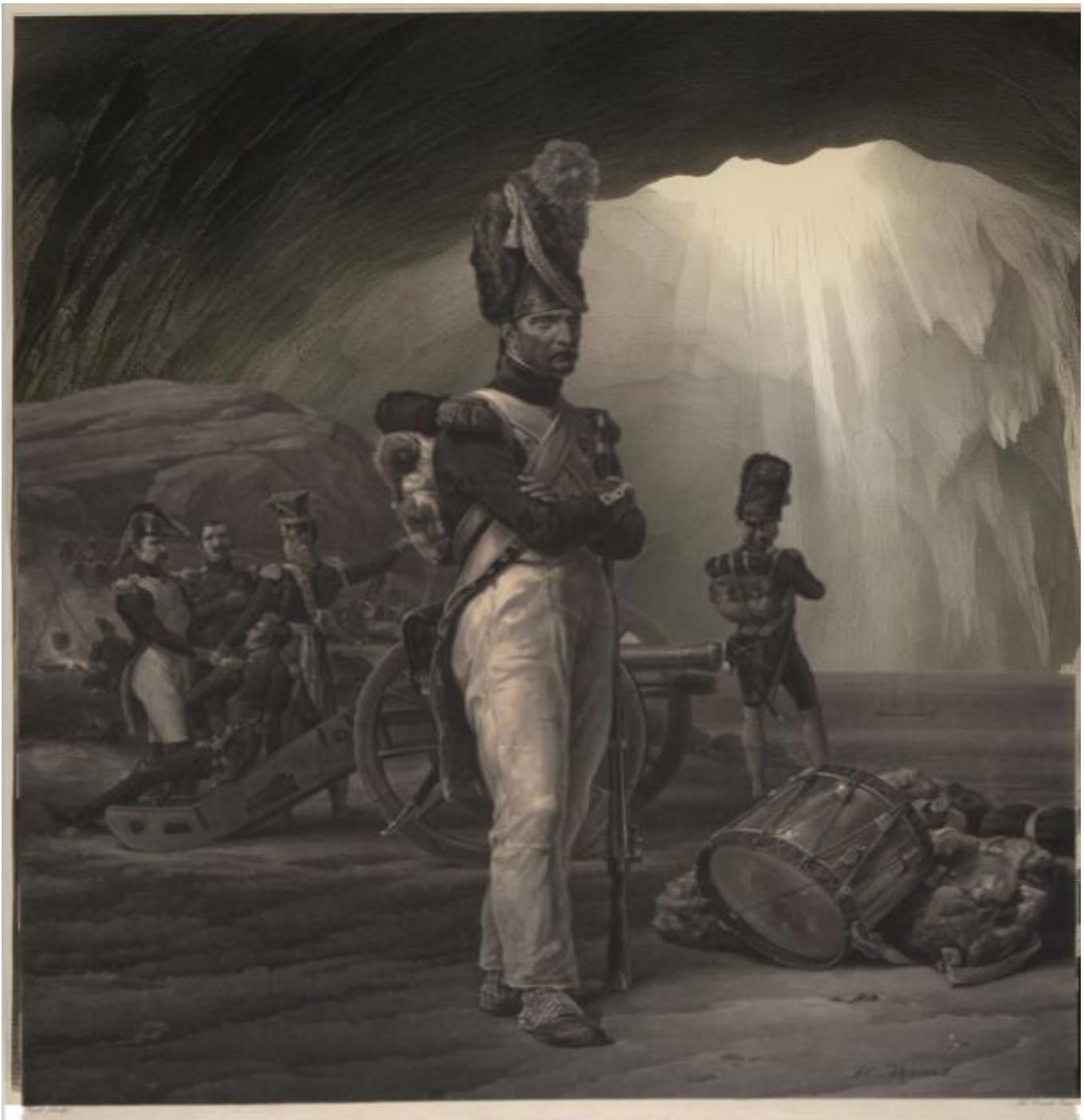# EXPEDITION :
AGARTHA DESCENT :
Scramble to the center of the Earth

Minor Faction Expedition Book :

La Ombre

Napoleon Bonaparte first learned of the deeper mysteries of the world during his campaign in Egypt. It is known that he encountered something monstrous under the Pyramid of Giza, and wrestled from it the secrets to deciphering the Rosetta Stone, which contains a map of Entrances to Agartha. 1815 happens but this time he had a backup plan ready, and so he escapes during the trip to St. Helena, seeking refuge underground.

After months if not years of wandering caves and fighting savages, he ends up in Lemuria. The Corsican's charisma and military genius quickly wins him the friendship of the Deepfolks, who begin initiating him to the secret of Prophesy and Cultivation. Showing great potential in both, Napoleon quickly falls into another messianic ego trip, as he had before when he thought he would go to India and be welcomed as a God. However, a growing part of the Lemurian priesthood soon begin aggressively lobbying against him, going as far as assassination attempts. Prophesies targeting Napoleon himself either always fails or show a blinding light that scorches the prophet's mind. To the Lemurians, this is the sign of the Fatebreaker, their highest possible crime, somewhat equivalent to being the anti-Christ for Christians. Napoleon is driven in exile even deeper, but his newfound power has given him renewed purpose. He will syncretize all the Agarthan Sciences, learn as much of the true nature of the world, before he can return to the Surface and finally teaches Europe its proper place.

At this point some of his most loyal soldiers, who figured out his escape plan and the location of the Entrance he used, miraculously manages to find him and swear to follow him wherever he goes. It is not known if Napoleon then taught them Cultivation secrets, or if they changed due to the trip in the Deep, but they are no longer fully human. These will become known as the Oldest Guard, and remains to this day his most trusted agents.

The following years were spent digging deeper and meeting more horrors, either befriending them or beating them and stealing their power. In this Napoleon started competing with Lost King Malcolm, who was essentially doing the same thing. But the accumulation of power allowed him to piece together the puzzle in a way that no one had before. He now understood the Loop.

This caused him to redefine his goal entirely. The Great Game is in truth nothing but a schoolyard game of tag in comparison to the inevitable threat of Hyperborea. Perhaps Napoleon was struck by the deep immorality of it all, or perhaps existing in a world where history reset itself and his place in it would be forgotten by design was just too much for his ego. His plans shifted from rebuilding an army fueled by Agarthan Science in order to come back up to finding a way to break the Loop and delay the Hyperborean invasion as much as possible while doing so. The forces he had accumulated were shifted from military applications to more covert operations, focusing on spying, assassination and corruption rather

than actual land conquest. La Ombre, as the organisation named itself, behaves in many ways a lot more like a criminal organisation than a would be Nation.

Latest news on him known by Colonial intelligence tracking his movements is that he marched with the majority of his forces on Mother Unknown's Palace in the 8th Layer, and he hasn't been seen since. Many dare to hope that after nearly a decade without any more activity, this means the Emperor finally died. In truth we know that he did beat Mother Unknown (very unconventionally, its left open ended but I really like the shitposted idea that he seduced her and she simply allowed them to pass through), was allowed to leave the Palace with his force and enter the 9th Layer. As opposed to the cosmic horrors of the 8th, the 9th seemed like picnic. Nothing terrible attacked them, the caves soon opened up on a sea… on the middle of which stood a perfect replica of St. Helena. As if struck by a spell, Napoleon ordered his troops to camp, he walked into the small house, picked up a chair and brought it to the beach, where he's been sitting his days ever since.

Napoleon auf St. Helena.

Faction Special Rules

Expedition Recruitment : La Ombre Expeditions may recruit models from any other Faction book except *Hyperboreans*. You may recruit any number of models **from a single profile** in each other Faction book, otherwise following Keyword restrictions for Characters, Elites, etc. These count as Faction models and not Mercenaries for the purpose of recruitment limits.

Pact with the Inner Sun : When playing a La Ombre Expedition, during Recruitment you may pay 25 Silver to have Obscurity Level rules in effect in every Hex which otherwise block LoS and in all Hexes adjacent to those which blocks LoS. At the beginning of every turn, roll a D6 and divide the result by 2, this is the Obscurity Level in all those Hexes. If you roll a 6, additionally roll on the Random Anomaly Table and spawn the result.

Leaders

Napoleon Bonaparte

Napoleon Bonaparte	Cost : 50 Silver

Leader, Diplomat, Deep
Leadership : ○○○○○○○○○

AP : 4   Discipline : 9
Movement : 3   Evasion : 8
Accuracy : 7   Labour : 5
Strength : 8   Awareness : 9

Location	Armour	Health	Loadout	Opt. Equipment	Common Sp Rule
Limbs	0	.L: ☐ ☐	Lefaucheux	Horse	**Tough**
Body	0	B ☐ ☐ ☐	Saber		**Deadly** [Any Weapons]
Head	0	H ☐ ☐			**Terror**
					Prophet

Special Rules :

Fatebreaker : Enemy models resolving a Prophesy, Necromantic Spell or Janara Spell suffer –1 to any stat involved in a roll toward that resolution, or –3 if it is directly targeting this model.

Inescapable : This model does not have facing and can move through friendly and enemy models if he has enough Movement to do so. Whenever this model targets or is targeted by a rule which requires determining facing, its owner may choose its facing.

Undeniable : [1 AP 1LP] Resolve a Healing action on this Model as if it had First Aid Kits. If you Crit, the opposing player takes 1 Dread.

Diplomacy of the Deep : This model may only resolve Parley actions against *Deep* models. It may target any Deep model in doing so, not just Diplomats.

"Par la bouche de mes cannons!" : Whenever an Artillery model in this Expedition makes an action requiring a Scatter roll, you may roll two Scatter rolls and choose the one you wish.

Agent de la terreur : [1 AP 1 LP] Choose one Friendly model within 3. That model gains Terror until the next time it takes a Wound.

Cannons de la Ombre : [1 AP 2 LP] Resolve the following Artillery Attack. If a model takes a wound as a result of this, the owner of that model takes 1 Dread (max 3x per turn).

Scatter	Range	Blast	Skill	Penetration	Lethality
D3	14	2	-2	0	■

Deep Drunk Commander
(With La Ombre Commission)

Deep Drunk Commander   Cost : 18 Silver

Leader, Deep

Leadership : ○ ○ ○

AP : **3**	Discipline : **5**
Movement : **3**	Evasion : **6**
Accuracy : 6	Labour : 5
Strength : **6**	Awareness : **3**

Location	Armour	Health	Loadout	Opt. Equipment	Common Sp Rule
Limbs	0	.L:☐ ☐		Any Pistol/Revolver	**Tough**
Body	0	B ☐ ☐		Saber	**Terror**
Head	0	H ☐		Horse	
				Alcohol	

Special Rules :

Deep-Drunkard : friendly Deep models within 3 of this one are immune to Morale and gain +1 AP.

"The End is near!" : At the beginning of your turn, if you have less than 20 models on the field, you may add d3 Derelict Husks to your Deployment zone. If you do not, every time your enemy takes Dread, add +1 Dread to that amount.

Agent de la terreur : [1 AP 1 LP] Choose one Friendly model within 3. That model gains Terror until the next time it takes a Wound.

Tenebrae

Tenebrae	Cost : 35 Silver
Character, Deep, Beast	
AP : 3	Discipline : 7
Movement : 3	Evasion : 5
Accuracy : 7	Labour : 6
Strength : 8	Awareness : 7

Location	Armour	Health	Loadout	Opt. Equipment	Common Sp Rule
Limbs	3	.L:☐ ☐ ☐	Torch		**Tough**
Body	3	B ☐ ☐ ☐			**Special Action Hide**
Head	1	H ☐ ☐			**Terror**

Tenebrae's Claws	Acc	Eva	Pen	Threshold	Weak/Strong	Special
	0	0	1	9	[X X] / [X X X X]	Quick Strike

Tenebrae's Maw	Acc	Eva	Pen	Threshold	Weak/Strong	Special
	–2	–2	3	8	[X] / [■]	Deadly

Special Rules :

Marcheur de la Ombre : Whenever this model Hides, if it does so in an Hex which currently is affected by Obscurity rules, it immediately adds the Obscurity Level of that Hex to the AP accumulated through the Hidden state.

Maw : Attacks with this weapon costs 1 additional AP.

Claws : This model may no longer use these if all its Limbs Locations are filled with Grievous Wounds.

Veteran of the Deep : When you recruit this model you may pay to give it the Born to Lead or Duelist Hero Traits.

The Scion

The Scion	Cost : 30 Silver
Character	
AP : 2	Discipline : 6
Movement : 3	Evasion : 6
Accuracy : 6	Labour : 4
Strength : 6	Awareness : 7

Location	Armour	Health	Loadout	Opt. Equipment	Common Sp Rule
Limbs	0	.L:☐ ☐		Horse (4 S)	**Terror**
Body	0	B ☐ ☐		Any R Weapon	
Head	0	H ☐		Saber	

Special Rules :

Inner Irradiance : At the beginning of the turn, call Obscurity or Light, roll a D6 and test Awareness. If you succeed, this model causes any Hex it stands in and those adjacent to it to be affected by Obscurity Level X if you called Obscurity, or Light Source X if you called Light, where X is the result of the D6. If you fail, resolve this rule as if you had called the opposite choice. If the result of the Awareness test is a Critical, this model also gains +X Movement and +X Armour to all its Armour Location.

Touch the Sun : [2 AP] Use this action only if this model is standing in the centermost hex of the map (or closest to it if it is not passable terrain). If this model has taken no new Wounds by the end of this Turn, it immediately heals all Wounds and gains Quick Shot, Nimble and Deadly on all its attacks until the end of the game.

Followers

The Oldest Guard

The Oldest Guard	Cost : 25 Silver
Soldier, Elite, Deep	
AP : 3	Discipline : 8
Movement : 2	Evasion : 7
Accuracy : 7	Labour : 4
Strength : 6	Awareness : 7

Location	Armour	Health	Loadout	Opt Equipment	Common Sp. Rules
Limbs	0	☐		Gras Rifle	**Tough**
Body	0	☐		Lefaucheux	**Special Action Hide**
Head	0	☐		Saber	**Deadly [any Weapon]**
				Bayonet	
				Dynamite	
				Lantern	
				First Aid Kit	
				Material	

Special Rules :

"Soupe a l'oignon" : [1 AP 1 LP] Every Oldest Guard model in play (even Hidden) with AP left must participate in this Action whenever one Oldest Guard model uses it, and all must pay 1 AP. The enemy player must test the Discipline of the model with the highest Discipline within 3 of each Oldest Guard, if failed, take 1 Dread (max 3 Dread per turn).

Prophesies

A few rare models may use their prophetic power in order to assist their expeditions. Record the number of Prophesies you attempt in a game, including done at the start of the campaign and before the start of the game.

Strategic Prophesies : A model may only use these prophesies before the Deployment phase of the battle.

Drum of Doom : Make a Face to Face Awareness test with the model attempting this Prophesy and the opponent's Leader. Whoever wins may place a Lemur NPC model anywhere further away than 7 away from any player's model.

Wager of Blood : Offer a wager of 1 to 3 Deep Wounds from your Leader's Profile. If your opponent wishes to accept the wager, he must wager the same amount of the same Value from his Leader's. Make a Face to Face Awareness Test. Whoever wins gains that many AP bonus points on the first turn, the loser must take the wounds waged. If the wager is refused the player who refused it gains 1 Dread.

Foresight of the Earth's Breath : Make a Face to Face Awareness test with the model attempting this Prophesy and the opponent's Leader. Whoever wins may place up to 3 Wall or Pit terrains anywhere further away than 5 away from any player's model.

Battle Prophesies : A model which may use Prophesies may use these during a battle. The model which attempt the Prophesy must succeed at an Awareness Test. If you fail, roll a d10 and add the number of Prophesy previously attempted (the first Prophesy is free). 1–5 Nothing happens, 6 : –2 Discipline, 7 : –2 Skill, 8 : 1 Deep Wound, 9 : 1 Grievous Wound, 10+ Replace this model with a Lemurian Degenerate model.

Apparent Destiny : After successfully making this Prophesy, until the end of the turn, add +1 to any one roll to check if a Special Rule targeting an enemy model succeed, or -1 to any one roll to check if a Special Rule targeting an friendly model succeed.

Vision of Doom : Choose one enemy unit, until the end of the turn, the next attack targeting the chosen model get +1 to its skill and -3 Armour to any Armour Save it has to take for this attack. If that attack succeed in killing the model, the model who performed it gains +1 Skill until the end of the game.

Buckler of Fate : After successfully making this Prophesy, until the end of the turn, you may once add +1 to Evasion and +3 Armour to any Friendly Model within 3 hexes of this one. If that model does not take any damage until the end of the turn, it gains +1 Evasion until the end of the game.

Words that kill : After successfully making this Prophesy, resolve a Ranged Attack with this profile originating from the model which succeeded the Prophesy :   (8 / 0 / -3 /   )

Altered Fate : Choose 1 model, if this Prophecy is successful, move this model anywhere within 5 hexes of its current location, however you cannot put it in a hex which would result into removing the unit from play or in impassable terrain. If the Prophecy fails, your opponent moves the model instead.

La Ombre Range Weapons

Weapon	Range	Skill	Penetration	Lethality	Reload	Special	Cost
S&W Schofield Pistol	6	-1	1	■	1	*	2
Lefaucheux Pistol	8	-2	1	■	1	-	2
Flintlock Pistol	6	-2	1	X	3	-	Free
Bradsburg1861 Musket	10	-2	2	X	3	-	2
Gras Rifle	12	-1	2	■	1	-	3
Beaumont Rifle	14	-1	2	■	1	-	4
Henry 1860 Rifle	12	0	2	■	1	-	5

Special : Models Wounded by this weapon from further away than 3 may take a Strength Test in order to reduce it to a X. *(S&W Schofield Pistol)*

La Ombre Melee Weapons

Weapon	Acc	Eva	Pen	Threshold	Weak/Strong	Cost
Dagger	0	0	-1	4	[/] / [X]	free
Sabre	+1	+2	0	6	[/ /] / [■ /]	2
Bayonet	+1	+1	-1	5	[/] / [■]	1
Shortspear	+1	0	-1	5	[/] / [X]	1

Dagger Special:

Sabre Special :

Bayonet Special : Reach, Affixed

Shortspear Special : Thrown

La Ombre Mounts

Mount	Move	Skill	Strength	Evasion	Health	Attack	Cost
Horse	5	0	+1	+1	+1	(3 / 1)	4