EXPEDITION :
AGARTHA DESCENT :
Scramble to the center of the Earth
2e

The Gano-Ducksworth Theory

"As Above, So Below"

Human industry and curiosity cracks the firmament.

Hyperborea, the results of aeons of mortal agony, is released and descends upon man.

Humanity digs deeper to flee the Hyperborean, rebuilding lower layers in their image.

Degenerated post-humans resist our advances, wishing to not be pushed into the claws of rabid Lemurs.

The Lemurs, our fallen progeny, have seen the horrors beyond. Desperate to escape their fates, they flee upwards.

Untold aeons of ineffible strife complete the loop.

It is an age of revolution, exploration, and empire. The discovery of deep caverns beneath the Earth threw the world into disarray, with the revelation of ancient cities and civilizations that dwell in vast underground layers, long lost to the waters of time.

Today, men, beasts, and machines move underground as colonial empires from the surface explore and exploit the territories that lie beneath their feet.

But Things live in the hollow layers of the earth: old dominions, monsters, and worse. Among them, the advanced and prosperous city-states of New Mu; the lost Kingdom of Atlantis and the Atlan Republic, long whispered of in myth and dreams; the prophecy worshiping priests of Lemuria who eat in the shade of ancient twilight; and below all that is known, amid the ice covered sunken isle of St. Helena, Napoleon broods in silence.

Great cities rise and armies march to challenge the old, as the world above moves to the worlds below. But the darkness is deep, and none know all that dwell beneath.

A group of Fenian trying to reach the Halifax Entrance are set upon by Sinister Dr Moreau and his band of subhumans.

A 150 Silver Expedition of British & auxiliaries

Core Rules

Dices
You will need a few d6 and d10 dices to play.

Scale and Premise
Each player creates an Expedition consisting of ~10-20 miniature models from his chosen Faction. The game can be played either as a single skirmish scenario or a campaign.

Dice Check
By default, individual rolls are succeeded by rolling a D10 under or equal to a specified value (sometimes refered to as the TN for Target Number). If the rule refers to a Face to Face roll, both players roll a d10, and unless specified otherwise, the winner is whoever rolled highest while still rolling under or equal to his TN.

Measurement
The game is designed with a hexgrid map in mind, however all mentions of hexes can be replaced by inches.

Game Sequence
Players determine which Scenario to play before Recruitment.
Recruitment consist of assembling your Expedition by spending Silver on models, equipment and Sponsors.
The game itself takes place over a number of Turns. At the beginning of a Turn, both players rolls a d10, whichever rolls the highest wins the first turn and players alternate first player afterwards each turn.
The scenario will specify under which condition the game ends.

Activation sequence
The player who won initiative select one of his model to Activate, and may spend as much of his AP as he wishes. Note any unspent AP on a model as it ends its activation. Once the owning player has elected to end the selected model's Activation, the next player picks a model to activate. This is repeated until all models on each side have been Activated once. If a player would no longer have any model to Activate, the other Player Activates all his models until he is done. Then a new Turn starts, and both players rolls again for Initiative.

Game Scale, Chest & Recruitment

If this game is a standalone encounter, all players should agree on an engagement scale before anything else. The scale is the amount of Silver available to both players during Recruitment, in game terms this is referred to as **the Chest**. This is how much Silver a player has in his Expedition Chest in order to recruit models, arm and equip them, as well as purchase the blessing of Expedition Sponsors which will further modify their Expedition.

     – A small game should be set at or around 100 Silver
     – A medium game should be set at or around 150 Silver
     – A large game should be set at or around 200 Silver
     – Anything bigger is pure madness and a clear sign that both players are certified Chads.

Players are never required (other than by mutual agreement) to spend their full Chest during Recruitment. The amount remaining stays in the player's Chest. Most Encounter Scenarios will use the Chest as the "victory point" tally to determine who wins.

If the game is part of a Campaign, the Campaign scenario will determine how Recruitment works and if players have to chose a specific scale or if it is predetermined.
 For a standalone game, use the following requirements when building your Expedition. Specific Campaign rules will provide their own Recruitment rules.

     – **Every Expedition must have 1 (and no more than 1) Leader.**
     – **An Expedition may have up to 3 Elite models at the end of Recruitment**.
     – An Expedition may not have more than 1 Sponsor
     – An Expedition may not have more than 20 models at the end of Recruitment

Model Profile

Each model in the game is represented with its own profile, which may vary from type of unit to another, but for most models in your Expedition, this will be the standard :


- Cost represent how much of your Chest you must spend to include this model in your Expedition.
- AP represent how many Action Points you may spend per model when you activate it.
- Movement is how many hexes this model may move when resolving a Move action.
- Accuracy represent this model's skill at hitting his target with weapons.
- Strength determines what types of Wounds a Weapon may deal.
- Discipline measures how well the model responds to stressful situation and the horrors of the deep.
- Evasion
- Labour represent the value of this character as a worker, in order to resolve support actions such as Excavating, Cooking, Healing, etc.
- Awareness represent both immediate spatial awareness of a character and more generally his intellectual capabilities.
- Armour represents the level of protection from harm this model has.
- Health indicates how much Wounds a model can take before dying. There are 3 types of Wounds, Grazes (light, indicated by an "/" in the box), Deep (medium, indicated by an "X" in the box) and Grievous (heavy, indicated by blacking out the box completely).
- Weapons indicate the Melee and Ranged weapons this model has at his disposal in order to make Attacks.
- Special Rules indicate all the Common or Unique Special Rules that apply to this model. Write down any purchased Equipment here as all before the start of the game.

Line of Sight and Range

Models have a back and front arc. While using a hex map and hex models, the three forward faces of the hex count as the front, while the three back faces count as the back.

Line of Sight and distances are calculated from any of the front arc faces to the closest face of a target model.

Ranges (weapon and otherwise) can always be read as "within x" where the range is X. In the following examples, the models are both 5 hexes away from the model, and thus may be targeted by any weapon or rules which has a range of 5. When using Hexmaps, some distances may be awkward, and as such a good way to think about it is to count how many hex edges are between both models, including the one they are in.
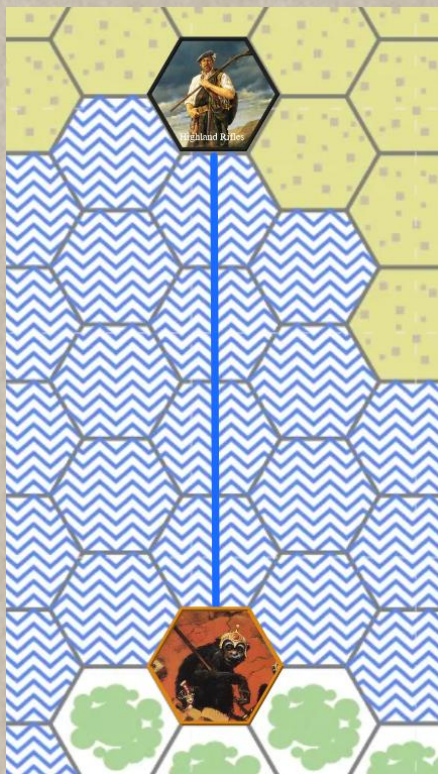
Common Actions

During a model's activation, unless specified otherwise by special rules, its owner may spend the model's AP to do the following actions:

Move: [1 AP] Only models with no adjacent non-Shaken or non-Panicked Enemy models can take this action. The model may move up to its Movement value in hexes. It may change facing as many time as it wants during this.

Charge: [1 AP] The model may change facing, then move directly in front of him up to its Movement Value, then makes one melee attack against a target in range at +1 Strength. A model must have to move at least 1 Hex to be able to take this action.

Disengage: [2 AP] Same as Move, except this can be used whenever there is a non-Shaken or non-Panicked Enemy model adjacent to this one.

Melee Attack : [1 AP] Select a Melee Weapon and an enemy model within 1 and resolve a Melee Attack against it.

Ranged Attack : [1 AP] Select a Ranged Weapon and an enemy model within the chosen weapon's Range value and resolve a Range Attack against it.

Dodge : [1 AP] This action may be taken outside of a model's Activation if he still has the AP to pay for it. During an Attack in which this model is the target, a successful (didn't roll over the target number) Defense roll result equal or higher than the Attack roll means the Attack failed completely.

Reload : [1 AP] Many Ranged Weapons have a Reload cost which must be payed after using it before it can be used again. A model owning such a Weapon may use this action to pay for that cost. Note down how much AP needs to be spent to Reload a weapon if you cannot do it all at once in one Activation.

Excavate : [1 AP] Must be in contact with a Wall or Crumbling Wall Hex. Test model's Labour Value. If successful, remove the Wall Hex. If unsuccessful, replace the Wall Hex with a Crumbling Wall Hex. Any Excavate action taken on a Crumbling Wall Hex automatically succeeds and does not require rolling. If you roll a Critical while performing this action, the miner found precious ores! Add 5 Silver to your Chest.

Combat Rules

Melee attack process

- The model resolving the Attack select one weapon to attack with and one enemy model within weapon range to be the attack target.
- If the attack does not come from behind the target, his owner gets to choose 1 weapon to defend with.
- Both players will then make a Face to Face Accuracy vs Evasion Test, adding the applicable weapon and special rules modifiers to it.
- If the Hit roll fails by rolling over its TN, the attack missed altogether and the action ends. If it succeeds, the difference between the Hit and Defense roll will provide the Location of the hit on the target. A natural roll of the TN on the Hit roll results in a Critical Strike.
- If the Defense roll fails by rolling over its TN, it is discarded and count as a result of 0.
- The Location hit on the target is determined by how much the the Attack roll beats the Defense roll. 0-2 : Limbs, 3-4 : Body, 5+: Head.
- Melee Weapons have two Wound Profiles, a Weak and a Strong Value, as well as a Strength Threshold. If the Attacker's Strength is under the Threshold when it makes the Attack Action, use the Weak Value, if the Strength is equal or over the Threshold, use the Strong one.
- Finally, the target's owner may get a Save roll based on the Hit's Location Armour value in order to mitigate the attack. If the Hit was a Critical Strike, modify the Armour Value by the Attacker's chosen weapon's Penetration.

Ranged attack process

- The model resolving the Attack select one weapon to attack with and one enemy model within weapon range to be the attack target.
- If the attack does not come from behind the target, his owner gets to roll a Defense roll based on his Evasion and if he has Cover.
        - The Hit roll Target Number is Accuracy + chosen weapon's Accuracy Modifier.
        - The Defense roll is Evasion
  - If the Hit roll fails by rolling over its TN, the attack missed altogether and the action ends. If it succeeds, the difference between the Hit and Defense roll will provide the Location of the hit on the target. A natural roll equal to the TN is a Critical hit.
- If the Defense roll fails by rolling over its TN, it is discarded and count as a result of 0.
- The Location hit on the target is determined by how much the the Attack roll beats the Defense roll. 0-2 : Limbs, 3-4 : Body, 5+: Head.
- Wound Severity is determined by the weapon used. All non-artillery ranged weapons deal 1 Wound by default.

- Armour saves are <u>always</u> modified the Armour Save Value of the target by its Penetration Value for the duration of the attack. Ranged attacks <u>never</u> permanently modify an Armour Save.

Explosions

Some actions or situations will cause Wounds through explosions. Whenever a rule says that Explosions hits are being dealt, resolve it as follow.
- If there is a model in the hex from where the explosion originates, it is automatically hit unless it has a Special Rule to this effect.
- If the Explosion specifies that a model adjacent to the original hex also take hits, they may avoid this damage through an Evasion save. The owner of the model that would take such damage rolls a d10 and must roll below or equal to their Evasion + Cover to avoid damage. Models with no cover and Evasion 0 are automatically hit.

- The specific action rules will tell you how many hits and what Strength is this explosion. Determine Wound Severity as you would with a Melee Attack modifying the table by the Explosion's Strenght, rolling for each Hit.
- Models then may use their Armour Save, <u>always</u> modified by the Explosion's Strength.

Spray Attacks

Spray attacks are used to represent ranged weapons such as flamers and shotguns. A ranged weapon that has the Spray special rule may only be used as a Spray weapon, and not for regular Ranged attacks (unless specified otherwise).

A Spray Attack originates from the Attacking model's Hex and extend in a straight line up to its range or until it meets an Hex in which there is a model. Models in this position must succeed an Evasion test or will suffer the first Wound specified under Lethality. If the model succeed the Evasion test, the Attack then continue on its patch to the next Hex, until it has met its range or a model failed an Evasion test. Then, all adjacent models to the one which failed the Evasion test **and which did not previously succeed an Evasion test from the same Attack** must also succeed an Evasion test or take the second Wound indicated by the weapon's profile.

Fire Damage

Some actions or situations will cause Wounds through Fire Damage. Whenever a rule says a model suffers Fire Damage, its owner must immediately test all its Armour Locations. If the model fails any Armour save, it takes a **/ to its first available health box, regardless of the Armour Save location which failed**, and increasing the Wound by one degree of Severity for each additional Location failed.

Scattering

Some actions or situations may require you to determine a hex randomly. Rules that do will refer to this as Scattering, or resolving a Scatter roll. The rule will usually explain to the player which hex may initially be targeted. The player then rolls a d10 to determine the direction where the final hex will be, using the reference below. A result of 7-10 always lands on the chosen hex.
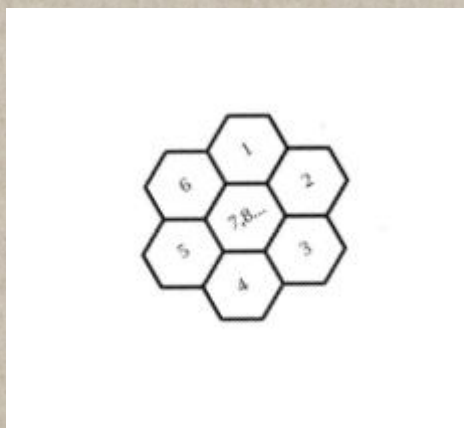
Health & Wounds

There are two types of Health tracks, Simple and Detailed. Most units have Simple Health tracks, that it, a single bar of boxes to be filled.

Leaders and Named Characters have a Detailed Health bar, meaning that each Hit Location tracks its own Wounds.

    - Wounds always apply to the first empty Health box on the target's Health track.
    - If there are no empty Health box when a character receives a Wound, the Wound   applied to the first Health box which doesn't have a Grievous Wound in it.
   - Wounds received on top of already existing Wounds upgrade them to a more   Severe type. A Graze added to a Graze becomes a Deep Wound, and added to a   Deep Wound turns into a Grievous Wound.

- Wounds do not "spill over", that is, if a Deep Wound receives another Deep Wound or even a Grievous Wound, only one Health box is changed to a Grievous Wound.

For models with a Detailed Health Track, Wounds that would be applied to the Limb Location, in the event that Location is already filled with Grievous Wounds, are instead transferred to the Body Location.

- A model with a Simple Health track is immediately removed from play once its last Health box is filled with a Grievous Wound.

- A model with a Detailed Health track is immediately removed from play once its last Body *or* Head Location is filled with a Grievous Wound.

Simple Health track	Detailed Health track	Example of Wounds
Health	**Health**	☐ (graze) ☒ (deep) ■ (grievous)
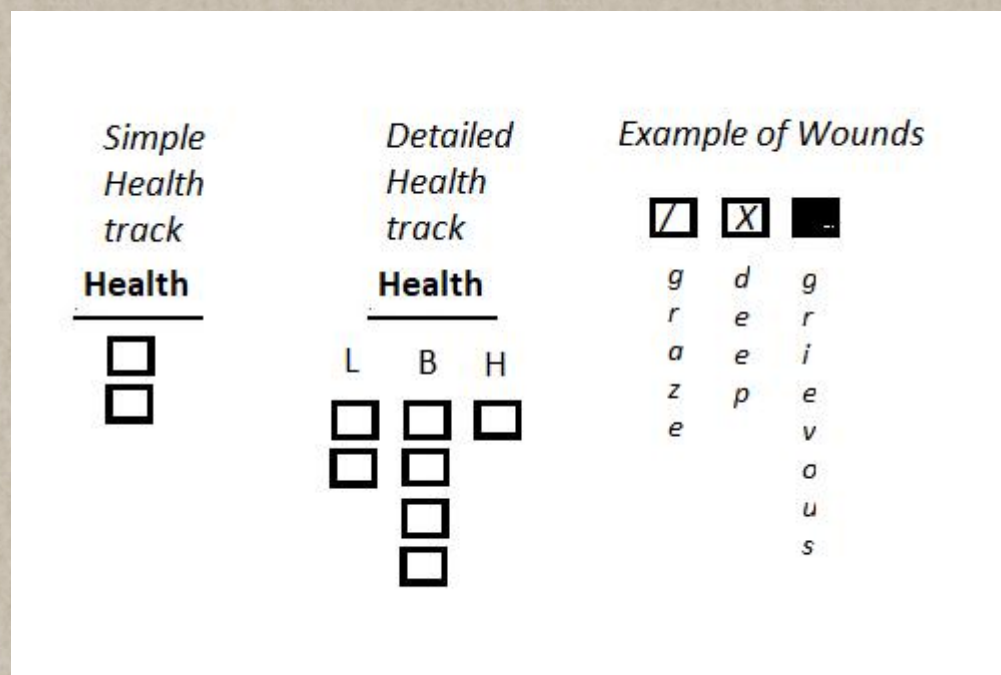
Morale Rules

Each player's Expedition track the morale and overall effectiveness of their troops through Dread. Dread starts at 0 and can be increased or decreased in various ways throughout the battle. Dread cannot be reduced below 0, but has no upper limit.

A model counters Dread through their Discipline value.

– A model with a current Discipline value <u>equal or higher</u> than its player's Dread suffers no effect.
– A model with a current Discipline value <u>lower</u> than its player's Dread but <u>higher</u> than 1/2 of it is **Shaken**.. A Player can only Activate a single Shaken model per turn.
– A model with a current Discipline value <u>equal</u> to 1/2 of its player's Dread but <u>higher</u> than 1/3 of it is **Panicked**. A Player cannot Panicked models. At the end of the turn all Panicked models must spend all AP on Move actions toward the nearest exit point. Once a model reaches the escape point, remove it from play.
– A model with a current Discipline value <u>equal</u> to 1/3 of its player's Dread is **Broken.** The witnessed horrors were too much to bear – remove it from play at the end of the turn, and take a moment to pray for him.

Dread increases primarily when a player's model is killed. Whenever a model is removed from play for any other reason than leaving the board voluntarily or by being Broken, add a number of Dread based on the model's Class Keyword.

– Worker and Soldiers add 1 Dread
– Specialists and Unnamed Characters add 2 Dread
– Named Characters and Heroes add 3 Dread.

Unless specified otherwise by Scenario or Special rules, each players reduce their Dread level by 1 <u>at the beginning</u> of their turn.

Terrain Rules

Hex on the map are indicative of the type of terrain the battle happens in. Players are of course free to use any set of tile to represent the terrain types, but should agree upon them clearly before the game.

Terrain types may impose no restriction on movement, grant cover, obstruct line of sight, be difficult terrain, or simply be impassable.

No Restriction on Movement : Clear, Foothills, Plains

Grant Cover : Forest, Jungle

Difficult Terrain : Water, Forest, Jungle, Desert

Obstruct Line of Sight : Walls

Impassable : Pit, Walls

Pit : Pits are impassable through a model's normal movement, however if a model would be forced to end a movement in it, it is immediately removed from play and count as killed.

Magma : Magma tiles are mechanically identical to Pits, except that they may be referred to individually by special rules.
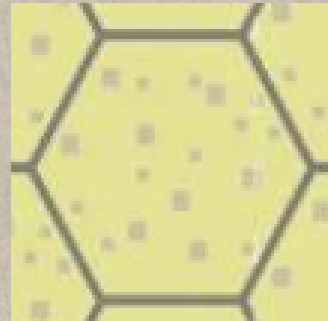
Model types, classes & Keywords

Models in an expedition have their role defined in large part by their Type & Class Keyword which is listed under their names on their Profiles. Other Keywords may be used to further qualify a unit and will often be referenced by Special Rules.

The Type Keywords are used to build an army and determine if you use a Simple or Detailed Health Track. they are

- Leaders : Every Expedition must have 1 Leader, and no Expedition can have more than 1. Detailed Health Track.

- Elite : An Expedition may have a maximum of 3 Elite models in it during Recruitment.Simple Health Track

- Named Characters : An Expedition may spend 50% of its funds on Heroes or Characters, Named or Unnamed. Detailed Health Track.

- An Expedition may spend 50% of its funds on Heroes or Characters, Named or Unnamed. Simple Health Track.

- Common : An Expedition may take as many Common models as it can afford. Mooks, Soldiers and Workers are all Common unless specified otherwise. Simple Health Track.

Common Special rules

Affixed: The model equipped with this weapon must spend 1 AP to install it before using it. -1 Skill to Ranged Attacks while it is affixed, The model may spend 1 AP again to remove it.

Amphibious : The model ignore Difficult Terrain in Water Hex.

Backstab: Attacks targeting the direct back of a model double the number of Wounds dealt.

Camouflage: Ranged attacks against this model suffers -2 Skill if the character is in a X or Y Terrain Type.

Concussive: Attacks from this weapon always cause 1 Graze, even if the target succeeds its Armour Save.

Deadly [...]: Attacks from he specified Weapon where the defender failed (rolled over) his Defense roll cause 1 additional Grievous Wound.

Flurry: The target of melee attacks with this weapon suffer -1 Evasion on any subsequent attack after the first one during this model's Activation.

Stun : Critical results from this weapon causes the target to lose 1 AP if it had any remaining this turn.

Reach: Melee Attacks with this weapon may target models 2 hexes away.

Terrain Affinity [...] : This model gains +1 Movement when it Activates in an hex of the listed terrain type.

Fear [...] : This model suffers -1 Discipline whenever within 3 of any number of models designated in bracket.

Weapons, Mounts & Equipment

The models recruited by a player may come with predefined weapons, mounts and equipment, but often the player will have the opportunity to customize his models. Each unit Profile will reference which Weapon and Equipment lists he may chose from, if any.
If the unit does not have any choices, the price of the listed Weapons and Equipment are assumed to be included in the unit's overall price. Otherwise you must pay the cost of Weapons and Equipment out of your Silver Chest during Recruitment.

- Unless specified otherwise, a model may take 2 Weapons and 1 Shield, 1 Mount and 2 Equipment in total from any lists it has access to.

Mounts
 For simplicity's sake, mounts such as Horses, Olms and Saurs are represented in game by a modification to the unit's profile, not with their own. A mount's Movement Value replaces that of the unit's profile, while other Values are simply altered. A Mount may also provide a Mount Charge, which will be listed on its profile. Mount Charge represent the Wounds dealt by the Mount itself as it barrels into the enemy ranks.
- Whenever a model with a Mount resolves a Charge, after moving the model, it may allocate a Mount Charge attack to a model directly in front of it.
- Resolve the following rules after the Charge action's target select a weapon to defend with, but before rolling the model's Charge attack itself;
        - The target model may avoid the Mount Charge attack if it succeeds an Evasion +   chosen weapon's Evasion modifier. If that Value is 0 or below, the attack hits automatically.
        - The Hit Location is <u>always</u> the Body. Wound Severity is determined as usual. Armour is <u>always</u> modified by the Mount Charge's Strength.
        - The Mount's profile will tell you how many Wounds can be dealt.

Scenario Rules

Before the game, both players may agree to play one of these scenarios in order to determine the winner of the battle, or they may roll randomly to determine which one to play.

Face to face
"These caves just aren't big enough for the both of us…"
- Both player's Expedition will attempt to destroy as much of the other's as possible.
- Player's track the Silver Value of enemy models they have killed (and not forced off the board through Morale or other reasons). Whoever has the highest such Silver Value at the end of the game wins.
- The game ends when one player no longer has models on the board, or at the end of the 10th turn.

Stake a claim
"Yeah, I've seen them… We can't both settle here, maybe if we show them we intend to stay we can get them to move on."
- Both player's Expedition will attempt to build as much Expedition Buildings on the map and prevent the other from doing so.
- Each Expeditions receives a bonus of 10 Materials to distribute between models before the start of the game. If an expedition doesn't have the space to carry any of these Materials, the player may place them in a "pile" anywhere in his deployment zone, in contact with a friendly model.
- Starting at the end of the 3rd turn, each player gains 1 Victory Point for each Expedition Building they have built outside of their deployment zone.
- The game ends when one player no longer has models on the board, or at the end of the 10th turn.

Plunder
"The shine of it, I tell ya'! More than enough for all of us, boys! Well, not them, of course."
- Both player's Expedition will attempt to retrieve riches and relics from the map.
- Before deployment, both players take turn scattering 5 Treasure Chests d6 from the center of the map.
- Each player's models may spend 1 AP to pick up a Treasure Chest. A player may secure a Treasure Chest by having the model who carries it walk out of the board on its deployment side. Whoever has the most Treasure Chests in its possession at the end of the game wins.
- The game ends when a player no longer has models on the board, when the last Treasure Chest is removed from play, or at the end of the 10th turn.

Obscurity & Light Sources

Before the game, both players may agree to play with Obscurity and Light Sources rules, or they may roll randomly to determine which if it is used or not. Campaign scenarios might include them by default. The aim of these rules are to increase the feeling that the player's models are members of an Expedition going through the Deep, and not simply gangs fighting each other. The objective here is *not* to provide a "Fog of War" experience, which should only be attempted through the use of a referee.

Obscurity is a global effect, as long as it is active and not locally countered by a Light Source, it affects every Hexes on the map the same way. In other words, you only really need to track the Models providing Light Sources.

Obscurity has a "level" going from 1 to 10. Note that unless you are playing in pitch black caves or the middle of a starless, moonless night, Obscurity 6-10 should be avoided.

Obscurity is added to the distance drawn between models when calculating if they are in range, either for an attack or for a special action. If the Obscurity level is set at 3, then you add 3 to all distances. **The one exception to this are abilities which specify "adjacent" models as the range, those are never considered out of range because of Obscurity rules.**

Light Sources lower the effect of Obscurity by their value (indicated as Light Source X) for **Targets of Abilities or Attacks** within 3 hexes.

Battle Map Special Features

A scenario may require that players use Special Features on the battle map, these represents contested resource nodes, mysterious ruins and treasure troves. Alternatively, before a game, both players may agree to simply include any number of these features in order to further define the encounter.

Resource Vein : Before Deployment, the first player will roll on the **Random Resource Table** to determine which types *all* Resource Veins will be. Alternatively, players may agree before the game to play with a specific ressource type. Expedition models in a Hex containing a Mineral Vein may use the Excavate action without having a wall to target. If they do so and succeed on the Labour Test, the model gains 1 *Mineral Ore* of the appropriate type.

Ruins : Expedition models in a Hex containing a Ruin may use the Excavate action without having a wall to target. If they do so and succeed on the Labour Test, the Ruin becomes a Dig Site. If the Labour test was failed, remove the Ruin. An Academic Expedition model in a Dig Site may spend 1AP to test Awareness. If successful, the Academic model gains a *Fragment of Forgotten Lore.* If the result was a Critical, he also gains an *Artefact*.
At the end of the game, before determining the winner, each players add +10 Silver for each Dig Sites they control. The player who has the most non-Shaken non-Panicked adjacent to a Dig Site controls it.

Treasure Chests : Expedition models in a Hex containing a Treasure Chest may test Strength to open them. If they do so and succeed, add 15 Silver to your Chest. If the result is a Critical, roll on the **Random Riches table** and add the result to the model's equipment. If the result was a 10, the Chest was trapped, remove it and the model who took the action takes a Grievous Wound unless he succeeds an Evasion test.

Temple : Expedition models in a Hex containing a Temple may Test Awareness. **[TBF]**

Uncommon Actions

Build : (1 AP) Any model further away than 5 from an enemy model may resolve this action. Select an adjacent hex to this model, an Encampment Building to build in it, and spend the required Material cost from this model's Equipment list, or that of any model adjacent to it. Test Labour, adding +1 if the model has the Worker keyword. If successful, place a token indicating the Encampment Building on that hex.

Climb : (1 AP) Only models equipped with Climbing Gear may resolve this action. Test Strength, if successful, this model moves 1 into a Wall hex, ignoring the fact that it is otherwise Impassable. This model is considered visible by any model which could otherwise draw a LoS to it if the hex was Clear, and cannot gain Cover. A model who Climbed a Wall must resolve another Climb action to exit it, and may only enter a Hex which is adjacent to a non-Wall hex. If it fails the Test to Climb into another Wall hex or out of a Wall Hex, it takes 1 Deep Wound and is placed in the open Hex directly facing away from the one it was in.

Cook : (1 AP) Any model further away than 5 from an enemy model with Rations or adjacent to a model equipped with Rations may take this action. Spend 1 Ration and Labour, adding +1 if the model has the Cook keyword. If you have models adjacent to this model, you may spend 1 additional Ration for each of those models to add +1 to this roll's result. If you succeed, lower your Dread by 1.

Go Prone : (1 AP) Any model out of Melee Range of an enemy model may take this action. This model gains +2 Evasion against Ranged Attacks that originates from further than 5 hexes away, but cannot roll Defense rolls against Melee attacks while Prone. You may Move 1 hex at a time while Prone, anymore cancels this rule's effect.

Heal : (1 AP) Any model further away than 5 from an enemy model with First Aid Kits equipped or adjacent to a model equipped with First Aid Kits may take this action. Target a friendly model with Wounds and spend 1 First Aid Kit. Test Labour, adding +1 if the model had the *Medic* keyword. If successful, downgrade a wound 1 Severity. This cannot erase Wounds completely.

Hide : (2 AP) : Models with this Action listed in their Special Rule section currently with no enemy with LoS on them may use this action. Put a Hidden token next to that model. While models are Hidden, they cannot be directly targeted by any Actions, friendly or unfriendly, gain +1 to any Evasion test taken as a result of having an attack scatter on it or adjacent to it, and most importantly, they do not lose AP at the end of the turn. While Hidden, a model cannot take any Action other than a Hidden Move or a Hidden Attack. A Hidden Move is resolved as a normal Move action, except you may combine as many normal Move action together by spending the necessary AP, must declare the end point of the move action before starting to move the model, and anytime you come into Awareness Range and LoS of an enemy model, you must succeed at an Evasion Test or stop the movement and lose the AP spent on it. A Hidden Attack Action is identical to this, except that you will additionally Attack a target at the end of the Movement. You must declare a target for the Attack and a final hex from which that attack will take place. The Attack target does not roll force you to roll an Evasion test for moving within its Awareness range, however you must succeed at an

Evasion vs (Awareness – Obscurity) roll. If you beat the opponents roll, the target model is immediately hit with the highest Damage profile of the Weapon used, and gains +3 Penetration for this Attack Armour Save roll. If you fail or your opponent beats you, he may change facing with this model, and you do not get this bonus Attack.

In both cases of a Hidden Move or a Hidden Attack, after it has been resolved, this model loses Hidden (remove the token) and may continue its activation spending the remainder of its accumulated AP, if it has any.

Parley "Show Leadership" (1 AP) : Only Diplomats within 5 of an enemy Leader, Hero, Character, *Noble* or *Aristocrat* model may take this action. Players resolve a Face to Face Awareness roll with those models. Whoever wins may regain 1 Leadership.

Repair : (1 AP) Engineers Only. Same as Heal, but may only target Mechanical units, and uses Material instead of First Aid Kits.

Encampment Buildings

Barricade : Cost 3 Materials. Any model in or directly behind a hex containing a Barricade gains Cover and +1 Skill and Evasion during attacks.

Campfire : Cost 1 Material Any Cooking action taken in a hex containing a Campfire succeeds on a 4+ instead of a 6+.

Infirmary : Cost 3 Materials. Any Healing action taken by a model in or targeting a model in a hex containing an Infirmary may completely remove Wounds.

Tent : Cost 2 Materials. Any model in an hex containing a Tent is considered 3 hexes further away than it really is for the purpose of resolving enemy actions.

Fortification (Engineer only) Cost 5 Materials. Any model in or directly behind a hex containing a Fortification gains Cover and +1 Skill and Evasion during attacks. Additionally, models in such an hex are considered to be 3 hexes further away than they really are for the purpose of resolving enemy actions, and may only receive Explosion hits if the Explosion landed directly on this hex.

Bridge (Engineer only) Cost 5 Materials, Durability 10. Build this over a Pit or Water hex. That hex is now considered Clear terrain and models may pass through it.

Non-Player Characters

Many monsters and Beasts inhabits Agartha and may interact with the Expeditions sent into it. NPCs can represent either predator or prey, threats or objectives or potential friends or foes.

NPC models will have a profile identical to normal units, so that they can be recruited in some cases, but they will also have specific rules to explain how they behave on the battlefield.

All NPCs have a Behavior, a Status and a Target in their Profiles. The Status has two setting, Passive and Active. All NPCs start the battle in Passive Status. The Behaviour will indicate how the model acts in the NPC phase given its current Status. The Target field is where you note down the model's current Target, this will be defined by the Behavior.

Behaviors

Migrating
Deployment : Before the beginning of the game, players will choose or randomly determine a sideboard edge to be the Deployment zone for all NPCs with this Behaviour. The opposite sideboard edge is automatically the Exit zone for all such NPCs. Before Deploying their own models, Players alternate Deploying NPCs with Migrating along those model's Deployment zone, as close to the center of the board as possible.
Passive : Model will move 1d3 hexes toward its Exit.
Turns Active when : An attack is resolved against this model. The last model who resolved an attack becomes the Target.
Active : If Target is within Charge range, resolve an NPC Charge versus the Target. If Target is outside of Charge range, move full Movement toward the Exit. If Target is no longer on the battlefield, turn to Passive.

Prowling
Deployment : Players alternate Deploying NPCs with Prowling before Deploying their own model,, scattering them d6 from the center of the Map. If a model would end in an Pit, Lava or Wall hex, place it instead in the closest legal hex furthest away from a player model.
Passive : Model will move 1d3 in a direction determined by a Scatter roll.
Turns Active when : An attack is resolved against this model, or it ends a Passive Move within Awareness range of a Player model. If an attack was resolved, he closest model to it which attack it becomes the target. If it becomes Active because it ended within Awareness range of a Player model, that model becomes the target.
Active : If Target is within Charge range, resolve an NPC Charge versus the Target. If Target is outside of Charge range, move full Movement toward Target. If Target is no longer on the battlefield, turn to Passive.

Dormant

Deployment : Players alternate Deploying NPCs with Dormant before Deploying their own model, scattering them d6 from the center of the Map. If a model would end in an Pit, Lava or Wall hex, place it instead in the closest legal hex furthest away from a player model.

Passive : Model remains in the same location.

Turns Active when : A player model which enter within 3 of this model must immediately succeed an Evasion Test or this model Activates and designate the model which failed the test as a Target. An attack is resolved against this model will also activate it, however when it does so, it must test Awareness. If the test succeed, the Target is the model which attacked it, if the test failed, the Target is the closest Player model to this one.

Active : If Target is within Charge range, resolve an NPC Charge versus the Target. If Target is outside of Charge range, move full Movement toward Target. If Target is no longer on the battlefield, turn to Passive.

Defensive

Deployment : Players alternate Deploying NPCs with Defensive before Deploying their own model, scattering them d6 from the center of the Map. If a model would end in an Pit, Lava or Wall hex, place it instead in the closest legal hex furthest away from a player model.

Passive : Model remains in the same location.

Turns Active when : A player model which enter within 5 of this model must immediately succeed an Evasion vs Awareness Face to Face or this model Activates and designate the model which failed the test as a Target. An attack resolved against this model will also activate it.

Active : If Target is within Charge range, resolve an NPC Charge versus the Target. If Target is outside of Charge range, move full Movement toward the closest other NPC model with Defensive.

Hostile

Deployment : Players alternate Deploying NPCs with Hostile before Deploying their own model, scattering them d6 from the center of the Map. If a model would end in an Pit, Lava or Wall hex, place it instead in the closest legal hex furthest away from a player model.

Passive : Scatter the model d3.

Turns Active when : A player model which enter within 5 of this model must immediately succeed an Evasion vs Awareness Face to Face or this model Activates and designate the model which failed the test as a Target. An attack resolved against this model will also activate it.

Active : If Target is within Charge range, resolve an NPC Charge versus the Target. If Target is outside of Charge range, move full Movement toward the closest Player model.
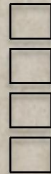
Beastiary

Megagorilla
Beast

Cost : 30 Silver

AP : 2	Discipline : 4
Movement : 5	Evasion : 3
Accuracy : 6	Labour : 2
Strength : 9	Awareness : 4

Location	Armour	Health	Weapons
Limbs	3	☐	Giant Claws
Body	2	☐	(0 / 0 / 0 / 3 / Reach 2)
Head	1	☐	
		☐	

BEHAVIOR : Defensive   **STATUS :**   **TARGET:**

Looking for a Mate : whenever this model activates, if there is an Amazon within 6 of it, change its behaviour to Kidnapper and the Amazon becomes its Target.
Hunting Trophy : 30 Rations

Death Worm
Beast

Cost : 15 Silver

AP : 2	Discipline : 4
Movement : 5	Evasion : 3
Accuracy : 6	Labour : 2
Strength : 9	Awareness : 4
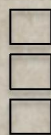
Location	Armour	Health	Weapons
		☐	Giant Claws
Body	2	☐	(0 / 0 / 0 / 3 / Reach 2)
		☐	

BEHAVIOR : Prowling   **STATUS :**   **TARGET:**

Burrower : Pits and Walls are passable terrain for this model. Whenever this model enters a Wall hex, replace it with a Cracked Wall hex.
Hunting Trophy : 15 Rations

Terror Bird   Cost : 15 Silver
Beast

AP : 2	Discipline : 5
Movement : 3	Evasion : 4
Accuracy : 6	Labour : 0
Strength : 5	Awareness : 4

Location	Armour	Health	Weapons
Limbs	1	☐	Giant Claws
Body	2	☐	(0 / 0 / 0 / 3 / Reach 2)
Head	1		

BEHAVIOR : Defensive   STATUS :   TARGET:

Hateful : Each time this model is Activated, test its Discipline. If the test fails, it becomes Hostile until the end of the game.
Worm Eater : If there is any Death Grub or Death Worm in play, this model immediately becomes Prowling (you still have to resolve Hateful).
Hunting Trophy : 20 Rations

Death Grub   Cost : 15 Silver
Beast

AP : 2	Discipline : 4
Movement : 5	Evasion : 3
Accuracy : 6	Labour : 2
Strength : 9	Awareness : 4

Location	Armour	Health	Weapons
Body	3	☐	Giant Claws
		☐	(0 / 0 / 0 / 3 / Reach 2)

BEHAVIOR : Prowling   STATUS :   TARGET:

Burrower : Pits and Walls are passable terrain for this model. Whenever this model enters a Wall hex, replace it with a Cracked Wall hex.
Hunting Trophy : Mysterious Ichor

Megascorpion   Cost : 15 Silver
Beast

AP : 2		Discipline : 4	
Movement : 4		Evasion : 5	
Accuracy : 7		Labour : 0	
Strength : 6		Awareness : 4	

Location	Armour	Health	Weapons
Limbs	3	☐	Giant Claws
Body	2	☐	(0 / 0 / 0 / 3 / Reach 2)
Head	1	☐	

BEHAVIOR : Hostile   STATUS :   TARGET:

Hunting Trophy : 5 Rations, 10 Chitinous Plates

Giant Tardigrade Cost : 15 Silver
Beast

AP : 2		Discipline : 4	
Movement : 2		Evasion : 2	
Accuracy : 4		Labour : 0	
Strength : 9		Awareness : 4	

Location	Armour	Health	Weapons
Limbs	3	☐	Giant Claws
Body	2	☐	(0 / 0 / 0 / 3 / Reach 2)
Head	1	☐	
		☐	

BEHAVIOR : Migrating   STATUS :   TARGET:

Hunting Trophy :

Shadows

Beast, Deep

Cost : 20 Silver

AP : 2	Discipline : 9
Movement : 5	Evasion : 9
Accuracy : 7	Labour : 0
Strength : 6	Awareness : 9

Location	Armour	Health	Weapons
Body	3	☐	
		☐	
		☐	

BEHAVIOR : Hostile   STATUS :   TARGET:

Banishing the Shadows : Models with a Light Source adjacent to this model may spend 1 AP to test Awareness, if successful, deal 1 Grievous to it per Light Source level.
Terror
Without Substance : This model has a single hit location, all hits are resolved against it.

Terrorsaur

Beast, Saur

Cost : 75 Silver

AP : 2	Discipline : 5
Movement : 3	Evasion : 3
Accuracy : 6	Labour : 5
Strength : 9	Awareness : 3

Location	Armour	Health	Weapons
Limbs	3	☐	
Body	5	☐	
Head	4	☐	
		☐	
		☐	

BEHAVIOR : Prowling   STATUS :   TARGET:

Terror
Hunting Prize : 40 Rations

Lemur

Cost : 15 Silver

Beast, Deep

■

AP : 2	Discipline : 4
Movement : 5	Evasion : 3
Accuracy : 6	Labour : 2
Strength : 9	Awareness : 4

Location	Armour	Health	Weapons
Limbs	3	☐	Giant Claws
Body	2	☐	(0 / 0 / 0 / 3 / Reach 2)
Head	1	☐	

BEHAVIOR : Hostile   STATUS :   TARGET:

Terror

Thunder Mole

Cost : 15 Silver

Beast

AP : 2	Discipline : 4
Movement : 5	Evasion : 3
Accuracy : 6	Labour : 2
Strength : 9	Awareness : 4

Location	Armour	Health	Weapons
Limb	0	☐	Lightning Strike
Body	2	☐	R (3 / – / 0 / ■ , [/] / Spray)
Head	2		

BEHAVIOR : Prowling   STATUS :   TARGET:

Burrower : Pits and Walls are passable terrain for this model. Whenever this model enters a Wall hex, replace it with a Cracked Wall hex.
Hunting Trophy : Mysterious Ichor

Basic Weapons & Mounts lists

Generic Melee Weapons

Weapon	Acc	Eva	Pen	Threshold	Weak/Strong	Cost
Dagger Special:	0	0	–1	4	[/] / [X]	free
Sabre Special :	+1	+2	0	6	[/ /] / [■ /]	2
Bayonet Special : Reach, Affixed	+1	+1	–1	5	[/] / [■]	1
Shortspear Special : Thrown	+1	0	–1	5	[/] / [X]	1
Sword Special	+1	+1	–1	6	[/] / [■]	1
2h Sword Special	0	+1	–2	7	[X /] / [■ X]	3
Spear Special : Reach	+1	+2	–1	6	[/] / [■]	2
Axe Special :	+1	–1	–1	5	[X] / [■]	1
2h Axe Special :	–1	–2	–3	7	[X X] / [■ ■]	3
Club Special : Concussive	–1	–1	0	6	[/] / [X]	Free
Buckler Special :	–1	+2	0	7	[/] / [X]	1
Shield Special :	–2	+3	0	7	[/] / [X]	2

General Range Weapons

Weapon	Range	Skill	Penetration	Lethality	Reload	Special	Cost
S&W Schofield Pistol	6	–1	1	■	1	*	2

Special : Models Wounded by this weapon from further away than 3 may take a Strength Test in order to reduce it to a X.

Weapon	Range	Skill	Penetration	Lethality	Reload	Special	Cost
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
Spear	6	–1	1	X	–	Thrown	Free
Axe	4	–2	2	X	–	Thrown	Free

Mercenary Mounts

Mount	Movement	Skill	Strength	Evasion	Health	Charge	Cost
Cavesaur	4	0	+1	+1	+1	(3 / 2)	7
Special :							
Skysaur	6	–1	–1	+2	0	(2 / 1)	12
Special : Flyer							
Bullsaur (Triceratop)	2	0	+1	–2	+3	(5 / 3)	20
Special :							

Bull Charge : Models mounted on this mount gain +1 Movement during Charges.

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

Basic Equipment List

Every expedition may purchase from this list.

First Aid Kit : Cost 1 Silver. Required for Healing actions.
Climbing Gear : Cost 3 Silver. A model equipped with this may attempt to enter Pit hexes without Falling. Rolls a d10 + Evasion. On a 6+ this model may enter the Pit as if it was a Clear hex. If you fail, the model Falls and is removed from play.
Rations : Cost 1 Silver. Required for Cooking actions.
Material : Cost 2 Silver. Required for Building actions.
Dynamite : Cost 5 Silver. A model equipped with Dynamite

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.

Random Mineral Resource Table

1–3 : Iron
4–5 : Coal
6–7 : Asbestos
8 : Silver
9 : Gold
10 : Rare Ore! (roll again on next table)

1–5 : Neptunium
6–7 : Orichalcum
8–9 : Laputite
10 : Titanium

Random Riches table

1 : 5 Silver
2–3 : 20 Silver
4–5

... and in the 9th Layer, La Ombre stirs.