

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

Minor Faction Expedition Book :

Morlocks



According to the most accepted theories on nature of the more advanced denizens of Agartha, the majority of its intelligent creatures would be distant descendants of humans, who had long ago stumbled in Agartha. Mysterious and poorly understood forces seem to cause a form of mutation according to a caricature of the normal evolutionary path. Whenever scholars insist that this so-called Subhumanity must be understood as a normal evolutionary process rather than the result of Agarthan Science, the usual counterargument offered is the mere existence of Morlocks. How could Humanity regress so far as to reach back beyond its mammalian origins, all the while keeping its humanoid shape and a portion of its intelligence? And why would this creature exhibit physical features from all kinds of underwater animals?

Essentially “fishmen”, Morlocks have for the most part an upright human lower body covered in fish scales, while their faces display clear pelagic features. They are generally of much smaller stature than a human being, going as short as being barely above 3 feet, but the species as a whole exhibit the same, often extreme dysmorphism to other Subhumans. They have an unusually weak constitution, often dying to wounds that would barely inconvenience a human child, and an extremely short lifespan, with Morlocks over a decade old being revered as elders. Most can breathe both under and above water, and those who can't are able to retain their breath long enough to be functional in both situations. Individuals among a single social group (a ‘shoal’) tend to share the same mutational features, but this is more of a result of their high reproduction rates rather than any exclusion of dissimilar Morlocks. Colonials will sometimes spot a couple of fishmen settling down next to their colony, only to find these will spawn an entire tribe within the year.

Morlock society is almost always tribal, with power being disputed between a single warchief and one or many priests or shamans, regardless of the (often very large) size of their population. Their intelligence is not particularly low, nor are they very aggressive, apart during their spawning season. In fact, seeking and reinforcing acceptance in a social group seems to be the main particularity of the Morlock psyche, and they are not particularly picky about the species. This natural subservience and their prowess as divers makes them a welcomed addition to Agarthan fishing crews, and a number of them have emigrated to the Surface, most settling in New-England ports. There is otherwise little advantage in establishing trade routes to Morlock settlements, as they have very little industry or even crafting. Those who do are more often interested in their skills as guides and extensive knowledge of underwater and underground ruins.

Morlocks are native to every Layer between the 3<sup>rd</sup> and the 7<sup>th</sup>, usually clustered in wetlands and around large bodies of water. A significant number have sworn fealty to Old Mu royalty, and will assemble in large swarms when called by their deep masters. This, their heightened aggression during the peak of their heat cycle, as well as their habit of eating just about anything, including each other and Colonials, explains why many Epigeans default to see Morlocks as pests to be wiped. The rumors that a number of Surface folks have taken these monsters as mates and had children with them does not seem to dissuade these, and will only result in shaming those that dare speak of such an impossibly obscene degeneracy.

### **Morlock Special Faction rules**

**Morlock Constitution** : Whenever this model takes any amount or types of Wounds, it must succeed a Strength Test or be removed from play as if it had just had its last Health box filled.

**Heroes of the Shoal** : Morlock Expeditions may contain up to 5 Heroes, instead of the usual 2.

# Leaders

## The Mad Morlock Shaman



**Mad Morlock Shaman** Cost : 5 Silver

*Leader, Deep*

Leadership: ○○

AP : 2

Discipline : 4

Movement : 2

Evasion : 5

Accuracy : 5 Labour : 2

Strength : 5

Awareness : 5

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	.L: <input type="checkbox"/>	Lantern	Dagger	<b>Amphibious</b>
Body	0	B <input type="checkbox"/> <input type="checkbox"/>		Morlock Staff	<b>Morlock Constitution</b>
Head	0	H <input type="checkbox"/>		Cruel Whip Venomous Vial	<b>Water&amp;Swamp Affinity</b>

Special Rule :

**Elder Council** : You may take up to 3 copies of this model in your Expedition, they all count as Leaders, each have their own Leadership track.

**Swarm Leader** : Your Expedition may include up to 30 models.

**Light of the Shoal** : Friendly Morlocks in your Expedition gain +1 Accuracy and Awareness if this model is within 3 of them, or +2 Accuracy and Awareness if at least 3 models with this rule are within 3 of them.

**Call the tide** (1 AP) : If there are no Water or Swamp hex on the map, add 1 within 5 of this model and in LoS. If there are Water or Swamp hexes on the map, roll a d3. Add that many Water or Swamp hexes on the Map within 5 of this model, adjacent to another Water hex.

**Pelagic Call** [X LP] : Take this action as the turn begins, the cost may be paid from any number of Mad Morlock Shaman currently on the field. X is the current Turn. Spawn the X result (instead of rolling a D6) on any Water hex on this map.

# Heroes

## Generic Traits

(Select up to 5 out of 5 from these)

- Born to Lead : This model is a Leader for its Faction and gains Leadership 3. (3 Silver)
- Fast : +1 Movement (2 Silver)
- Strong Limbed : +1 Health to Limb Location (1 Silver)
- Witty : +1 Awareness (Free)
- Swole : +1 Strength (Free)
- Barrel Chested : +1 Health to Body Location (2 Silver)
- Educated : Gains the Academic keyword and +1 Awareness (1 Silver)
- Military Training : Gains the Soldier keyword and +1 Discipline (1 Silver)
- Precise : +1 Accuracy (1 Silver)
- Agile : +1 Evasion (Free)
- Pigheaded : +1 Health to Head Location (3 Silver)
- Officer Training : Gains the Soldier Keyword and +1 Leadership (Leader only) (1 Silver)
- Intelligent : +2 Awareness (1 Silver)
- Bodybuilder : +2 Strength (1 Silver)
- Courageous : +2 Discipline (1 Silver)
- Duelist : +2 Accuracy (3 Silver)
- Spy : +2 Evasion (1 Silver)
- Bombastic : +2 Leadership (Leader Only). Choose 1 Special rule with a Range specified. Add +2 to the Range mentioned. (4 Silver)

## Morlock Faction Traits

(Select up to 1 out of 5 from these)

- **Half Stingray** : This model's Critical Melee Attacks causes Electrical damage. (1 Silver)
- **Half Mudfish** : This model gains Camouflage [Swamp & Mud Wastes], and treats Mud Wastes as Water or Swamp hexes for the purpose of any rules on its profile. (1 Silver)
- **Half Piranha** : This model gains **Deadly** on all its Melee weapons whenever attacking Wounded Models currently in a Water or Swamp Hex. (3 Silver)
- **Half Marlin** : This model gains +1 Movement when it resolves a Move action starting in a Water Hex. (1 Silver)
- **Half-Lamprey** : Enemy models Disengaging from this model must succeed a Face to Face Strength test, if they fail, after resolving the Disengage move, place this model adjacent to it. (3 Silver)
- **Megacymothoa "Companion"** : All enemy models which are not Immune to Morale gain Fear [this model]. If this model dies, spawn a Megacymothoa model in the Hex it died in, under your control. (3 Silver)
- **Pilot Swarm Fishes** : This model must be deployed with 3 friendly Flying Swarmfish under your control, it cannot be deployed in any hex that does not allow these Swarmfish to be adjacent to it. (5 Silver)
- **Hardened Scales** : This model gains +2 Armour on its Limbs and Body Location and +1 to its Head. This may be taken up to 3 times., it counts as a single trait (2 Silver)

## The Morlock Tall Fin



**Tall Fin** Cost : 10 Silver

*Hero, Deep*

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	.L: <input type="checkbox"/>		Any Morlock Wp	<b>Amphibious</b>
Body	0	B <input type="checkbox"/> <input type="checkbox"/>		Cruel Whip	<b>Water&amp;Swamp Affinity</b>
Head	0	H <input type="checkbox"/>		Venomous Vial	

Special Rules :

**Soul of the Shoal** : Other Friendly Morlocks in your Expedition are removed at the end of the turn for the purpose of resolving **Morlock Constitution** if this model is within 3 of them, and ignore **Morlock Constitution** if 2 models with this rule are within 3 of them.

### Traits

(Select a maximum of 2 out of 5 from these):

**Tiderunner** : This model gains “**Call the tide**” (1 AP) : Roll a d3. Add that many Water hexes on the Map within 5 of this model, adjacent to another Water hex. It also counts as being in a Water hex even if it isn’t, as long as it is adjacent to a Water hex. (3 Silver)

**Ink Sacks** : This model may use the Hide Generic Special Action and may use it while in opponent’s LoS as long as it is in a Water Hex. (5 Silver)

**Endless Swarm** : While this model is alive, whenever you have less than 10 models in your Expedition, at the beginning of the turn, roll d3. Add that many *Morlock Grunts* to your Deployment zone. (5 Silver)

**Bioluminescence** : This model counts as a Light Source 2, and enemy models within 3 of this model suffers -2 Evasion. (1 Silver)

**Poisoned Fins** : Enemy models who Activates while adjacent to this model must immediately test Evasion, if failed they immediately become Poisoned (no Poison test is required) (2 Silver)

**Muic Morlock** : This model may pick 1 trait from the Morlock and 1 from the Mu Faction lists. You may additionally recruit Old Ones as Faction Elite Followers, and they may target Morlocks with Muic Maledictions or Idols special rules. (1 Silver)

## The Morlock Mariner



**Mariner** Cost : 3 Silver  
*Hero, Deep, Mercenary*

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	L: <input type="checkbox"/>		Any Morlock Wp	<b>Amphibious</b>
Body	0	B: <input type="checkbox"/> <input type="checkbox"/>		Flintlock Pistol	<b>Water&amp;Swamp Affinity</b>
Head	0	H: <input type="checkbox"/>		Material Alcohol Torch Lantern	<b>Morlock Constitution</b>

Special Rules :

**Feeder of the Shoal** : Friendly Morlocks in your Expedition gain +1 Labour if this model is within 3 of them, or +2 Labour and always count as Faction Workers if at least 3 models with this rule are within 3 of them.

### Traits

(Select a maximum of 2 out of 5 from these):

**Whaler** : This model gains Whalur [1]. During a Campaign, it permanently gains +1 to its Whalur rule for each Hostile on the Pelagic Problems table worth more than 25 Silver it kills.

**Marinader** : This model gains **Cook**. While this model is in your Expedition, gain twice the amount of Rations from Beast models on the Pelagic Problem list.

**Buoy Driver** : You may Reserve this model and up to 3 Friendly models at the start of the game. Deploy this model in a Swamp or Water hex or any edge of the map at the end of the first turn. Additionally, this model gains Watery Ambush : (1 AP) Deploy a Reserved friendly model in a Water hex within LoS.

**Deep Sea Scout** : During regular Deployment, this model may be Deployed in any Water or Swamp hex on the map, further away than 3 from an Enemy model.

**Eau Douce** : This model may treat Alcohol as a Warm Meal. (2 Silver)

**Crew's Mascot** : While this model is adjacent to a model making a Rally Action, lower Dread by 2 for each Rally Action. Each time this model suffers Wounds, check if it is within Awareness range and LoS of any Friendly models, if so, choose one of those models to test Discipline, if failed, gain 1 Dread. If succeeded, the model who tested Discipline permanently gain Hatred against the Faction or Hostile that dealt damage. (5 Silver)

# Specialist

## The Morlock Apprentice



**Morlock Apprentice** Cost : 3 Silver  
*Specialist, Deep*

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Dagger	Club	<b>Amphibious</b>
Body	0	<input type="checkbox"/>		1h Sword	<b>Water&amp;Swamp Affinity</b>
Head	0			Axe	<b>Morlock Constitution</b>
				Spear	
				Morlock Staff	
				Material	
				Torches	
				Rations	
				Venomous Vial	

Special Rule :

**Luck of the Shoal** : Friendly Morlocks in your Expedition resolving Attacks count roll results 1 below normal Critical results as if it was also a Critical (I.e. if your attack would get a Critical on a roll of 8, a roll of 7 or 8 will count as a Critical), if this model is within 3 of them.

**Call the tide** (1 AP) : If there are no Water or Swamp hex on the map, add 1 within 5 of this model and in LoS. If there are Water or Swamp hexes on the map, roll a d3. Add that many Water or Swamp hexes on the Map within 5 of this model, adjacent to another Water hex.

## The Morlock Courtesan



**Morlock Courtesan** Cost : 7 Silver  
*Specialist, Diplomat, Deep*

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>		Dagger	Amphibious
Body	0	<input type="checkbox"/>		Morlock Staff	Water & Swamp Affinity
Head	0				Morlock Constitution

### Special Rules :

**Bulbous Eyes and Scaly Hips** : (1 AP) Adjacent models must immediately test Discipline. If successful, they gain Deadly on all Melee Attacks until the end of the turn. If failed, they immediately Frenzy until the end of the turn.

**Parley [Siren Song]** : (2 AP) If you win, the target model must immediately resolve a Charge or Move Action in the direction of the Morlock Courtesan. If you lose, lower this model's Awareness by 1 for the rest of the game.



## The Greater Morlock



**Greater Morlock** Cost : 25 Silver  
*Specialist, Deep*

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	L: <input type="checkbox"/> <input type="checkbox"/>	Jaws		<b>Amphibious</b>
Body	0	B: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<b>Water&amp;Swamp Affinity</b>
Head	0	H: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<b>Morlock Constitution</b>
	<u>Weapon</u>	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Weak/Strong</u>
	Jaws	0	0	3	[ ■ / ] / [ ■ ■ ]

### Special Rules :

**Barely Amphibious :** This model has Movement 5 if it starts and Move entirely through Water or Swamp hexes, if it starts or Move into a non-Water or Swamp hex, its Movement immediately becomes 1. At the end of any turn, if this unit is not on top of at least 3 hexes of Water and/or Swamp hexes, it takes a X to its Body location.

**Belly of the Beast :** When this model kills any 1 hex Mechanical and/or Amphibious model with its Jaws, set the killed model aside without applying the killing Wounds, it does not count has dead or provide Silver until the end of the game. If the Greater Morlock dies before then, place those units in as many hexes previously occupied by this model.

# Followers

## The Morlock Grunt



**Morlock Grunt**      Cost : 1 Silver  
*Soldier, Deep*

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

Location

Limbs  
Body  
Head

Armour

0  
0  
0

Health



Loadout

Dagger

Opt Equipment

Club  
1h Sword  
Axe  
Spear  
Javelin  
Bow  
Blowpipe  
Buckler  
Torches  
Rations  
Venomous Vial

Common Sp. Rules

**Amphibious**  
**Water&Swamp Affinity**  
**Morlock Constitution**

### Special Rule :

**Soul of the Shoal** : Friendly Morlocks in your Expedition gain +1 Discipline if this model is within 3 of them, or +2 Discipline if at least 3 models with this rule are within 3 of them.

**Utterly Expendable** : This model dying never cause Dread to be generated.

## The Morelock



<p><b><u>Morelock</u></b> <i>Elite, Deep</i></p> <p>AP : 2 Movement : 4 Accuracy : 6 Strength : 7</p>	<p>Cost : 5 Silver</p> <p>Discipline : 3 Evasion : 6 Labour : 4 Awareness : 3</p>
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<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>		Dagger	<b>Amphibious</b>
Body	0	<input type="checkbox"/>		1h Sword	<b>Morlock Constitution</b>
Head	0	<input type="checkbox"/>		Axe	<b>Water&amp;Swamp Affinity</b>
				Spear	
				Javelin	
				Bow	
				Material	
				Torches	
				Rations	
				Venomous Vial	

Special Rule :

**Brawn of the Shoal** : Friendly Morlocks in your Expedition gain +1 Strength if this model is within 3 of them, or +2 Strength if at least 3 models with this rule are within 3 of them.

**Special Purpose Team** : During Recruitment, you may give one Trait selected from the Morlock Faction Trait table to all Morelock in your Expedition (all must have the same Trait, and they must pay for the Silver cost.)

## Special Units

### The Morlock Brood Swarm

(cannot be Recruited, see Special equipment)



**Brood Swarm**      Cost : 6 Silver  
*Beast, Deep*

AP : 1	Discipline : 2
Movement : 2	Evasion : 7
Accuracy : 4	Labour : 1
Strength : 2	Awareness : 2

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Inn. Jaws		<b>Hostile</b>
Body	0	<input type="checkbox"/>			<b>Amphibious</b>
Head	0	<input type="checkbox"/>			<b>Water&amp;Swamp Affinity</b>
					<b>Immune to Morale</b>
<u>Weapon</u>		<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Weak/Strong</u>
Innumerable Jaws		0	0	1	[ / ]/[ / / ]

#### Special Rule :

**Flowing Swarm** : When you deploy this model, place two additional Brood Swarm connected to it in any shape. All 3 models deployed this way count as the same model. It does not block LoS or Movement, but count as Difficult Terrain, as well as resolves a free Attack on anything that passes over it or Activates in the same hex (including itself). When resolving a Move action with this model, move only one of the 3 models counting as the same Brood Swarm, and they must remain connected. For each Health box filled, remove 1 of the 3 models counting as the same Brood Swarm (the models remaining must still be adjacent).

## Morlock Melee Weapons

<u>Weapon</u>	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Weak/Strong</u>	<u>Type</u>	<u>Cost</u>
Dagger Special:	0	0	1	[ / ]/[ X ]	Medieval, Colonial	free
Shortspear Special : Thrown	+1	0	1	[ / ]/[ X ]	Medieval, Tribal	1
Sword Special	+1	+1	1	[ / ]/[ X ]	Medieval	1
Spear Special : Reach	+1	+2	1	[ / ]/[ X ]	Medieval	2
Axe Special :	+1	-1	2	[ / ]/[ X ]	Medieval, Tribal	1
Club Special : Stun	-1	-1	0	[ / ]/[ X ]	Medieval, Tribal	Free
Trident Special : Reach, Thrown	+1	+1	3	[ / / / ]/[ ■ / ]	Rare	4

## Morlock Range Weapons

<u>Weapon</u>	<u>Range</u>	<u>Acc</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>	<u>Special</u>	<u>Cost</u>
Short bow	8	-2	1	X	0	-	1
Javelin Special : Limited Ammo (3)	6	-2	4	X	-	thrown	1
Blowpipe Special : Poison	5	-2	0	/	1	*	1
Flintlock Special : Smoke Cost : Free	8	-3	1	X	3	Handgun, Colonial	

## Morlock Special Equipment

### -Morlock Staff (2 Silver)

Melee	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Weak/Strong</u>
1AP	-1	+1	0	[ / ] / [ X ]

Ranged	<u>Range</u>	<u>Acc</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
2AP	10	+2	1	■	0

**Special** : Whenever you hit with a Critical with this weapon, add 1 Murlock Grunt in your Deployment zone.

### - Cruel Whip (2 Silver)

Melee	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Threshold</u>	<u>Weak/Strong</u>
1AP	+1	-2	0	6	[ / ] / [ X ]

**Special** : Reach. Models equipped with this may spend 1AP to target a Beast or Deep NPC or Frenzied model and resolve an Accuracy vs Discipline Face-to-Face roll. If you win, you may Activate the targeted model under your control and ignoring Frenzy rules and immediately spend 1 AP for any action it could normally take. If you fail, the model immediately Attacks you.

### -Morlock Egg Cluster (6 Silver)

Ranged	<u>Range</u>	<u>Acc</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
	7	+1	-5	-	0

**Special** : If this Attack hits, spawn a Morlock Brood Swarm in the target hex, it immediately resolves an Attack against the model hit. If this attack misses, Scatter it D3 and spawn a Morlock Brood Swarm into the resulting hex (do not resolve a free Attack). At the start of each turn, models equipped with this weapon must test Awareness, if failed, it must immediately spend 1 AP and resolve an Attack against itself.

- **Venomous Vial** : (1 Silver) [Affixed] The next 3 attack by the weapon this was Affixed to gains **Poison**.