

EXPEDITION :
AGARTHA DESCENT :
Scramble to the center of the Earth
2e
Faction Expedition Book :
France



PANORAMA DE LA SEINE, PRIS DE NOTRE-DAME.

Mercenaries

French Expeditions may recruit the following units as Mercenaries, spending no more than 50% of their Chest on Recruiting or Equipping them.

Followers :

Amazons
Gorgs
Chemical Grenadier
Kentuckian Rebel
Serbian Rebel
Knight of Britannia
Low-Canadian Asbestos Miner
Hired Hand
Anarchist Bomber
Neanderthal Conditieri

Characters & Specialists :

Camp Cook
Trapper
Byronic Battle Poet
L'Emmerdeur
The Ambitious Scientist
The Speleologist



Leaders

Minister Eiffel



Minister Eiffel

Cost : 30 Silver

Leader, Diplomat, Engineer

Leadership : ○○○○

AP : 2 Discipline : 6
 Movement : 3 Evasion : 6
 Accuracy : 6 Labour : 8
 Strength : 7 Awareness : 7

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	6	.L: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Lantern	Material	Tough
Body	5	B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Dynamite	
Head	4	H <input type="checkbox"/>			

<u>Min. Eiffel's Fists</u>	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Weak/Strong</u>	<u>Special</u>
	0	0	2	[X] / [X X]	Stun, Concussive

Unique Rules :

Touch of Genius : This model may use Agarthan Engineering Science mods, and pays 1 less Material when doing so (down to 0)

Hydraulic Ligaments : Hits from Minister Eiffel's Fists always cause Permanent Armour Loss.

Passion for tinkering : Whenever Minister Eiffel repairs a *Mechanical* unit, roll d10. 1-5 : remove 1 Dread, 6-10 gain back 1 spent Leadership.

Assembly Instructions : [1AP 1LP] Select a Friendly Faction Worker and an Engineering building. Until the end of the game, that model can build this building.

Pere de l'Industrie : Whenever a friendly Faction Mechanical model is killed or an Engineering building built by your Expedition get destroyed, this models gains 1 AP and Minister Eiffel's Fists gain **Deadly**, **Quick Strike** and **Flurry** until the end of the turn.

Metamorphic Self Experimentation : [1 LP] Use this ability whenever you hit a Location on an enemy model with the Asbestos, Titanium, or Orichalcum. After the Attack is resolved, that location loses that rule, and you may add this rule to any one of Minister Effeil's Locations.

Commander Charles L.N.B



Com. Charles L.N.B Cost : 20 Silver

Leader

Leadership :



AP : 2

Discipline : 7

Movement : 3

Evasion : 5

Accuracy: 5

Labour : 7

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"/>	Saber	Horse	Dogged
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Lefauchaux	Material	
Head	0	H <input type="checkbox"/>		Latern Dynamite	

Special Rules :

Amour-Propre : [1AP 3 LD] : Lower your Expedition Dread by 3 and all Friendly non-Auxiliary *Followers* model gain +3 Discipline until the end of the turn.

Once a President, Always a Prince : Friendly non-auxiliary Faction Followers within 5 of this model gains +1 Armour to all their locations if their current Discipline is 1-3, +2 if their current Discipline is 4-6, +3 if their current Discipline is 7-9, and +4 if their current Discipline is 10.

Nation Builder : Friendly non-Auxiliary Faction *Workers* within 5 of this model gains +1 Labour.

Col. Francis Garnier



Francis Garnier

Cost : 30 Silver

Leader

Leadership : ○○○○

AP : 2

Discipline : 7

Movement : 4

Evasion : 6

Accuracy : 6

Labour : 4

Strength : 6

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	L: <input type="checkbox"/> <input type="checkbox"/>	Lefauchaux	Horse (4 S)	Quick Shot [Lefauchaux]
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Saber		Saber Training
Head	0	H <input type="checkbox"/>	Lantern		Tough

Special Rules :

Connaissance du terrain : This model has the same **Terrain Affinity** as all other Friendly Faction models in play.

Pere de l'Arme : Friendly Faction *Soldiers* within 5 gain +1 Discipline, or +2 if they are Troupe de la Marine.

Hanoi Standoff : This model gains +1 Accuracy and Evasion for each enemy model within 5, up to +3.

Tonkin Team [1 AP 1 LP] : Designate up to 3 friendly Faction *Soldiers* within 3 of this model. These all gain the same bonus **Hanoi Standoff** gives to this model until the end of the turn.

Porte-Desolation [1 LP] : Use this ability whenever you declare a ranged attack with an Artillery model. That Attack gains +3 Range and does not Scatter.

Characters & Specialists

Julius Vernes, The Discoverer



Julius Vernes Cost : 20 Silver

Character, Academic

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

<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	Horse (4 S)	Dogged
Body	0	B <input type="checkbox"/> <input type="checkbox"/>			
Head	0	H <input type="checkbox"/>			

Special Rules :

Uncanny Luck : all Non-Critical Hits against this model automatically miss.

Knowledge of the Deep : Friendly Models adjacent to this one gain +1 Awareness.

National Hero : While this Model is alive, lower Dread by 1 additional point at the beginning of each turn. When this model dies, immediately take 5 Dread.

Man of Ideas : Whenever an adjacent Friendly model rolls a dice as part of any Action it is taking, this model may spend 1 AP to have the model resolving the Action roll an additional dice during that test, and chose 1 dice as the result (this stacks over rules like Quick Shot, and allow to throw 3 dices and choose 1).

VIP : This model may be controlled by the enemy Player if he is adjacent to it. At the end of the game, if he does, he gains 25 Silver.

Helpful Tale : [1 AP 1 LP] Choose between Hatred [Opponent Faction], Woodsmen, Dune Fighter, Amphibious, Backstab [Any Weapon] and Camouflage [any one Terrain]. All Friendly models within 3 of this one gain this rule until the end of the turn. Then, the first time one of those models kills an enemy or Hostile model before the end of the turn, regain 1 LP.

The Heiress Explorer



The Heiress Explorer Cost : 25 Silver
Character, Academic

AP : 2	Discipline : 6
Movement : 3	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	.L: <input type="checkbox"/>	Webley	Horse (4 S)	Quick Shot
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Dagger		Nimble
Head	0	H <input type="checkbox"/>	Lantern		

Special Rules :

Expedition funding : When you recruit this model, add 20 Silver to your Chest, which can only be spent on Weapons and Equipment.

Agarthan Society Member : This model gains Diplomat when fielded against French or British Expeditions.

Lucky Charm : This model may reroll one dice of any kind once during its Activation each turn. If at the end of its Activation it didn't reroll any dice this way, another friendly model within 5 of it gains +1 AP.

The Army Medic



The Army Medic *Specialist, Soldier*

Cost : 8 Silver

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

<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"/>	First Aid Kit x2	Sabre	Medic
Body	0	<input type="checkbox"/>		Bayonet	
Head	2			Lefauchaux	
				Gras Rifle	
				First Aid Kit	
				Material	

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)
- Pighheaded : +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)

France Faction Traits

(Select up to 1 out of 5 from these)

Republican - Your Leader (whether it is this model with Born Leader or someone else) gets extra 2 LP. When this model or friendly models within it's LOS crit, you regain 1 LP. (Aux armes, citoyens!) (6 Silver)

Orleanist - When your Dread is lower than your opponent's, this model, Friendly Leaders, Heroes & Characters within 3 gain Quick Strike/Shot and Nimble (8 Silver)

Legitimist - When your Dread is higher than your opponent's, this model, Friendly Leaders, Heroes & Characters within 3 gain Deadly and Tough (10 Silver)

Bonapartist - This model gains Hide, additionally, it or models within it's LOS can be activated when Shaken in addition to the one you can always activate. That model suffers permanent -1 to Evasion and Accuracy for the rest of the Battle for each such activation. (Après nous, le deluge!) (8 Silver)

Socialist: All Workers get +1 Labour, can equip any French weapons (paying its cost) and anytime they would use Accuracy, if it would be lower than 5 after all buffs are applied, use 5 instead. (Qui a du fer, a du pain) (6 Silver)

The Fallen Paris Survivant



<u>The Survivant</u>	Cost : 6 Silver
<i>Hero</i>	
AP : 2	Discipline : 5
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	.L: <input type="checkbox"/>		Horse	
Body	0	B <input type="checkbox"/> <input type="checkbox"/>		Lefauchaux	
Head	0	H <input type="checkbox"/>		Schofield	
				Saber	
				Gras	
				Beaumont	
				Cl. Gear	
				Lantern	
				Rations	
				Alcohol	
				Material	
				First Aid Kit	

Traits (Choose a max of 2 out of 5 from these)

Eiffel's Student : This model gain Engineer and +1 Strength, and may use Agarthan Engineering Science mods. (2 Silver)

Inspector : this model gains Auxiliary, Authority, +1 Awareness and **Nimble**. You may recruit 1 additional Tiger Brigade Renault in your Expedition, in which this model may be deployed. (3 Silver)

Apache Boss : This model gains Criminal. You may may recruit up to 3 Apache "Cyclops" models. When resolving Ranged Attacks with a Schofield revolver against an enemy model adjacent to you, before you resolve the Ranged Attack, resolve a free Dagger Melee Attack against the same target (even if this model does not have an equipped Dagger). (3 Silver)

Chevalier d'Agartha : This model gains Authority, +2 Movement as well as the same Armour profile as the Chevalier a Vapeur and **Heavy Momentum** (8 Silver)

Veteran of the Philobastres Raids : This model gains Soldier, +1 Accuracy, **Hatred** [Atlan, Sky-Clans, Apeman] and may equip 1 Weapon from the Atlan Special Weapon list (paying its cost). (2 Silver)

The Surface Envoy



The Surface Envoy Cost : 6 Silver
Hero, Surface

AP : 2	Discipline : 5
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	.L: <input type="checkbox"/>		Horse	
Body	0	B <input type="checkbox"/> <input type="checkbox"/>		Lefauchaux	
Head	0	H <input type="checkbox"/>		Schofield	
				Saber	
				Gras	
				Beaumont	
				Cl. Gear	
				Lantern	
				Rations	
				Alcohol	
				Material	
				First Aid Kit	

Traits (choose 2 out of 5 from here)

Vatican Attaché : This model gains Hatred [Duosicily, Deep] **TBF**

Surface Diplomat : This model gains Diplomat, **Nation Builder** and **VIP**

Club d'escalade : This model gains Climbing Gear and **Hard Descent** (See The Speleologist, Mercs), but may only elect to use it on itself and Tireurs d'Elites Caverns Climbers.

Agent Anti-Bonapartiste : This model gains Hatred [La Ombre] and may Hide.

Followers

Garde Nationale



Garde Nationale

Cost : 7 Silver

Soldier

AP : 2

Discipline : 4

Movement : 3

Evasion : 5

Accuracy : 5

Labour : 5

Strength : 5

Awareness : 4

Location

Armour

Health

Opt Equipment

Common Sp. Rules

Limbs

0



Dagger

Body

0



Bayonet

Head

0

Lefauchaux

Gras

Lantern

Rations

Material

Special Rules :

Moblot : During recruitment, you may opt to exchange this model's *Soldier* keyword for *Auxiliary* and *Worker*, as well as gaining +1 Movement. If so you must do this for all Garde Nationale.

Foreign Legionnaire



Foreign Legionnaire Cost : 9 Silver
Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Sabre	Bayonet Training
Body	0	<input type="checkbox"/>	Gras Rifle	Desert Affinity
Head	0		Lefauchaux	Dune Warrior
			Bayonet	
			First Aid Kit	
			Rations	
			Material	

Special Rules :

Legionnaire Hot Drop : If there is an enemy model within 3 of this model, lower the Reload cost of any of its Weapon by 1. This can lower the Reload to 0.

Troupe de la marine



Troupe de la marine Cost : 10 Silver
Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Sabre	Jungle Affinity
Body	0	<input type="checkbox"/>	Beaumont Rifle	
Head	0		Gras Rifle	
			Lefauchaux	
			Bayonet	
			First Aid Kit	
			Rations	
			Material	

Unique Rules :

Garde mon Flanc : If this model has only 1 model adjacent to it, and that model only has this one adjacent to it, this model gains **Nimble**.

Bicycle Dragoon



Bicycle Dragoon

Cost : 6 Silver

Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Sabre	
Body	0	<input type="checkbox"/>	Gras Rifle	
Head	0		Lefauchaux	
			Daimler Bike	
			First Aid Kit	
			Rations	
			Material	

Special Rules :

Pic de vitesse : Once per game, when an enemy model move within 5 of this model, you may interrupt that model's movement to move this model its full movement directly away from the enemy model. The Bicycle Soldier model hen suffers -2 Movement for the rest of the game.

No suspension : This model counts all terrain types except Plains and Foothills as Difficult Terrain.

Garde Republicaine



Garde Republicaine Cost : 20 Silver
Soldier, Mechanical, Elite

AP : 2	Discipline : 6
Movement : 5	Evasion : 4
Accuracy : 6	Labour : 1
Strength : 6	Awareness : 6

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
0-5 Limbs	6 H	<input type="checkbox"/>		Lefauchaux	Tough
6-7 Body	4 H	<input type="checkbox"/>		First Aid Kit	
8+ Head	0	<input type="checkbox"/>		Rations	
				Material	
				Bayonet	
				Sabre	
				Gras Rifle	
				Beaumont Rifle	

Special Rules :

Pneumatic Stilts : This model has its own specific Hit Location Values, make sure to use them. It may additionally chose to ignore one non-Wall hex during each of its Move or Charge Action (it ignores any rules triggered by entering this terrain).

Vantage point : This model ignores Cover but cannot gain Cover either.

Chevalier A Vapeur



Chevalier a Vapeur Cost : 13 Silver
Auxiliary, Authority

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	5 H	<input type="checkbox"/>	Sabre	Training [Sabre]
Body	6 H	<input type="checkbox"/>	Bayonet	
Head	5 H		Lefauchaux	
			Gras Rifle	
			First Aid Kit	
			Rations	
			Material	

Unique Rules :

Heavy Momentum : This model must spend Movement to change its facing at the rate of 1 Movement per hex side.

Steam Whistle : [1 AP] Place a Smoke token in the model's current Hex.

Tireur D'Elite Caverns Climbers



Tireur D'Elite Cavern Climber Cost : 8 Silver
Auxiliary

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

<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"/>	Cl. Gear	Bayonet	Rifle Training
Body	0	<input type="checkbox"/>		Beaumont Rifle	Cavern Affinity
Head	0			Lefauchaux	
				Saber	
				First Aid Kit	
				Material	
				Rations	
				Torches	
				Lantern	

Special Rules :

Enligne le tir : When this model makes a Ranged Attack, it may spend 1 additional AP to gain +3 Accuracy during this attack.

Headshot! : This model's Ranged Attacks gains **Deadly** against models with a Simple Health Profile if they hit the Head Location.

Pétroleuse



Pétroleuse Cost : 6 Silver
Auxiliary

AP : 2	Discipline : 4
Movement : 3	Evasion : 4
Accuracy : 5	Labour : 5
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"/>	Dagger	Lefauchaux	
Body	0	<input type="checkbox"/>	Molotov (3x)	First Aid Kit	
Head	0			Rations	
				Material	
				Flintlock Pistol	

Special Rules :

Molotov Cocktail : This model comes equipped with 3 Molotov Cocktail. Use this profile for these attacks.

<u>Weapon</u>	<u>Range</u>	<u>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
Molotov Cocktail	5	0	0	/	1

Special : Fire Damage, Smoke. If this Attack missed, scatter it 1. Place a Molotov token in the target hex after resolving all other rules. Models activating or entering an hex with a Molotov token in it immediately suffer Fire Damage. Remove this token at the end of the following turn.

Parisian Special : [1 AP, 1 Ration 1 Material] Test Labour. If you succeed, add 3 Molotov Cocktail to this model's loadout, if failed, add 1.

The Old Guard



Old Guard

Cost : 7 Silver

Worker

AP : 2

Discipline : 6

Movement : 3

Evasion : 4

Accuracy : 3

Labour : 5

Strength : 4

Awareness : 3

Location

Armour

Health

Opt Equipment

Common Sp. Rules

Limbs

0



Dagger

Body

0



Bayonet

Head

0

Lefauchaux

Gras

Lantern

Rations

Material

Special Rules :

“La Garde meurt mais ne se rend pas!” (alternatively, “Merde!”) : Whenever Dread is above 4 and all other Friendly *Soldiers* are either dead or suffering Morale effects, this model gains the Soldier Keyword and +2 Accuracy.

Tiger Brigade Gendarme



T.B. Gendarme Cost : 7 Silver
Auxiliary, Authority

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Dagger	
Body	0	<input type="checkbox"/>	Club	
Head	0		Lefauchaux	
			Lantern	
			First Aid Kit	
			Rations	
			Material	
			Dynamite	

Special Rules :

Baisse la tete! : Whenever this model claim Cover, it gains **Nimble**.

Time-Delayed Bomb [1 AP 1 Dynamite] : Place a Time-Fuse Bomb token in an hex adjacent to this model. It explodes at the end of the next Turn (use the Explosion profile from a Dynamite).

Indigenous Rider



Indigenous Rider

Cost : 6 Silver

Auxiliary

AP : 2

Discipline : 3

Movement : 3

Evasion : 5

Accuracy : 5

Labour : 4

Strength : 5

Awareness : 4

Location

Armour

Health

Opt Equipment

Common Sp. Rules

Limbs

0



Medieval Weapon

Dual Wielder [Lefauchaux]

Body

0



Lefauchaux Pistols

Head

0

Cavesaur

Skysaur

Dire Skysaur

First Aid Kit

Rations

Material



Special Units

The Tiger Brigade Renault (Max 1 per Expedition)



Tiger Brigade Renault Value : 25 S

Mechanical

AP : 2	Discipline : 5
Movement : 4	Evasion : 5
Accuracy : 5	Labour : 4
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>
0-1 Wheels	0	<input type="checkbox"/> <input type="checkbox"/>	Lantern	Material	Heavy Traction
0-3 Hull	5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
4-5 Engine	4	<input type="checkbox"/> <input type="checkbox"/>			
6+ Driver	0	<input type="checkbox"/> <input type="checkbox"/>			

Special Rules :

Wheeled Vehicle : This model cannot resolve Move actions if it has lost all its Wheel's Health location. It dies once the Engine or Driver location is filled.

Tiger Brigade Transport : This model may transport up to 2 Tiger Brigade Gendarme, These are placed on one of the hexes occupied by this model at the end of each of this model's Movement. Attacks may target these models individually, but the models transported gain Cover and this model's Hull Location Armour Value, unless the Hull Location has been destroyed. Models transported this way may exit through a normal Move Action.

Battering Ram : Whenever this model Moves, resolve a Face-to-Face Strength roll against any model it Engages and ends its Move adjacent to, whoever loses the roll suffers a X Wound to its first available location. Roll two dices and keep the one you wish if this is following a Move in a straight line of at least 3 hexes.

Almost no suspension : This model counts all terrains except Plains, Foothills, Badlands and Wastelands as Difficult Terrain.

The Char D'Assaut (Max 2 per Expedition)



<u>Char D'Assaut</u>	Value : 20 S
<i>Mechanical</i>	
AP : 2	Discipline : 4
Movement : 5	Evasion : 6
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>
0-1 Wheels	0	<input type="checkbox"/>	Lantern	Material	Heavy Traction
0-3 Hull	4	<input type="checkbox"/> <input type="checkbox"/>			
4-5 Engine	4	<input type="checkbox"/>			
6+ Driver	0	<input type="checkbox"/> <input type="checkbox"/>			

<u>Mini-Montigny</u>	<u>Range</u>	<u>Accuracy</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
	8	-3	1		3

Special : Ammo Feed 6. When resolving Attacks with this Weapon, you may spend X additional Ammo to roll X additional dices and keep the one you wish.

Special Rules :

Wheeled Vehicle : This model cannot resolve Move actions if it has lost all its Wheel's Health location. It dies once the Engine or Driver location is filled.

Cramped Transport : This model may transport up to 2 Auxiliary & Workers. These are placed on one of the hexes occupied by this model at the end of each of this model's Movement. Attacks may target these models individually, but the models transported this model's Evasion value and count as having a Shield, unless the Hull location has been destroyed. Models transported this way may exit through a normal Move Action.

Side Cart : Models transported by this one may resolve Attacks with the Mini-Montigny or Reload as part of their Activation by spending 1 AP. The Char D'Assaut cannot otherwise use the Mini-Montigny on its own.

Battering Ram : Whenever this model Moves, resolve a Face-to-Face Strength roll against any model it Engages and ends its Move adjacent to, whoever loses the roll suffers a X Wound to its first available location. Roll two dices and keep the one you wish if this is following a Move in a straight line of at least 3 hexes.

Almost no suspension : This model counts all terrains except Plains, Foothills, Badlands and Wastelands as Difficult Terrain.

Apache “Cyclop” (Max 2 per Expedition)



Apache “cyclop”
Criminal

Cost : 22 Silver

AP : 2
Movement : 4
Accuracy : 6
Strength : 9

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>
0-3 Limbs	0	<input type="checkbox"/> <input type="checkbox"/>	Short Sword	Club
4-5 Body	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Dynamite
6+ Head	0	<input type="checkbox"/> <input type="checkbox"/>		Material
				Rations

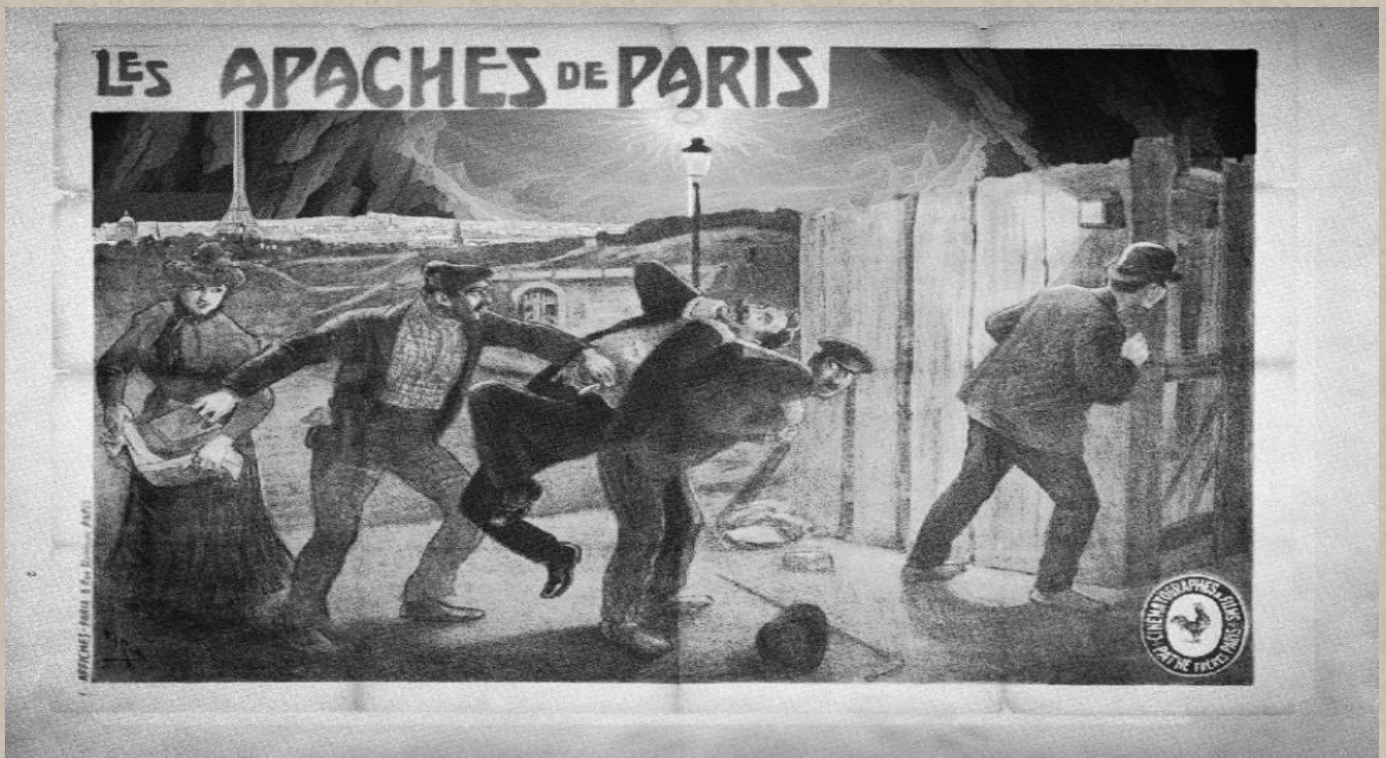
Special Rules :

Criminel : This model cannot do other Labour Action than Excavate. It cannot be part or any Expedition containing a Tiger Brigade Gendarme or Bicycle Dragoon.

Vantage point : This model ignores Cover but cannot gain Cover either.

Long Arms : This model’s melee attack can hit 1 hex further than normal, and Thrown weapons add +3 to their Range.

Long Legs : This model may chose to ignore one non-Wall hex during each of its Move or Charge Action (it ignores any rules triggered by entering this terrain).



Montigny Mitrailleuse (Max 1 per Expedition)



Mitrailleuse Cost : 20 Silver
Artillery, Mechanical

AP : 3 Discipline : 6
 Movement : 1 Evasion : 6
 Accuracy : 6 Labour : 5
 Strength : 5 Awareness : 5

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

Artillery Weapon Profile

<u>Scatter</u>	<u>Range</u>	<u>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
1	10	-2	2	■	3

Special Rules :

Ammo feed : This model may fire 3 times before needing to reload. Friendly Faction *Soldiers* adjacent to it may spend 1 AP to Reload it.

Spray and Pray : When you declare a Ranged attack with this model's Artillery Profile, chose between the two following firing mode :

Short Burst : After the initial Attack, Scatter 1 additional Hit 1 hex away. Any model in that hex must test their Body Armor or take the damage indicated in this weapon's basic profile.

Long Burst : After the initial Attack, Scatter D3 additional Hits D3 hexes away. Any model in those hexes must test their Body Armor or take the damage indicated in this weapon's basic profile. Then, test the Montigny Mitrailleuse's Labour. If failed, the weapon immediately needs to be Reloaded, and double the amount of Reload necessary before shooting it again (only this once).

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
Sabre Special : Flurry 2	+1	0	0	[/]/[X]	Colonial	1
Bayonet Special : Reach, Affixed	+1	+1	1	[/]/[X]	Colonial	1
Shortspear Special : Thrown	+1	0	1	[/]/[X]	Medieval, Tribal	1

France Range Weapons

<u>Weapon</u>	<u>Range</u>	<u>Long</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>	<u>Type</u>
S&W Schofield Special : Ammo Feed 5. Models Wounded by this weapon from further away than 3 may take a Strength Test in order to reduce it to a X. Cost : 2	6	-2	1	■	2	Handgun, Colonial
Lefauchaux Special : Ammo Feed 5 Cost : 1	8	-3	1	■	2	Handgun, Colonial
Flintlock Special : Smoke Cost : Free	6	-3	1	X	3	Handgun, Colonial
Bradsburg1861 Special : Smoke Cost : 1	10	-3	2	X	3	Rifle, Colonial
Gras Special : Headshot! Cost : 2	12	-2	2	■	1	Rifle, Colonial
M1871 Beaumont Special : Headshot! Cost : 3	14	-2	2	■	1	Rifle, Colonial
Shortspear Special : Dual Weapon, Limited Ammo 3 Cost : Free	5	-1	1	X	-	Thrown
Throwing Axe Special : Dual Weapon Cost : Free	4	-2	2	X	-	Thrown

French Mounts

<u>Mount</u>	<u>Move</u>	<u>Skill</u>	<u>Strength</u>	<u>Evasion</u>	<u>Health</u>	<u>Charge Attack</u>	<u>Cost</u>
Cavesaur Special : Cavern, Jungle Affinity	4	0	+1	+1	+1	Acc 6 Str 6 AP -2 [X] / [■]	5
Skysaur Special : Flyer	6	-1	-1	+2	0	Acc 5 Str 5 AP -1 [//] / [X]	7
Dire Skysaur Special : Flyer	6	-1	0	+1	+1	Acc 5 Str 7 AP -1 [//] / [X X]	11
Horse	6	0	+1	+1	+1	Acc 5 Str 6 AP 0 [//] / [X X]	6
Daimler Bike Special : Model gains <i>Mechanical</i> and gain Almost No Suspension (see Tiger Brigade Renault), or exchange No Suspension for it.	6	0	+1	-1	0	-	3

Agarthan Engineering Science

Overclocking Rig : (5 Material) Unit gains +1AP and +1 Movement. After X turns, this model's AP is reduced to 0 for the following turn after it expires (this effect continues afterward). X is this upgrade's Level

Blast Shielding: (5 Material) Unit loses X Movement but may roll 2 Armour Saves against each Attacks. The next time this unit suffers Permanent Armour Loss or takes a Grievous Wound, remove this effect. X is 3 - this upgrade's level.

"Enfant perdu" device : (3 Material, 1 Dynamite) Unit will be destroyed in X turns, at the end of both player's activation. Resolve the following Explosion then : Blast Range 3, Strength 8 Penetration 4. X is 1 + this upgrade's Level.

Modele '82 Grenade dropbox : (3 Material, 1 Dynamite) Unit gains X Grenades, which it can drop as part of any of its Move action. Designate the hex in which you drop it, then finish resolving the Move action. Then, Scatter the Grenade 1, and resolve the following Explosion : Blast Range 0, Strength 6 Penetration 2. Any Engineer model may spend 1 AP and a Dynamite to add X Grenades to this model's Loadout. Whenever this model suffers a Critical hit to either its Body or Hull Location, the box explodes, resolve the same profile centered on this model, then it loses this rule. X is this upgrade's Level.

Guillotine Talons, (5 Material) Unit suffers -X Accuracy and Evasion but count has having Climbing Gear. Additionally, when an enemy model Activates adjacent to this model, it must pass a Trap! Test (*Model must test Evasion or Awareness, if Failed, take 1 X Wound*). X is 3- this upgrade's Level

Belt-fed Gun mod : (2 Material) Select a unit's firearm weapon. That weapon gain +X Reload and **Ammo Feed** (see Montigny Mitrailleur's profile). If you roll a 10 during the Attack, it suffers the same effect as if a Montigny Mitrailleur had failed a Labour test following a Long Burst. X is 3- this upgrade's level.

Telescopic Carbine mod : (1 Material) Select a unit's firearm weapon. That weapon gains +2 Range, +X Reload, **Setup** and **Headshot!**. X is 3-this upgrade's Level