

INTRODUCTION

DeepWars - Sunken Citadel is a tabletop miniatures adventure game set in an underwater research station that lost contact with the surface kingdoms after a mysterious experiment went out of control. One of the players controls a warband of mercenary divers and pirates, the **Breach Team**, sent in to regain command of the station. Another player controls the **Invaders**, corrupted remnants of the station crew and terrifying beings of the ethereal void that have taken over the station. Wild creatures also lurk in and around the station, hunting down any members of the Breach Team or Invaders that comes into view using simple Artificial Intelligence (AI) routines. Other player may also join in, bringing in competing warbands from the different factions from DeepWars to battle over the station and the valuable technology and artifacts that it holds. The game may even be played Solo, with all of the Invaders and wild creatures following AI routines to battle the Breach Team.

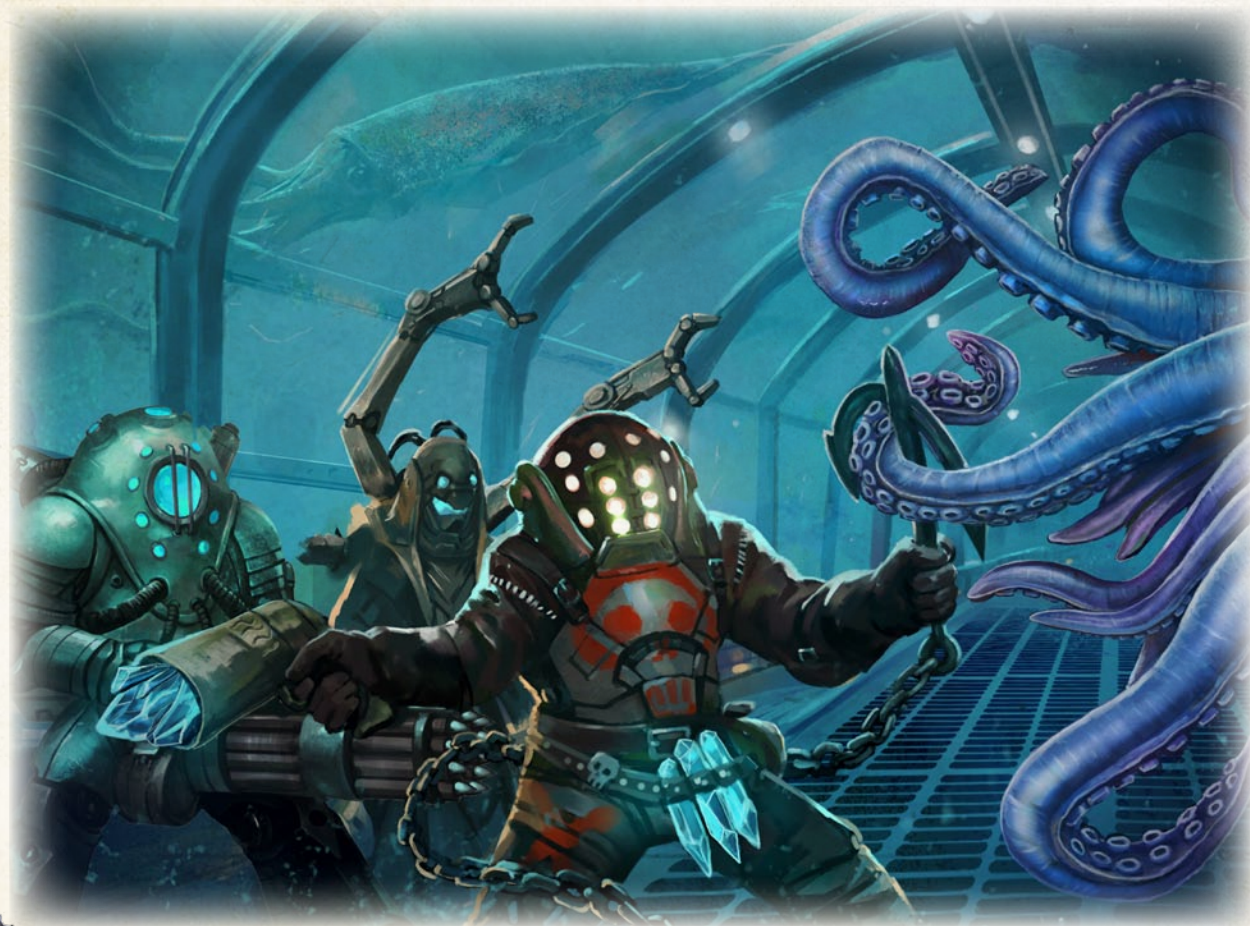
The setting is the late 17th century in an alternate version of Earth where the discovery of ancient technology in an underground world has led to a race to develop new

devices and weapons to fight enemies from this hidden realm. Human explorers, funded by the powerful kingdoms of the Old World continent of the surface lands, have developed advanced undersea vehicles and personal dive suits that allow adventurers to explore the underground Shadow Sea and salvage artifacts from sunken ruins.

In their quest to conquer into the Shadow Sea, the human explorers discovered an ancient underwater station and were able to repair and built upon it to run experiments with ether technology. The base was in operation for many months, sending messaged through ethereal communicators back to the surface lands, but now the signals have stopped.

The crack Breach Team must go down to the base and find out what happened. Only a small team can get into the base, as large submersibles now lay in pieces on the seafloor due to the powerful automated defense systems in place. Other non-human forces are also on their way, so it is imperative that the Breach Team be successful.

Different warbands may be used in place of the Fortune Hunters for the Breach Team. All that is required is that the warband be 400 points or less so that the warbands are balanced and the game stays fair. Point values for models in the warbands are described on the next page.



GAME RULES

Sunken Citadel includes the core set of DeepWars rules, built upon the renowned Song of Blades and Heroes (SOBH) game engine by Ganesha Games. Games are played using miniature models representing soldiers, mechanical constructs and monstrous creatures on detailed maps. Players battle through multiple linked scenarios across a narrative campaign to accomplish the final mission of retaking the Sunken Citadel. The Breach Team warband can improve between scenarios using Victory Points from recovering artifacts and treasure or from accomplishing specific objectives within the scenarios, ranging from restoring power to station generators to holding a control hub against waves of attackers.

The game includes three 6-sided dice, maps for the scenarios, four miniatures for the Breach Team warband of Fortune Hunters, printed rulers for movement and range, printed cardstock game counters and markers for treasure, scenic features and wild creatures. Also included are ten miniatures for Invaders, including corrupted scientists and divers, ethereal monsters and infected constructs.

Wild creatures hunt both the Breach Team and the Invaders, adding an extra survival mechanic to gameplay. They may be killed but more will be drawn to the battle by the scent of blood or the vibrations from explosions. The game includes printed markers to use for wild creatures.

Model Profiles

Miniature models for the Breach Team and the Invaders each have statistics in their Profiles that describe their in-game capabilities. Profiles have statistics, weapons, special abilities and items that determines what it can do in a game.

Points: The cost of the model. This is used to make sure warbands are evenly balanced and games are fair.

Quality: Base Statistic indicating the model's willpower, reactions and intelligence. It is used for activating the model, assessing morale and casting spells. Success is determined by rolling above the quality statistic, so lower is better.

Combat: Base statistic used in combat rolls.

Armor: The Armor Value (AV) is the amount of armor on each subsystem of a model. Enemies need to win in combat by this value or higher in order to cause a wound.

Wounds: The number of wounds in different subsystems the model may suffer before being disabled or killed.

Str / Res / Will: Strength, Resistance and Will check stats, with modifiers included (*Resilient, Powerful*, etc.).

Weapons & Attacks: These are ranged and H2H attacks

with bonuses and effects. Attack bonuses (e.g., +1) are added to the base Combat stat when attacking. Ranged attacks show the range stick used (e.g., Med for Medium).

Special Abilities: These are abilities and special powers from the Special Abilities section.

Special Items: This includes tech items or magical items.

Isabella Johannes - Adventuring Scientist

Points: 115	Quality: 3+	Combat: 3
Check Stats: Str: 5 Res: 5 Will: 3		
Wounds: Head: 2 Body: 3 Loc: 2 Weap: 2 each		
Weapons:		
<i>Multi-Speargun</i> Projectile (Med) +2, Armor Break 2		
<i>Power Claw</i> H2H Grab		
Armor: <i>Light Dive Suit</i> H:2 B:1 L:1 W:2 Pressurized		
Special Abilities: <i>Scientist (2) (P)</i> , <i>Shooter (medium)</i> , <i>Diver</i> , <i>Tomb Hunter</i>		
Special Items: <i>Respirator</i> , <i>Crystal Lamp</i> , <i>Propulsion System</i> , <i>Ether Detector</i>		

Special Abilities

Special Abilities add to the basic rules and distinguish different characters and creatures from each other. Special Abilities are listed in the model profile with descriptions of their effects in the rulebook and on hint cards for the Breach Team and Invaders. Some Special Abilities are reserved for Personalities, experienced warriors and adventurers, and have their names underlined and have a (P) next to them. Personality models can have only one of these abilities.

Warbands

Warbands, like the Breach Team, are a group of models that fight together for fortune and glory. The size of the warband is determined by the maximum number of points for the type of game being played. In Sunken Citadel, the Breach Team and any competing warbands have a maximum of 400 points. Warband point totals are rounded down to the nearest 10 for calculations. (e.g., 409 points rounds to 400 points). Up to half of the rounded point total (200 in this case) can be used on Personalities, and this is also rounded down to the nearest 10. The rest must be Troops. Therefore a 400 point warband may have 209 points of Personalities, as that rounds down to 200.

Competitive games with multiple warbands may use a higher point maximum if all players agree on the value.

Game Cards

Models for DeepWars have game cards with their profile and descriptions of each Special Ability, Weapon, Armor and Special Item effects for quick reference.

Example Game Card

Model Type & Point Value: More capable models have higher point values. Personality models often have names.

Check Statistics - Strength (Str), Resistance (Res) Will : Roll three dice and get two or more rolls equal of higher than this value to pass a check test.

Base Statistics: Quality (Q) and Combat (C) are the main stats for gameplay.

Ether Tech Skill: For using or repairing tech devices.

Body Armor Value (AV): The armor used for non-targeted attacks.

Special Abilities: The abilities of the model. Personality abilities have a (P) and are underlined.

Weapons and Attacks:

Weapon name shown with effects in blue below the name. The primary ranged weapon block is outlined in red while the primary H2H weapon block is outlined in blue.

RNG - Range in inches & ruler (S,M,L) or H2H.

TYPE - Projectile, Energy or Physical

AB - Armor Break value

AT - Modifier to attack roll

WND - Wounds for weapons, one damages, two destroys

Armor:

Armor name shown with effects in blue.

Armor value for each body part (HEAD, BODY, LOC)

MOVE - Movement per action spent in inches & ruler used (S,M,L)

Special Items: These are ether tech devices that are carried by the model.

115 **Isabella Johannes**
Adventuring Scientist

Str 5⁺
Res 5⁺
Will 3⁺

Q 3⁺
C 3

Body AV 1
Tech 2

Special Abilities
Scientist (2) (P), Shooter (medium), Diver, Tomb Hunter

Weapons & Armor

	RNG	TYPE	ARB	AT	WND
Multi-Speargun	5"(M) Proj		1	+1	<input type="text"/>
Power Claw Grab	H2H Phys		0	+0	<input type="text"/>

	HEAD	BODY	LOC	MOVE
Light Dive Suit Pressurized	2	1	1	5"(M)

Ether Tech Items
Respirator, Crystal Lamp, Propulsion System, Ether Detector

wounds	Head	Body	Locomotion
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Wound Location: Shows wound boxes for regions than can be targeted. All non-targeted attacks hit the Body. Weapons are damaged with one wound and destroyed with two.

Starting the Game

The game is designed for two players, one running the Breach Team warband and the other running the Invaders. A simple list of steps are shown below to start up the game.

1. Choose a Scenario. The narrative game runs as a campaign with eight linked scenarios that are meant to be played in order. The scenarios can also be played individually.

2. Set up the Map. Maps are 24" by 36" and made up of four sections. Each map section has the scenario number and section in the corners as a watermark (e.g., 3A). Rooms or map sections with closed doors for all exits and no models inside them are **Closed Rooms** that have cards drawn to determine their contents. Some special rooms have equipment to repair, medical devices to use, weapons to salvage and treasure to salvage.

3. Place Models. The scenario description shows the and starting points for Breach Team models and invaders **Shadows Markers**, indicators of the number of models.

Game Play & Turns

Games are played using 6-sided dice to activate models in the warband. One player must roll attacks and defense for the Enemies. The game follows Game Turns shown below, with the Breach Team starting first.

1. Breach Team activates

- Pick a model from the warband
- Choose Quick Activation or Roll for actions
- Use actions to move, attack, use tech, etc.
- Draw Room Card when enter Closed Rooms
- Repeat until all models have activated

2. Invader Shadow Markers activate

- Select Shadow marker
- Use two actions per marker
- If marker is in the FOV of the Breach Team or Wild Creatures, place Invader models.
- Repeat until all shadows have activated

3. Invader models activate

- Pick a model one turn after it has come into view after being a Shadow.
- Choose Quick Activation or Roll for actions
- Use actions to move, attack, etc.
- Draw Room Card when enter Closed Rooms
- Repeat until all Invaders have activated

4. Wild Sea Creatures & Monsters activate

- Free Activation or Roll depending on AI
- Use actions to move, attack, use tech, etc.
- Repeat until all creatures have activated

5. Roll on Event Table: If Yes -> Draw Event Card

- Apply environmental/ambush effects

6. End of Game Turn - start next turn at Step 1

Quick Activation

Each model gets **one action** points to move, explore a new Map Tile, pick up treasure, attack, etc. A model may make one attack per turn unless it has *Combo Attack* or *Combat Master* but it can use multiple actions for powerful attacks. See the table below for used for action points.

Activation Rolls

A player may gamble to get more actions by making an Activation Roll at the risk of getting no actions. The model rolls three dice and compares them to Quality. **Each roll equal to or above Quality is a "success" and gives one action. If a model rolls all failures, it gets no actions.** An unmodified 6 always succeeds.

If the roll is three successes and one or more 6's, the model is an **Action Hero** and gets **4 actions**. *Leaders* give a bonus to Activation Rolls for other models.

Group Activation Roll

A *Leader* can spend one action at the start of the warband's turn to call for a Group Activation roll for all non-*Artificial* allies within Long range. This roll uses the highest Quality stat of the allies for the roll, with the +1 *Leader* bonus. Each model in the group gets the resulting actions. If the roll is three failures, the group still get 1 action each but the *Leader* cannot try for group activation again in the scenario.

Action Point Usage

Move up to maximum move distance	1 action
Physical Activity (break, push, lift)	1 action
Activate technology	1 or 2 actions
Repair damaged technology	1 or 2 actions
Change one depth level	1 action
Attack in H2H combat	1 action
Mighty Attack in H2H combat	2 or 3 actions
Shoot a ranged weapon	1 action
Aimed Shot with ranged weapon	2 or 3 actions
Reload a ranged weapon	1 action
Heal injured ally	1 action
Step & Attack or Step & Shoot	1 action
Recover from <i>fallen</i> or <i>transfixed</i>	1 or 2 actions
Charge into combat & H2H attack (1 move + attack)	2 actions
Rush into combat & H2H attack (2 moves + attack)	3 actions

Movement and Range

Distance for movement and shooting is simplified to three ruler increments. **Short distance = 3 inches, Medium distance = 5 inches and Long distance = 7 inches.**

Models can spend **one action** per move in a straight line up to their maximum move distance. Partial moves, less than the max distance, still cost **one action**. Moving in a different heading requires another action. Move distance is shown on a model's game card in Armor (e.g., 5"(M) for 5 inch - medium) and is measured where the front of the base starts and ends the move.

Ranged combat uses the same system. Shots are measured from the front edge of the shooter's base to the nearest base edge of the target model. Zone effects (i.e., *blast*) are measured from the center of a the target point.

Model Size

Regular models are around 30mm tall and use 30 mm diameter bases. Big models have the *Big* ability and come on 40 to 50 mm bases. *Huge* models have 50+ mm bases.

Step & Attack

A model may move its base width and attack using one total action. This cannot be used to Charge into combat.

Difficult Terrain

If movement passes through Difficult Terrain, such as broken ground or cluttered areas or noted in the scenario, the model's speed is **reduced by one distance increment** (i.e., 5"(M) becomes 3"(S)). Models with *Short Move* require **two actions** for one move in Difficult Terrain.

Facing & Field of View

A model has a distinct front and back side that determines its field of view. The simplest way to determine the front side is where the eyes or other visual detection systems are located. From that point, the field of view is a half-circle extending out to the edge of the map. Models can face in any direction after they activate or end their turn.

Turning

Turning around takes no actions and a model will automatically turn to face an enemy once it has been attacked. When surrounded, the model can only turn to face one side at a time, so some attackers will always get a rear attack. If the model has armor that makes it *Sluggish* it must activate and spend **one action** to turn.

Line of Sight

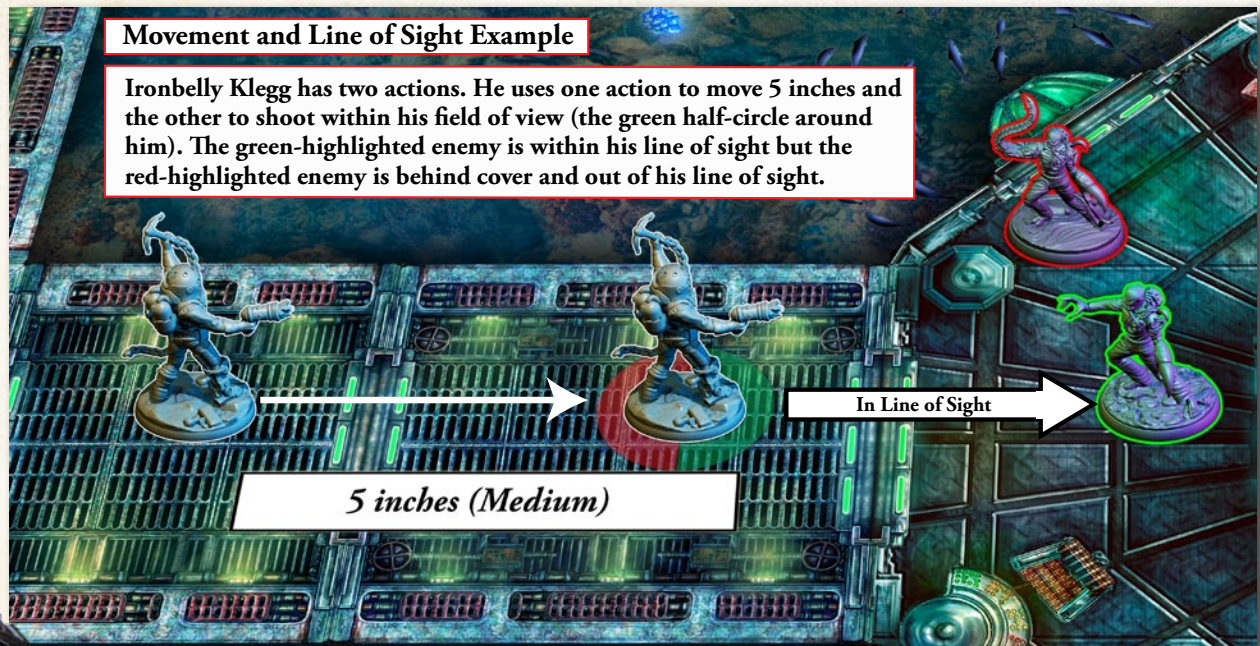
In order for a model to interact with another model or scenic item it must be able to trace a line of sight to the target **from the front of the base of the acting model to any part of the base of the target model in the Field of View**. The line must not pass through obstacles or enemy models. Adjacent allies do not obscure the line of sight.

Complete & Partial Cover

A model is in **Complete Cover** and cannot be attacked if the attacker has no line of sight, either from scenery or models larger than them. Small scenic features such as crates or coral provide **Partial Cover**. An attacker shooting at a model behind Partial Cover gets -1 to its roll.

Movement and Line of Sight Example

Ironbelly Klegg has two actions. He uses one action to move 5 inches and the other to shoot within his field of view (the green half-circle around him). The green-highlighted enemy is within his line of sight but the red-highlighted enemy is behind cover and out of his line of sight.



Shadow Marker Movement

The Invaders move a Shadow Marker (2) through an open doorway with one action. The marker is now in view of Breach Team members and its turn ends. The Invaders must place two models adjacent to the marker. They will activate on the next Game Turn since they acted already as a Shadow Marker.



Shadow Markers

The Breach Team has its entire warband visible on the map. The Invaders begin out of view on another part of the map and use Shadow Markers with numbers on them to indicate the number of models they have in them. Regular sized (30 mm base) models are 1 point. *Big* models are worth 2 points and *Huge* models are worth 3 points.

The Shadow Markers move in the Shadow Phase and each get **two actions per turn** to move. When they come into the Line of Sight of the Breach Team or wild creatures, or when they want to open a door to a Closed Room or search a room, the Invader player must place models of its choice from the scenario list adjacent to the marker. These visible models activate in the Invader model phase but not in the same turn if they acted as a Shadow Marker.

Changing Depth

Models with *Swimming*, *Amphibious* or *Diver* may change depth with **one action** per Depth Level (Medium distance). Changing two or more depth levels (three for *Swimming*) requires a **Fast Dive/Ascend** physical activity check (page 11).

The interior of the Sunken Citadel base and outside seafloor is Depth Level 0. Models cannot change depth inside the base but models outside the base can swim over the top of it at Depth Levels 1 or 2. Any model swimming to Depth Levels 3 leaves the game. To show that models are at Depth 1 or 2, place a marker next to it. Range measured across different Depth Levels is the sum of the distance on the map plus one Medium distance (5") per Depth Level.

Visibility Under the Sea

Models can see underwater up to a distance determined by the water clarity for a scenario. The water in Sunken Citadel is Clear but it can change quickly if there are explosions, chemical leaks, underwater earthquakes or vortices that kick up sediment. A model can attack enemies or attempt Physical Activities upon scenic items that fall within the field of view and range of vision. Doing otherwise is a Blind Action that has a penalty of -4 to the roll.

Visibility vs. Water Clarity

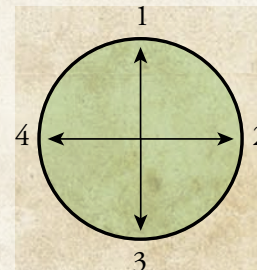
Water Clarity	Visibility
Ultra-Clear	4 x Long Distance (28")
Clear	2 x Long Distance (14")
Murky	Long Distance (7")
Soupy	Short Distance (3")

Illumination

In the Abyssal Zone around the Sunken Citadel there is no light except for a dull glow produced by ether crystal outcroppings. However, inside the base there are crystal-powered lamps. Sometimes these lamps are shut off, so the base becomes pitch black. In this case, models with the *Deep Eyes* ability or *Echolocation* can operate normally. All other models must bring have own illumination to see in the dark.

Alone in the Dark

Models in darkness that cannot see any other models or any lights on landmarks will become disoriented. When the model moves horizontally it must roll on one die. On a 1 or 2, the model is lost and will move in a random direction. Roll again on one die using the rules below:



- 1 = move straight forward
- 2 = move to the right
- 3 = turn around and move straight backwards
- 4 = move to the left
- 5 or 6 = model is confused and stays in one place, using up all of its actions for the turn

Checks and Balances

Battles in DeepWars involve more than just combat. Models are tested to accomplish mental or physical tasks, or simply survive the environment. These tests are referred to as “checks” in the game and are rolled on **three dice**. Models have their Check Stats shown in their profiles and on their game cards. These include any modifier from special abilities that are always in effect, such as *Iron Will* or *Powerful*.

A success is when the roll is equal to or higher than the check value (e.g., 5 or higher for Check stat of 5+). Checks usually require two or three successes to avoid consequences. For Quality, Resistance and Will Checks, an **unmodified 1** always fails while an **unmodified 6** always succeeds.

Quality Check

Quality Checks are used for tests of overall quickness of body and mind. They require **one action** to be used before attempting the roll, except in when avoiding traps. Roll 3 dice and compare to Quality (Q) statistic.

Resistance Check

Resistance Checks are for resisting poison, certain weapon effects, environmental damage or spells that drain vitality. The model does not need to be activated and the roll does not use any actions. Three dice are rolled and compared to the **Res** statistic. Body AV adds to the roll unless the Res Check is caused by an attack or effect with *Armor Break* equal to or higher than the Body AV.

Will Check

Models that are targeted with a psychic attack or that need to resist against losing Morale and fleeing the battle must make a Will Check. The model does not need to be activated and the roll does not use any actions.

Strength Check

Strength Checks are based on the size and strength of a model. To attempt one, a model must be activated and use **one action** to roll equal or higher than its **Str** stat. Unlike the other Check rolls, **an unmodified 6 is not always a success and an unmodified 1 is not always a failure**. If modifiers make the roll impossible, the roll is actually impossible. A person cannot get lucky and punch through a stone wall.

A model can spend 2 actions to exert itself fully, gaining +1 on the Strength Check roll. However, rolling 2 failures results in *exhaustion*.

Multiple models may use their actions to help with the Strength Check. Each extra model adjacent to the object

that spends **one action** to help on that turn gives +1 to the roll. The strongest of the group uses its modifiers for the roll, adding the +1 bonus for each extra helping model.

Physical Activities

Battles take place in and around a seafloor base that contains numerous obstacles that can be pushed, dragged, or broken. Physical Activities that involve forcing an object, pushing, dragging or breaking, use a **Strength Check** on three dice, modified by the object length and its material. Breaking an object also depends on the type of object. Dragging a living creature can be done using a harpoon, with modifiers based on the size of the model.

Physical Activity Modifiers

Ability	Activity Modifiers
Force/ Drag/ Break STR	Force/Drag/Break Objects by Type: metal hull and doors (-4) damaged metal hull and doors, stone (-2) scientific equipment (-1) control panel, treasure artifact, crates (0)
	Force Creatures of Size: Normal (0) Big (-1) Huge (-3)
	Fast Dive/ Ascend RES
	Move 2 Depth Levels (-1), each additional Depth Level (-1) <i>Power Dive (auto success)</i> <i>Air Breather</i> (-1), <i>Pressurized (+2)</i> <i>Benthic (-1)</i> <i>Resilient (+1)</i>

Exhaustion

Sometimes a model may be pushed too far and fails a Physical Activity. This results in the model becoming *exhausted*, a state which renders it unable to move or attack. Non-living models having the *Artificial* ability may also become exhausted (akin to being drained of energy). To show that the model is *exhausted*, either lay the figure on its side, face up, or place a counter near it, such as a coin or some other object. Models with the *Reserve Power* ability ignore exhaustion and continue to press on.

An exhausted model has the same status as one that is fallen. It can defend itself normally but cannot attack, move or attempt any Physical Activities until it recovers. An *exhausted* model must spend **one action** on the next turn to recover but if activated with more than one action, it can use the remaining actions to do normal activities.

Drag

A model may attempt to drag a piece of scenery or grabbed or harpooned model with a **Strength Check** using *one action*. The dragging model can use its other action points to move, dragging the object or enemy along. On two successes, the model can drag an object a distance one increment shorter than its normal move distance (i.e. Medium (5") becomes Short (3") but Short becomes half of a Short stick) for each action point used.

On three successes, the model may drag the object for its entire move distance. One success means the object has been loosened but not moved, and all remaining action points are used up. However, the object may be moved on the next turn by using *one action* - no drag roll needed. On three failures, the model is *exhausted*. Once a model is dragging an object it may continue dragging it on the following turns as long as it does not stop moving or release the object. Dragged objects are released if the model is wounded or fails a **Will Check** or **Morale Check**.

A model cannot fight or cast spells while dragging an object. Models may choose to release the object if attacked (no action needed) but must make a new **Strength Check** to start dragging the object again.

Force

A model may push objects a distance of one movement increment below its move rate (e.g., model with Medium (5") move rate pushes an object a Short distance) or lift it up off the bottom with a **Strength Check** using *one action*. Models may also use a Force activity to open a stuck bulkhead door, bend metal bars or simply move something annoying out of the way. The object is forced on two successes. On one success, the object is partially forced and the model uses up its remaining actions. The object can be forced on the next turn if the model attempts again and gets at least one success. On three failures, the model cannot move the object, becoming *exhausted*.

Objects forced off the bottom can be held up each turn by rolling two or more successes on a **Strength Check**. If the model rolls three failures it becomes *exhausted* and drops the object. Lifted objects are also dropped if the model is the model is injured or fails a **Will Check** or **Morale Check**.

Break

Models can break scenic objects with a **Strength Check**, using *one action*. On two or three successes the object is broken, leaving rubble in that spot that is Difficult Terrain. On one success, the object is partially broken and the model uses up all remaining actions. The model may finish breaking the object on the next turn with one success on a Break attempt. A different model may also finish the

job on the same turn or the next turn with one success on a **Break physical activity**. On three failures, the model is *exhausted*. A model may move before the Break roll or after the object is successfully broken.

Modifiers for Break activities depend on the material of the type of object, a combination of material, size and age (corroded wreck hulls and doors are weaker than those on a new ship). Breaking a small object, less than Short (3") distance in length, width or height, destroys it completely. Breaking a hull or wall leaves a hole of Short (3") distance wide. Models may do another **Break physical activity** to widen the hole one extra increment (Short -> Med).

Fast Dive/Ascend

If a *Diver* without a propulsion system or *Amphibious* model moves two or more Depth Levels up or down in a turn it must roll a **Resistance Check** to avoid barotrauma, modified by the number of depth levels, pressurized armor and other factors (See table to the left). On two or three successes, the model survives. One success means the model changes depth but ends its action for the turn. *Divers* with propulsion systems or *Swimming* models only need to roll when changing three or more depth levels. *Artificial* models do not need to roll at all.

Three failures results in the model losing the rest of its actions and possibly suffering barotrauma. The model must roll another **Resistance Check**. On two failures the model is *exhausted* as it tries to recover. On three failures the model has an embolism and suffers **2 wounds**, floating up one depth level if ascending or sinking down one depth level if descending.

Fast Dive/Ascend - Example Activity

A Heavy Assault Trooper (RES 5+) with a *Propulsion System* swims up three depth levels. He rolls a Resistance Check on three dice to get 5 or higher, modified by the three depth levels (-2) and his *Pressurized suit* (+2) with *Armor Bonus* (+3) for a total of +3. The roll with modifiers is (1,1,4), failing to get two successes so the Trooper must roll a Resistance Check again to avoid barotrauma. He gets (1,1,1) with three failures and suffers 2 Body wounds, killing him.



HAND-TO-HAND COMBAT

Hand-to-hand combat is initiated when a model is touching the base or body of an enemy model that is not *transfixed*, *entangled* or dead. The active model initiating hand-to-hand combat is the **attacker** while the one being attacked is the **defender**. Both combatants can injure or kill the other but the attacker can charge, attack from cover or otherwise utilize tactics that give it a better chance to win.

Combat rolls are simultaneous. Both attacker and defender declare their H2H weapon or default to their primary weapon if not declaring. They both then roll one die and add their Combat statistic (C) and H2H weapon bonus to get the Combat Scores or (CS). Tactical modifiers and Special Ability bonuses may apply also. The CS value cannot go lower than 1 from modifiers.

$$\text{CS} = \text{Roll (d6)} + \text{C} + \text{H2H Bonus} + \text{Modifiers}$$

Example: An Iron Predator is C4 and has +1 to attack with its Power Drill so its Combat Score (CS) = d6 + 5. Tactical modifiers may add or subtract from its roll or the roll of its opponent.

H2H Ability Modifiers

Combat situation	Modifier
Big and Huge model vs. a smaller model	+1 CS to bigger model
Agile model	-1 to opponent's ranged CS

H2H Tactical Modifiers

Combat situation	Modifier
Rear attack	+1 to attacker's CS - no counter attack
Flanked or surrounded by enemy	-1 to defender's CS for two attackers, -2 for more than two attackers
Attacking a <i>transfixed</i> or <i>fallen</i> foe	+2 to attacker's CS
Mighty Attack (2 or 3 actions)	Defender gets -1 CS for 2 actions, -2 CS for 3 actions.
Ambush bonus	+1 to attacker
Fight from elevated position	+1 to combatant at higher depth level or higher scenery,
Charge (1 move + attack) or Rush (2 move + attack)	+1 to attacker / +2 to attacker

H2H Weapon Bonus and Effects

Weapon bonuses and effects are shown in the game card in the Weapon and Armor section. For example, below is a Big Power Drill a physical weapon with +1 to attack, *Armor Break* (3) and the *Breach* +2 effect. Damage to the weapon goes in the wound boxes. Model profiles also have a summary of this information in the weapon section. Weapon effects are described on page 18.

Big Power Drill
Breach +2

RNG	TYPE	ARB	AT	WND
H2H	Phys	3	+1	<input type="checkbox"/>

Maximum Number of Attacks

Models can only attack once per turn. Some special abilities (*Combat Master* or *Combo Attack*) can allow more.

Mighty Attacks

The attacker may use extra actions for Mighty Attacks. For each action used in addition to the standard attack action, the defender applies -1 to its CS (i.e., 3 actions for the attack gives -2 to defender CS).

Free Hacks

This is a “free” attack against a model that flees combat or enters deadly terrain. Free Hacks by enemies are rolled by the opposing player while deadly terrain uses a CS (no roll). The “hacked” model rolls to defend (no counterattack) using only its Combat (C) statistic and no weapon modifiers.

Winning in Combat

The combatant with the highest CS “wins” and gets a Combat Result. If the defender wins, it is called a **counter-attack**. This can only occur if the defender is facing the attacker and is not *transfixed* or *entangled*. If the defender wins but cannot **counter-attack**, there is no Combat Result.

Combat Results

Models that lose in combat suffer different types of damage, including *wounds*, *recoil*, *death* or *gruesome death*. Damage depends on the difference between the two Combat Scores, the **Winning Combat Difference (WCD)**. The losing model's Armor Value (AV) determines how high the WCD must be to cause a wound. **See the Combat Results diagram on the next page for an overview.**

On a tie, an attacker may injure the defender if the defender's AV is 0 or less (a result of *Armor Break*).

Combat Results

Combatants tie:

Def AV > 0 → *no effect*

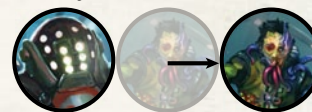
Def AV = 0 → *defender 1 Wound + Fallen*



One Combatant wins:

Difference between winner and loser is the Winning Combat Difference (WCD)

WCD < enemy AV: *Recoil + Advantage*



WCD >= opponent AV: *1 Wound + Fallen*

& Double opponent CS: *2 Wounds + Fallen*

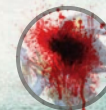
& Triple opponent CS: *3 Wounds + Fallen*



All wound boxes filled: *Death*



More wounds than boxes:
*Gruesome Death or
Destroyed (Artificial)*



Wounds

If the winner has a WCD **equal to or greater than** the **Armor Value (AV)** of the opponent, the losing model suffers one wound, marking one Body wound box on a game card or subtracting a wound from the profile wounds, and rendering the loser *fallen*. If the winner's CS is **double** the loser's CS and equal to or greater than the AV of the loser, the attack causes **two wounds**. If the winner **triples** the loser and beats the AV, the attack causes **three wounds**.

Recoil & Advantage

If the winning model has a WCD **less** than the *Armor Value* of the opponent, the losing model *recoils* by its base width away in the opposite direction of the winner. The losing model does not suffer any injury or damage to its weapons or items but the winner gets the *Advantage* and gains +2 on the next attack by any other of its models against the recoiled enemy during that turn.

If the *recoil* brings the model in contact with any active opponent (i.e., not *transfixed* or *entangled*), the enemy model gets one Free Hack attack against the recoiling model. This is rolled like a normal attack, but only the opponent can damage the recoiling model, and not vice versa. If there is no space to *recoil*, the recoiling model is *fallen*.

Death

Once all wound boxes are filled, a model is *dead*. A *dead* model is unable to act for the rest of the game but it

can be revived between scenarios as the model may only be “mostly dead”. See “Surviving the Battle” on page 26.

Gruesome Death / Destroyed

Models that exceed the number of wound boxes they have suffer a *gruesome death*. These models cannot be revived at the end of a scenario. A *gruesome death* forces *non-Artificial* allies within Long (7”) distance to roll a Morale Check. *Artificial* models are *destroyed* (no repair possible) instead of suffering a gruesome kill and do not cause Morale Checks. Named personalities (i.e., Isabella Johannes) cannot suffer a gruesome death. They are always only “mostly dead” between scenarios.

Fallen

A *fallen* model cannot move, attack or cast spells but can roll in hand-to-hand combat normally and counterattack. However, a H2H enemy gets a +2 bonus to its Combat Score. A *fallen* model may recover by spending **one action** but they only get one action point from Quick Activation. Once recovered, the model can use any remaining actions for that turn. *Fallen* models do not count towards flanking. Ranged attacks against a *fallen* target do not gain a bonus.

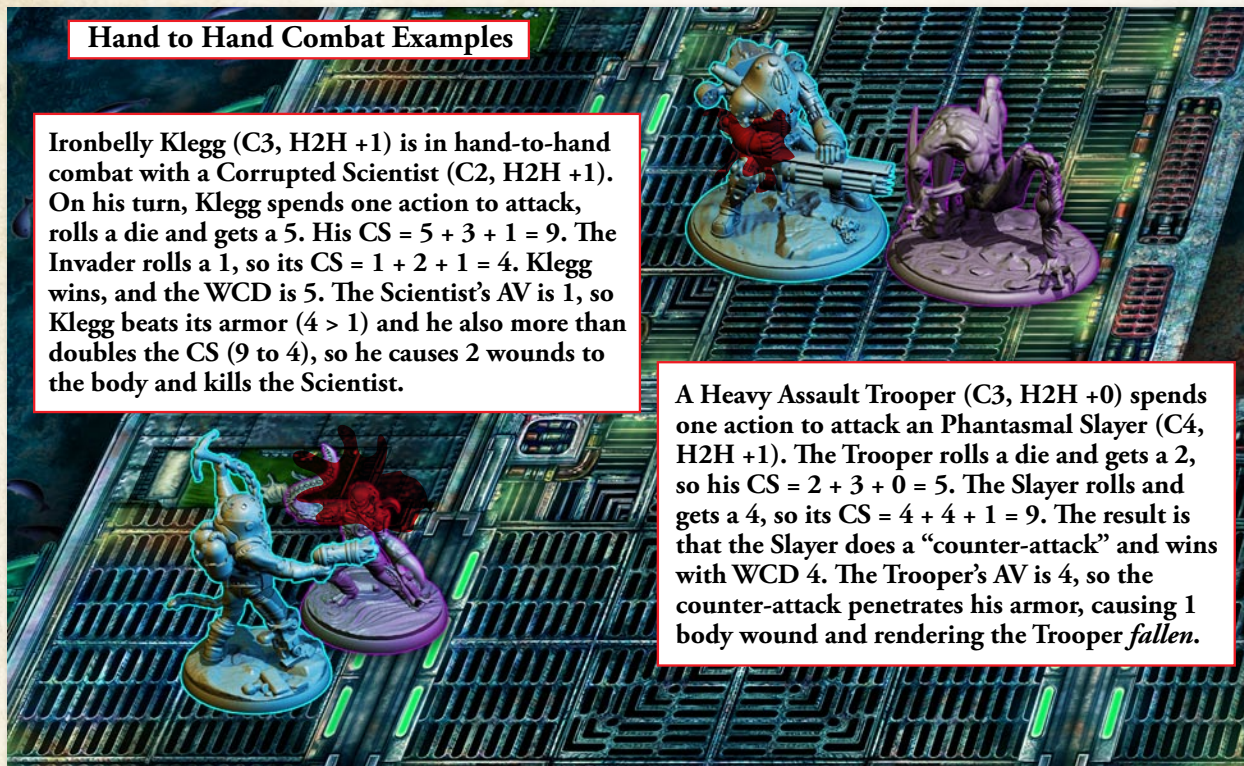
Transfixed

Transfixed models are treated the same as *fallen* but require **two actions** to recover. All attackers gets a +2 bonus to their Combat Score without a *counter-attack* and **any wounding attack causes one extra wound**.

Hand to Hand Combat Examples

Ironbelly Klegg (C3, H2H +1) is in hand-to-hand combat with a Corrupted Scientist (C2, H2H +1). On his turn, Klegg spends one action to attack, rolls a die and gets a 5. His CS = $5 + 3 + 1 = 9$. The Invader rolls a 1, so its CS = $1 + 2 + 1 = 4$. Klegg wins, and the WCD is 5. The Scientist's AV is 1, so Klegg beats its armor ($4 > 1$) and he also more than doubles the CS (9 to 4), so he causes 2 wounds to the body and kills the Scientist.

A Heavy Assault Trooper (C3, H2H +0) spends one action to attack an Phantasmal Slayer (C4, H2H +1). The Trooper rolls a die and gets a 2, so his CS = $2 + 3 + 0 = 5$. The Slayer rolls and gets a 4, so its CS = $4 + 4 + 1 = 9$. The result is that the Slayer does a "counter-attack" and wins with WCD 4. The Trooper's AV is 4, so the counter-attack penetrates his armor, causing 1 body wound and rendering the Trooper *fallen*.



Leaving Hand-to-Hand Combat

A model adjacent (touching bases) with an active enemy at during its turn has entered hand-to-hand combat and must either fight or leave combat. Disengaging from an opponent that is not *fallen*, *dazed*, *transfixed* or *entangled* requires spending **one action** and rolling a **Quality Check with two successes** to escape make one move. Other actions may be used normally once disengaged.

On two or more failures, the fleeing model may move but receives one Free Hack attack from each adjacent opponent. Models with the *Free Disengage* ability can leave hand-to-hand combat without suffering a Free Hack.

Ambush

Ambushers attack in hand-to-hand combat at +1 in any Game Turn which was they had begun the turn behind complete cover. Moving from cover takes **one action**.

Charge and Rush

Models may run headlong into battle, increasing their attack chances. A Charge is done with **two actions** (one move & one attack) and gives +1 to the attacker's Combat Score. A Rush is done with three actions (two moves & one attack) and gives +2 to the attacker's Combat Score.

Charges and Rushes must be in a straight line with no

movement penalty for Difficult Terrain (i.e., no Charge or Rush bonus from a wreck or reef without the *Maneuverable* ability)

Death from Above

Models at a higher Depth Level or on higher scenery gain +1 to hand-to-hand combat rolls against lower models. Higher models can dive down to the defender's position for a hand-to-hand attack, gaining a +1 bonus in addition to the Charge bonus or Rush bonus.

Flank & Surround

When more than one enemy model is in base-to-base contact with a defender it is more difficult to repel attacks. Each enemy beyond the first modifies the defender's Combat Score by -1, up to a total of -2. Enemies must only be adjacent and not *fallen*, *entangled* or *transfixed* to surround or flank a defender. The defender may only *counter-attack* an attacking model within the defender's field of view.

Rear Attack

Models that attack from behind (in the back half-circle of the FOV) receive a bonus of +1 to their CS. The defender cannot *counter-attack* and wound the attacker but automatically turns around afterwards, unless the defender has armor with the *Sluggish* effect.

RANGED COMBAT

In order to attack with ranged weapons a model must have the *Shooter* special rule, with the maximum range described in the profile as *Short, Medium or Long* (relating to 3", 5" and 7" distance).

Targets must be within this range in the field of view and be within the line of sight to attack normally. Range across different Depth Levels is the sum of the distance on the map plus one Medium stick per level.

To resolve ranged combat, the attacker and defender each roll a die, adding their respective Combat stats, ability and Tactical Modifiers to get their Combat Scores (CS). **In ranged combat, only the shooter can add a modifier from its weapons to the roll.** Defenders can only roll to avoid being hit. Combat results are the same as for hand-to-hand combat but only the defender can be wounded.

The primary ranged weapon for a model is highlighted red on its game card, with an Torpedo shown below. It is a projectile with +1 to attack and Armor Break 3, with medium range (5"). Special weapon effects are in blue.


Torpedo	RNG	TYPE	ARB	AT	WND
<i>Blast (-1 SR), Reload (1), Hazardous</i>	5" (M)	Proj	3	+1	<input type="checkbox"/>

Ranged Ability Modifiers	
Combat situation	Modifier
Target is <i>Big or Huge</i>	+1 to shooter
Target is <i>Agile</i>	-1 to shooter
Target <i>Evasive or has Energy Shield</i>	-2 to shooter

Ranged Tactical Modifiers	
Combat situation	Modifier
Target in Tactical Cover	-1 to shooter
Extended Range 2x / 3x	-2 / -4 to shooter
Rear Attack or Ambush	+1 to shooter
Target <i>fallen</i>	No bonus
Target <i>transfixed</i>	+2 to shooter
Shoot from one or more Depths Levels above	+1 to shooter
Aimed Shot: 2 or 3 actions	Defender gets -1 CS with 2 actions, -2 CS with 3 actions. Extended Shots are 3x / 4x for penalty of -2 / -4

Ranged Combat Example

The Heavy Assault Trooper (C4, Proj +2) spends two actions for an aimed shot with his heavy speargun at a Phantasmal Slayer (C4). The Trooper is within 5" range (medium) so there are no range penalties. There are modifiers to the shot since the Slayer is a *Big target* (+1), and has *Phase Blur* (-2). He rolls a 4, so his CS = 4 + 4 + 2 + 1 - 2 = 9. The Slayer rolls a 3 and subtracts 1 because of the aimed shot, so its CS = 3 + 4 - 1 = 6. The Trooper wins with WCD 3, which is higher than the Slayer's AV 1. The shot beats the armor, causing 1 body wound and rendering the Slayer *fallen*.



Extended Range

A shooter may extend range with reduced accuracy. If the target is between one and two range increments, the attack is at -2. If it lies between two and three range increments, the shot is at -4. If the target is beyond three increments, the shot is impossible. Add one range increment per Depth Level difference.

Aimed Shots

For each action an attacker uses addition to the standard ranged attack action, the defender applies -1 to its CS (i.e., 3 actions gives -2 to defender CS). Aimed shots also add one stick to range for Extended Range shots before penalties are applied (3x / 4x range = -2 / -4).

Shooting in Hand-to-Hand Combat

A *Shooter* cannot shoot while in hand-to-hand combat and cannot shoot at another model in hand-to-hand combat. A *Shooter* adjacent to a *fallen, transfixed or entangled* foe can shoot as normal.

Weapon Malfunction

Ranged weapons have unlimited ammunition but the weapons themselves may become malfunction. **Whenever a shooter rolls an unmodified 1, roll again; on another 1, the weapon is damaged** (mark one wound box on the game

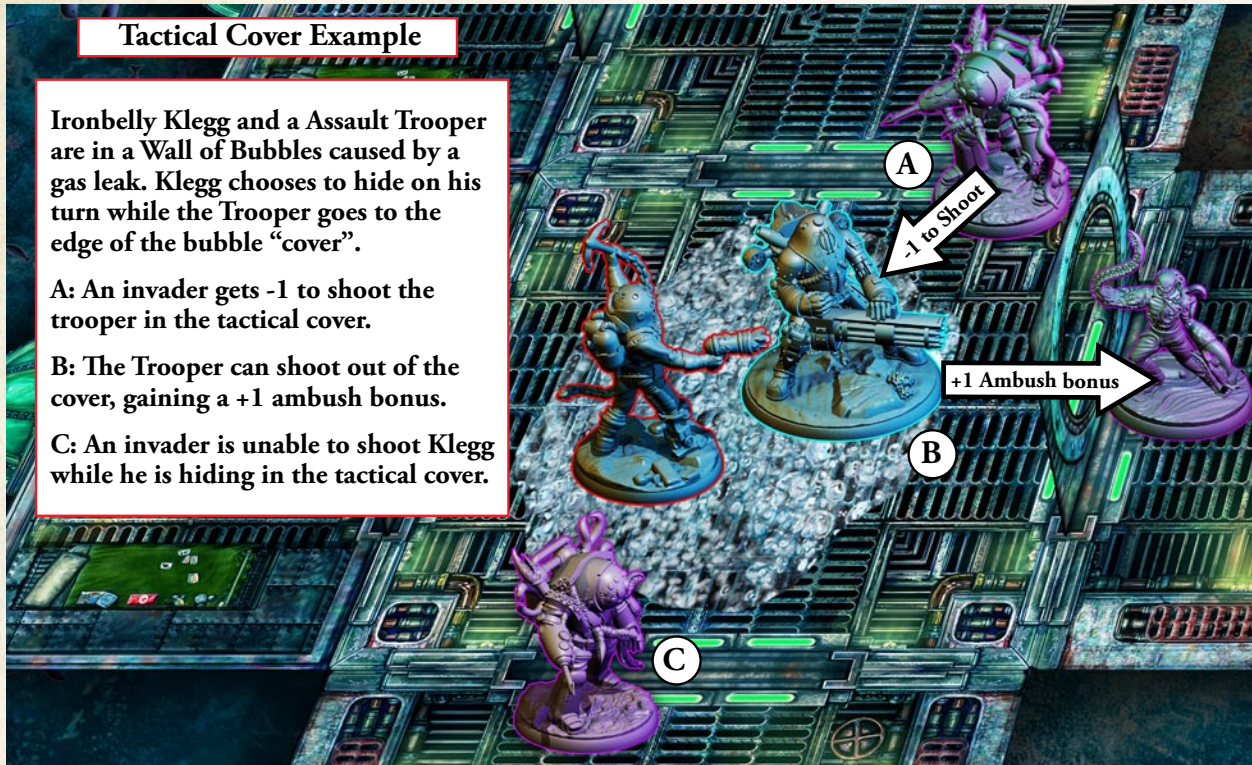
Tactical Cover Example

Ironbelly Klegg and a Assault Trooper are in a Wall of Bubbles caused by a gas leak. Klegg chooses to hide on his turn while the Trooper goes to the edge of the bubble “cover”.

A: An invader gets -1 to shoot the trooper in the tactical cover.

B: The Trooper can shoot out of the cover, gaining a +1 ambush bonus.

C: An invader is unable to shoot Klegg while he is hiding in the tactical cover.



card). The shooter cannot use that weapon for the rest of the scenario until it is repaired by spending **one action** to roll a **Quality Check with two successes**. If three failures are rolled and the weapon is destroyed (mark both boxes on the game card). Damaged weapons are fixed at the start of the next scenario

Tactical Cover

Diffuse areas of scenery, such as walls of bubbles or radiation zones are called Tactical Cover. Here, models can fire ranged weapons while staying hidden. These areas count as Difficult Terrain, reducing movement by one category and act as Partial Cover.

Hiding in Tactical Cover requires **one action**. A hiding model is considered to have Complete Cover until moving, attacking, casting spells or doing any Physical Activity, at which point the scenery reverts to Partial Cover.

A model inside Tactical Cover can shoot out and gain the Ambush bonus of +1 if it is adjacent to the edge of the area. If the shooter is further in the cover area, the shot is at -1 due to obscuration from the cover area.

Two models that are both inside the Tactical Cover area can target each other only at Short range and at -1 (Partial Cover). See below for some examples of how to resolve combat situations when models are in Tactical Cover.

Evasive Action

A model that is not *fallen*, *dazed*, *transfixed* or *entangled*,

may spend **one action** on its turn to take Evasive Action. When play switches to the opponent, all enemies within the evasive model's field of view line of sight get -2 to their CS if they shoot that model. Place a marker for Evasive Action next to the model and remove it on that player's next turn. Models taking Evasive Action cannot have attacked or cast a spell during that turn. A model may also take Emergency Evasive Action during the opponent's turn when fired upon, pre-spending **all** of its potential actions from its next turn.

Firing at Scenery

Shooters may fire at a piece of scenic terrain, or the walls of the base, instead of an enemy. The scenery has a Combat Score of 5 for a direct hit at the spot targeted. Scenery must be in the shooter's line of sight and be at least one Short stick in length, width or height. Extended Shot range modifiers apply.

A miss strikes one Short stick away. Roll one die for the direction of the miss: 1 = high, 2 = right, 3 = low, 4 = left of the target. A roll of 5 or 6 means the shot has no effect. Open ground can be targeted by models up one Depth Level or models with *Bombard*.

Firing at scenery adjacent to a model is the same as shooting at the model - roll to defend as usual. A hidden model or one with *Stealth* gets +4 to its Combat Score when defending against such an attack on scenery. If the shot misses entirely, the shot continues in a straight line for up to three range sticks until it strikes scenery or the ground.

Targeting Subsystems

Attackers may target their blows in hand-to-hand or ranged combat against a specific subsystem or body part, increasing the chance of disabling the defender but incurring a penalty on their Combat Score. **Non-targeted attacks are on the Body.** Wounds to the Body or subsystems are marked on the game card or record sheet. The risk and rewards for attacking subsystems or body parts is shown below. Any attacks on subsystems must be declared before an attack roll is made.

The different subsystems are shown a model's game card in the hit location box at the bottom.



Damaged Weapons

Weapons may be damaged during battle, making them unusable in combat. Some models carry around extra weapons for this reason, allowing them to keep fighting at

full strength after the loss of their primary weapon. Both natural and ether-tech weapons may be damaged, but switching to a different weapon requires no actions for either type. Weapons always have two wound boxes.

If a model loses all its hand-to-hand weapons it can still attack at -2 to its Combat Score with the damaged or destroyed weapon, without any of the weapon effects. Losing all ranged weapons means no more ranged attacks.

Healing and Repairing

If a model suffers wounds to the Head, Body or Locomotion during the battle they can be healed or repaired, removing the wounds. *Healers* treat living creatures, *Scientists* or *Engineers* repair *Artificial Mech* constructs and *Re-animators* revive *Artificial Re-animated* models. Natural weapons like claws and teeth can be healed by a *Healer*, numbing the pain or making the weapon functional. Ether tech weapons must be repaired by a *Scientist* or *Engineer* in order to function again.

Any model that heals or repairs another model must be in base-to-base contact with the "patient". A model may repair its own ether-tech weapon (see *Weapon Malfunction* on page 15).

Subsystem Targeting Modifiers

Hit location	Modifier
Body	<p>Standard attack. <i>all wound boxes filled -> dead</i> <i>Double or triple causing more wounds taken than available boxes -> gruesome death!</i></p>
Head / Controls	<p>-4 to attacker's Combat Score for ranged attacks, -2 for H2H attacks. <i>half of wound boxes filled (round up) -> model cannot counter-attack in hand-to-hand combat or take Evasive Action.</i> <i>all wound boxes filled -> gruesome death! (Artificial models destroyed)</i></p>
Locomotion	<p>-2 to attacker's Combat Score. <i>half of wound boxes filled (round up) -> model has movement reduced by one level. (i.e. Medium -> Short)</i> <i>all wound boxes filled -> immobilized until healed or repaired. Same rules as transfixed with no movement or attacks but the model can defend itself.</i> Once all wounds are filled for Locomotion, mark the same number of wounds in the Body - all subsequent wounds are applied to the Body</p>
Weapon	<p>-2 to attacker's Combat Score. Mark one wound box to the targeted Weapon. Defender is not <i>fallen</i>. <i>1 wound box filled -> weapon is damaged and cannot be used until repaired</i> <i>all wound boxes filled -> weapon destroyed.</i></p>

WEAPONS

Models have one or more weapons in their profiles in the “Weapons & Attacks” section. Models use weapons that are designed for their *Ether Tech* training level (i.e., to use a Multi-Speargun requires *Ether Tech* (1)). More information of weapon complexity levels can be found in the full DeepWars rulebook.

Weapons that fire as ranged attacks require the *Shooter* ability as well as the weapon itself as a special item. Having multiple weapons allows the model to keep fighting if the first weapon is damaged. Models that lose all of their weapons may still bash with their limbs or bodies but get a penalty of -2 to their attack. Statistics and special effects for each weapon are shown on the game card for each model.

ARMOR

A model has an **Armor Value**, or amount of protection for its body. Most models have light armor (AV 1) but some have heavy armor (AV 2 and higher), while others have soft skin (AV 0), relying on Special Abilities, tactics and luck to avoid injury.

Armor works by increasing the amount an attacker must “win” by in combat to wound the defender. For example, an AV of 2 means that an enemy must win by 2 or more points in combat to cause a wound. With AV 0, a model will suffer a wound if it ties in combat.

Armor also gives a bonus to **Resistance Checks** unless the model has been beaten by *Armor Break* - wounded by a weapon with Armor Break equal to or greater than the AV bonus. If that occurs, the defender rolls a Res Check for another effect of that weapon (e.g., *Shock*) without any armor bonus. Armor values and special armor effects are shown on the game card for each model.

EXPLOSIVES

A model can set explosives on scenery with **one action**. Detonation occurs after two Game Turns, giving the planting player the turn to plant the explosives and the next turn to try to escape. A model with *Demolition* can set explosives to detonate after one to three Game Turns (player chooses) and can disarm them with **one action**.

Explosives can be planted onto a model with *Sluggish* armor as an attack using **one action**. When the charge detonates, the planting model rolls to attack. Planting the charge from the front incurs a Free Hack, but not from the back. An adjacent enemy model can remove the charge with **one action** and plant it elsewhere.

Special Weapon & Armor Effects

Armor Break

Weapons with this effect are capable of penetrating armor by temporarily subtracting from the Armor Value of the targeted model. For example, a model with AV 5 attacked by a weapon with Armor Break 2 is effectively reduced to AV 3 for that combat roll, so an enemy only needs to win by 3 in combat to cause a wound.

If an attacker has Armor Break higher than the AV of the target, reducing AV to 0 or less for that attack and “Breaking through Armor”, the attacker only needs to tie in combat to cause a wound.

Armor Break

Scipio Aqualis fires his explosive speargun (Armor Break 0) at a Warp Construct (Body Armor Value 3). Scipio must win the combat roll by 3 ($AV\ 3 - 0$) to cause a wound.

However, a Heavy Assault Trooper can fire its Heavy Multi-Speargun (Armor Break 2) at the Warp Construct and only needs to win by 1 to cause a wound ($AV\ 3 - 2 = 1$).



Blast

This is an explosion effect, affecting all models that are within the blast radius from the target (i.e., *Blast* (-1 Short radius)). The attacker fires the weapon at a targeted model normally, with the blast occurring on a hit. All defending models roll against the shooter’s Combat Score with the modifier shown (-1 above). If a defender’s base is partially in the blast radius, it gets +1 to roll. Models with Complete Cover between them and the target are not affected. Blasts also affect one Depth Level above them.

A missed Blast shot is off by a Short (3”) distance. Roll a die for the direction of the miss: 1 = high, 2 = right, 3 = low, 4 = left of the target. A roll of 5 or 6 means the shot is a dud and has no effect. If the shot hits an object or the bottom it explodes and all models in the radius must defend. If the missed shot reaches three range increments it is a dud that has no effect.

Breach

This effect adds a modifier to breaching a wall (e.g., Breach (+2)) or breaking a scenic object.

Corrosive

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

Disintegrate

Disintegration weapons are highly advanced and affect one model or one object. A model suffering a wound in combat must roll a **Resistance Check**. On two failures the victim marks **2 wounds** to the part hit. On three failures, the target suffers **3 wounds**.

If killed, the victim is turned to fine sand, a *gruesome death*. If this weapon is fired at an object, roll for a **Break physical activity** with a bonus of +5. If the weapon “breaks” a wall it makes a hole of Short width, as with a normal **Break Physical Activity**.

Entangle

If the attacker wins by 1 or more points, the target must roll a **Strength Check** with two successes or be *entangled*. Entangled models can activate but cannot move, attack or cast spells, although they can defend themselves. Any attacks on an *entangled* model are at +2, without *counter-attack*. To break free, the victim must spend **one action** to roll a **Strength Check** and get two successes.

Hazardous

Whenever an attacker rolls an unmodified 1, roll again; on another 1, the weapon backfires and the attacker must defend against a Free Hack by the weapon with CS 7.

Grab

If the attacker wins in combat by 1 point or more, the opponent is grabbed and cannot move away. A grabbed model may break free by using **one action** to attempt a **Strength Check modified by the size and abilities of the attacker (medium = 0, Big = -1, Huge = -2, Powerful = -2)**, breaking free on two successes. Until free, the victim can fight in H2H combat but the grabber gets +1 CS.

Powered (Armor)

Some armor types are powered by ether-tech motors

and actuators, giving them enhanced strength. Powered armor gives +1 to **Strength Checks**.

Precise

The attacker gets **+2 when targeting a subsystem**.

Refract

Any attacks on targets in Tactical Cover are at -2. Weapon range is reduced to Short in Murky or Soupy water.

Pressurized (Armor)

These are pressurized suits that give a +2 bonus to Fast Dive/Ascent Physical Activities, stacking with any Armor Value bonus. Any attack that causes a wound also causes a loss of pressure unless the suit is *Reinforced*. If the model then loses by double it causes an implosion and **+1 wound**.

Reinforced (Armor)

This armor will not implode when damaged.

Reload

These weapons require actions to load after firing in order to fire again (i.e., *Reload (1 action)*).

Shock

If this weapon causes a wound, the victim must toll a **Resistance Check** with two successes or be *transfixed*.

Sluggish (Armor)

These models must spend **one action** to turn to face an attacker that has attacked from behind.

Spray

This weapon fires in a 90 degree arc (use spray template) and one extra Depth Level either up or down. All models within the arc, or cone, and chosen Depth Level must defend against the attack. No extending range.

Unbreakable

These weapons cannot be disabled or destroyed.

Unstable

Whenever an attacker rolls an unmodified 1, roll again; on another 1, the weapon is destroyed.

MORALE

As a battle turns against a warband, or when some terrifying creature enters the fray, many will lose morale and flee to save their skins. **Morale Checks are done by rolling with three dice against a model's Will stat.** If two or more failures are rolled, see the table below. *Artificial* models (Mech Constructs, Ethereals, etc.) do not need to roll Morale Checks.

Morale Failure	
1 failure	Model stays in place
2 failures	Model makes 1 move to closest map edge
3 failures	Model makes 2 moves to closest map edge

A fleeing model must move towards the closest map edge while staying at least a Short distance from enemy models that are not *fallen*, *transfixed* or dead. Models inside the base will attempt to exit from their entrance point for the scenario or towards the nearest table edge, which ever is closer. If this is not possible, the fleeing model becomes paralyzed with fear and is *transfixed*. All models routed off the table are removed from the game and count as defeated for purposes of calculating Victory Points. Models that flee

while adjacent to an enemy receive a Free Hack.

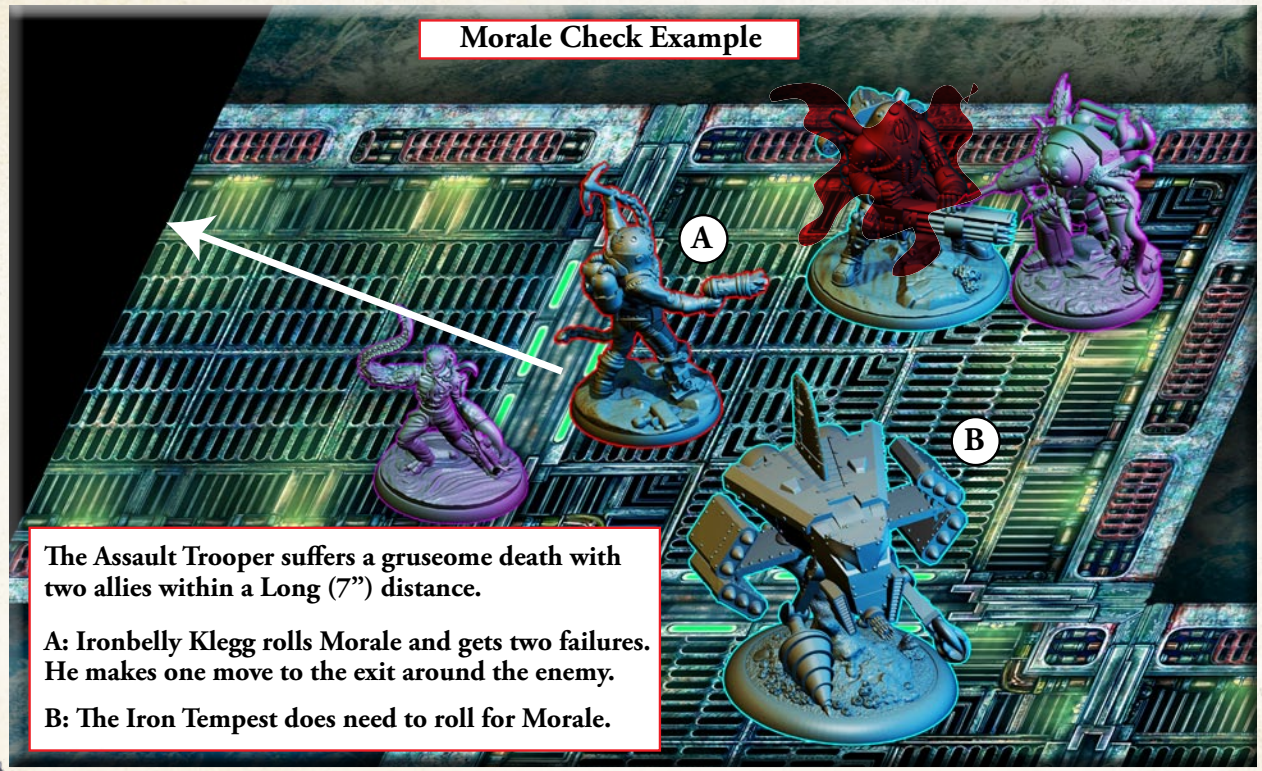
A *fallen* model with no enemies in contact that has lost morale will use the first of its compulsive movements to recover its bearings. So if the model rolled one failure it would only recover, if it rolled two failures it would recover and make one fleeing move. Models at the time of the Morale Check that are *transfixed*, *entangled*, or otherwise trapped inside an scenic object or model do not need to roll as they are oblivious to their surroundings or too busy trying to escape to care about Morale.

When to Check Morale

Morale Checks occur often during the course of battle. The basic list of situations where **Morale Checks** are needed is shown below.

Morale Check Occurrence	
Combat Situation	Who Checks Morale
<i>Gruesome kill</i>	All allies within Long distance with Line of Sight.
<i>Terror</i> special ability	Defender charged by model with Terror
Warband <i>Leader</i> killed	All models in Warband check morale

Morale Check Example



The Assault Trooper suffers a gruesome death with two allies within a Long (7") distance.

A: Ironbelly Klegg rolls Morale and gets two failures. He makes one move to the exit around the enemy.

B: The Iron Tempest does need to roll for Morale.

SPECIAL ABILITIES

Special Abilities allow models to do different things besides moving and fighting. The table below has the

Special Abilities for the models in both warbands and the wild creatures in Sunken Citadel. A full list of abilities is included in the DeepWars rulebook. Special Abilities are also found on each warband ability card for easy reference. Special Abilities for Personalities are underlined. Personality models can have only one of these abilities.

Special Ability List

Ability	Effect Summary
<i>Amphibious</i>	Can operate on land and underwater. If changes 2+ depth levels, must roll Fast Dive/Ascend physical activity.
<i>Animal</i>	A Wild Sea Creature that can also be summoned. Cannot use ether tech items.
<i>Artificial</i>	Immune to poison, Psychic Magic spells, morale and Madness. Cannot be gruesomely killed.
<i>Big</i>	H2H +1 vs. smaller models. Ranged attack against Big models are at +1.
<i>Color Flash</i>	Can use 1 action to flash with phosphorescent light, making enemies in FOV within a Short radius get -1 to attack rolls.
<i>Combat Master</i>	This model can make one hand-to-hand attack per action in the same turn. Personality model.
<i>Combo Attack</i>	If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon. The maximum number of possible attacks is shown after Combo Attack.
<i>Deep Eyes</i>	Normal vision in darkness.
<i>Distract</i>	Use actions to transfix targeted enemy unless it rolls Will Check with 2 successes. Range based on actions: 1 action = Short; 2 = Medium; 3 = Long. No effect on <i>Artificial</i> or <i>Undead</i> models. Only use once per turn.
<i>Diver</i>	Can use pressurized dive suits and respirators.
<i>Engineer</i>	+1 to Quality Check roll to repair ether technology of CL equal or lower than Ether Tech skill level. Need a number of successes equal to the CL level of the item to be repaired. Can spend one action to repair 1 wound on an adjacent <i>Artificial</i> mech construct, once per turn. Avoids all mines and can disable a mine when adjacent to the marker by using two actions.
<i>Ether Tech</i>	Uses Ether Tech devices in its profile equal to or less than ability value. Scientists have this skill equivalent to their level.
<i>Fast Load</i>	No actions needed to reload weapons.
<i>Huge</i>	H2H +1 vs. smaller model and Big models. Ranged attack against at +1.
<i>Jet Burst</i>	Can cross enemy base without a Free Hack. Jetting out of H2H combat avoids Free Hack if 2 actions are used.
<i>Leader</i>	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 in LOS except <i>Artificial</i> or <i>Animal</i> . Personality model.
<i>Long Move</i>	Moves using the Long ruler.
<i>Madness</i>	Enemy models in line of sight within Long distance get -1 to rolls using Quality. Does not affect models with <i>Madness</i> , <i>Iron Will</i> , <i>Artificial</i> , <i>Undead</i> or <i>Void Mutant</i> . Stops working if the model with <i>Madness</i> is <i>fallen</i> .
<i>Marine</i>	Only operates underwater.
<i>Mutant Spawn</i>	When rolling for activation with three dice, if an unmodified 1 is rolled on one or more of the dice, roll one die again; on another 1, forfeit turn.
<i>Obfuscate</i>	Create ink cloud of Short radius acting as Tactical Cover. 1 action per turn the cloud lasts. Can create cloud in H2H combat with actions and then use any remaining action to retreat without a Free Hack.
<i>Phase Blur</i>	This model phases in and out of dimensions. Ranged attacks against it are at -2.
<i>Possess</i>	Psychic attack that acts as a Control spell (see Psychic Spells). Use actions as Power Points with no Spell Mishaps.
<i>Rapid Shot</i>	Can shoot again if the previous shot has hit the target (rolled higher CS than the enemy).
<i>Resilient</i>	Get +1 to all Resistance Check rolls. (included in RES stat on game cards)
<i>Savage</i>	Inflicts +1 wound when doubling or tripling the opponent and causing a wound.
<i>Scientist</i>	Variable level skill. Can use, repair and create Ether Tech devices of CL up to skill level. Activate new device or repair damaged device with Quality Check with number of successes = item CL. Can upgrade weapons and tech items and repair damaged Ancient Artifacts. Model is a Personality.
<i>Shooter</i>	Shoots ranged weapons. The range stick used is shown as (Short, Medium, Long) with the ability.
<i>Swimming</i>	Can move underwater. If changing 3+ depth levels, must roll Fast Dive/Ascend physical activity.
<i>Terror</i>	Attackers charging this model must roll a Will Check with 2 successes or do something else. 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.
<i>Tomb Hunter</i>	Gain +2 on rolls to open locks and disarm traps. Also get +1 on Leap and Climb activities (out of water).
<i>Tough</i>	Has extra wounds. Only <i>fallen</i> on a double or triple.
<i>Void Mutant</i>	If killing a non- <i>Artificial</i> enemy model in H2H combat, heal 1 wound by absorbing its tissue. Cannot be led by a <i>Leader</i> . Immune to poison, madness and ethereal radiation zones.
<i>Warbeast</i>	Led by Deep Caller only. No magic or tech items. If no Deep Caller or Sea Shaman in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model as a predatory Creature.
<i>Warlock</i>	Casts Black Magic and Psychic Magic spells. Personality model.

ETHER TECHNOLOGY

Ether technology items, or “ether-tech”, manipulate ethereal energy fields and are differentiated by their level of complexity. The Complexity Level (CL) of a tech item determines the *Ether Tech* ability level or *Scientist* ability needed to use an item. Complexity levels range from 1-3 for tech items. Items with CL 0 are not considered tech items.

Ether-Tech Devices

Ether-tech devices produce an effect that replicates a Special Ability or gives bonuses to attack, defense or Physical Activities. **These devices are always moderate complexity, CL 1 or CL 2**, and are shown on a model's Game Card under Special Items. Ether-tech devices operate without additional actions needed, unless specified otherwise in the description. Devices used in Sunken Citadel are described below.

Crystal Lamp (CL 1): Fortune Hunters often carry lamps with Sun Crystals inside, producing a glow that allows normal vision range per water quality.

Propulsion System (CL 1): This is any number of different propulsion systems, from fans to water jets. This device gives the *Swimming* ability underwater.

Respirator (CL 1): Fortune Hunters with the *Diver* ability use these with dive suits to operate underwater or on land, effectively giving them the *Amphibious* ability.

Anti-Grav (CL 2): This tech allows constructs to hover low to the ground or seafloor, making them *Amphibious*.

Crystal Imager (CL 2): This complex technology is set into helmets or visors to produce allow vision in darkness as per the *Deep Eyes* ability

Environmental Shield (CL 2): These devices create a layer of ethereal energy that protects the user from heat and cold, giving the *Energy Resistance* ability

Cloaking Field (CL 2): This device applies -4 to enemy ranged attacks and spells when the user is adjacent to scenic items or the walls of the base.

Ether Detector (CL 2): This tool helps enemies with ether technology. It gives line of sight to an enemy a Long distance away in complete darkness or Soupy water. The user can also see through *Camouflage* and allows shooting hiding targets in Tactical Cover. Enemies with no ether-tech devices still produce electrical impulses from their bodies,



but the Energy Tracker can only sense them a Short distance away. The user also gets a bonus of +1 when rolling on the Treasure Table.

Flux Dampener (CL 2): This device counters magical Conjunction zones and Ether radiation fields so that the wielder may pass through unharmed. It does not dispel the zone however, so models still inside after the device exits will be affected normally.

Ancient Artifacts

Ancient Artifacts are wondrous bits of advanced ancient technology that are discovered as treasure. Players that roll an Ancient Artifact on the Treasure Table can draw an Ancient Artifact card. Artifacts are **CL3** but can be used by models with less tech ability, though they can only be repaired by a Scientist.

Ancient Artifacts are all “pre-activated” in Beginner Difficulty Level games but may be disabled in Advanced or Expert Level and may require activation to use. They can be activated between scenarios using Victory Points or during a scenario by a model with technical ability, Ether Tech (1) or higher. Activating them during a scenario requires the model to spend one action while in possession of the item and roll a Quality Check with three successes.

Once activated, an artifact can be used by any model with Ether Tech (1+). An Ancient Artifact is damaged if a model carrying it suffers a Gruesome Kill. A *Scientist* can repair it with a Quality Check and 3 successes. The Scientist get -2 to the roll if its ability level is less than 3.

MAGIC SPELLS

Magic involves the channeling of energy between dimensions using the “ethers”. Models must have a Special Ability or Ancient Artifact that allows them to cast spells.

Spellcasting Roll

A casting model must make a Spellcasting Roll. This is similar to an Activation Roll but it requires the player to declare the spell being cast before rolling the dice. The caster rolls one, two or three dice and compares them to the caster’s Quality. **Each roll greater than or equal to Q gives a Spell Power point.** Three failures results in a Spell Mishap. Casters may trade Spell Power points for non-combat actions such as movement or Physical Activities.

Spellcasting Roll Results

1 success	1 Spell Power point
2 successes	2 Spell Power points
3 successes	3 Spell Power points
3 failures	Spell Mishap

Certain spells have a minimum spell point requirement. If the caster gets fewer Spell Power points than needed for the declared spell, it can still use the points for a different spell. **Models cannot cast a spell while touching the base of an enemy model** but they can use Spell Power to move

out of H2H combat (triggering a Free Hack) and then use the remaining points to cast a spell.

Spell Mishap

Spell Mishaps occur when the spellcaster rolls three failures during the **Spellcasting Roll**. The caster has lost control of the ethers and cannot cast spells for the remainder of the Scenario. An adjacent *Healer* can restore spellcasting ability by spending **one action** or the caster can heal itself when using a medical station in the base.

Additional effects of a Spell Mishap depends on the spell type. The more powerful the spell, the more dangerous the Spell Mishap.

Amplifying Spells

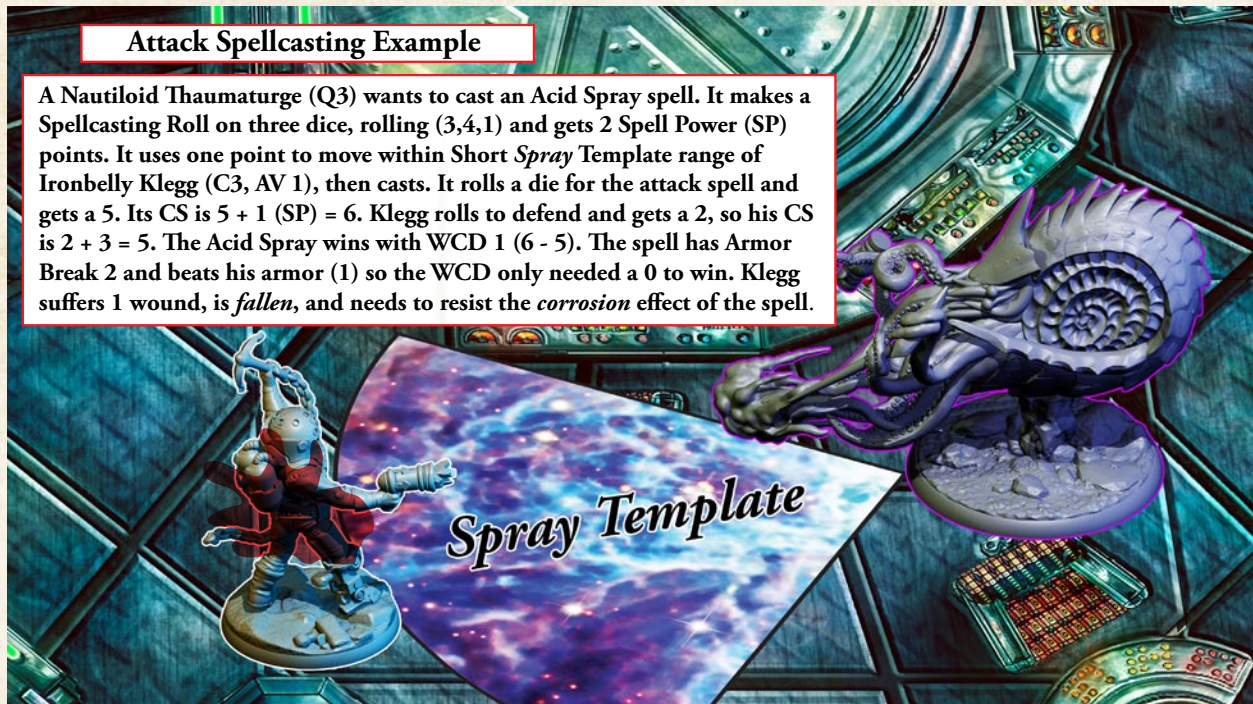
Spellcasters may choose to Amplify a spell over two consecutive turns. The extra power points are used differently depending on spell type, either increasing damage, range or duration - see spell descriptions.

The caster must save Magic Power points from the first turn and then make a successful **Spellcasting Roll** on the next turn to combine power points. The caster cannot attempt any other actions, fail a Will Check, suffer a wound or become *fallen*, *transfixed* or *entangled* before the second spellcasting roll.

Spell Mishap on the second amplified turn renders the caster *fallen* and the caster must roll a **Resistance Check** with a number of successes equal to the Magic Power points stored from the first turn or suffer **4 wounds** from a deadly chain reaction.

Attack Spellcasting Example

A Nautiloid Thaumaturge (Q3) wants to cast an Acid Spray spell. It makes a Spellcasting Roll on three dice, rolling (3,4,1) and gets 2 Spell Power (SP) points. It uses one point to move within Short *Spray* Template range of Ironbelly Klegg (C3, AV 1), then casts. It rolls a die for the attack spell and gets a 5. Its CS is 5 + 1 (SP) = 6. Klegg rolls to defend and gets a 2, so his CS is 2 + 3 = 5. The Acid Spray wins with WCD 1 (6 - 5). The spell has Armor Break 2 and beats his armor (1) so the WCD only needed a 0 to win. Klegg suffers 1 wound, is *fallen*, and needs to resist the *corrosion* effect of the spell.



Black Magic

These spells draw power directly from evil beings of the ethereal void to attack enemies or conjure up deadly zones.

Black Magic Attack Spells are treated like ranged attacks with range based on spell power. **Power 1 = Short, Power 2 = Medium and Power 3+ = Long range increments.**

CS = D6 Roll + Spell Attack where Spell Attack = Spell Power + Spell Attack Bonus + Special Ability modifiers.

The defender rolls for its Combat Score to determine if

the spell has any effect. Casters may attempt an “extended shot” (2x range = -2, 3x range = -4), extending the range with reduced accuracy, or can Amplify their power points over two turns. Amplified attack spells add extra Spell Power points (above 3) to the Spell Attack.

Black Magic Conjunction Spells create zones with a Short radius (Zone Template) that last the entire Scenario unless the caster dispels them with **one action** or is killed. The center of the Zone is in the caster’s FOV, up to one Medium increment away per Spell Power point. A caster can keep only one zone spell active at a time. Amplified zone spells increase the range by one Medium stick for each Power Point above 3. Zones affect one Depth Level unless otherwise specified.

Black Magic Attack Spells

Spell Type	Min SP	Effect Summary	Mishap
Soul Arrow	1	<i>The caster draws ethereal energy from a dark entity and uses it to create a bolt that breaks the victim’s link to its soul.</i> Spell Attack +1, Armor Break (2)	No spells until healed by a Healer
Acid Spray	2	<i>This horrific spell coalesces a demonic entity from the ethereal void, spraying out corrosive acid onto victims. In the water this creates a cloud that dissipates afterward.</i> Spell Attack +0, Armor Break (2), Spray (90 deg), Corrosive The Acid Spray is a Short range attack using the Spray template unless amplified, and cannot be extended by a “long shot”. Amplifying adds the extra Spell Power points to the Spell Attack score and has an additional effect of increasing the range to Medium.	No spells until healed by a Healer
Death Grip	3	<i>The caster calls forth a horrific ethereal demon that shoots out tentacles from swirling mists to grip and crush enemies within its zone of effect.</i> Spell Attack +0, Armor Break (2) Blast (Short radius centered on target), Constrictor Constrictor. If losing the defense roll to the spell, victims must try to break free each turn by using one action to attempt a Strength Check at -2 and getting 2 successes. On 3 failures, the victim suffers 2 Body wounds and is fallen. Adjacent allies can help by spending one action to add +1 to the roll to break free. The Constricted victim cannot move or fight back so attacks against it are treated as if it were <i>transfixed</i> .	Caster defends against SA 6, loses the ability to cast spells until healed by a Healer. Other models within Short distance must defend against SA 5.

Black Magic Conjunction Spells

Spell Type	Min SP	Effect Summary	Mishap
Invisible Assistant	1	<i>This spell calls forth an ethereal being from the void to do the caster’s bidding.</i> The Assistant appears in a Zone and helps one ally model per turn, giving +1 to rolls for Physical Activities, Spellcasting and using and repairing Ether Tech. Amplifying the spell lets more models be assisted, one per Spell Power point greater than 3.	No spells until healed by a Healer
Ghostly Veil	2	<i>This spell creates a mass of cloudy, shimmering water with ghostly ethereal shapes drifting through it. These ghosts tear the souls from victims that enter.</i> Models moving into or activating within the Zone must roll a Will Check with two successes or be <i>transfixed</i> . A model with <i>Iron Will</i> may move through with no effect and can use the wall as Tactical Cover.	Ghostly Veil on caster & no spells until healed
Shroud of Darkness	2	<i>Creates a zone of pure darkness that absorbs all light and chills the blood.</i> Models cannot fire into or out of the zone, and models inside have no vision, so treat as Alone in the Dark (page 9). Models with <i>Echolocation</i> , <i>Scent Tracker</i> or <i>Dimension Shift</i> can act normally. Models moving into the Zone must roll a Resistance Check with two successes or suffer 1 wound . On three failures, the model suffers 2 wounds . Models with <i>Energy Resistance</i> are not affected	No spells until healed by a Healer

Psychic Magic

Psychic Magic Attack Spells are a specialized form of energy manipulation that targets the magnetic fields inherent in the minds of creatures. These spells automatically “hit” a target in line of sight within one range stick -- **Power 1 = Short, Power 2 = Medium, Power 3 = Long**. The victim must resist the spell effect with a **Will Check**.

Amplified attack spells give a -1 modifier to Will Check rolls per Spell Power point over three (i.e., Spell Power 5 gives -2 to Will Check). Models in hand-to-hand combat

may be targeted. Psychic Magic spells have no effect on *Artificial* or *Undead* models.

Psychic Conjunction Spells create zones that affect large numbers of models. Zones last the entire Scenario unless the caster dispels them with **one action** or is killed. The center of the Zone is in the caster's FOV, up to one Medium Stick away per Spell Power point. A caster can keep only one zone spell active at a time. Amplified zone spells increase the range by one Medium stick for each Power Point above 3. Zones affect one Depth Level unless otherwise specified.

Psychic Magic Attack Spells

Spell Type	Min SP	Effect Summary	Mishap
Transfix	1	<i>This spell transfers energy from the ethers through the spellcaster to the target's mind, causing a peaceful feeling of calm and dreamlike state.</i> The target must roll a Will Check with two successes or it becomes <i>transfixed</i>	No spells until healed by a <i>Healer</i>
Control	1	<i>This spell takes control of the mind and will of a victim.</i> The spell controls one target and is broken if the caster flees, is <i>killed, fallen, dazed, entangled</i> or <i>transfixed</i> . The target must roll a Will Check with two successes or the caster takes control of its mind. The spellcaster can control the model on the next turn by activating and “giving” actions to the controlled model to move, attack others, attempt Physical Activities, or simply stay still. Controlled models attacking allies do not require the ally to counter-attack. If a model is killed while controlled, the caster must roll a Will Check with two successes or be <i>fallen</i> . The caster can break the spell any time (no actions) but the controlled model must roll a Will Check (no actions) on its turn with two successes to break the spell and regain its mind. Amplified Control spells apply the modifier to each Will Check rolled. Controlled models holding areas in scenarios gain Victory Points for the controlling player	No spells until healed by a <i>Healer</i>
Hallucination	1	<i>This spell causes an enemy to be surrounded by terrifying visions and sounds.</i> The target must roll a Will Check . On one failure, the model must make one move towards the closest table edge; on two failures, it must make two moves; on three failures, it runs away (model removed).	No spells until healed by a <i>Healer</i>

Psychic Magic Conjunction Spells

Spell Type	Min SP	Effect Summary	Mishap
Psychic Linkage	1	<i>This spell “breaks” into the mind of allies and gives commands.</i> Creates a zone centered on one friendly model in caster's FOV, affecting up to 5 allies. The caster may Command the models to do Group Activation for Coordinated Attacks, Concentrated Fire or Group Channeling	No spells until healed by a <i>Healer</i>
Illusory Zone	2	<i>This spell makes a zone filled with hypnotic ghostly shapes.</i> A model entering or activating in the zone must roll a Will Check with two successes or forfeit its actions for the turn. Models in the zone get -2 to their CS when attacking or using attack spells.	Caster is <i>fallen</i> . No spells until healed by a <i>Healer</i> .
Zone of Terror	3	<i>This spell makes a zone that fills the minds of those inside with their worst fears.</i> A model entering or activating in the zone must roll a Will Check . On one failure, the model must make one move towards the closest table edge; on two failures, it must make two moves; on three failures, it runs away (model removed).	Caster is <i>fallen</i> . No spells until healed by a <i>Healer</i> .