

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-bit)

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 +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-bit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

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.

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

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)

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

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.

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



63

Ravenous Cordoba Squid

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.

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.



63

Crimson Sea Snake

Predatory Wild Land/Sea Creature

Q 3

C 4

Str **4**

Res **4**

Will **3**

AV Bonus **+1 RES roll**

Bite **+1**

Body AV **1**

Special Abilities

Animal, Big, Amphibious

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 Resistance Checks (in stats already).

Amphibious - Can operate on land and underwater.



63

Ravenous Cordoba Squid

Locomotion

Head

Body

Beak

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 around victims with their tentacles.

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



63

Crimson Sea Snake

Locomotion

Head

Body

Bite

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.

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

64 Giant Marine Crocodile

Predatory Wild Sea Creature



Special Abilities

Animal, Huge, Amphibious, Air Breather, Tough

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

Air Breather - Get -1 to rolls for Fast Dive/Ascend physical activity. If *transfixed*, *fallen* or *dazed*, roll a Resistance Check (no Armor bonus) with 1 success each turn or suffer 1 Body wound until model drowns and dies.

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

70 Gray Pointer Shark

Predatory Wild Sea Creature



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.

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

Marine - Only operates underwater.

Long Move - Move with the Long stick.

Swimming - Can move underwater.

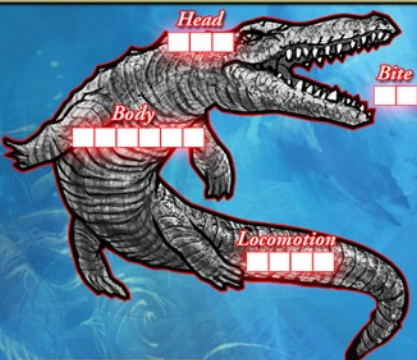
Feeding Frenzy - Go in frenzy one turn after first death on map. Move into H2H combat with the closest enemy model, no ranged attacks, spells or other actions. Always roll activation with 3 dice and get +1 to roll. Gain +1 CS on the first contact with enemy and no Morale Checks that turn. If no enemy 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 +1 wound when doubling or tripling the opponent's CS and winning by more than the opponent's AV.

64 Giant Marine Crocodile

Notes and Info

These enormous saltwater crocodiles reach thirty feet in length, with massive jaws that can crush heavy armor. They require air to breathe so they tend to avoid the abyssal depths of the sea.



Weapons and Attacks

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

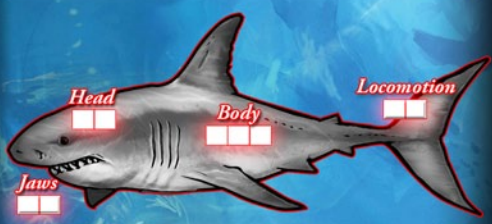
Armor

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

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)



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

Predatory Wild Sea Creature

Q 4'

C 2

Str 5'

Res 5'

Will 4'

AV Bonus
+1 RES roll



Bite
+0

Body AV
1

Special Abilities

Animal, Long Move, Swimming, Marine

Animal - If in a Warband, no Exp Points in Campaign and cannot use other 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.

78 Jaguar 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, Feeding Frenzy, Savage, Camouflage

Animal - No Experience Points in Campaign Adventures and cannot use other 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 Resistance 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.

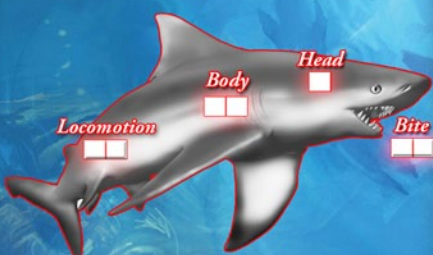
Savage - Inflicts +1 wound when doubling or tripling the opponent's CS and winning by more than the opponent's AV.

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.

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)



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

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.



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

Predatory Wild Land/Sea Creature



Special Abilities

Animal, Big, Amphibious, Bloodthirsty, Tailslap, 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 Resistance 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 +1 wound when doubling or tripling the opponent's CS and winning by more than the opponent's AV.

72 Orthocone

Predatory Wild Sea Creature



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.

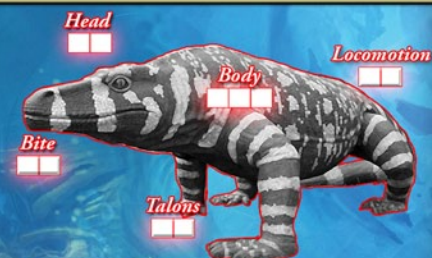
Swimming - Can move underwater.

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.

62 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.



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

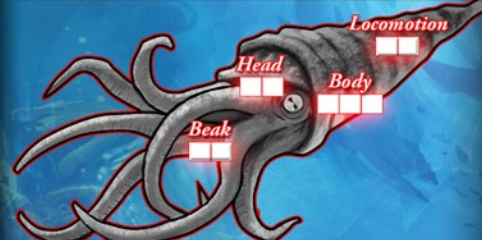
Thick Skin (CL 0) H:1 B:1 L:1 W:2

Add +1 to RES rolls unless beaten by Armor Break

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)



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 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

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

75 Sharptooth Dolphin Alpha

Defensive Wild Sea Creature - Personality

Q 4'

C 3

Str 5

Res 5

Will 4



Bite +0

Body AV 0

Special Abilities

Animal, Maneuverable, Long Move, Swimming, Pack Leader, Echolocation, Marine

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.

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.

Long Move - Move using the Long stick.

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

Pack Leader - Models with the Pack Leader ability are the alphas of their packs, commanding through sheer power and ferocity. Personality model.

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.

Marine - Only operates underwater.

139 Swordtooth Sea Drake

Predatory Wild Sea Creature

Q 4'

C 5

Str 2

Res 2

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 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.

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.

75 Sharptooth Dolphin Alpha

Notes and Info

These dolphins are similar to those found in the surface oceans, but have a more developed sonic detection ability and an extended rostrum filled with sharp teeth, like riverine dolphins. These creatures hunt for fish in packs, or pods, and will defend themselves when attacked. The dolphin pods have an alpha leader that coordinates group attacks and help improve the pack's actions.



Weapons and Attacks

Bite (CL 0) H2H

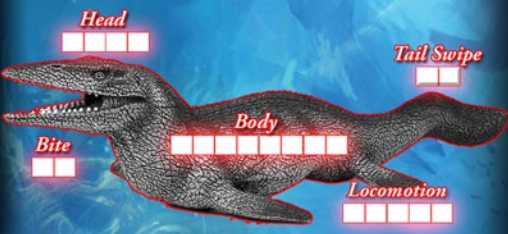
Armor

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

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.



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

114 Deepstar Kraken

Predatory Wild Sea Creature

Q 4'

C 4

Str 2'

Res 2'

Will 4'

Tentacles

+2

Body AV

0

Special Abilities

Animal, Huge, Marine, Swimming, Jet Burst, Deep Eyes, Obfuscate, Combo Attack (2-bit), 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-bit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

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.

119 Giant Eurypterid

Predatory Wild Sea Creature

Q 4'

C 5

Str 2'

Res 2'

Will 4'

Claws

+1

Body AV

3

Special Abilities

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

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 tripling the opponent's CS and winning by more than the opponent's AV.

Amphibious - Can operate underwater and on land.

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

114 Deepstar Kraken

AI Routine

- Hunt (move -> lowest pt. warband model : 1 free action)
Switch to: a. Fallen /Transfixed / Entangled b. Fleeing
- Charge (move & attack if target in range: 2 free actions)
- Flashing Lights (2 free actions when adjacent to a target after the first charge - Use Distract , then H2H attack)
- H2H attack (1 free action when adjacent to target - Use tentacles first, but bite if a victim is entangled)

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

119 Giant Eurypterid

AI Routine

* note: Boss AI may be different

- Hunt (move -> lowest pt. warband model : 1 free action)
Switch to: a. Fallen /Transfixed / Entangled b. Fleeing
- Charge (move & attack if target in range: 2 free actions)
- H2H attack (1 free action when adjacent to target)

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

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 Resistance 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

66 Dunkleosteus Steel Jaw Placoderm

Predatory Wild Sea Creature

Q 4

C 4

Str 4


Res 4

Will 4

AV Bonus +3 RES roll

Crushing Bite +1

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.

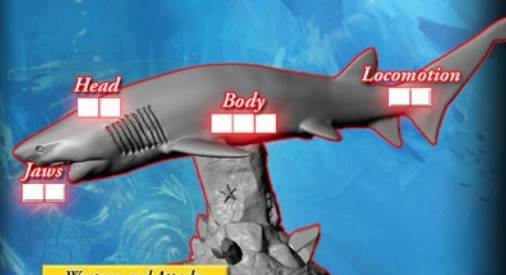
Marine - Only operates underwater.

Deep Eyes - Normal vision in darkness.

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)



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

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.



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

