

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

Faction Expedition Book :

Sky-Clans & Sky-Pirates



SURVEY OF SKY-PEOPLE AIRCRAFT:
Co-Authored by H. Giffard and Prof. T. S. C. Lowe
Published by the Agarthan Society

Smoke Balloon:

The most easily-understandable of Sky-People craft, smoke balloons closely mirror our own hot-air balloons. Their envelopes are gaudily colored with intricate designs, but lack the airtightness of our balloons. It is speculated that the fuel burnt to power these craft, typically dried ceiling fungus, produces a smoke which seals any microscopic pores in the envelope. Varieties which rely on naturally buoyant Agarthan flora have also been observed, sometimes as a supplementary source of lift to more typical craft in a manner similar to the experiments of Rozière. These craft are not steered, so they are generally only used to descend to the surface or ride reliable wind currents.

Elephas Volatilis (A.K.A Cloudelleafint)

Unlike the Tartaradon, the “Cloudelleafint” bears remarkable similarities to the Asian elephants of the surface. Observations of surface elephants entering cave systems for salt have led naturalists to speculate that Cloudelleafints are descended from a similar population of such creatures, perhaps trapped by a cave in or driven underground by hostile hunters. There are notable differences from their surface cousins however, Cloudelleafints fly, and they eat meat. Typically, they subsist on the blubber of sky whales and ceiling plants, but they have been known to attack humans in times of famine or when musth strikes the males. As for their flight, it has been established that they rely on hydrogen. Current theories believe that the creatures eat rocks which contain both salt and calcium, digesting the rock into hydrogen. Cloudelleafints are not especially flammable, but if caught they’ll explode into chunks. As such they are deathly afraid of fire. Sky-People use them similarly to the inhabitants of India, as beasts of burden or war, caught wild and then trained by mahouts. Wild herds exist as well.

Physeter macrocephalus petagma [Debated] (A.K.A Sky Whale)

One of the more contentious academic subjects of the day, the Sky Whale is a Sperm Whale which flies. It does not rely on lifting gas, aerodynamics, or any observable phenomena. Explanations range from electrical fields to psychic energy or phase fields. Dissected Sky Whales are identical to Sperm Whales of the surface, some have even been found with surface harpoons in their backs or pipes and peg legs in their stomachs. Mu states are forbidden to hunt them, leading some to consider the Sky Whales part of their hierarchy, somehow. Some insist that there are underwater entrances to Agartha, and that Sperm Whales migrate regularly between layers, though this fails to explain the flight. The Sky-People are unconcerned with why the whales fly, instead riding or hunting them as they please. Sky Whales cannot be driven, only ridden. They have been known to attack aircraft, just as surface Sperm Whales may attack ships. Due to predation by the Sky-People, Cloudelleafints, and Surfacer the whales are appearing less and less frequently, perhaps soon to vanish forever.

Glider:

There are as many types of glider as there are Sky-People clans. Some resemble bird wings worn over the arms, or vast parachute-sails harnessed to the rider, or simple kites. Generally they rely on hand-driven elevators or stairways to gain altitude before diving to the next stalactite, though some use updrafts found around entrances and volcanos to sustain longer flight. There are a few reliable routes that allow for truly staggering distance if flown by an experienced glider, the longest taking several days of constant gliding to traverse. The advantage with these craft is not always their engineering, but more the extremely lightweight materials used in construction. Nonetheless, the Sky-People treat suggestions of alterations as a great insult, since their aeronautical progress has been bought with many lives. Rocket gliders may exist.

Erigone pessimus (A.K.A Skyspider)

Mankind is not the only creature to have mastered gliding. The term Skyspider refers to several types of giant arachnid, ranging from dog to mule sized. Not all ceiling spiders glide, but those who do can fly with instinctual ease. Domesticated Sky-Spiders are used by the most prosperous Sky-People clans, who sell them to the others at exorbitant rates. They carefully guard the secrets of breeding them from all others.

Undomesticated Sky-Spiders are more common, but lack the strength and the discipline to be used safely. This does not stop the Sky-People from treating them like we treat a horse. Skyspiders can glide even in a dead calm, but only in certain directions, causing many theories about ley-lines and invisible fields.

Vimāna (A.K.A: Sky-Palace):

The most dramatic, and unfortunately most rare of the Sky-People's aircraft are the Sky-Palaces. Palace is somewhat of a misnomer, as most are only the size of watchtowers. Architecturally, they resemble the Hindu temples of Southeast Asia, but with a greater focus on golden gilding and layered towers. They are too heavy to be lifted by any known technique, even theoretically. Sky Palaces can move in any direction, albeit slowly, and are used to bombard enemies of the Sky-People with bombs and angry Gorgs. Only one instance of Surface conflict with a Sky-Palace has been recorded, the expedition in question left helpless until a lucky cannon shot pierced the stone walls of the palace. The entire structure exploded in a flash of blue light seen for miles, leaving only a punishing rain of giant stone blocks to the victors. Legends of a golden flying city are present in many expeditions, but it's likely that any such structure has long since been destroyed and looted.

Others:

Reports of Gigantic Flying Squirrels, Snakes, "Wing-Fish," the Gargantuan Sky-Saur and a mythologically attested "Jump Man" are unconfirmed and will not be dealt with herein.



Sky-Clan Special Rules

Wind Speed & Direction : At the beginning of the game, before Deployment, roll a D3. Whenever an Airship model ends its Activation, it must immediately move x hexes in the current Wind Direction. “x” is the Wind Speed.

Wind Shield : While it is not Landed, this model always counts as Dodging and gains +X Evasion, X being the current Wind Speed.

Sky-Drops :

<u>Weapon</u>	<u>Range</u>	<u>Accuracy</u>	<u>Scatter</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
Sky-Drop	2	-3	D3	0	X	0

Special : Concussive. This Attack always hits the Head Location.

High-Altitude Fall : Whenever an Airship that is not currently Landed is killed, models transported in it must immediately resolve a High-Altitude Fall test. The owner of the model must choose one of the Model’s statistics between Strength or Awareness, subtract from it the current Wind Speed, and test it. If failed, the model immediately dies. If it succeeds, Scatter the model from the center of the destroyed Airship x hexes, where x is the current Wind Speed, and Deploy it in the resulting hex with no AP. It then takes a X Wound to all its Locations if it has a Simple Health track, or an X Wound to all its Limbs location and its first available Body Location if it has a complex Health track. If there is a model in the Hex where the model would be deployed, resolve a Sky-Drop attack against that model.

Roof Ambush : Models with this rule may be Deployed anywhere on the map during Deployment phase, putting the model’s token upside down to indicate it was Deployed through this rule. While this model is upside down, it is considered “On the Roof”, cannot Move or Charge, may only be Attacked by a Floater or Flyer unit and cannot themselves Attack non-Floater or Flyer units. They additionally are not considered occupying the Hex they are in (it ignores any Terrain rules and other models may occupy the same Hex.) While in this state, models gain the **Roof Rappel** action:

- **Roof Rappel** : (1 AP) Test Evasion. If successful, Scatter this model d3 in the current Wind Direction and place it upside, indicating it is now on the ground. If failed, resolve a High Altitude Fall test. If this model would scatter on a unit which can transport models on it (either Floater, Flyer or not), deploy it upside on the model Transported.

Leaders

Sky-Noble



Sky-Noble Cost : 25 Silver

Leader, Diplomat

Leadership : ○○○○

AP : 2

Discipline : 7

Movement : 3

Evasion : 6

Accuracy : 6

Labour : 6

Strength : 5

Awareness: 7

<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"/>			Deadly [Shortbow]
Body	0	B	<input type="checkbox"/> <input type="checkbox"/>			
Head	5	H	<input type="checkbox"/>			

Special Rules :

Blessing of the Sky [1 LP] : Use this ability whenever a Friendly Model must resolve a High Altitude Fall test (including this one). That test automatically succeed.

Parley “Tribute to the Roof” [1 AP 1 LP] : This Parley action must target an enemy Leader, Character or Specialist model within 5 of this one, and must be done while Landed. Whoever loses the face-to-face roll must immediately give the other player 25 Silver worth of Equipment from any model they have (you may equip these on any friendly models in play). If they cannot, the winning player may add the unpaid amount to his Victory Chest. (Max once per game)

Sky-Gorg Prince



Sky-Gorg Prince Cost : 30 Silver
Leader, Diplomat, Deep
 Leadership : ○○○

AP : 2 Discipline : 6
 Movement : 3 Evasion : 6
 Accuracy : 6 Labour : 6
 Strength : 5 Awareness: 7

<u>Location</u>	<u>Armour</u>		<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	4	.L:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Any Med Weapon	Ignores Obscurity
Body	4	B	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Stink Juice	Melee Knockback
Head	4	H	<input type="checkbox"/> <input type="checkbox"/>			Tough

Special Rules :

Brutal Charge : This model gains d3 Strength during Charges, instead of 1.

“Fix it or you stink!” : Friendly Gorgs in your Expedition may use the Repair action on **Smoke Balloons**, **Sky-Bombers** and **Sky-Barge** models they are transported on. You may use this Action reflexively at any time by spending 1 LP in addition to the Repair action cost.

Blessing of the Sky [1 LP] : Use this ability whenever a Friendly Model must resolve a High Altitude Fall test (including this one). That test automatically succeed.

Thirsty, Stinky Work : If this model is your Leader, distribute 3 Stink Juice item to other models in your Expedition. Gorgs in this Expedition may consume Stink Juice to add +3 to Excavation, Building or Repair Labour tests.

Gelek, the Flying Boar



Gelek

Cost : 35 Silver

Leader

Leadership : ○ ○ ○

AP : 3

Discipline : 6

Movement : 2

Evasion : 4

Accuracy : 7

Labour : 5

Strength : 8

Awareness: 6

<u>Location</u>	<u>Armour</u>		<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
0-4 Cloudelleafint	6	C	□□□□□□	Spear		Tough
5-6 Limbs	4	L	□□	Javelin (∞)		Floater
7-8 Body	5	B	□□			Heavy Traction
9+ Head	6	H	□			Quick Shot [Javelins]

Special Rules :

Commander of the Skyways : Skywaymen within this model's LoS gain +1 Accuracy and Discipline.

Banished from his Clan : This model suffers -2 to any stat involved in resolving Parley actions.

Reformer [1 LP] : Use this action during Recruitment. Skywaymen may equip Flintlock and Bradsburg 1861. If you did, this model gains **"Three Shots A Minute!"** (1 AP) : Skywaymen within this model's LoS immediately Reload for free (max once per turn).

Practiced Drop [1 LP] : Until this end of the turn, Skywaymen within this model's LoS gain Nimble, and may apply that rule to Roof Rappel Actions.

Cloudelleafint Cavalry : Deploy this model as a 7hex model. When it loses its last Cloudelleafint Health location, replace it by a 1hex model, it loses Floater and can no longer use the Cloudelleafint Charge or Tempestuous action and unless it was Landed, must immediately resolve a High Altitude Fall.

Tempestuous Trumpeter (2 AP) : All models within 5 hexes must save Discipline or become Stunned.

Flammable Ride : While this model is a 7hex model, whenever it suffers Fire Damage, instead of resolving the normal rules for it, it immediately suffers a Grievous Wound to its first Cloudelleafint Health location.

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)

Sky-People Faction Traits

(Select up to 1 out of 5 from these)

“Now That’s Sky-Soldiering!” : Whenever a Friendly Faction Soldiers in your Expedition gets a Critical result during an Attack or Charge, all Friendly Faction Soldiers gains +1 Accuracy while in LoS of the model with this Trait. (1 Silver).

Sky-Ship of Theseus : This model and Auxiliary models in your Expedition may Repair Sky-Bombers and Sky-Barges. If you fail the Labour test, you may still lower the Wound’s Severity, however you must also lower one of the Sky-Bomber or Sky-Barge’s statistics by 2, of your choice. (2 Silver)

The Would Be Sky Emperor



The Would Be Sky Emperor Cost: 8 S
Hero, Noble, Diplomat

AP : 2	Discipline : 4
Movement : 3	Evasion : 4
Accuracy : 4	Labour : 4
Strength : 4	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"/>			
Body	0	B <input type="checkbox"/> <input type="checkbox"/>			
Head	0	H <input type="checkbox"/>			

Special Rules :

Disputed Claim : If this model loses or fail a Parley action, it becomes Shaken until the end of the turn, or Panicked if it was already Shaken, or Broken if it was already Panicked.

Ego Incarnate : This model rolls 2 dices during Parley Actions.

Traits (Select up to 2 from this lists)

- **Fill the Coffers** : This model gains the “Tribute to the Roof” and “Have you paid the Tithe, Outlander?” Parley Action (see Mu). (8 Silver)
- **Prone to Assassination Attempts** : This model gains **Nimble** and rolls Evasion as normal when attacked in its back arc. It may also target enemy models with the **Backstab** or **Hide** rule with the “**Call for Duel**” Parley Action and purchase Flyvory Daggers. (3 Silver)
- **Sky-Imperialist** : *Sky-Soldiers* gain **Semi-Expendable** and this model gains “**They do it for free**” [1 LP] Sky-Jannies do not spend AP to Move if that Move would have them resolve the **Pushed Around** rule, and gain +1 to whichever stat they use to resolve the High Altitude Fall test. (2 Silver)
- **Sky-Populist** : *Auxiliary* and *Workers* in your Expedition gain +1 Evasion while this model has LoS to them. This model gains Parley Action **Feed the Roof** (1 AP): Target an enemy model with a Warm Meal. If you win and the enemy succeed its test, immediately transfer the Warm Meal to any other model in your Expedition, and this action cannot be taken again this game. If you win and the enemy fails its test, it may be used again. If you lose but do not fail your test, the enemy wins 5 Silver and the action can be taken again. If you lose and fail, the enemy wins 5 Silver and this action cannot be used again this game. (3 Silver)
- **Imperial Entrance** : Airships and Balloons gain +2 Movement on the turn they are Deployed on the map. The first time each game this model Disembark or Moves out of an Airship or Balloon in which it was Transported, enemy models within 5 with LoS to this model must save Discipline, if failed they become Stunned and suffer -2 Accuracy and Evasion until the end of the turn. (8 Silver)
- **Diplomatic Corp** : Specialists (Faction and Mercenaries) in your Expedition gain *Diplomat*. (5 Silver)
- **First Lord of the Skies** : Add +2 to the Recruitment limit of all Airships and Balloons, and +1 Health location to all Airships and Balloons Pod locations. (15 Silver)

The Sky-Pirate Captain



The Sky-Pirate Captain Cost : 7 Silver
Hero

AP : 2	Discipline : 4
Movement : 3	Evasion : 5
Accuracy : 5	Labour : 2
Strength : 5	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"/>			
Body	0	B <input type="checkbox"/> <input type="checkbox"/>			
Head	0	H <input type="checkbox"/>			

Special Rules :

Traits (Select up to 2 from this lists)

- **Letter of Marque** : Sky-Pirates and Skywayman in your Expedition gain Soldier.
- **Libertalian Connection** : You may Recruit Libertalian Pirates as Faction Followers, and models in your Expedition may equip Flintlock and Bradsburg 1861. This model additionally gains **“Three Shots a Minute!”** (see Gelek)
- **Vulture** : Friendly Models mounted on a **Flying** or **Floater** Mount may trade **Flying** for **Floater** or **Floater** for **Flyer** when they Deploy, and at the beginning or end of any Move Action they resolve.
- **Sky-Ship Builder** : Airships and Balloons in your Expedition gain +1 Health Location to both their Balloon and Deck Crew Health Location, and gain +10 Lift Capacity, which can be spent on upgrades.

Specialist

Sky-Priest



Sky-Priest *Specialist*

Cost : -- Silver

AP : 2

Discipline : 7

Movement : 3

Evasion : 5

Accuracy : 5

Labour : 5

Strength : 5

Awareness: 6

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	<input type="checkbox"/>			
Body	0	<input type="checkbox"/>			
Head	0				

Special rules :

Utter Elevation : While this model is alive and Floating or On the Roof, Friendly Faction Leaders, Characters, Heroes and Specialists that are also Floating or On the Roof gains +1 to any Value involved in a test. At the beginning of every turn, if this model is On the Floor, it must test Discipline, if failed, Friendly Faction Leaders, Characters, Heroes and Specialists suffers -1 to any Value involved in a test, and takes 1 Dread.

Wind Whisperer : While this model is in play, you may reroll the Wind Direction Scatter roll once every time it is rolled at the beginning of the turn.

Sky-Ritual (1 AP 1LP) : Test this model's current Awareness. If you succeed, set the Wind Speed and Direction as you wish until the end of the turn. If you roll a Critical Success, you may change the Wind Speed until the end of the game. If you roll a 10, you angered the Sky, set the Wind Speed to 3 until the end of the turn. Additionally, all Floater models in play must immediately Test their Strength, if failed, they suffer 1 Grievous Wound to their first available Health Box **of each Location** and must immediately Land.

Ceiling Diver



Ceiling Diver Cost : 20 Silver
Specialist

AP : 2 Discipline : 5
Movement : 5 Evasion : 7
Accuracy : 6 Labour : 4
Strength : 5 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	<input type="checkbox"/>	Flyvory Dagger		Backstab
Body	0	<input type="checkbox"/>			QuickStrike [Flyvoy Dag.]
Head	0				

Special rules :

Roof Runner : Deployed this model token upside down to indicate it is Deployed "On the Roof", while in this state it may only be Attacked by a Floater or Flyer unit and cannot themselves Attack non-Floater or Flyer units.

Ceiling Dive : [1 AP] This model loses Roof Runner until the end of its Activation.

Troops

Sky-Soldier



Sky-Soldier
Soldier

Cost : 8 Silver

AP : 2
Movement : 3
Accuracy : 5
Strength : 5

Discipline : 4
Evasion : 4
Labour : 3
Awareness: 5

Location

Limbs
Body
Head

Armour

2
5
4

Health

Loadout

Opt. Equipment

Spear
Sword
Mace
Buckler
Shield
Sling
Shortbow
Roof-Spider
Giant Bat
Torches
Alcohol
Rations
Material

Common Sp Rule

Roof Ambush
Quick Shot [Sling]

Special rules :

Aerial Warfare : This model gains +1 Accuracy and Discipline while Transported on a Smoke-Balloon, Sky-Bomber or Sky-Barge model.

Danger Close : This model ignores Sky-Drops from Friendly Airships as long as it is Steady.



Sky-Janissary



Sky-Janissary Cost : 14 Silver
Auxiliary

AP : 2	Discipline : 4
Movement : 3	Evasion : 3
Accuracy : 6	Labour : 7
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	5	<input type="checkbox"/>		Spear	Mountain Affinity
Body	6	<input type="checkbox"/>		Pike	Semi-Expendable
Head	4			Mace	
				Buckler	
				Shield	
				Torches	
				Alcohol	
				Rations	
				Material	

Special Rules :

Divine Bloodlines : This model gains +2 Discipline when within 3 hexes of a Sky-Noble.

Pushed Around : This unit may exit any airborne floater/flying it is embarked or transported on, immediately resolving a High-Altitude fall test. If failed, instead of dying this model takes two Grievous wounds, which can be individually saved by Body Armour. If this model would land on a unit, regardless of if it would die or not, the unit must immediately save its Head Location armour or take a Grievous (this count as a Sky-Drop attack).

Sky-Pirate



Sky-Pirate

Cost : 8 Silver

Auxiliary

AP : 2

Discipline : 3

Movement : 3

Evasion : 7

Accuracy : 5

Labour : 2

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	<input type="checkbox"/>		Sword	Dual Wielder [Melee]
Body	0	<input type="checkbox"/>		Mace	Semi-Expendable
Head	0			Shield	
				Shortbows	
				Throwing Axes	
				Alcohol	
				Rations	
				Torch	
				Albino Sky-Spider	
				Skysaur	

Special rules :

Hold at Ransom : Whenever this model deals Wounds to a Leader, Specialist or Character that would result in killing it, you may elect not to deal these Wounds. If you do, the model that would have died becomes Ransomed, it can no longer regain AP or be targeted by any Actions by its owner while in that state. Additionally, any Sky-People models resolving a Move adjacent to a Ransomed one may reduce its Move to 1 to move the Ransomed model 1 hex adjacent to it, and gain Cover from Attacks that go through it. At the end of the game, add twice the Silver value of any Ransomed model on the board to your Chest. Models remained Ransomed as long as a Friendly Sky-People model remains adjacent to it.

Skywaymen



Skywaymen
Auxiliary

Cost : 6 Silver

AP : 2
Movement : 3
Accuracy : 5
Strength : 6

Discipline : 3
Evasion : 6
Labour : 2
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	<input type="checkbox"/>		Any Med Melee	Roof Ambush
Body	0	<input type="checkbox"/>		Shortbow	Mace Training
Head	0			Sling Buckler Alcohol Torch	Skirmisher

Special rules :

Sky-Larceny : (1 AP) Use this ability against a Stunned Enemy model or immediately following an Attack with a Concussive Weapon which hit the Head location of an Enemy model. Gain 5 Silver.

Sky-Glider



Sky-Glider

Cost : 5 Silver

AP : 2

Discipline : 4

Movement : 3

Evasion : 6

Accuracy : 4

Labour : 3

Strength : 4

Awareness: 6

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	<input type="checkbox"/>	Sky-Drop	Sky-Bomb	Floater
Body	0	<input type="checkbox"/>			
Head	0				

Special rules :

Gliding In : If this model is Recruited in your Expedition, you must also recruit and assign to it a Sky-Pirate or Sky-Soldier model, If applicable, reserve the assigned model until this model Lands the first time. It has the same equipment as the model assigned to it.

One-way trip : Once this model lands, replace it with a Reserved Sky-Pirate or Sky-Soldier model, it has no AP this turn.

“Keep both hands on the wheel” : This model cannot use the Reload Action.

Wind Shield : This model always counts as Dodging and gains +X Evasion, X being the current Wind Speed.

Sky Gorg



Sky Gorg
Soldier, Deep

Cost : 14 Silver

AP : 2

Discipline : 5

Movement : 3

Evasion : 5

Accuracy : 6

Labour : 5

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	2	<input type="checkbox"/>		Any Medieval Melee	Ignore Obscurity
Body	2	<input type="checkbox"/>		Stink Juice	Melee Knockback
Head	2	<input type="checkbox"/>		Material	Tough
				Rations	
				Buckler	

Special rules :

Brutal Charge : This model gains d3 Strength during Charges, instead of 1.

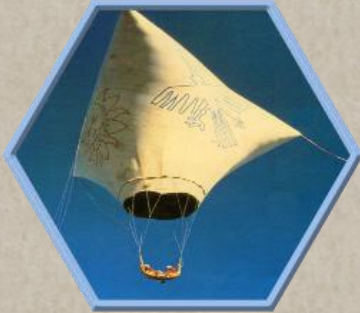
SKY-GORG SMASH : Instead of dying, this model suffers a X Wound to all its health Location if it fails a High Altitude Fall, and a / if it succeeds. If this model would land on a unit, regardless of if it would die or not, the unit must immediately save its Head Location armour or take a Grievous (this count as a Sky-Drop attack) and become Stunned.

Drink and Dive! : This unit may voluntarily exit any airborne floater/flying it is embarked or transported on by resolving a Move action and consuming an equipped Stink Juice item. If so, it immediately resolves a High-Altitude fall test, however the statistic tested has to be Strength, and it gains +d3 for its resolution.

Special Units

Smoke Balloon

(Max 3 per Expedition)



Smoke Balloon Cost : 15 Silver

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
0-3 Balloon	0	<input type="checkbox"/> <input type="checkbox"/>	Shortbow		Floater
4-6 Pod	3	<input type="checkbox"/> <input type="checkbox"/>	Spear		Vantage Point
7+ Crew	3	<input type="checkbox"/> <input type="checkbox"/>			Wind Shield

Special rules :

Balloon Structure : Once this model has lost its last Balloon Health Location, it immediately Land. Once it loses its last Pod location, any model transported in it must resolve a High Altitude Test. It dies if it loses its last Crew Health Location. If it dies while not Landed, the model transported must immediately resolve a High Altitude Fall test.

Balloon Transport : Start this model in Reserve, it Deploys automatically from any side of the game board at the beginning of the second turn. This model may carry 1 single hex model, it is placed on the hex occupied by this model at the end of each of this model's Movement, and are Reserved when this model is in Reserve. Attacks may target these models individually, but the model transported count as Dodging and gain the same bonus as provided by Wind Shield. The model transported this way may exit through a normal Move Action while Landed.

Smoke Balloon Lift : Can carry up to 10 items of Equipment, or take the Lift value equivalent of Sky-Drops (and no other upgrades).

Sky Bomber

(Max 2 per Expedition)



Sky-Bomber Cost : 30 Silver
Mechanical, Airship

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Com Sp Rule</u>
0-4 Balloon	0	□□□	Sky-Bombs x6	Sky-Bombs	Floater
5-6 Pod	6	□□□			Wind Shield
7-8 Engine	4	□□			
9 Deck Crew	4	□□□			

Special Rules :

Balloon Transport : Start this model in Reserve, it Deploys automatically from any side of the game board at the beginning of the second turn. This model may transport up to 3 single hex model, they are placed on the hex occupied by this model at the end of each of this model's Movement, and are Reserved while this model is in Reserve. Attacks may target these models individually, but the models transported count as Dodging and gain the same bonus as provided by Wind Shield. The model transported this way may exit through a normal Move Action while Landed.

Balloon Structure : Once this model has lost its last Balloon Health Location, it immediately Land. Once it loses its last Pod location, any model transported in it must resolve a High Altitude Test. It dies if it loses its last Crew Health Location. If it dies while not Landed, the model transported must immediately resolve a High Altitude Fall test.

Medium Lift : This model may carry up to 15 pieces of Equipment. It can carry up to 5 Expedition models as Equipment (Reserve them while they are carried this way), which must spend 1AP to Deploy transported on this model, or adjacent to this model if it is landed.

Burner Engine : This model may immediately burn Material or Stink Juice at any point, either equipped directly on it or on Models currently transported by it, in order to gain +2 Movement or +2 Evasion until the end of the turn. This does not require spending AP and may be done in reaction to an Attack.

Sky-Barge



Sky-Barge Cost : 40 Silver
Mechanical, Airship

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Com Sp Rule</u>
0-4 Balloon	0	□□□□		Sky Bombs	Floater
5-6 Pod	6	□□□□			Wind Shield
7-8 Engine	4	□□			
9 Deck Crew	4	□□□□			

Special rules :

Balloon Transport : Start this model in Reserve, it Deploys automatically from any side of the game board at the beginning of the second turn. This model may transport up to 5 single hex model, they are placed on the hex occupied by this model at the end of each of this model's Movement, and are Reserve when this model is in Reserve. Attacks may target these models individually, but the model transported count as Dodging and gain the same bonus as provided by Wind Shield. The model transported this way may exit through a normal Move Action while Landed.

Balloon Structure : Once this model has lost its last Balloon Health Location, it immediately Land. Once it loses its last Pod location, any model transported in it must resolve a High Altitude Test. It dies if it loses its last Crew Health Location. If it dies while not Landed, the model transported must immediately resolve a High Altitude Fall test.

Fuel Engine : Whenever this model suffers a Critical hit to its Engine Location, it must succeed a Strength test, if it fails it dies immediately and all transported or adjacent models must succeed an Evasion test or take a ■ wound.

Burner Engine : This model may immediately burn Material or Stink Juice at any point, either equipped directly on it or on Models currently transported by it, in order to gain +2 Movement or +2 Evasion until the end of the turn. This does not require spending AP and may be done in reaction to an Attack.

Heavy Lift : This model may carry up to 25 pieces of Equipment. It can carry up to 10 Expedition models as Equipment (Reserve them while they are carried this way), which must spend 1AP to deploy adjacent to this model.

Sky-People 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
Flyvory Dagger Special:	0	1	5	[/] / [X]	Special	3
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
Mace Special : Concussive, Stun	-1	-1	3	[X] / [■]	Medieval	2
Halberd Special : Reach	+1	+1	2	[X] / [■]	Medieval	4
Laputite Net Special : Limited Ammo (1), if this weapon hits, no damage is deal. Instead, the model hit has his Movement reduced to 0 and gains Floater for the next 3 turns. Models affected may spend 1 AP to test Strength, if successful the effect ends, and they must resolve a High-Altitude Fall test.	-2	-3	0	*	Special	6

Sky-Clan Range Weapons

<u>Weapon</u>	<u>Range</u>	<u>Long</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>	<u>Type</u>	<u>Cost</u>
Shortspear Special : Dual Weapon, Limited Ammo 3	5	-1	1	X	-	Medieval, Thrown	Free
Short bow	8	-2	1	X	0	Medieval	1
Long bow	10	-2	2	X	0	Medieval	2
Javelin Special : Limited Ammo (3)	6	-2	4	X	-	Medieval, Thrown	1
Sling Special : Concussive	8	-2	2	X	0	Medieval	0

Sky-People Mounts

<u>Mount</u>	<u>Move</u>	<u>Accuracy</u>	<u>Strength</u>	<u>Evasion</u>	<u>Health</u>	<u>Charge Attack</u>	<u>Cost</u>
Albino							
Roof-Spider	4	0	0	+1	+1	Acc 5 Str 5 [//] / [X] Poison	5
Special : Models Mounted on this Mount may Move while in Roof Rappel, but consider any hex Difficult terrain. They also count as being equipped with Climbing Gear, and roll one additional dice when resolving any Climbing or Roof Rappel test.							
Giant Bat	5	-2	0	+2	0	Acc 5 Str 5 AP -1 [//] / [X X]	2
Special : Flyer, Models mounted on this unit always count as Dodging unless Engaged by another Flyer.							
Skysaur	6	-1	-1	+2	0	Acc 5 Str 5 AP -1 [//] / [X]	7
Special : Flyer							
Cloudelleafint	5	-2	0	+2	0	Acc 5 Str 5 AP -1 [//] / [X X]	2
Special : Flyer, Models mounted on this unit always count as Dodging unless Engaged by another Flyer.							

Sky-People Special Equipment

Stink Juice : (3 Silver) This can be consumed for 1 AP, counting as a Ration (cannot be Cooked), Alcohol and Medkit (all at once). Models equipped with it may also consume it automatically when they would roll for Brutal Charge, if so, the bonus gained to Strength is automatically 3.

Sky-People Airship & Balloon Equipments & Upgrades

Sky-Drops (equipment) Cost : free Lift Cost : 3 Equipment

Once per Move Action, you may discard this equipment to resolve the following Ranged Attack. Models transported either as Equipment or Deployed on the model equipped with these may also spend 1 AP to do the same.

<u>Weapon</u>	<u>Range</u>	<u>Accuracy</u>	<u>Scatter</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
Sky-Drop	2	-3	D3	0	X	0

Special : Concussive. This Attack always hits the Head Location.

Sky-Bombs (equipment) Cost : 2 Silver Lift Cost : 3 Equipment

Once per Move Action, you may discard this equipment to resolve the following Ranged Attack. Models transported either as Equipment or Deployed on the model equipped with these may also spend 1 AP to do the same.

<u>Weapon</u>	<u>Range</u>	<u>Accuracy</u>	<u>Scatter</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
Sky-Bomb	2	-3	D3	3	■	0

Special : Explosion Blast Range 2, Strength 7 Pen 3.

Sky-Ballista Cost : 10 Silver Lift Cost : 5 Equipment

This model gains this Ranged Attack Profile. This can be purchased multiple times, for each additional purchase its Attack profile gains Ammo Feed +1.

<u>Range</u>	<u>Long</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
14	-3	5	■	3

Special : Deadly. Must succeed a Labour test in order to Reload. Models Transported (but not Embarked) may spend 1 AP to test Labour in order to Reload this weapon.

Launch Strip Cost : 10 Silver Lift Cost : 15 Equipment
(Upgrade)

Launch Strip : This Airship is equipped with a launching strip for Sky-Gliders, and 3 Sky-Gliders. At any point of this Airship's Activation and when it is killed, transported models may launch in one of these Sky-Gliders. Remove those models from this Airship and Deploy a Sky-Glider model transporting them adjacent to it, with only 1 AP.

Sky-Perch Cost : 5 Silver Lift Cost : 3 Equipment

Sky-Perch : Models who can Deploy through the Roof Ambush or Roof Runner rules may Deploy Perched, while in this state they are considered On the Roof for the purpose of all other rules, but always remain adjacent to this model whenever it Moves or is moved.

Observation Nest Cost : 2 Silver Lift Cost : 2 Equipment

Observation Nest : This Airship gain +1 Awareness and +1 Accuracy. Models transported in it gain +2 Awareness (this does not apply to High Altitude Fall).

Command Deck Cost : 10 Silver Lift Cost : 3 Equipment

Command Deck : Whenever you Activate this Airship, you may elect one transported (but not Deployed on) Leader, Character or Specialist model. This model may spend its AP (and LP) this turn as usual, may do so as part of this airship activation or may activate as normal after later on during the turn.

Laputite Chute Cost : 20 Silver Lift Cost : 1 Equipment

Laputite Chute : Once per Move Action, a transported or Embarked model may elect to Drop Off, if so they must resolve a High Altitude test, however if they fail they suffer a / wound to all their Health boxes and lose all AP, and if they succeed only suffer a / Wound to their first available Health box. Additionally, if the success is Critical, the model may immediately spend 1 AP to Move, Attack or Charge. Outside of Move Actions, Transported models may also spend 1 AP to do the same.

Sky-Jail/Slave pen Cost : 5 Silver Lift Cost : 10 Equipment

Sky-Jail/Slave pen : At the end of every turn, if your opponent has any amount of *Slave* models with LoS to this model, his Leader must save Discipline or take 1 Dread. Additionally, if a model Held at Ransom is moved adjacent to this Airship, you may remove it and Embark it. At the end of the game, models Held at Ransom Embarked on this Airship are worth 3x their Silver value instead of 2x.