

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

2e

Faction Expedition Book :

Apemen & Neanderthals



The life of the average Ape-Man, or Neanderthal as they are commonly named by the Epigeans, is brutish and short. Most Ape-Men perish in infancy or childhood, a symptom of poor diets and worse medicine. Just as often as natural causes, violence claims them, as the brutes compete for mating rights among the females and often kill their existing children as a means of motivating them to mate again.

Life among the Ape-Men of their three cities, however, is starkly different. The Apes of the cities of Ook, Eek, and Ack are a curious breed. They are smarter, better fed, and more organized than their kin outside the walls of their cities. They have mastered metallurgy when other apes struggle to comprehend bone and rock as materials. They practice agriculture and eat a diet that consists of more than just scavenged fruit and meat. But it would be wrong to call the apes of the cities "smart" or "intelligent" and, indeed, they would find it offensive. The City Apes are keenly aware of their own incompetence, and their civilization is the result of them trying desperately to make up for it.

Ape-Men come in many shapes. Some quite closely resemble some of mankind's more troglodytic ancestors, the hirsute cave dwellers of old. Some resemble chimps, gorillas, orangutans, or other mundane ape varieties. Most exist in a sort of halfway point between ape and man, with the bulk of an ape stretched onto the upright frame of a human. Regardless of species resembled, the Ape-Men can be distinguished from their counterparts by their intellect. While they rarely achieve such lofty heights as your average Englishman, or even that of a Frenchman or American; the Ape-Men are capable of tool use and language. Even the Country Apes, as their city-dwelling counterparts call them, make use of tools and language extensively.

Examining the Ape-Tongue reveals the secret of the City Apes' civilization. Little more than a pidgin, the language consists primarily of monosyllabic hoots and grunts. Most of these words describe very simple concepts and are used in conjunction with each other to construct more advanced ideas. The word for red and the word for water (as well as most other liquids) are combined to form blood, for example. The City Apes take this a step farther, using loan words extensively to communicate more complex ideas. Atlantis, Atlan, Lemuria, and Mu are all used as sources for words and other ideas; what the Apes cannot create on their own, they copy from humanity.

That is the secret of the City Apes' success. They recognize their own incapability, a source of seething shame for them, and steal voraciously from every source they can find. Humanity is both an object of envy and admiration, for we have created much that the Apes yearn for. They struggle to achieve with brute strength the things that mankind makes trivial through invention, and so they learned to copy us. The Apes do not hide this fact. They do not claim to be smarter than their Country Ape kin, simply less proud. Indeed, there is a deep-seated self-resentment in the culture of the City Apes. They loathe themselves for their own stupidity. They look up to their smarter kin, raise them up as leaders, and those same leaders look down at their brethren and wonder if they even deserve leadership.

One must wonder what it is like, to live as a paragon of intellect among a people who view themselves as fools. In general, the Ape-Men do not match humans for information retention or creativity. While the City Apes have yet to adopt technologies such as firearms and chemistry on a wide scale, their collective ability to swallow their pride suggests that they might rapidly advance their own position underground if the secrets of surface technologies were allowed to fall into their hands.

One might be forgiven for assuming that, based on the prevalence of Ape-Men that resemble Orangutans and Gorillas among the leadership of the Apes, there is some degree of social hierarchy based on breed at play. Rather, the Apes tend toward an exceptionally meritocratic system of governance. Apes who are skilled at leadership are pushed by their peers toward the top. Few wish to shoulder the burden themselves, and so they look to their peers for the smartest and strongest among them to follow. As those breeds of Ape-Men tend to be both intelligent and athletic, the Orangutan-Men and Gorilla-Men find themselves unwillingly at the helm of their society. Chimp-Men, Mandrill-Men and the Caveman breeds also often find themselves toward the top, but rarely reach such heights due to their comparatively weaker frames.

Among the City Apes, aggression is seen as a weakness and a sign of lesser intellect. Violence is not shied from, and they are still a greatly carnivorous people who practice cannibalism regularly, but violence against one another is discouraged. Violence toward children, especially, is seen as a sign of low intellect and a disease of the Country Apes' primitive society. Perhaps it is for this reason that abandoned or lost children of human settlements throughout Agartha occasionally find themselves brought to the three cities and raised (or ransomed) by their Ape-Man captors.

The cities of Eek, Ook, and Ack are primitive by human standards, but they are a shining beacon among the Apes. It is here that traders from abroad may deign to treat with the Ape-Men, trading iron and steel ingots (which the Apes can work but not produce) for exotic meats, worked bone, and of course gold. It is these three cities which are the hope of Ape-Kind. If they are ever to produce a society capable of matching mankind, it will be within one of those walled cities.

## Apemen & Neanderthals Special Rules

**"They Came from the Canopy!"** : Models in this book count always count as having Climbing Gear equipped (they always roll 2 dices on their Climb test), additionally Light or Dense Forest & Jungle counts as **Climbable**.

**Stick and Stones** : Models in this book with no weapons equipped (or after they have used/lost their last weapon), or which have Climbed a Forest or Jungle tile count as equipped with a Sling, however increase the Reload by 1.

**Primal Punch** : When resolving an Unarmed Melee attack with a model in this book, replace the standard unarmed attack by the following one :

| <u>Acc</u> | <u>Eva</u> | <u>Pen</u> | <u>Weak/Strong</u> |
|------------|------------|------------|--------------------|
| 0          | -2         | 0          | [ Stun ] / [ // ]  |

## Apeman & Neanderthal Mercenaries

Cave Witch  
Returned Noble  
Local Chieftain  
The Cave Merchant  
The Arabian Merc  
Gorgs  
Cyclop Slinger Artillery



## Bleg of Ook



**Bleg of Ook** Cost : 30 Silver

*Leader, Soldier, Deep*

Leadership : ○○○○

AP : 2 Discipline : 6

Movement : 3 Evasion : 6

Accuracy : 7 Labour : 3

Strength : 7 Awareness : 4

| <u>Location</u> | <u>Armour</u> | <u>Health</u>  | <u>Loadout</u> | <u>Opt. Equipment</u> | <u>Common Sp Rule</u> |
|-----------------|---------------|--|----------------|-----------------------|-----------------------|
| Limbs           | 3             | .L: <input type="checkbox"/> <input type="checkbox"/>                        | Hand Bomb.     | Horse                 | <b>Tough</b>          |
| Body            | 5             | B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |                |                       | <b>Reach</b>          |
| Head            | 3             | H <input type="checkbox"/> <input type="checkbox"/>                          |                |                       | <b>Terror</b>         |

| <u>Weapon</u> | <u>Range</u> | <u>Skill</u> | <u>Penetration</u> | <u>Lethality</u> | <u>Reload</u> |
|---------------|--------------|--------------|--------------------|------------------|---------------|
| Hand Bombard  | 10           | -3           | 4                  | ■                | 3             |

Special : Explosion Blast Range 1, Strength 6 AP 4. Scatter this Attack D3 if it misses (but not if the target Dodges).

| <u>Weapon</u>        | <u>Acc</u> | <u>Eva</u> | <u>Pen</u> | <u>Threshold</u> | <u>Weak/Strong</u> |
|----------------------|------------|------------|------------|------------------|--------------------|
| Hand Bombard (Melee) | -1         | -2         | 3          | 7                | [ XX ] / [ ■ ■ ]   |

### Special Rules :

**Gruesome Gourmand :** While this model is in any Player's Expedition, track Corpse Tokens. Any Corpse Token may be collected like equipment and treated as Rations. Gain 10 Silver and Resolve a Healing check for each new combination of Faction and Model Keyword (ex French Diplomat, British Specialist, American Workers) consumed by this unit.

**Gun-Crazy :** Friendly Neanderthal Condotieri may equip any firearm from any Colonial Faction book, but these suffer +1 Reload. When resolving a Ranged attack with a model and a weapon equipped through this rule, to hit rolls of 10 causes the weapon to become unusable for the rest of the game, remove it from the model's Loadout and replace it with a Club weapon.

You may recruit 1 model with the Artillery Keyword from any Faction book. Reduce that model's Accuracy by 2 and its Discipline by 3.

## The Simian Senator



### **Simian Senator**

Cost : 20 Silver

*Leader, Diplomat, Deep*

Leadership : ○○○○

AP : 2

Discipline : 5

Movement : 3

Evasion : 5

Accuracy : 5

Labour : 4

Strength : 7

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             | <input type="checkbox"/> <input type="checkbox"/>                          |                | Club                  | <b>Tough</b>          |
| Body            | 0             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |                | Shortspear            |                       |
| Head            | 0             | <input type="checkbox"/> <input type="checkbox"/>                          |                | Alcohol               |                       |
|                 |               |  |                | Rations               |                       |

Special Rules :

**Political Animal** : While this model is alive, whenever it or another Friendly model wins a Parley Action, you may give another Friendly model within 5 +1 AP. A model may only receive 1 bonus AP per game through this rule.

**Peace Among Apes** : While this model is alive, whenever a Friendly model causes Wounds to another Friendly model, you may test the Simian Senator's Discipline. If successful, lower Dread by 1.

**Special Action Parley ["Friend or Foe?"]** : You may target any model that was not targeted by an Attack or a Charge previously this turn with this action. If you win, the opposing model counts as Friendly until it next resolves an Attack or Charge action against another of your controlled model.

## The Gorilla General



### **Gorilla General**

Cost : 30 Silver

*Leader, Soldier, Deep*

Leadership : ○ ○

AP : 2

Discipline : 5

Movement : 3

Evasion : 5

Accuracy : 5

Labour : 3

Strength : 8

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"/> <input type="checkbox"/>                          |                | Any Melee Wp.         | <b>Tough</b>          |
| Body            | 5             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |                | Any Thrown Wp         |                       |
| Head            | 0             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |                | Shortbow<br>Rations   |                       |

Special Rules :

**Simian Strategist** : While this model is alive, whenever it or another Friendly model resolving an Attack or Charge gets a Critical result, you may give another Friendly model within 5 +1 AP. A model may only receive 1 bonus AP per game through this rule.

**Gorilla Tactics** : Before Deployment, you may set up to 5 Faction Followers in Reserve. At the beginning of any turn, you may deploy one of these in any Light or Dense Vegetation hex, at least 5 away from any Hostile models.

**Ape Air Assault** : While this model is alive, Friendly Faction models may Charge while Climbing, and gain Flying for the duration of the Charge Move.

**Wild** : When this model would become Shaken, it becomes Frenzied instead. It suffers Panicked and Broken normally.

**Uncoordinated** : This model suffers -2 Accuracy to all Ranged Attacks except Thrown ones.

## The Lord of the Jungle



### **Lord of the Jungle**

Cost : 24 Silver

*Leader, Character*

Leadership : ○ ○ ○

AP : 2

Discipline : 5

Movement : 3

Evasion : 5

Accuracy : 5

Labour : 4

Strength : 7

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             | <input type="checkbox"/>   | Dagger         | Spear.                   | <b>Jungle &amp; Forest Affinity</b> |
| Body            | 0             | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |                | Club                     | <b>Dogged</b>                       |
| Head            | 0             | <input type="checkbox"/> <input type="checkbox"/>                          |                | Any Thrown Wp<br>Rations | <b>Spear Training</b>               |

Special Rules :

**The Wild Man** (1 LP) : When this model would kill an NPC from the Prehistoric Predators or Tribal Trouble NPC lists, you may elect to gain Control of the model instead of dealing the Wounds that would kill it. You still gain the Silver as if you had killed it.

**Enemy of Civilization** : Units recruited by this model may not equip any Firearms or Explosives. You may recruit the following models in your Expedition :

- Lemurian Tiger
- Pillar Lion
- Wild Tartarodon
- Megagorilla
- Wild Apeman
- Tribal Deepfolks

# 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)

## Apeman & Neanderthal Faction Traits

(Select up to 1 out of 5 from these)



## The Knight of the Three Cities



**Knight of the 3 Cities** Cost : 7 Silver  
*Hero*

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"/>                          |                |                       |                       |

## Characters & Specialists

### The Monkey Monk



**Monkey Monk** Cost : 15 Silver  
*Specialist*

AP : 2                      Discipline : 4  
Movement : 3            Evasion : 5  
Accuracy : 5              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"/> |                | <b>Alcohol</b>        | <b>Quick Strike [unarmed]</b> |
| Body            | 0             | <input type="checkbox"/> |                | <b>Club</b>           | <b>Nimble</b>                 |
| Head            | 0             | <input type="checkbox"/> |                |                       |                               |

#### Special Rules :

**Simian Sensei** : Friendly models which activates within 3 of this one gain **Quick Strike [unarmed]** until the end of their Activation.

**Kong-Fu** : When this model or another one which benefited from Simian Sensei this turn would cause Wounds to a Friendly model, you may elect to cause the model hit to suffer Knockback instead.

**Meditate** [1 AP] : Test Awareness. If successful, this model and adjacent Leaders, Characters & Heroes gain +1 Awareness and Discipline until after this model resolves any other action than this one (up to +3).

**Chug** : Whenever this model consumes Alcohol and succeed the Discipline test, it gains +3 Accuracy and Evasion until the end of the next turn, or until it Meditates again.

**Uncoordinated** : This model suffers -2 Accuracy to all Ranged Attacks except Thrown ones.

**Wild** : When this model would become Shaken, it becomes Frenzied instead. It suffers Panicked and Broken normally.

## The Monkeyman Performer



**Monkeyman Performer** Cost : 15 Silver  
*Specialist*

|              |                |
|--------------|----------------|
| AP : 2       | Discipline : 4 |
| Movement : 4 | Evasion : 6    |
| Accuracy : 6 | 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>     |
|-----------------|---------------|--------------------------|----------------|-----------------------|---------------------------|
| Limbs           | 0             | <input type="checkbox"/> |                | Rations               | <b>Nimble</b>             |
| Body            | 0             | <input type="checkbox"/> |                | Alcohol               | <b>Ignores Engagement</b> |
| Head            | 0             |                          |                |                       |                           |

Special Rules :

**Special Action Parley [“Monkey Dance”]** : You may target any model with this Parley action. If you win, gain 1 Silver, and the owner of the model who lost loses 1 Silver. Additionally, if you Crit, the opposing model becomes Stunned and counts as a Friendly model until the end of the turn (you do not gain control of it.)

**Tricky Monkey [1 AP]** : Resolve an Accuracy vs Evasion Face to Face roll against a model with no AP within 3 of this one. If you win, choose one item on that model’s Loadout, remove it and add it to this model’s profile. At the end of the game, add the Silver value of all items gained this way equipped by Friendly models.

**Popular Primate** : While this model is alive, Friendly non-*Soldier* models gain +1 Discipline.

**Uncoordinated** : This model suffers -2 Accuracy to all Ranged Attacks except Thrown ones.

## The Chimp Charger



|   |                  |
|---|------------------|
| <b><u>Chimp Charger</u></b><br><i>Specialist, Soldier</i> | Cost : 20 Silver |
| AP : 2  | Discipline : 4   |
| Movement : 4  | Evasion : 4      |
| Accuracy : 5  | Labour : 2       |
| 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"/> |                | Shortspear            | <b>Dual Wielding [Spear &amp; Shortspear]</b> |
| Body            | 6             | <input type="checkbox"/> |                | Spear                 |   |
| Head            | 4             | <input type="checkbox"/> |                | Mace                  |   |
|                 |               |                          |                | Club                  |   |
|                 |               |                          |                | Buckler               |   |

Special Rules :

**Chimp Carnage** : When Charging with this model, you must resolve an additional Unarmed Melee Attack against the target of the Charge, before the Charge Attack itself (this applies while in Frenzy).

**Bully** : Whenever this model causes Wounds to another Friendly model, if at all capable, after fully resolving the action which caused those Wounds, you must resolve a free Charge action with this model toward the closest model other than the one which just took Wounds, ignoring Engagement.

**Uncoordinated** : This model suffers -2 Accuracy to all Ranged Attacks except Thrown ones.

**Wild** : When this model would become Shaken, it becomes Frenzied instead. It suffers Panicked and Broken normally.

## The Spider Monkey Spy



**Spider Monkey Spy** Cost : 20 Silver  
*Specialist*

|              |                |
|--------------|----------------|
| AP : 2       | Discipline : 4 |
| Movement : 4 | Evasion : 5    |
| Accuracy : 5 | Labour : 4     |
| 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"/> | <b>Dagger</b>  | Alcohol               | <b>Nimble</b>                                      |
| Body            | 0             | <input type="checkbox"/> |                | Rations               | <b>Hide</b>  |
| Head            | 0             |                          |                | First aid Kit         | <b>Dagger [Poison]</b><br><b>Backstab [Dagger]</b> |

### Special Rules :

**Special Action Parley [“Gather Intel”]** : You may target any Uncontrolled Leader or Diplomat model currently counting as Friendly with this Action, or any Uncontrolled *Criminal*. If you win, this model gains an Intel Item worth 5 Silver, or adds 5 Silver to the value of an Intel Item equipped. (Max 1 success per target).

**Tricky Monkey [1 AP]** : Resolve an Accuracy vs Evasion Face to Face roll against a model with no AP within 3 of this one. If you win, choose one item on that model’s Loadout, remove it and add it to this model’s profile. At the end of the game, add the Silver value of all items gained this way equipped by Friendly models.

**Uncoordinated** : This model suffers -2 Accuracy to all Ranged Attacks except Thrown ones.

**Wild** : When this model would become Shaken, it becomes Frenzied instead. It suffers Panicked and Broken normally.

## Followers

### The Neanderthal Grenadier



**Neanderthal Cond.** Cost : 14 Silver  
*Soldier, Deep*

AP : 2                      Discipline : 5  
Movement : 3              Evasion : 4  
Accuracy : 5                Labour : 2  
Strength : 7                 Awareness : 4

| <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"/> |                | any Grenade           | <b>Tough</b>                        |
| Body            | 0             | <input type="checkbox"/> |                | Tomahawks             | <b>Jungle &amp; Forest Affinity</b> |
| Head            | 0             |                          |                | Clubs<br>Axe<br>Torch |                                     |

#### Special Rules :

**Brutish Bomber** : This model's Thrown Attacks gain +2 Range, but always Scatter if possible. This model may carry up to 5 Grenades from any Faction book in addition to its normal Loadout.

**A Dreadful Din** : Anytime a Thrown Explosive scatter in an hex up to 2 away from a Friendly model, after resolving the Attack, that model must test Discipline, if failed its owner takes 1 Dread (max 2 Dread per turn).

**Critical instability** : Attacks which result in Critical Hits have a chance to make this model explode. After the damage is dealt by the attack, roll a d10 and add 1 for every Wound caused by the attack, on a 6+ this model explodes and is immediately removed from play. All models adjacent to it suffer Fire Damage.

**Wild** : When this model would become Shaken, it becomes Frenzied instead. It suffers Panicked and Broken normally.

## The Neanderthal Condotieri



**Neanderthal Cond.** Cost : 5 Silver  
*Soldier, Deep*

|              |                |
|--------------|----------------|
| AP : 2       | Discipline : 3 |
| Movement : 4 | Evasion : 6    |
| Accuracy : 5 | Labour : 2     |
| Strength : 7 | Awareness : 3  |

| <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"/> |                | Pikes                | <b>Nimble</b>                       |
| Body            | 0             | <input type="checkbox"/> |                | Halberds             | <b>Jungle &amp; Forest Affinity</b> |
| Head            | 4             |                          |                | Clubs                |                                     |
|                 |               |                          |                | Axe                  |                                     |
|                 |               |                          |                | Spear                |                                     |
|                 |               |                          |                | Javelins             |                                     |
|                 |               |                          |                | Bows                 |                                     |
|                 |               |                          |                | Torch                |                                     |

### Special Rules :

**Uncoordinated** : This model suffers -2 Accuracy to all Ranged Attacks except Thrown ones.

**Wild** : When this model would become Shaken, it becomes Frenzied instead. It suffers Panicked and Broken normally.

## The Baboonish Barbarian



**Baboonish Barbarian**    Cost : 3 Silver  
*Deep*

|              |                |
|--------------|----------------|
| AP : 2       | Discipline : 3 |
| Movement : 4 | Evasion : 4    |
| Accuracy : 4 | Labour : 1     |
| Strength : 5 | Awareness : 3  |

| <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"/> |                | Clubs                | Fear [Firearms]          |
| Body            | 0             | <input type="checkbox"/> |                | Shortspear           | Jungle & Forest Affinity |
| Head            | 0             |                          |                | Buckler              |                          |

Special Rules :

**Uncoordinated** : This model suffers -2 Accuracy to all Ranged Attacks except Thrown ones.

**Wild** : When this model would become Shaken, it becomes Frenzied instead. It suffers Panicked and Broken normally.



# Neanderthal Mercenary Tartarodon



## **Neanderthal Merc Tartarodon**

Value : 30 Silver

*Elite, Deep, Mercenary*

|              |                |
|--------------|----------------|
| AP : 3       | Discipline : 4 |
| Movement : 2 | Evasion : 5    |
| Accuracy : 5 | Labour : 6     |
| Strength : 8 | Awareness : 4  |

| <u>Location</u> | <u>Armour</u> | <u>Health</u> | <u>Loadout</u> | <u>Opt. Equipment</u> | <u>Com Sp Rule</u>    |
|-----------------|---------------|---------------|----------------|-----------------------|-----------------------|
| 0-3 Legs        | 4             | □□□           | Crushing Feet  | Pikes                 | <b>Tough</b>          |
| 4-7 Body        | 4             | □□□□          |                | Halberds              | <b>Heavy Traction</b> |
| 8 Head          | 4             | □□□           |                | Spears                | <b>Vantage Point</b>  |
| 9 Crew          | 3             | □□            |                | Javelins              |                       |
|                 |               |               |                | Bows                  |                       |
|                 |               |               |                | Torches               |                       |

  

| <u>Melee</u>  | <u>Accuracy</u> | <u>Evasion</u> | <u>Penetration</u> | <u>Weak/Stong</u> | <u>Special</u> |
|---------------|-----------------|----------------|--------------------|-------------------|----------------|
| Crushing Feet | -1              | 0              | 0                  | ■/ ■■■■           | Concussive     |

Special Rules :

**Uncoordinated** : This model suffers -2 Accuracy to all Ranged Attacks except Thrown ones.

**Wild** : When this model would become Shaken, it becomes Panicked instead.

**Tartarodon** : This model reverts to a Neutral NPC when all crew boxes are filled. Each time it takes more than 1 Grievous Wound worth of damage in one turn, at the end of the turn it must test Discipline, if failed it loses 1 Discipline. This model may Move or Charge over smaller models, resolve a free Crushing Feet attack against any model it does so, then their owner moves them adjacent to this model.

## Melee Weapons

| <u>Weapon</u>                      | <u>Acc</u> | <u>Eva</u> | <u>Pen</u> | <u>Weak/Strong</u> | <u>Type</u>      | <u>Cost</u> |
|------------------------------------|------------|------------|------------|--------------------|------------------|-------------|
| Shortspear<br>Special : Thrown     | +1         | 0          | 1          | [ / ] / [ X ]      | Medieval, Tribal | 1           |
| Spear<br>Special : Reach           | +1         | +2         | 1          | [ / ] / [ X ]      | Medieval         | 2           |
| Axe<br>Special :                   | +1         | -1         | 2          | [ / ] / [ X ]      | Medieval, Tribal | 1           |
| 2h Axe<br>Special : Deadly         | -1         | -2         | 3          | [ X ] / [ ]        | Medieval         | 3           |
| Club<br>Special : Stun             | -1         | -1         | 0          | [ / ] / [ X ]      | Medieval, Tribal | Free        |
| Mace<br>Special : Concussive, Stun | -1         | -1         | 3          | [ X ] / [ ]        | Medieval         | 2           |
| Halberd<br>Special : Reach         | +1         | +1         | 2          | [ X ] / [ ]        | Medieval         | 4           |

## Ranged Weapons

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