, Feeding Frenzy, Savage*

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play. No more than 50% of the models of a warband may be Animals, not including summoned Wild Sea Creatures.

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

*Marine* - Only operates underwater.

*Long Move* - Move with the Long stick.

*Swimming* - Can move underwater.

*Feeding Frenzy* - Go in frenzy one turn after first death on map. Move into H2H combat with the closest enemy model, no ranged attacks, spells or other actions. Always roll activation with 3 dice and get +1 to roll. Gain +1 CS on the first contact with enemy and no Morale Checks that turn. If no enemy within FOV, model must move in the direction of the dead body until it either reaches the body or finds an enemy model to attack. No Group Activation unless all models have Feeding Frenzy. Frenzy ends the rest of the battle if the model rolls 3 failures on activation or suffers a wound in combat or from the environment.

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

## 37 Gray Whaler Shark

**Predatory Wild Sea Creature**

Q 4⁺
C 2
Str 5⁺
Res 5⁺
Will 4⁺

Bite +0
Body AV 1

AV Bonus +1 RES roll

### Special Abilities

*Animal, Long Move, Swimming, Marine*

*Animal* - If in a Warband, no Exp Points in Campaign and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play.

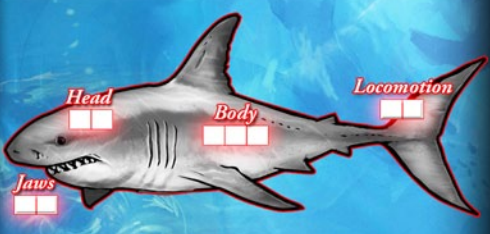*Long Move* - Moves using the Long stick.

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

*Marine* - Only acts underwater. Can attack models adjacent to the water surface.

## 70 Gray Pointer Shark

### Notes and Info

1. Hunt (move -> lowest pt. warband model : 1 free action)
Switch to:  a. Fallen /Transfixed / Entangled   b. Fleeing

2. Charge (move & attack if target in range: 2 free actions)

3. H2H attack (1 free action when adjacent to target - if bite causes a wound, make a combo attack with tail)

Head   Body   Locomotion
Jaws

### Weapons and Attacks

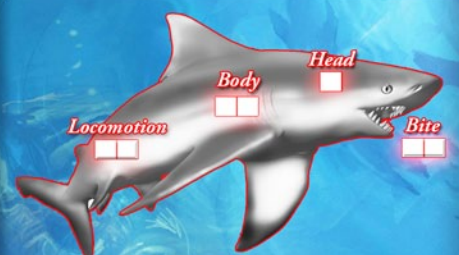*Big Jaws (CL 0)* H2H +1, Armor Break (1)

### Armor

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

## 37 Gray Whaler Shark

### AI Routine

1. Hunt (move -> lowest pt. warband model : 1 free action)
Switch to:  a. Fallen /Transfixed / Entangled   b. Fleeing

2. Charge (move & attack if target in range: 2 free actions)

3. H2H attack (1 free action when adjacent to target)

Head   Body   Locomotion   Bite

### Weapons and Attacks

*Bite (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

## 78 — Jaguar Shark

**Jaguar Shark**

Predatory Wild Sea Creature

Q 4⁺
C 4
Str 4⁺
Res 4⁺
Will 4⁺

Jaws **+1**

Body AV **1**

AV Bonus +1 RES roll

### Special Abilities

*Animal, Big, Marine, Long Move, Swimming, Feeding Frenzy, Savage, Camouflage*

*Animal* - No Experience Points and cannot use ether tech items.

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

*Marine* - Only operates underwater.

*Long Move* - Move with the Long stick.

*Swimming* - Can move underwater.

*Feeding Frenzy* - Go in frenzy one turn after first death on map. Move into H2H combat with the closest enemy model, no ranged attacks, spells or other actions. Always roll activation with 3 dice and get +1 to roll. Gain +1 CS on the first contact with enemy and no Morale Checks that turn. If no enemy within FOV, model must move in the direction of the dead body until it either reaches the body or finds an enemy model to attack. No Group Activation unless all models have Feeding Frenzy. Frenzy ends the rest of the battle if the model rolls 3 failures on activation or suffers a wound in combat or from the environment.

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

*Camouflage* - If model does not act in a turn, it cannot be attacked with ranged attacks or spells and H2H attacks against it are at -2. Camouflaged models that fire a ranged weapon gain the +1 ambush bonus. Models using Echolocation ignore all camouflage.

## 62 — Marine Ripper Lizard

**Marine Ripper Lizard**

Predatory Wild Land/Sea Creature

Q 4⁺
C 4
Str 4⁺
Res 4⁺
Will 4⁺

Bite **+1**

Body AV **1**

AV Bonus +1 RES roll

### Special Abilities

*Animal, Big, Amphibious, Bloodthirsty, Tailslap, Savage*

*Animal* - No Experience Points and cannot use ether tech items.

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

*Amphibious* - Can operate on land and underwater.

*Bloodthirsty* - Must target prey within one Long stick that are fallen, transfixed, entangled or otherwise incapacitated or disabled. Will move towards and attack prey unless in H2H combat already.

*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.

## 78 — Jaguar Shark

**Jaguar Shark**

### Notes and Info

These sleek and deadly sharks cruise the shallow reef zones in search of anything that is remotely edible. They have a distinctive patterning that makes them difficult to see against the coral.

Head
Body
Locomotion
Jaws

### 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

## 62 — Marine Ripper Lizard

**Marine Ripper Lizard**

### Notes and Info

Lurking amid the ruins of Xibalba are these massive reptiles. They hunt prey on land and in the water, killing with a poisonous bite and ripping talons.

Head
Body
Locomotion
Bite
Talons
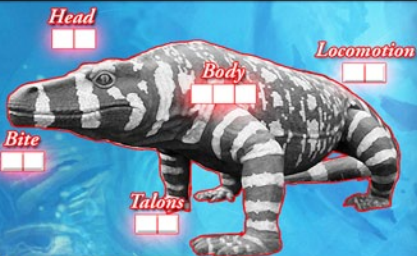
### Weapons and Attacks

*Big Toxic Bite (CL 0)* H2H +1, Armor Break (1), Poison (deadly)
*Big Ripping Talons (CL 0)* H2H +1, Armor Break (1)

*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

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

## Card 1: Nine-Gill Shark (42)

**42** — *Nine-Gill Shark*

Predatory Wild Sea Creature

Q 4⁺
C 3

Str 4⁺
Res 4⁺
Will 4⁺

AV Bonus +1 RES roll

Jaws +1
Body AV 1

**Special Abilities**

*Animal, Big, Marine, Savage, Swimming, Scent Tracker, Slow,*

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play.

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

*Marine* - Only operates underwater.

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

*Swimming* - Can move underwater.

*Scent Tracker* - Can see in darkness and ignores *Camouflage*.

*Slow* - Can only move 1or 2 sticks per turn and must spend 3 actions to move 2 sticks

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## Card 2: Orthocone (72)

**72** — *Orthocone*

Predatory Wild Sea Creature

Q 4⁺
C 3

Str 4⁺
Res 4⁺
Will 4⁺

Tentacles +1
Body AV 3

**Special Abilities**

*Animal, Huge, Marine, Jet Burst, Swimming, Obfuscate*

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play.

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

*Marine* - Only operates underwater.

*Jet Burst* - Can move past enemy models, crossing their bases without entering into H2H combat. A Jet Burst is treated as normal move in a straight line using 1 or 2 actions but must not end in contact with an enemy. A Jet Burst may be done after a regular move or combat action. Jetting out of H2H combat does not risk a Free Hack if two actions are used for the Jet Burst
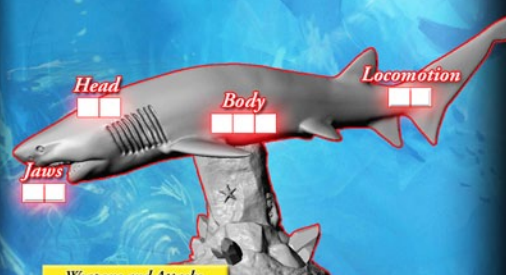
*Swimming* - Can move underwater.

*Obfuscate* - Create ink cloud of Short radius = Tactical Cover. Use 1 action per turn that cloud lasts. Can create cloud in H2H combat with actions and then use an action to retreat without Free Hack.

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## Card 3: Nine-Gill Shark (42)

**42** — *Nine-Gill Shark*

**AI Routine**

1. *Hunt (move -> lowest pt. warband model : 1 free action)*
Switch to: a. *Fallen /Transfixed / Entangled*  b. *Fleeing*

2. *Charge (move & attack if target in range: 2 free actions)*

3. *H2H attack (1 free action when adjacent to target - if bite causes a wound, make a combo attack with tail)*

Head · Body · Locomotion · Jaws

**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*

---

## Card 4: Orthocone (72)

**72** — *Orthocone*

**AI Routine**

1. *Hunt (move -> lowest pt. warband model : 1 free action)*
Switch to: a. *Fallen /Transfixed / Entangled*  b. *Fleeing*

2. *Charge (move & attack if target in range: 2 free actions)*

3. *H2H attack (1 free action when adjacent to target)*

Locomotion · Head · Body · Beak

**Weapons and Attacks**

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

*Big Tentacles (CL 0)* **H2H +1, Entangle, Unbreakable**

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

*Unbreakable* - Weapon cannot be damaged or destroyed

**Armor**

*Thick Shell (CL 0)*  **H:3  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

## 139 Swordtooth Sea Drake

**Predatory Wild Sea Creature**

- Q 4+
- C 5
- **Str** 2+
- **Res** 2+  — AV Bonus +2 RES roll
- **Will** 4+
- **Bite** +1
- **Body AV** 2

### Special Abilities

*Animal, Huge, Swimming, Tough, Terror, Marine, Combo Attack (2-hit), Deep Eyes, Gulp*

*Animal* - No Experience Points and cannot use ether tech items.

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

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

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

*Terror* - Attackers charging this model must roll a Will Check with 2 successes or take other actions. On 3 failures, the attacker makes one move away. When terrifying models Charge, the target rolls a Morale Check. If the target succeeds, it is immune to further Terror effects from this model. Models with Terror are immune to Terror.

*Marine* - Only operates underwater.

*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).

*Deep Eyes* - Normal vision in darkness.

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

---

## 139 Swordtooth Sea Drake

### Notes and Info

This terrifying creature rules the deep abyss of the Drop Off. It is similar in appearance to the Reef Drake but is much larger, and is able to gulp down most any prey it catches in its massive jaws.

**Head** ▢▢▢▢
**Tail Swipe** ▢▢
**Bite** ▢▢
**Body** ▢▢▢▢▢▢
**Locomotion** ▢▢▢▢

### Weapons and Attacks

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

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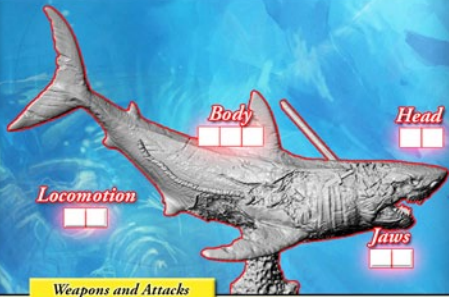
### Armor

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

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## 69 Zombie Shark

**Predatory Wild Sea Creature**

- Q 4+
- C 4
- **Str** 4+
- **Res** 4+
- **Will** 4+  — AV Bonus +1 RES roll
- **Jaws** +1
- **Body AV** 1

### Special Abilities

*Animal, Big, Marine, Long Move, Swimming, Undead, Savage*

*Animal* - No Experience Points in Campaign Adventures and cannot use ether tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play.

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

*Marine* - Only operates underwater.

*Long Move* - Move with the Long stick.
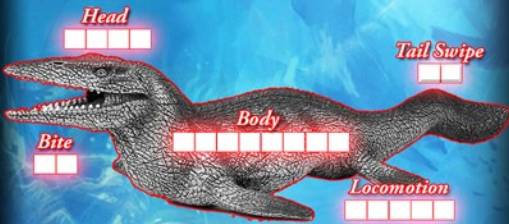
*Swimming* - Can move underwater.

*Undead* - immune to poison and do not suffer gruesome kills (treat a gruesome kill as a normal kill). Attack spells hit normally but immune to Psychic Magic spells. Undead models cannot be commanded by a *Leader* and cannot participate in group activation. They have +1 on all Morale rolls but fall to gory pieces if they roll two Morale failures.

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

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## 69 Zombie Shark

### Notes and Info

1. Hunt (move -> lowest pt. warband model : 1 free action)
Switch to: a. Fallen /Transfixed / Entangled  b. Fleeing

2. Charge (move & attack if target in range: 2 free actions)

3. H2H attack (1 free action when adjacent to target - if bite causes a wound, make a combo attack with tail)

**Body** ▢▢
**Head** ▢▢
**Locomotion** ▢▢
**Jaws** ▢▢

### 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

## Beast of Kronos

**120** — *Beast of Kronos*

Predatory Wild Sea Creature

Q 4⁺
C 5
Body AV 1

Str 2⁺
Res 2⁺
Will 4⁺

**Special Abilities**

*Animal, Huge, Swimming, Tough, Terror, Marine, Combo Attack (2-hit).*

**Weapons & Armor**

| | RNG | TYPE | ARB | AT | WND |
|---|---|---|---|---|---|
| Huge Bite | H2H | Phys | 3 | +1 | |
| Huge Tail Swipe | H2H | Phys | 3 | +1 | |

| | HEAD | BODY | LOC | MOVE |
|---|---|---|---|---|
| Thick Skin | 1 | 1 | 1 | Long |

*wounds*

Head
Body
Locomotion

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## Carcharon Abomination

**151** — *Carcharon Abomination*

Boss Monster

Q 3⁺
C 5
Body AV 1

Str 2⁺
Res 2⁺
Will 3⁺

**Special Abilities**

*Huge, Void Mutant, Long Move, Amphibious, Scent Tracker, Savage, Combo Attack (2-hit)*

**Weapons & Armor**

| | RNG | TYPE | ARB | AT | WND |
|---|---|---|---|---|---|
| White Shark Huge Jaws | H2H | Phys | 3 | +1 | |
| Hammerhead Huge Jaws | H2H | Phys | 2 | +2 | |
| Huge Claws *Grab* | H2H | Phys | 3 | +1 | |

| | HEAD | BODY | LOC | MOVE |
|---|---|---|---|---|
| Thick Skin | 1 | 1 | 1 | Long |

*wounds*

Head
Body
Locomotion

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**DEEPWARS**

*Beast of Kronos*



**DEEPWARS**

*Carcharon Abomination*

## DeepStar Kraken

**114  DeepStar Kraken**

Predatory Wild Sea Creature

**Q 4⁺**

**C 4**

**Body AV 0**

**Str 2⁺**

**Res 2⁺**

**Will 4⁺**

### Special Abilities

Animal, Huge, Marine, Swimming, Jet Burst, Deep Eyes, Obfuscate, Combo Attack (2-hit), Distract

### Weapons & Armor

| | RNG | TYPE | ARB | AT | WND |
|---|---|---|---|---|---|
| **Huge Bite** | H2H | Phys | 3 | +1 | ☐☐ |
| **Huge Tentacles** *Entangle, Unbreakable* | H2H | Phys | 0 | +2 | |

| | HEAD | BODY | LOC | MOVE |
|---|---|---|---|---|
| **Soft Flesh** | 0 | 0 | 0 | Med |

**wounds**
Head ☐☐  Body ☐☐☐☐  Locomotion ☐☐

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## Isopod Swarm

**35  Isopod Swarm**

Predatory Wild Sea Creature

**Q 4⁺**

**C 3**

**Body AV 2**

**Str 5⁺**

**Res 5⁺**

**Will 4⁺**

### Special Abilities

Animal, Marine, Benthic, Scent Tracker, Shoaling

### Weapons & Armor

| | RNG | TYPE | ARB | AT | WND |
|---|---|---|---|---|---|
| **Nasty Bite** | H2H | Phys | 0 | 0 | ☐☐ |

| | HEAD | BODY | LOC | MOVE |
|---|---|---|---|---|
| **Thick Carapace** | 3 | 2 | 2 | Med |

**wounds**
Head ☐  Body ☐☐  Locomotion ☐☐

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**DeepStar Kraken**



**Isopod Swarm**

## Phantom Shark

**74** — Predatory Wild Sea Creature

Q 4+
C 4
Body AV 1

Str 4+
Res 4+
Will 4+

### Special Abilities
Animal, Big, Swimming, Savage, Long Move, Scent Tracker

### Weapons & Armor

| | RNG | TYPE | ARB | AT | WND |
|---|---|---|---|---|---|
| **Big Sharp Jaws** | H2H | Phys | 1 | +1 | ☐☐ |

| | HEAD | BODY | LOC | MOVE |
|---|---|---|---|---|
| **Thick Plated Skin** | 1 | 1 | 1 | Long |

wounds — **Head** ☐☐  **Body** ☐☐☐  **Locomotion** ☐☐

## Revenant Squid

**86** — Predatory Wild Sea Creature

Q 4+
C 3
Body AV 1

Str 4+
Res 4+
Will 4+

### Special Abilities
Animal, Big, Color Flash, Obfuscate, Jet Burst, Deep Eyes, Swimming, Marine

### Weapons & Armor

| | RNG | TYPE | ARB | AT | WND |
|---|---|---|---|---|---|
| **Tentacles** *Entangle, Unbreakable* | H2H | Phys | 0 | +1 | |
| **Big Sharp Beak** | H2H | Phys | 1 | +1 | ☐☐ |

| | HEAD | BODY | LOC | MOVE |
|---|---|---|---|---|
| **Thick Skin** | 1 | 1 | 1 | Med |

wounds — **Head** ☐☐  **Body** ☐☐☐  **Locomotion** ☐☐

DEEPWARS

**Phantom Shark**

DEEPWARS

**Revenant Squid**

## 191 Avatar of Noth-Kathon

**Boss Monster**

Q 3⁺
C 5
Body AV 1

Str 2⁺
Res 2⁺
Will 3⁺

**Special Abilities**

*Huge, Void Mutant, Shooter (short), Tough Amphibious, Madness, Phase Blur*

**Weapons & Armor**

| | RNG | TYPE | ARB | AT | WND |
|---|---|---|---|---|---|
| **Corrosive Jet** *Corrosive* | Short | Phys | 3 | +2 | ☐☐ |
| **Huge Tentacles** *Entangle, Unbreakable* | H2H | Phys | 0 | +2 | |
| **Huge Bite** | H2H | Phys | 3 | +1 | ☐☐ |

| | HEAD | BODY | LOC | MOVE |
|---|---|---|---|---|
| **Thick Skin** | 1 | 1 | 1 | Med |

**wounds** — **Head** ☐☐☐☐ **Body** ☐☐☐☐☐☐☐ **Locomotion** ☐☐☐☐

## 80 Spawn of Noth-Kathon

**Monster Warrior**

Q 4⁺
C 3
Body AV 1

Str 4⁺
Res 4⁺
Will 4⁺

**Special Abilities**

*Big, Void Mutant, Amphibious, Madness*

**Weapons & Armor**

| | RNG | TYPE | ARB | AT |
|---|---|---|---|---|
| **Big Tentacles** *Entangle, Unbreakable* | H2H | Phys | 0 | +1 |
| **Big Biting Maw** | H2H | Phys | 1 | +1 ☐☐ |

| | HEAD | BODY | LOC | MOVE |
|---|---|---|---|---|
| **Thick Skin** | 1 | 1 | 1 | Med |

**wounds** — **Head** ☐☐ **Body** ☐☐☐ **Locomotion** ☐☐



DEEPWARS

*Avatar of Noth-Kathon*



DEEPWARS

*Spawn of Noth-Kathon*

# Wild Creature / Monster Special Abilities

**Benthic** Bottom dweller. -1 on Fast Dive/Ascend rolls.

**Big / Huge** H2H +1 vs. smaller models. Ranged attack against these models are at +1.

**Color Flash** Can use 1 action to flash. All enemies in FOV within a Short radius get -1 CS that turn.

**Combo Attack** If the model attacks on its turn and wins or ties in H2H 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.

**Distract** Use actions to transfix a targeted enemy unless it rolls Will Check with 2 successes. Range depends on actions: 1 action = Short; 2 = Medium; 3 = Long. No effect on *Artificial* or *Undead* models. Only use once per turn.

**Jet Burst** Can cross enemy base without a Free Hack. Jet out of H2H combat and avoid Free Hack with 2 actions.

**Long Move** Moves using the Long ruler.

**Madness** Enemies in line of sight within Long distance get -1 to rolls using Quality. Does not affect models with *Madness*, *Iron Will*, *Artificial*, *Undead* or *Void Mutant*. Stops working if the model with Madness is fallen.

**Marine** Only operates underwater.

**Obfuscate** Create ink cloud of Short radius acting as Tactical Cover. The cloud lasts 1 turn per action used. Can create cloud in H2H combat with actions and then use any remaining action to retreat without a Free Hack.

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

**Scent Tracker** Detect in dark, ignore *Camouflage*, *Stealth*

**Shoaling** An aggregate that acts as a unit. Ranged attacks and attack spells have no effect unless they have Blast or affect a Zone.

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

**Swimming** Can move normally underwater.

**Terror** - If charging this model, roll a Will Check with 2 successes do other action. On 3 failures, move one ruler away. IF this models Charges, target rolls Morale Check. Success means immunity to this model's Terror. Models with Terror are immune to Terror

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

# Wild Creature / Monster AI Routines

### Predatory Wild Sea Creature

1. Hunt (move towards Lowest Point Model : 1 free action) Switch to hunt these models on the map:  a. Fallen / Transfixed / Entangled  b. Fleeing

2. Charge (move & attack if target in range: 2 free actions)

3. H2H attack (1 free action when adjacent to target)

### Monster Warrior

1. Hunt (move towards Lowest Point Model : 1 free action)

2. Charge (move & attack if target in range: 2 free actions)

3. H2H attack (1 free action when adjacent to target)

### Monster Shooter

1. Hunt (move -> Nearest Model:  1 free action)

2. Shoot (fire when within one range stick:  1 free action)

3. H2H attack (1 free action when adjacent)

### Monster Brute

1. Hunt (move -> Highest Point Model:  1 free action)

2. Charge (move and attack when in range:  2 free actions)

3. H2H attack (adjacent to target - 2 free actions for Mighty Blow or use Combat Master or Combo Attack ability)

### Monster Spellcaster

1. Hunt (move -> Highest Point Model:  1 free action)

2. Cast Spell or use Ability (2 free actions to move and/or use a Special Ability | or roll 3 dice for Spellcasting Roll - cast most powerful spell when in range)

3. H2H attack (adjacent to target - 3 die activation roll for Mighty Blow)

### Boss Monster
Custom AI - shown in the Battle Scenario description