

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

Faction Expedition Book :

Atlan



Survivors from one of the military colonies of Old Atlantis in what is now known as the Yucatan peninsula, they were cut off from the motherland during the Fall. Their account of the Hyperborean war and the Sinking, while similar to the Atlantean, bears a great deal of inconsistencies and conflicting details, leaving both quite puzzled. According to them, their ancestors took refuge under the Earth as Atlantis sank and the Hyperboreans ravaged the Surface, eventually settling in what is now known as the Fourth Layer. This confuses the Atlanteans greatly, who rather record that both fell together in the same cataclysmic event. It must also be said that this would be the only time a Layer Shift passed through multiple Layers...

Centuries of separation led to cultural differences, most apparent in the name - "Atlan" - a regional dialect for "Atlantean". Almost no trace of Old Atlantis remained in "Fallen Mesoamerica" when 400 years later atlantean Expeditions from the 5th reestablished contact to them.

The Eternal War with Atlantis was sparked shortly thereafter, when Atlantis demanded that the Atlans resume their relationship as a colonial outgrowth. Atlanteans don't like talking about it, but it was, in fact, them who, still seeing themselves as the metropole, demanded that the Atlans submit to them and struck the first blow when they did not. But the more Atlans fought, the more men they lost, the more they needed in the mines, the less essentials they had to go around, the more freedom got in the way of survival. The Atlan Republic gradually shifted into a much darker, harder place.

The militarism and disregard for the value of human life which is so characteristic of Atlan has reached a new peak in contemporary times. Indeed, the Atlans have lived under a Republic for most of their history separate from Atlantis. This changed with the Titanium King's rise to power, a rather recent development, and many still remember the time before his reign: some with nostalgia and some with contempt.

The Titanium King was once but a general, fighting tirelessly to protect the Republic. In [#####] he decided it needed to be protected from itself first. There was no room for debate, petty squabbles and other pleasantries, all had to fall in line and devote themselves fully to the war effort. And while many understandably find the way the King runs things quite objectionable, it does get results. The Republic was brought from the brink of destruction to becoming equal to their long lost brethren, who once thought to rule over them.

The Republic itself kept its name and stylings throughout this coup, however much of its functioning was streamlined. The King and the aristocracy were merged completely with the military hierarchy, with aristocratic titles conjoined with rank. To compensate for the harsh demand of the Republic, laws were enacted so that a lowly slave soldier could eventually become an Aristocrat in the Republic (if they survive, which is a pretty big if) - something most people in "democratic" Atlantis couldn't even dream of. Even the King's power is arguably not so absolute - he has been known to begrudgingly "postpone" a military expedition or two after incessant pleading from the court and his generals. Nevertheless, it is still a rather hellish place to live for anyone besides the warrior-elites.



Atlan Special Rules

Titanium Armour : Armour locations with a (T) next to them are Titanium armour. They do not suffer Penetration penalties, and the first time it would be modified by a Critical, instead, it loses this rule (cross the T). This Critical does not generate Dread. Titanium Armour may also be removed from Locations through failed Armour Saves during Fire and Electrical Damage tests (multiple Locations may lose T as a result of a single Fire Damage or Electrical Damage test.)

Titanium Weapon : Weapons listed with a T. before them in the Loadout section of Atlan units are Titanium Weapons, if they appear this way in the Opt. Equipment section of the Profile, the unit may upgrade that weapon to a Titanium Weapon by paying an additional 2 Silver for it when purchasing it. Otherwise, any Melee Weapon from the Main Atlan Weapon list can be upgraded to a Titanium Weapon by adding 2 to its Cost. Attacks dealt by Titanium Weapons requires 2 successful Armour saves to be canceled.

Atlan Mercenaries

Husked Conquistadores

Stinker Gorgs (gains the Slave Keyword)

1-Horned Gorgs (gains the Slave Keyword)

2-Horned Gorgs (gains the Slave Keyword)

Amazons (gains the Slave Keyword)

Neanderthal Condotieri

Derelict Husk

Dirtman

Olm-Herder (gains the Slave Keyword)



Leaders

The Titanium King



The Titanium King Cost : 50 Silver

Leader , Icon

Leadership : ○○○○○○○○

AP : 3 Discipline : 9
 Movement : 2 Evasion : 3
 Accuracy: 8 Labour : 3
 Strength : 9 Awareness : 9

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	9 T	.L: <input type="checkbox"/> <input type="checkbox"/>		Bullsaur	Tough
Body	9 T	B <input type="checkbox"/> <input type="checkbox"/>		T. Tartarodon	Quick Strike
Head	9 T	H <input type="checkbox"/>		Colossal T. Labrys T Labrys	Terror

<u>Colossal T Labrys</u>	<u>Accuracy</u>	<u>Evasion</u>	<u>Lethality</u>	<u>Cost</u>
	-2	-2	[XX]/[■■■]	10

Special Rules : **Deadly, Reach, Cumbersome, Titanium**, this model's Special Actions cost 1 LP less.

Special Rules :

Titanium Court (7 LP, 25 Silver) : Use this Action during Recruiting only. This model must take the Colossal Labrys and may not be Mounted. You may Recruit other Atlan Leaders. You may additionally recruit any number of Unnamed Faction units without respecting normal limits. All Friendly Diplomats gain "In the Presence of a King" Parley Action.

Titanium Heart : This model and Friendly models ignore Shaken, and become Broken when they would be Panicked. This model and Friendly Atlan models within 5 become Frenzied when they would have otherwise become Shaken. If this model is removed from the board, all Friendly Atlan models become Frenzied and all non-Atlan Friendly models become Panicked.

Grim Resolve : This model is never considered Engaged, but may Engage other models. It cannot be removed by Friendly Special Rules.

Untouchable : [1 AP 5 LP] Use only if this model has no Wounds and would take any after failing an Armour Test. Re-roll that Armour test.

Beast of Burden [3 LP] : Select up to 4 adjacent Friendly Soldier models, at the end of this model's Activation, move all selected models adjacent to this one. Each model selected this way suffers -X Labour until the end of the game, X being the number of Models selected by this rule. A model cannot be targeted by this rule if it would bring their Labour below 0.

Headman's Axe : [1 AP 1 LP] This model immediately make a Melee Attack, if it hits it automatically hit the Head Location. If this attacks kills the enemy model, your opponent must select one of his models within 3 of the model killed to pass a Discipline Test. If failed, he take 1 Dread.

Polished Princess



Polished Princess

Leader

Cost : 25 Silver

Leadership : ○ ○ ○ ○

AP : 3

Discipline : 8

Movement : 2

Evasion : 7

Accuracy: 5

Labour : 3

Strength : 5

Awareness : 8

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	2 T	L <input type="checkbox"/>	T Stiletto		Nimble
Body	2 T	B <input type="checkbox"/> <input type="checkbox"/>			
Head	2 T	H <input type="checkbox"/>			

Special Rules :

Pearl of Atlan : Rally Actions taken by this model lower Dread by 2.

Wet Blanket : Roll 2 dices whenever resolving an Armour Test on this model, choose whichever you want.

Hard to be Soft : At the start of every Turn, you may remove one Friendly Model within 5 with a Deep or Grievous Wound on a Location with Titanium, or move a Shaken Friendly Model with no Wound to Reserve. If you do not do either of these, you may not Rally.

Refined Guard : When this model is not Dodging and gets a Critical on a defensive Evasion roll or succeeds an Armour check on a Location with Titanium, reduce the Attacking model's Discipline by 3 until the end of the game.

Combat Baby: Track the number of Melee Attacks this model successfully Dodges over the course of the battle. Every third Dodge, this model immediately hit the attacking model with a Critical Hit. If this kills that model, it generates 1 additional Dread.

Good Influence : [1 AP 1 LD] This ability must target a non-Leader non-Character Enemy model within 3 and LoS that could otherwise be targeted by **Hard to be Soft** if it was Friendly. Resolve a Face-to-Face Discipline test against that model. If you succeed, put that model into your Reserve.

Baron Phosphorous



Baron Phosphorous Cost : 30 S.

Leader

Leadership : ○○○○○

AP : 2	Discipline : 7
Movement : 2	Evasion : 5
Accuracy : 7	Labour : 0
Strength : 8	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 T	.L: <input type="checkbox"/> <input type="checkbox"/>	Incend. Rhomphaia	Cavesaur	Tough
Body	7 T	B <input type="checkbox"/> <input type="checkbox"/>		Warhorse	
Head	3 T	H <input type="checkbox"/>			

Incendiary Rhomphaia

<u>Melee</u>	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Threshold</u>	<u>Weak/Strong</u>
	+1	+1	2	7	[X /] / [X]

Special Rules : **Critical Fire Damage**

Special Rules :

Slave Driver : All Slave units in this Expedition gain +1 Labour

His Radiance : Light Source (4). Fire Damage only removes Titanium on a roll of 1 on the Armour test. Enemy models within 3 have -1 Accuracy when Attacking this model.

Torch Bearer : [2 LP] Until the end of the game, this model's melee Attacks cause Fire Damage. Additionally, after this ability is used, enemy models which die as a result of Fire Damage within 3 of this model causes 1 extra Dread to be generated.

Carry that Weight! : [1AP 1 LP] Select a Friendly Slave and a Friendly Soldier model adjacent to one another. The non-Slave Model loses 1 Movement, however until the end of the game whenever the Slave model ends its Activation, immediately move the non-Slave model adjacent to it. This effect ends immediately if those models stop being adjacent to one another for any reason.

“Escape from Freedom!” : [2AP 3LP] All Panicking models, friendly and enemy, immediately stop Panicking and become under your control until the end of the game. Every unit affected by this rule gain Slave and suffer -1 to all Stats except AP.

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)

Atlan Faction Traits

(Select up to 1 out of 5 from these)

- Spare your Heart:** Once per turn, this model may spend 1 AP to select one model within 5, with / or X Wounds but not Grievous Wounds, or Shaken model with no Grievous Wounds, and move it to Reserve. (1 Silver)
- Bones of Titans :** This model gains +1 Strength and Labour, as well as gains Perfect Form, and may carry 5 additional Items of Equipment (4 Silver)
- Atlan duelist school :** This model gains Calculated Strike (see the Pearlescent Princess) (2 Silver)
- Liquid Titanium Addiction :** Once per game, when you activate this model, you may give it the His Radiance special rule until the end of the turn. (see Baron Phosphorous) (1 Silver)
- No Means No :** When a Parley Action targeting this Model fails, it may immediately take a free Charge Action. (1 Silver)
- Brick in the Wall :** When this Model dies or is otherwise removed from the game, place 1 Wall in the Hex it died in, and 2 additional Walls adjacent to the first one. (2 Silver)
- Bleeds Gray :** When a Location with no Titanium suffers a Wound from a Critical, after resolving the Attack gain Titanium on that Location. Additionally, this Model may willingly take a / Wound during Attacks and Charges it resolves in order to gain Titanium Weapon for the duration of the Attack. (2 Silver)
- **Titanium Flask** [1 LP] Use this whenever you Activate this model. Until the end of the turn, It gains +1 AP, Accuracy and Awareness, but suffers -1 to all other Stats, and all Prophecies must target this Model (this supersedes **Titanium Trap Mind**) (2 Silver)
- **Wall Veneration :** While this Model is on the field, Enemy Models suffer -1 Labour during Excavations. Additionally, while you have this Model in your Expedition, whenever you would place any number of Walls, place an additional Wall (this is calculated before Wall Adoration, and stacks with it). (1 Silver)

Atlan Warmaster



Atlan Warmaster

Cost : 9 Silver

Hero

AP : 2	Discipline : 6
Movement : 2	Evasion : 4
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>Common Sp Rule</u>
Limbs	3 T	<input type="checkbox"/> <input type="checkbox"/>		Any Atlan Wp	Dogged
Body	4 T	<input type="checkbox"/>		Titanium Wp	
Head	2 T	<input type="checkbox"/>		Buckler	
				Shield	
				Ration	
				First Aid Kit	
				Torch	
				Lantern	
				Material	

Special Rules :

Load Bearing : During Campaigns, if your Expedition loses its Leader, this model gains Born to Lead for free.

Traits : (Purchase 2 out of 5 from this list)

- **Grand Strategist** : This model gains Special Action Grand Maneuver (2 AP 1 LD) : Chose between immediately Activating 3 friendly Slave models in a row, however they may not resolve Attack or Charge, or immediately resolve a Move, Disengage or Labour action with up to 5 friendly *Slave* models one after the other. (3 Silver)
- **Grand Schemer** : You may recruit an additional Icon model, ignoring Specialist or Elite limits (max one per Expedition). (6 Silver)
- **Run that Body Down** : When this model would become Panicked, this model and all Friendly Soldier models become Frenzied instead. (1 Silver)
- **Intelligence Network** : This model gains Special Action Hide, and Retiarior become Elite instead of Specialists. (10 Silver)
- **Aggression in moderation** : This model gains special action Parley [Atlan "Pacifism"] : This model and the target model cannot make Attacks for the remainder of the turn. Whoever wins the Awareness test gains Deadly on all its weapons against the opponent's model involved in this test next turn. (2 Silver)
- **Armoured Division** : This model gains +2 Armour on all its Locations and may equip Atlan Special Melee Weapons. (2 Silver)
- **Slave Driver** : All Slaves in your Expedition gain +1 Labour. Neodamode and Arkodamode may be recruited, but those that are lose the Field Promotion and Military requirement rules. (2 Silver)
- **Siege Engineer** : This model gains Engineer and may be mounted on a Bullsaur. You may recruit a Stone Shell Snail as a Faction Specialist, and up to 6 Spikesaurs as Mercenary Followers, they all gain the Slave keyword. Anytime a model recruited this way is more than 5 hexes away from a model with this trait, it immediately reverts to Neutral or Hostile until it comes back within 5 of this model. (2 Silver)

The Crystal Iconodule



Crystal Iconodule

Cost : 8 Silver

Hero , Engineer

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	2 T	L: <input type="checkbox"/>		T Stiletto	
Body	3 T	B <input type="checkbox"/> <input type="checkbox"/>		Kopis	
Head	0	H <input type="checkbox"/>		Spring Gun	
				Rations	
				Snake Oil	
				Material	
				Lantern	
				Titanium Wp	

Traits : (Purchase 2 out of 5 from this list)

- **Servant of the Titans** : This model gains Slave, and may take a War Master trait, paying the cost and respecting trait requirement. (1 Silver)
- **Servant of the Wall** : This model gains Icon, Bodyguard, and Wall Veneration (7 Silver)
- **Heavy Metal** : When this model suffers a Critical hit, a Deep Wound or fails a Fire or Electrical Damage roll to a Location with no Titanium rule, test Awareness. If you succeed, gain Titanium on that location. Additionally, when this model dies, place a Mineral Vein in the hex it died in. (12 Silver)
- **Experimental Weaponry** : This model may take Melee Weapons from any Faction, and may upgrade them with the Titanium Weapon rule. It may also equip Pistols from any Faction, but increases the Reload by 1.
- **Experimental Alchemy** : Attacks made by Friendly models with Terror Tonic also inflict Fire Damage on Critical hits.
- **Scavenged Equipment** : This model gains +2 Armour to one Location of your choice. Additionally, during Deployment, choose between Caltrops, Mantraps and Leaping Flowers. This model gains Tools of the Trade, but only for the chosen item. (2 Silver)
- **Hedge Cavalry** : This model gains -1 Armour to the Body Location but may select any Mount from the Atlan list. (1 Silver)
- **Crystal Eyes** : This model gains Immune to Obscurity and the Special Action Divining Orbs [2AP 1LP]: Target an undiscovered Mineral Vein within LoS and check the Random Mineral Table, adding +2 to the roll. When it is Excavated, the Ore found is the one determined by this roll. (5 Silver).

Characters

The Burdened Whaler

“Deeper down the Alph he sailed in search of the 5th Layer! But he never quite made it.”
 Of the Lost Whalur is a intentionally incomplete rhyme told by Whalers to discourage each other from growing too ambitious or nostalgic. Taken from a fable by the same name, the saying is often shortened to “But he never quite made it”, and is the origin of the seamen phrases of “going deeper down” and “going down the Alph”.
 Few would guess it is more than a proverb.



Burdened Whaler Cost : 10 Silver

Character, Soldier, Slave

AP : 1	Discipline : 6
Movement : 2	Evasion : 2
Accuracy : 6	Labour : 5
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"/>	T. Harpoon	Verutum	Tough Whalur 1
Body	5 T	B <input type="checkbox"/> <input type="checkbox"/>		Torch	
Head	0	H <input type="checkbox"/>		Lantern Material	

Titanium Harpoon

Ranged	<u>Range</u>	<u>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
	3	0	4	X	1

Special Rules : **Titanium Weapon, Models hit with this weapon may not Move or Charge until it is reloaded, or the model Equipped with this weapon is removed from the game.**

Special Rules :

Anchor Armor : This Model is immune to attacks coming from its back arc. Additionnally, it may not take Labour Actions while it has any Armour value.

Drop Anchor : [1 AP] Note down your current Armour Values and Special Rules, then lower all your Armour Values to 0 and remove all Armour Special Rules. Gain +1 AP and +1 Range to Titanium Harpoon. This model cannot take Move Actions until it first Resolves Raised Anchor.

Raise Anchor : [2 AP] Take a / Wound to the first available Location. Regain the Armour Values and Special Rules last noted down through Drop Anchor.

Whalur [X] : This model gains +X Accuracy against Deep and Beast models, but suffers -X Accuracy versus Colonials. X is the value next to all the Whalur rules on your Expedition profiles, added together.

The Refined Olm

“the Olm will slip out of any shackle you place on it: Therefor, you must place the shackle in the Olm.” -
 Atlan Surgeon General



Refined Olm **Cost : 17 Silver**
Character, Soldier, Slave

AP : 3 Discipline : 7
 Movement : 2 Evasion : 6
 Accuracy : 6 Labour : 4
 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	2 T	L: <input type="checkbox"/> <input type="checkbox"/>	Needle-Teeth	Any Atlan Sp Wp	Hatred [Morlock]
Body	3 T	B <input type="checkbox"/> <input type="checkbox"/>			Ignore Obscurity
Head	2 T	H <input type="checkbox"/>			

Needle Teeth

Melee	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Threshold</u>	<u>Weak/Strong</u>
	0	0	4	7	[X] / [<input type="checkbox"/>]

Special Rules :

Tight Squeeze [1 AP] : Test Evasion. If successful, you may treat Wall hexes as difficult terrain for the remainder of the turn. It may finish its turn in a Wall hex, but if it does it must succeed this Action again before doing any other Actions when it Activates.

Bleeds White : While this model is Shaken, when a Location with no Titanium suffers a Wound from a Critical, after resolving the Attack, that Location gains Titanium and +2 Armour and this model may take a Grievous Wound during Attacks and Charges in order to gain **Titanium Weapon** and the effect of **Terror Tonic** for the duration of the Attack.

Sick Muse : This model suffers -3 Disicipline but may not become Panicked or Frenzied while within LoS of the Polished Princess or a Hospitalizer. Whenever this model has no AP and is not within LoS of the Polished Princess or Hospitalizer, it is removed as if killed by an enemy.

Good Etiquette : You may recruit Olm-Men as Faction Followers, any Olm-Men recruited this way gains +1 AP and **Sick Muse**.

The Titanium Gargoyle

First created in the early years of the Plagued Age by Panthalaslean Wall Priests to protect the isolated monasteries of the Wall Mystics. Later used to guard important mines, where they finally gained the attention of The Capital; Something they have never lost, to say the least.



Titanium Gargoyle **Cost : 20 Silver**
Character, Beast, Mechanical

AP : 3 Discipline : 7
 Movement : 4 Evasion : 2
 Accuracy : 5 Labour : 5
 Strength : 9 Awareness : -

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	5 T	L: <input type="checkbox"/> <input type="checkbox"/>		Any Atlan Melee	Flying
Body	5 T	B <input type="checkbox"/> <input type="checkbox"/>			Immune to Diplomacy
Head	5 T	H <input type="checkbox"/>			Immune to Parley

Special Rules :

Titan Spark : When this model no longer has Titanium on the majority of its Locations, it is immediately removed from play and considered killed by the Enemy.

Lazy Dancer : While this model is not Shaken it may not resolve Move or Charge Actions. When a model within 3 moves, move this model the same number of hexes (this does not count as a Move action).

Flying Buttress : If this model has resolved a Move action this turn, hexes adjacent to this model blocks LoS and negate Vantage Point.

Specialists

The Resonant Representative



Resonant Representative Cost : 15 Silver
Specialist, Diplomat, Icon

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	6 T	<input type="checkbox"/>		Stiletto	Tough
Body	4 T	<input type="checkbox"/>		Kopis	
Head	2 T	<input type="checkbox"/>		Turning Bident Rations	

Special Rules :

Adamant Fist : Replace this model's unarmed melee Attack by the following :

Adamant Fist: [0] / [G] Concussive

*When a Parley action Targeting this model fails, if possible, immediately resolve a free Attack or Charge with this weapon against the model that attempted it.

Stonesense: This model and Friendly adjacent models ignore Obscurity, and have LoS to any model that is in LoS of a Wall hex.

Titanic Resonance: [3AP 1LP]

Walls, Mineral Veins, Barricades and models with Titanium Armor gain Terror for the rest of the turn. If this Action was used last turn, it may be used this turn for 1AP.

Morphic Resonance: [2AP]

Friendly Icon models within 3 all gain this model's Armor Profile or Titanium Weapon for the rest of the turn.

The Wall Priest

Atlans approach everything they do with a sort of spiritual importance, Wall Priests are the ones responsible for keeping it that way. "Keeping it that way" might be the most accurate and brief explanation of what they do. Not only the spiritual leaders of Atlan, they are also the chief healers, historians, and preservationists.



Wall Priest Cost : 20 Silver
Specialist, Engineer, Academic

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	2 T	<input type="checkbox"/>		Buckler	
Body	2 T	<input type="checkbox"/>		Rations	
Head	2 T			Material	
				Lantern	
				Torch	
				Terror Tonic	
				Burden Balm	

Special Rules :

No More Tears : This model may use Repair on Icon models as if they were Mechanical.

Tales of a Scorched Earth : Icon models gain +1 Discipline and Hatred [Hyperborea & Atlantis]

Titanic Mercy [1 AP] Chose a friendly Icon model within 5 of this model to gain the Engineer Keyword and No More Tears special action until the end of the turn.

Fleeting Glimpse: [2AP 1 LP] Friendly Icon models may immediately resolve a free Move Action ignoring Difficult Terrain, and may leave a Level 1 Barricade in hexes they travel fully through (they must pay the material cost for these). This ability cannot be used two turns in a row.

The Wall Mystic



Wall Mystic Cost : 40 Silver
Specialist

AP : 3	Discipline : 9
Movement : 1	Evasion : 0
Accuracy : 5	Labour : 5
Strength : 9	Awareness : 8

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	9 T	<input type="checkbox"/>			Immune to Diplomacy
Body	9 T	<input type="checkbox"/>			
Head	9 T	<input type="checkbox"/>			
		<input type="checkbox"/>			
		<input type="checkbox"/>			

Special Rules :

Wall Union : When a Wall is removed, this model takes a Graze. When this model is removed from the game, replace it with a marked Wall token that grants 1 Titanium Ore when Excavated, as well as cause the owner of the model who Excavated it to take 1 Dread.

Wall Adoration : While this Model is in your Expedition, whenever you place any Walls on the map, place twice that amount of Walls.

Titanic Grace : [X AP] Before a model with a Titanium Weapon Attacks, this model may spend any amount of AP and take an equal number of Deep Wounds to allow that model to roll an additional die for each AP spent.

Titanic Gate [1 AP] Before a friendly model with Titanium on all Armor locations takes a Move or Charge action, it may test Discipline and Limb Armor. If tests both are successful ignore Walls for the duration of the Action. For each Wall ignored in this way, the model must take a Graze Wound to every Health Box.

Veiled Daughter



Veiled Daughter

Cost : 10 Silver

Specialist

AP : 2

Discipline : 6

Movement : 2

Evasion : 5

Accuracy: 3

Labour : 4

Strength : 4

Awareness : 5

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	1	<input type="checkbox"/>		Dagger	Cook
Body	2	<input type="checkbox"/>		T. Stiletto	
Head	1	<input type="checkbox"/>		Materials	
				Torch	
				Lantern	
				Rations	

Special Rules :

Sister's Hood : During Recruitment, select one of the following rules. Up to 2 Veiled Daughter may be Recruited, they both gain the selected rule.

- Daughter of the Wall : This model may take a T Buckler and gains Titanium on its Head Location as well as **Nag** and **Veil**.

Nag [1 AP] Test the Discipline of a Friendly non-Icon model within 3, if failed it becomes Frenzied at the start of the next turn. Shaken, Panicked and Slave models automatically fail the test.

Veil [1 AP] Test the Discipline of a Frenzied Friendly non-Icon model within 3, if failed the model ignores model with Titanium Armour on the Head Location when determining Frenzy Charge and Attack targets. Shaken, Panicked and Slave models automatically fail the test.

- Daughter of the Knife : Gains Gas Mask on the Head Location and **Tend to the Wounded** as well as **Tough to be Tender**.

Tend to the Wounded: When a Friendly Adjacent model with a Graze or a Deep Wound would use the Snack Action, this model may spend the AP instead.

Atlan Retiaroi



Atlan Retiaroi Cost : 20 Silver
Specialist

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	5 T	<input type="checkbox"/>	Titanium Net	Any Melee Wp	Special Action Hide
Body	4 T	<input type="checkbox"/>	Trident	Titanium Wp	
Head	5 T			Spring Gun	
				Ration	
				Material	
				Lantern	
				Torch	

Special Rules :

Personal Pet : When you recruit this model, chose between the following two :

- **Molerat Pet** : This model's Attacks and Charges deals an additional /. Enemy models within 5 of this one cannot use the Hide action. Whenever this model Moves within 5 of a model already Hidden, resolve a Face-to-Face Awareness vs Evasion roll. If you win, the enemy loses Hidden.

- **Molebat Mount** : Gains Flyer and +2 Movement.

Fragile Friend : If this model suffers any Damage as a result of a Critical hit, it loses the **Personal Pet** bonus until the end of the game, but gains Hatred against the model who caused the Critical.

Fisher of Men (1 AP) : Resolve a Face-to-Face Strength vs Discipline roll against a Wounded, Shaken or Panicked *Soldier* or *Worker* model adjacent to this model and currently affected by a Titanium Net. If successful, take control of that unit until the end of the game, and it gains *Slave*. (max one model controled per Reiaroi).

Followers

The Immortal



Immortal
Soldier, Elite

Cost : 17 Silver

AP : 2
Movement : 2
Accuracy : 5
Strength : 8

Discipline : 7
Evasion : 3
Labour : 1
Awareness : 5

Location

Limbs
Body
Head

Armour

7 T
7 T
7 T

Health



Loadout

Opt Equipment

Any Melee Wp
Acanthus Pike
Shield
Buckler
Torch
Lantern
Greek Fire Greese
Titanium Weapon

Common Sp. Rules

Quickstrike [Melee]

Special Rules :

I WILL NOT DIE TODAY : When this model would become Shaken or would be removed from the game if it was not for another Special Rule preventing it, it becomes Frenzied.

Perfect Form : While equipped with a Shield, this model blocks LoS to friendly models which are only partially obscured by it.

The Reclaimer

Reclaimers are tasked with securing mines and new settlements as well as the highways that connect them. They are largely men retired from work more consistently demanding, a skewed mix of Atlan enlisted and freed Slaves, their work is most often looking menacing and watching others lay bricks.

In the past, when it was still needed, the Reclamation Corps was much larger, much less easy on the body, and dedicated to restoring the lands devastated during The Plagued Age. Still, these men not as great can call on the conviction of their older brothers past in times of need.



Reclaimer Cost : 12 Silver
Soldier, Engineer

AP : 2	Discipline : 5
Movement : 2	Evasion : 3
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. Rules</u>
Limbs	4 T	<input type="checkbox"/>		Any Atlan Melee Wp	
Body	6 T	<input type="checkbox"/>		Acanthus Pike	
Head	4 T			Terror Tonic	
				Torch	
				Lantern	
				Materials	
				Verutum	

Special Rules :

Stand My Ground : While this model is Shaken, it may still Activate, but only to resolve Melee Attack Actions (and not Charge Actions). It suffers -1 Accuracy and Strength while doing so. Additionally, when it would become Panicked, it becomes Broken instead.

Stand Around And Look Mean : [1 AP] Test Strength, if successful immediately Activate up to 2 Slave models in a row within 3 of this model and spend 1 AP. This may not be used while Engaged.

The Reconquerer

Reconquerers are tasked with securing a path to the shattered and scattered birthright of Atlan that is Titanium. Largely drawn from sons of bourgeoisie and of minor aristocracy seeking further fortune, since Officers of the Corps are promised Governorship over whatever mines they manage to start, in addition there is a fair and equal finders fee for all members of an expedition.

In the past, when it was still needed, The Reconquest Corps was much larger, much more integrated, and dedicated to the taking back lands lost during The Plagued Age. Still, these men not as great can call on the fervor of their older brothers past in times of need.



Reconquerer <i>Soldier</i>	Cost : 13 Silver
AP : 2	Discipline : 5
Movement : 2	Evasion : 5
Accuracy : 6	Labour : 3
Strength : 6	Awareness : 5

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	3 T	<input type="checkbox"/>		Any Atlan Melee Wp	
Body	5 T	<input type="checkbox"/>		Buckler	
Head	3 T	<input type="checkbox"/>		Shield	
				Cl Gear	
				Torch	
				Lantern	
				Material	
				MantrapS	
				Spring Gun	

Special Rules :

Wont Back Down : While Shaken, this model may still Activate but may only resolve Attack or Charge Actions (if it doesn't have an eligible Attack or Charge Target it may not resolve any other Action). When this unit would become Panicked, it becomes Broken instead.

Countercharge : (1 AP) Use this Action whenever this model is the target of a Charge. Starting with the Charging model, each models alternate spending 1 Movement until they are in range of resolving the Charge Attack. If both models Engage each other at the same Range, resolve both the Mount Charge Attacks and the Charge Attacks as a single Accuracy vs Accuracy tests, whoever wins it lands the Attack.

The Spring Gunner



Spring Gunner

Cost : 12 Silver

Soldier, Icon

AP : 2

Discipline : 4

Movement : 3

Evasion : 5

Accuracy : 6

Labour : 2

Strength : 4

Awareness : 5

Location

Limbs

Armour

2 T

Health



Loadout

Opt Equipment

Spring Gun

Common Sp. Rules

Body

3 T



Kopis

Head

2

Verutum

Stiletto

Climbing Gear

Lantern

Rations

Special Rules :

Jumpy : This model may suffer -1 Discipline until the end of the game to enter the Jumpy state for the turn. While Jumpy, it gains Quick Shot and lower Reload by 1. If this models gets a Critical which results in a kill while Jumpy, regain the lost Discipline. You cannot use Go Prone or be Veiled while Jumpy.

Titanium Ball Sack : Spring Guns equipped bu this model have -1 Reload and counts as a Titanium Weapon.



The Hospitalier



Atlan Hospitalier Cost : 13 Silver
Elite, Icon

AP : 2	Discipline : 7
Movement : 3	Evasion : 6
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>Common Sp. Rules</u>
Limbs	2 T	<input type="checkbox"/>		T Stiletto	Hatred [Wounded]
Body	4 T	<input type="checkbox"/>		Titanium Bonesaw	Cook
Head	3 G			2h Sword	
				Spear	
				Halberd	
				Warhorse	
				Buckler	
				Shield	
				Rations	
				Terror Tonic	
				Burden Balm	

Special Rules :

Walk It Off : [1 AP] When a Friendly Adjacent model would be removed from the game, delay the removal until the end of the turn. This Action may be used outside of this model's Activation.

Abhor the Weak : Friendly adjacent models gain +1 Strength and Accuracy when resolving Attacks against Wounded Enemies.

Tough to be Tender : At the start of the Turn, remove all Friendly adjacent models with a Grievous Wound from the game.

Slave Soldier

It was either this or the mines.



Slave Soldier

Cost : 4 Silver

Soldier, Slave

AP : 2

Discipline : 3

Movement : 2

Evasion : 6

Accuracy : 4

Labour : 3

Strength : 4

Awareness : 2

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>		Any Atlan Melee Wp	Semi-Expendable
Body	0	<input type="checkbox"/>		Verutum	
Head	4	<input type="checkbox"/>			

Special Rules :

Field Promotion : Whenever this model gets a Critical result on an Attack or Charge Action, replace it with a *Neodamode* model equipped with the same Loadout and Armour values. If this is part of a Campaign, it becomes a *Neodamode* for the duration of the Campaign, and you may adjust its Armour and Loadout profile accordingly before the next game.

Neodamode



Neodamode
Soldier, Slave

Cost : 4 Silver

AP : 2
Movement : 3
Accuracy : 5
Strength : 4

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	3	<input type="checkbox"/>		Any Atlan Melee Wp	Semi-Expendable
Body	0	<input type="checkbox"/>		Sling	
Head	3	<input type="checkbox"/>		Verutum	

Special Rules :

Earn It (1): This model cannot be recruited, it must be obtained by having a Slave Soldier resolve its **Field Promotion (1)** rule.

Field Promotion (2) : Whenever this model kills an Enemy or NPC with a Critical result, replace it with a *Arkodamode* model equipped with the same Loadout and Armour values. If this is part of a Campaign, it becomes a *Arkodamode* for the duration of the Campaign, and you may adjust its Armour, Traits and Loadout profile accordingly before the next game.

The Arkodamode



Arkodamode

Cost : 6 Silver

Soldier

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. Rules</u>
Limbs	2	<input type="checkbox"/>		Any Atlan Melee Wp	Verutum & Rhomphaia - - Training
Body	3	<input type="checkbox"/>		Sling	
Head	2	<input type="checkbox"/>		Verutum	

Earn It (2) : This model cannot be recruited, it must be obtained by having a Slave Soldier resolve its **Field Promotion (2)** rule.

Military Retirement : If this model survives a battle without becoming Shaken, note it down next to its profile. After accomplishing this 4x, you may replace it with a Spring Gunner or Atlan Reclaimer in your roster at no cost.

Titanium Miner

Nothing goes to waste in Atlan: those unsuited for war, and lacking rank, are instead trained in the art of submission and pickaxery. Slaves who show skill and are thought loyal to Atlan, typically of third generation, will be assigned to Titanium and other important mines. A fourth generation Miner is exceedingly rare. Common food for some of the less picky Olms, as well as Cavesaurs both wild and tame.



Titanium Miner	Cost : 6 Silver
<i>Slave</i>	
AP : 3	Discipline : 3
Movement : 2	Evasion : 2
Accuracy : 3	Labour : 4
Strength : 3	Awareness : 2

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Dagger	Shovel	Fully Expendable
Body	0	<input type="checkbox"/>		Pickaxe	Heavy Traction
Head	0	<input type="checkbox"/>			Quick Strike
		<input type="checkbox"/>			
		<input type="checkbox"/>			

Special Rules :

Born in a Hole : If you have any Titanium Miners in your Expedition, other Friendly models cannot count toward controlling Rare Mineral Veins. If this model is adjacent to a Rare Mineral Vein, it count as controlled by its owner, regardless of other model's presence.

Chain Gang : Whenever a model is hit by an Attack or Charge from this model and fails its Evasion roll, it becomes Entangled. As long as a model is Entangled, neither that model or this one may Disengage.

Holing Out [1 AP] : Test Labour, adding all bonuses applicable to an Excavation action. If successful, place a Miner's Pit hex in play in any hex currently occupied by this one, and Reserve this model. While Reserved this way, this model may still Activate, but only to resolve this Action or a Move, in which case put back this model into play adjacent to the Miner's Pit. Note down the number of Holing out Actions performed while in Reserve, after succeeding any, you may place another Miner's Pit X hexes away, X being the number of Holing Out Actions noted down. Note down which Miner's Pits lead to which one, if two or more Titanium Miners accumulate enough Holing Out actions to link their original Pits together, you may immediately state the two Pits are linked.

Titanium Golem



Titanium Golem Cost : 90 Silver

AP : 2 Discipline : -
 Movement : 2 Evasion : -
 Accuracy : 7 Labour : 9
 Strength : 10 Awareness : 3

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
0 : Awareness	9 T	*	T. Golem Fist	Greek Fire Greese	Immune to Morale
1-2 : Labour	9 T			Material	Immune to Diplomacy
3-4 Strength	9 T			Rations	Immune to Lethal Terrain
5-6 Accuracy	9 T			Any T. Melee Wn	Vantage Point
7-8 : AP	9 T				
9+ : Movement	9 T				

Weapon Acc Eva Pen Thresh Weak/Strong

T. Golem Fists 0 - * 7 [■] / [■ ■]

Special : Reach, Penetration on this Weapon is equal to the Model's current Strength.

Special Rules :

“Unstoppable” : This unit does not have a Health score and cannot be killed or removed from the battlefield in any way. Whenever this model would suffer a Wound, instead it loses an amount from the specified Value rolled as Location, it loses 1 for /, 2 for X and 3 for Grievous Wounds. Whenever this model would suffer Fire or Electrical Damage, roll 3xD10, these are the Locations to Test for, and each take I / for a failed test. It may enter Lethal terrain and Ignores Pits.

Golem Panoply : Melee Weapons equipped on this model gain Reach +2 and +2 Penetration.

“Buoyancy not included” : If this model enters a Swamp terrain for any reason, it can no longer perform Move actions until the end of the battle. Ignore this if this model exit the Swamp Terrain.

“Push and Pull!” : When you Activate this Model, before taking Actions, you may have any number of adjacent Workers or Slaves spend 1 AP. Add the Strength of all Models who spent AP this way for each increment of 10 Strength added this way, this Model immediately Move 1. Workers and Slaves may spend 1 Material to be able to spend AP toward this rule from up to 3 hexes away.

Crushing Steps : Models adjacent to this one after it finishes a Move Action must test Evasion, and if failed, take a ■ Wound

Grab and Throw : Scatter Models hit with this weapon D3 after resolving the damage. If they end up in an Hex containing another model, that model must succeed an Evasion test or take 1 X wound, then moves 1.

Heavy Traction : This model must spend 1 Movement to change facing per hex side moved, but ignores Difficult Terrain,

Heavy Load : This model may carry up to 50 pieces of Equipment.

Weapons & Equipment Lists

Atlan 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 (Stiletto) Special:	0	0	1	[/] / [X]	Medieval, Colonial	free
Sword (Kopis)	+1	+1	1	[/] / [X]	Medieval	1
2h Sword (Rhomphaia)	0	+1	2	[/] / [■]	Medieval	3
Spear (Hasta) Special : Reach	+1	+2	1	[/] / [X]	Medieval	2
Axe (Labrys)	+1	-1	2	[/] / [X]	Medieval, Tribal	1
Club (Rhompala) Special :Stun	-1	-1	0	[/] / [X]	Medieval, Tribal	Free
Halberd (Sagaris) Special : Reach	+1	+1	2	[X] / [■]	Medieval	4

Atlan Range Weapons

<u>Weapon</u>	<u>Range</u>	<u>Long</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>	<u>Cost</u>
Spring-gun Special : Tightly Wound: You may Reload this weapon an additional time to gain +2 Range and +2 Penetration	10	-2	1	■	2	1
Verutum (javelin) Special : Limited Ammo (3)	6	-2	4	X	- thrown	1

Atlan Special Melee Weapons

<u>Weapon</u>	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Weak/Strong</u>	<u>Cost</u>
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Acanthus

Pike	+1	+2	-1	[//] / [/ ■]	5
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Special :

Cumbersome : Models equipped with this weapon suffer -1 Movement

Double weapon : This melee weapon is also a Ranged weapon with the following profile :

<u>Range</u>	<u>Long</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>	<u>Special</u>
6	-3	2	■	0	Limited Ammo(3)

<u>Weapon</u>	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Weak/Strong</u>	<u>Cost</u>
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Tuning

Bident	-1	0	0	[/] / [X]	1
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Special : Concussive. Models wounded by this weapon gain the Evasion stat of the model that wounded it until it succeeds an Evasion roll.

Thanatos

Bonesaw	0	0	-1	6	[//] / [X X]	4
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Special :

Amputation : Wounds dealt to a Limb Location are always 1 tier higher.

Atlan Special Ranged Weapons

<u>Weapon</u>	<u>Range</u>	<u>Acc</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>	<u>Special</u>	<u>Cost</u>
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Algean Stinger	6	0	1	/	1	*	4
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Special :

This Weapon always counts as having the Terror Tonic equipment Affixed to it.

Limited Ammo (3).

Titanium Net	3	-1	0	/	0	*	1
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Special : Limited use 3. Titanium Weapon. Models hit by this weapon who fails their Evasion test may no longer move this turn.

Pneumatic Spring-gun	14	-2	1	■	2	1
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Special : Limited Ammo 5, High Pressure Environment : This weapon may be fired while not fully Reloaded, suffering -2 Range, -1 Penetration, and with Lethality X

Atlan Mounts

<u>Mount</u>	<u>Move</u>	<u>Skill</u>	<u>Strength</u>	<u>Evasion</u>	<u>Health</u>	<u>Attack</u>	<u>Cost</u>
Warhorse	5	+1	+1	+1	+2	Acc 5 Str 7 AP 0 [//]/[X X]	10
Bullsaur (Triceratop)	3	0	+1	-2	+3	Acc 6 Str 7 AP -3 [X]/[■ X]	20
Special : Bull Charge : Models mounted on this mount gain +1 Movement during Charges.							
Cavesaur	4	0	+1	+1	+1	Acc 6 Str 6 AP -2 [X]/[■]	7

Atlan Equipment List

Torch : Free
 Medkit : 2 Silver
 Rations : 1 Silver
 Material : 1 Silver
 Pickaxe : 1 Silver
 Shovel : 1 Silver

Buckler : Free. Models equipped with this gain +3 Armour to their Limbs Locations when successfully Defending against an Attack that hit. You may pay 2 additional Silver to grant it Titanium.

Shield : 1 Silver. Models equipped with this gain +3 Armour to their Limbs and Body Locations when successfully Defending against an Attack that hit. You may pay 4 additional Silver to grant it Titanium.

Caltrops : 2x1 Silver. Models with this equipment may spent 1 AP to put a Caltrop token in an adjacent Hex. Hexes containing Caltrops counts as difficult terrain, and Models cannot charge across it.

Mantrap : 1 Silver. Models with this equipment may spent 1 AP to put a Mantrap token in the selected Hex. Any Model entering this Hex must resolve a Trap! Test. Remove the token after.

Leaping Flower : 3 Silver. Models with this equipment may spent 1 AP to put a Leaping Flower token in the selected Hex. Any Model entering this Hex must resolve a Trap! Test, and all models adjacent to it after must test Evasion or take a / Wound. Remove the token after.

Terror Tonic : 1 Silver [Affixed] The next Model who suffer a Wound from this weapon must test Discipline, if failed, their owner takes 1 Dread. Count as Light Source 2 while Affixed. Remove this effect after it resolves.

Greek Fire Grease [Affixed : Any Melee] 1 Silver. A model who Affixes this Equipment immediately suffers Fire Damage. Once Affixed, Attacks from this weapon cause Fire Damage to any model hit and those adjacent to the one hit (including this one). 1 Silver.