

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

Faction Expedition Book :

Atlan

Leaders

The Titanium King



The Titanium King Cost : 30 Silver

Leader

Leadership : ○○○○○○○○

AP : 3

Discipline : 9

Movement : 2

Evasion : 7

Accuracy : 7

Labour : 0

Strength : 7

Awareness : 8

Location	Armour	Health	Weapons
Limbs	9 (T)	L B H	Titanium Labrys
Body	8 (T)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	(+2 / +2 / -2 / <input type="checkbox"/> <input type="checkbox"/> / Conc.)
Head	7 (T)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	

Special Rules : Morituri Te Salutant : At the beginning of every turn, choose up to 3 friendly models within 5 of this one. These models ignore normal Morale rules except Broken which they resolve normally. When these models would have otherwise been Shaken, they suffer -1 Accuracy and Evasion, and when they would have otherwise been Panicked they suffer -2 to Skill and Evasion.

Grim Resolve : This model ignores Morale and always succeeds at Discipline Tests. When this model would have otherwise been Broken, he becomes Frenzied instead.

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.

Thrasybulian Strike : [1AP 1LP] This model resolves an attack against up to three adjacent enemy models, the first model must be in range, the others do not.

Recruitment : This model comes equipped with a Titanium Labrys and may not take other weapons. It may be mounted on a Warhorse or a Bullsaur.

Pearlescent Princess



Pearlescent Princess

Leader

Cost : 19 Silver

Leadership : ○○○

AP : 3

Discipline : 9

Movement : 3

Evasion : 9

Accuracy: 8

Labour : 0

Strength : 4

Awareness : 7

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	6 (T)	L B H	
Body	5 (T)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Head	5 (T)	<input type="checkbox"/> <input type="checkbox"/>	

Special Rules :

The Rose Has Thorns : Enemy units which inflict Damage or any Special Rule effect on this unit suffer -2 Evasion until the end of the turn. If a Friendly unit kills an enemy model while it is affected by this rule, remove 1 Dread.

Pearl of Atlan : While this model has no Wound, Dread decreases by +2 at the end of the turn.

Calculated Strike : 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.

"Fight and Die for me" : [1 LD] Use this ability whenever this model is targeted by an attack while having a friendly model adjacent to it. The attack is resolved against the adjacent model instead of this one.

Recruitment : This model comes equipped with a Titanium Stiletto and may not take any other weapons. It may select a Warhorse as a Mount, and any equipment.

Baron Phosphorous



Baron Phosphorous

Leader Cost : 17 Silver

Leadership : ○○○○○○

AP : 2 Discipline : 9

Movement : 2 Evasion : 7

Accuracy : 7 Labour : 0

Strength : 7 Awareness : 8

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	8 (T)	L B H	
Body	9 (T)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Head	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
		<input type="checkbox"/>	

Special Rules :

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

His Radiance : Enemy units within 3 of this model suffers -2 to Hit rolls during Attacks. Non-Slave models in your expedition within the same range gain +2 Will. This unit counts as a Light Source (5) whenever Darkness rules are used.

Adamant Rhomphaia : [1 AP 1 LP] This model may immediately make a Melee Attack which is automatically Brutal. Additionally, models which suffer Armour Loss because of this attack also lose the same number of point of Evasion until the end of the turn.

"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.

Recruitment : This model comes equipped with a Rhomphaia and may not take any other weapon. It may select a Warhorse as a Mount.

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)

- New England - *Revolutionary Spirit* : Friendly Soldier models within 3 of this model gains +1 Discipline. (1 Silver)
- Bones of Titans : This model gains Titanium on all its Armour Location. Additionnaly, whenever a Friendly Worker model gets a Critical on an Excavate action, he gains 1 Titanium Ore. (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)
- Southwest - *Vaquero*: Mounts used by this Hero gain +1 Movement. This model gains Dual Wielding (see Gunslinger profile) (1 Silver)
- Pacific Coast - *Gold Rush*: Workers in your Expedition gain +1 AP during the first turn of the game. Additionally, whenever a Worker rolls a Critical on an Excavation action, gain 10 Silver instead of 5. (3 Silver)
- Cascadia - *Inuit Friends*: You may recruit 1 Skinwalker into your Expedition, and models in your Expedition which may choose Mounts may chose Dog Sleds instead. (1 Silver)

Atlan Warmaster



Atlan Warmaster
Hero

Cost : 6 Silver

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	5	L B H	
Body	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Head	3		
Traits :			

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

- Grand Strategist : This model gains Special Action Grand Maneuver (2 AP 2 LD) : immediately activate 3 Slave friendly models one after the other. (2 Silver)
- Oracular Logician : Friendly Slave and Worker models gain +1 to Labour whenever resolving Excavation or Building actions. Additionally, Workers and Slaves may use the Move action even while in Combat. (1 Silver)
- Morale Officer : This model gains special action "One Last Effort" (2 AP 1 LD) : Until the end of the turn, Friendly faction models within 5 of this model ignores Morale rules and activates normally. (2 Silver)
- Intelligence Network : While this model is in your Expedition, Retiaroi become Elite instead of Specialists. (5 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. (3 Silver)

Recruitment :

The Arkodamode



Arkodamode	Cost : 7 Silver
<i>Hero</i>	
AP : 2	Discipline : 6
Movement : 2	Evasion : 7
Accuracy : 6	Labour : 6
Strength : 6	Awareness : 4

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	4	L B H	
Body	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Head	2		
Traits :			

Traits (Purchase 2 out of 5 from this list)

- Adamant Weapon Specialist : This model may equip Atlan Special Melee Weapons, and once per game, may use the Adamant Rhomphaia rule (see Baron Phosphorous) with that weapon, ignoring the LP cost. (2 Silver)

- Phosphorous Blades : This model's melee weapons gain the Terror Tonic Special rule (See Special Weapon Algean Stinger). Additionally, they cause Fire Damage on a critical hit. (3 Silver)

- Scavenged Equipment : This model gains +2 Armour one of its Location. Additionally, during Deployment, choose between Caltrops, Mantraps and Leaping Flowers. Once per game this model may use the Tools of the Trade Special Action with the option chosen. (2 Silver)

- Hedge Cavalry : This model gains +1 Armour to all of its Locations and can select any Mount from the Atlan list. (1 Silver)

- Heir of of the Titans : This model gains the Phalanx Prefect Special Rule (see Immortals) as well as the Headman's Axe Special Action (See the Titanium King) (7 Silver)

Troops

Immortals



Immortals

Cost : 15 Silver

Soldier

AP : 2

Discipline : 8

Movement : 2

Evasion : 4

Accuracy: 7

Labour : 1

Strength : 7

Awareness : 4

Location

Armour

Health

Weapons

Limbs

7 (T)



Body

8 (T)



Head

7 (T)



Special Rules :

Phalanx Prefect : Sight cannot be drawn to friendly models which are either partially or completely obscured by this model.

Recruitment : This model may be given any weapon from the Atlan Melee Weapon list, as well as Acanthus Pikes. It cannot take any mount or additional equipment.

Atlan Spring-gunner



Atlan Spring-Gunner Cost : 8 Silver
Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	4 (T)	<input type="checkbox"/>	
Body	6 (T)	<input type="checkbox"/>	
Head	4 (T)		

Special Rules :

Line Fire : Roll 1 additional dice for Hit roll with rifles when there are 2 or more other British Army Private adjacent to this one. Keep whichever roll you prefer.

Recruitment : This model comes equipped with a Spring-gun, it does not need to pay for it. You may equip it with Stiletto, Khopis and Hasta, or with any equipment from the Atlan Equipment list.

Slave Soldier



Slave Soldier
Soldier, Slave

Cost : 2 Silver

AP : 2
Movement : 3
Accuracy : 4
Strength : 6

Discipline : 3
Evasion : 6
Labour : 5
Awareness : 2

Location Armour

Limbs 3
Body 1
Head 5

Health



Weapons

Special Rules :

Field Promotion : Whenever this model kills an enemy or NPC model with a Critical or Brutal hit, replace it with a Neodamode model.

Recruitment : This model may be given any weapon from the Atlan Melee Weapon list as well as Verutums. You may give it any equipment from the Atlan Equipment list.

Neodamode



Neodamode

Soldier, Slave

Cost : 4 Silver

AP : 2

Movement : 3

Accuracy : 6

Strength : 6

Discipline : 5

Evasion : 7

Labour : 6

Awareness : 4

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	4	<input type="checkbox"/>	
Body	3	<input type="checkbox"/>	
Head	6		

Special Rules :

Field Promotion (2) : Whenever this model kills an enemy or NPC model with a Critical or Brutal hit, note it next to its profile. At the end of the battle, if this model was still on the field, replace it with an Arkodamode model in your Expedition roster.

Recruitment : This model may be given any weapon from the Atlan Melee Weapon list as well as Verutums. You may give it any equipment from the Atlan Equipment list.

Workers/Mooks

Titanium Miner



Titanium Miner

Cost : 1 Silver

Mook, Slave

AP : 2

Discipline : 3

Movement : 3

Evasion : 4

Accuracy : 3

Labour : 4

Strength : 4

Awareness : 3

Location

Armour

Health

Weapons

Limbs

1



Body

1



Head

1

Recruitment : This model may only be given equipment from the Atlan Equipment list (including Pickaxes and Shovels as Weapons).

Specialists

Atlan Hospitalier



Atlan Hospitalier Cost : 10 Silver
Elite, Medic

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	6 (T)	<input type="checkbox"/>	
Body	7 (T)	<input type="checkbox"/>	
Head	6 (T)	<input type="checkbox"/>	

Special Rules :

Tonic of Stoicism : Once per battle, this model may target a friendly model adjacent to it as it would be removed from the game for taking Wounds. That model remains in play until the end of the next turn, at which point it is removed as if it had been killed by the opponent. Ignore any Wound to that model until then, unless they were caused by a Critical or Brutal hit.

Hypocritic Oath : This model cannot Heal Slaves or Non-Atlan models. If you Roll 1 during a Healing attempt, add 1 Graze Wound to that profile instead of healing it.

Abhor the Weak : Friendly models within 3 of this model add +1 Lethality to all melee attacks that targets enemy models which are already Wounded.

Recruitment : This model may be given any weapon from the Atlan Melee Weapon list, as well as Thanathos Bonesaws, Algean Stingers and Medkits.

Adamant Mystic



Adamant Mystic Cost : 10 Silver
Specialist, Academic

AP : 2	Discipline : 9
Movement : 2	Evasion : 4
Accuracy : 4	Labour : 4
Strength : 5	Awareness : 8

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	6 (T)	<input type="checkbox"/>	
Body	5 (T)	<input type="checkbox"/>	
Head	4 (T)		

Special Rules :

Songs of the Titans (2 AP 1 LD) : Select up to 4 enemy models within 5 of this model. These models must succeed a Discipline test, for each failed test the owner of the model who failed takes 1 Dread. Models immune to Morale or who cannot be Broken cannot be targeted by this rule.

Stonesense : This model does not suffer from Obscurity, and has LoS to any model that is in LoS of a Wall hex.

Sharing the Stonesense (1 LD) : You may use this ability whenever you activate a Friendly model within 5 of this one. This model gains Stonesense until the end of its activation.

Fire repellant : This model can reroll failed Armour saves on all its Locations when resolving Fire Damage.

Titanium Flesh : The owner of the model who killed this model adds 1 Titanium to its Chest as an additional reward (this is worth 15 Silver outside of a Campaign).

Recruitment :

Atlan Toltaikos



Atlan Toltaikos Cost : 12 Silver
Specialist, Engineer

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	5 (T)	<input type="checkbox"/>	
Body	4 (T)	<input type="checkbox"/>	
Head	5 (T)		

Special Rules :

Shaper of Metal : This model may use the Repair action on any Friendly Faction model. For every successful use of this action on a non-Mechanical model, it may regain 1 lost point of Armour on all its Locations. Additionally, you may use equipped Titanium Ore instead of Material, if you do and it is successful, you may give one Location on the repaired unit the Titanium rule.

Tools of the trade (1 AP) : Select an adjacent Hex and resolve one of the following, maximum once per game each :

- **Caltrops** : Put a Caltrop token in the selected Hex. It counts as difficult terrain Models cannot charge across this hex. Models starting their turn this Hex with a Caltrop token suffer -1 Movement and -3 Evasion until the end of the turn.

- **Mantrap** : Put a Mantrap token in the selected Hex. Models entering this Hex must resolve both an Evasion and Awareness test. If one of those test was failed, it must then resolve an Armour test on its Limbs. If failed, take a Grievous. If successful, take a Graze. Remove the token after.

- **Leaping Flower** : Put Leaping Flower token in the selected Hex. Whenever a model enters that Hex, it must succeed both an Evasion and Awareness test. If one of those test fails, it must then resolve an Armour test on its Body. If failed, take a Deep wound. Then all adjacent models must succeed an Evasion test or take a Graze Wound, and remove this token after.

Recruitment :

Atlan Retiarioi



Atlan Retiarioi Cost : 14 Silver
Specialist

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

<u>Location</u>	<u>Armour</u>
Limbs	5 (T)
Body	4 (T)
Head	5 (T)

Health



Weapons

Special Rules :

Special Action : Hide

Molerat pet : 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.

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

Special Action Fisher of Men (1 AP) : Resolve a Face-to-Face Strength vs Discipline roll against a wounded, Shaken or Panicked 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.

Recruitment :

Special Units

Titanium Golem



Titanium Golem Cost : 40 Silver
Elite

AP : 2	Discipline : 5
Movement : 1	Evasion : 0
Accuracy : 7	Labour : 9
Strength : 10	Awareness : 3

Location

Armour

Weapons

0: Awareness	10 (T)	(0 / 0 / -3 / ■ ■ ■ / Reach 3, Stun)
1-2: Labour	10 (T)	
3-4: Strength	10 (T)	
5-6: Skill	10 (T)	
7-8: AP	10 (T)	
9+: Movement	10 (T)	

Special Rules :

“Brutal Strikes” : Attacks from this model are always Brutal.

“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 Grazes, 2 for Cuts and 3 for Grievous Wounds.

“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. While in this state, friendly models adjacent to it may perform a Special Action “Pull it out!” : Test Labour-5, if succesfull move the Titanium Golem one Hex. You may have other friendly models adjacent to it spend 1 AP or equipped Material to add +1 to your Labour for this roll.

Recruitment : This model may not be given any weapon or equipment.

Weapons & Equipment Lists

Atlan Melee Weapons

<u>Weapon</u>	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Thresh</u>	<u>Weak/Strong</u>	<u>Cost</u>
Stiletto (Dagger)	0	0	-1	4	[/]/[X]	free
Kopis (sword)	+1	+1	-1	6	[/]/[■]	1
Rhomphaia (2handed sword)	0	+1	-2	7	[X/]/[■ X]	3
Hasta (spear) Special : Reach	+1	+2	-1	6	[/]/[■]	1
Labrys (axe)	+1	-1	-1	5	[X/]/[■]	2
Rhopala (Club) Special : Concussive	-1	-1	0	6	[/]/[X]	free
Buckler	-1	+2	0	7	[/]/[X]	1
Shield	-2	+3	0	7	[/]/[X]	2

Atlan Range Weapons

<u>Weapon</u>	<u>Range</u>	<u>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>	<u>Special</u>	<u>Cost</u>
Spring-gun	10	-1	2	■	2	-	1
Verutum (javelin)	8	-1	2	X	-	thrown	1

Atlan Special Weapons

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

Pike	+1	+2	-1	7	[//]/[/ ■]	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>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>	<u>Special</u>
6	-3	2	■	0	Ammo(3)

<u>Weapon</u>	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Thresh</u>	<u>Weak/Strong</u>	<u>Cost</u>
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Titanium

Stiletto	+1	0	-2	5	[//]/[■]	2
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Special :

Titanium Weapon : Models must succeed 2 armour rolls to avoid wounds from this weapon.

<u>Weapon</u>	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Thresh</u>	<u>Weak/Strong</u>	<u>Cost</u>
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Thanatos

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

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

<u>Weapon</u>	<u>Range</u>	<u>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>	<u>Special</u>	<u>Cost</u>
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Algean	6	0	1	/	1	*	2
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Stinger

Special :

Terror Tonic : Models who suffer a Wound from this weapon must make a Discipline Test at the end of every turn for the rest of the battle, or until it is healed. If it fails this Test, its owner gain 1 Dread.

Atlan Mounts

<u>Mount</u>	<u>Movement</u>	<u>Skill</u>	<u>Strenght</u>	<u>Evasion</u>	<u>Health</u>	<u>Charge</u>	<u>Cost</u>
Horse Special :	5	0	+1	+1	+1	(3 / 1)	4
Warhorse Special :	4	+1	+1	+1	+2	(4 / 1)	10
Bullsaur (Triceratop) Special :	2	0	+1	-2	+3	(5 / 3)	20

Bull Charge : Models mounted on this mount gain +1 Movement during Charges.

Atlan Equipment List

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

<u>Weapon</u>	<u>Skill</u>	<u>Evasion</u>	<u>Strength</u>	<u>Lethality</u>	<u>Special</u>	<u>Cost</u>
Pickaxe	-3	-1	3	3	*	1
Special : Models equipped with this add +3 to the Labour for Excavation rolls.						
Shovel	-1	+1	1	2	Reach	1
Special : Models equipped with this add +2 to the Labour for Excavation rolls.						

Atlan Special Rules

Titanium : 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))