

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

Faction Expedition Book :

Old & New Mu



- New Mu is a front-facing group of city-states Old Mu uses to communicate with the Colonials. New Mu denizens seem human enough, but some are known to have strange inhuman features. New Mu send their dead to Old Mu through grotesque intermediaries known as Tallymen. This is presented as a peculiar New Mu funerary ritual. Nobody actually knows what is done to them there.

- Old Mu is an ancient, reclusive monarchy with ties to the deepest depths. Described as a hellish place, no mortals are known to have physically returned from a "visit".

- The origins and makeup of New Mu are very diverse, with every city-state having its own history and culture. Many of the New Mu groups are former Deep-Folk tribes who swore fealty to the grim emissaries of Old Mu, while some claim to be descendants of more recent migrants from the Surface, mainly from the steppes of Eurasia and the Pacific.

- The city-states form a confederation with rotating supreme leadership, each city-state possessing a great degree of autonomy. Beyond the city-states the great steppes and deserts of the Layer are home to the numerous nomadic groups pledging allegiance to them. Conflicts between the cities and/or the nomads are not uncommon, but are prevented from erupting into all-out wars by the interference of Old Mu and the threat of outlander encroachment.

- King Kamehameha V of Hawaii has accepted their protectorate to fight the growing American influence. A certain amount of the islanders' corpses are now sacrificed to the sea in special sarcophagi, with the Mu supposedly retrieving them under the waters. The loss of American business after the Mu attack on New York has hurt their economy, but it is compensated with the rich goods from Below.

Old & New Mu Special Rules

Avatar of the Deep : [4 LP] You may use this whenever this model would be removed from the game for any other reason than I Am Become Death. In the order of your choice, test your model's Discipline until one succeeds. Remove that model from play, and put this model back instead in the same Hex with no Wounds.

Prehistoric Predators Random Table (d20):

- 1-5 : Nothing
- 6-7 : 1 Wild Apeman
- 8-9 : 1 Terror Bird
- 10-11 : Wild Clawsaur
- 12-15 : d3 Wild Clawsaurs
- 16 : 1 Meganeura
- 17 : 1 Megagorilla
- 18 : 1 Megalania
- 19 : 1 Wild Megasaur
- 20 : 1 Terrorsaur

Pelagic Problems Random Table (d20):

- 1-5 : Nothing
- 6-7 : 1 Blind Cave Fish
- 8-9 : 1x Glowing Sea Worm
- 10-11 : d3 Megacymothoa
- 12-15 : d3 Sea Swine
- 16 : d3 Python Eels
- 17 : Flying Swarmfish
- 18 : 1 Dragon Turtle
- 19 : 1 Typhoon Lamprey
- 20 : 1 Desert Shark

Idol of the Deep : (Requires 3 Build Action) When you succeed the 3rd required build action for this model, choose one friendly model currently on the battlefield. This Building gains one Special Rule which specifies a Range from the chosen model's Profile.



Leaders

The Nameless Khan



Nameless Khan Cost : 75 Silver
Leader, Diplomat, Deep
 Leadership: ○○○○○○○○○○○

AP : 3 Discipline : 5
 Movement : 2 Evasion : 8
 Accuracy : 8 Labour : 1
 Strength : 7 Awareness : 9

Location Armour Health Weapons

Limbs	5	L	B	H
Body	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Head	3	<input type="checkbox"/>	<input type="checkbox"/>	

Special Rule :
 Avatar of the Deep

Shadowsaur Pet : Your Expedition includes a Free Shadowsaur Model.

Doom Rider : [2AP 2LP] :If there is a friendly Shadowsaur model in play, remove it from play. Immediately equip a Shadowsaur Mount.

Shadowstep : [1 AP 1 LP] You may place this model in any eligible Hex, anywhere outside of an enemy model's Line of Sight.

I Am Become Death : [3AP 3LP] Remove this model from play and Deploy Its True Form in the same Hex. This does not count as dying.

Dread-Born : This model ignores Shaken and Panicked, when it would be Broken instead replace it with Its True Form, and it enters Frenzy.

Call the Shadows : (2 AP x LP) : Roll d3. Spawn (the number rolled + x) Shadows anywhere on the map, outside of a light source and LoS of Enemy models.

Recruitment: Can take any Melee or Range Weapon available to Mu. Cannot take any other equipment or mounts.

The Mother Unknown



Mother Unknown Cost : 35 Silver
Leader, Deep
Leadership: ○○○○○○○○

AP : 2 Discipline : 7
 Movement : 1 Evasion : 5
 Accuracy : 5 Labour : 1
 Strength : 4 Awareness : 9

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

Special Rule :
 Avatar of the Deep

Great Wise Woman : Once per turn, you may take 1 Dread to have a Friendly model may automatically succeed any Labour, Discipline or Awareness Test.

Entropic Grace : Enemy models within 5 of this model suffer -2 to any rolls that would result in causing wounds to a Friendly model (Charge, Attacks and Special Actions).

Mother's Love : (1AP 2LP) : Select a Friendly model within 5. That model may immediately erase two / or two X Wounds on its profile.

Call to Oblivion : (1AP 1LP) : Select a model within 5 of this one and test its Discipline. If failed, as long as that model remains in play, its owner gains +1 Dread at the beginning of every Turn.

Bedlam : (1AP 3LP) : immediately exchange both player's Dread count for the next 3 turns.

Dread-Born : ignores Shaken and Panicked, immediately dies when Broken

Recruitment : May only be armed with Daggers or a Mu Staff.

The Mad Morlock Shaman



Mad Morlock Shaman Cost : 3 Silver

Leader, Deep

Leadership: ○ ○

AP : 2

Discipline : 5

Movement : 2

Evasion : 6

Accuracy : 6

Labour : 3

Strength : 6

Awareness : 6

Location

Armour

Health

Weapons

Limbs

1

L B H

Body

1

Head

1

Special Rule :

Elder Council : You may take up to 3 copies of this model in your Expedition, they all count as Leaders.

Swarm Leader : Your Expedition may include up to 30 models.

Morlock Constitution : Whenever this model takes any amount or types of Wounds, it must succeed a Strength Test or be removed from play as if it had just had its last Health box filled.

Light of the Shoal : Friendly Morlocks in your Expedition gain +1 Accuracy and Awareness if this model is within 3 of them, or +2 Accuracy and Awareness if at least 3 models with this rule are within 3 of them.

Pelagic Call [1AP 1LD] : roll a D10 and add your opponent's current Dread. Check the given result on the Pelagic Problems random table and Deploy it legally according to its Behaviour Rules.

Recruitment : May take any weapon from the melee weapon list, or a Mu Staff.

The Sinister Dr Moreau



Sinister Dr Moreau Cost : 10 Silver

Leader, Academic

Leadership : ○○○

AP : 3

Discipline : 6

Movement : 2

Evasion : 6

Accuracy : 5

Labour : 5

Strength : 5

Awareness : 6

<u>Location</u>	<u>Armour</u>	<u>Health</u>			<u>Weapons</u>
		L	B	H	
Limbs	1				
Body	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Head	3	<input type="checkbox"/>	<input type="checkbox"/>		

Special Rule :

Sinister : All players start the game with 3 Dread.

Rebellious followers : Models in this Expedition lose Utterly Expendable. Whenever a Deep model in this Expedition would Panick/be Broken, it must instead move its Movement toward this model. After all such moves have been resolved, this model takes one / wound for each model adjacent to it.

Experimental miscegenation : You may reroll any Strength test and rolls on the Mutation/Defect table taken by Murlocks, Neanderthals Condotieri or Devolved Deepfolks.

Planned Devolution : [1 LP] Use this ability before Deployment. Choose one Troop type. Every third model of that type Recruited must roll on the Mutation/Defect table.

Charismatic Leader : [1 LP] Use this ability whenever resolving Morale rules. Friendly models within 3 of this model ignores Morale rule until the end of the turn.

Special Action : Parley [Forced Union] : This action may target any enemy model within 3 and adjacent to a friendly Murlock, Neanderthal or Devolved Deepfolk. If successful, regain 1 LP, lower Dread by 1 and Stun the enemy model. If failed, gain 1 Dread and the enemy model gains Hatred for the type of model that was adjacent to it.

Recruitment : May only be equipped with a Mu Staff from the Special Equipment list.

The Imaterii



Imaterii

Cost : 20 Silver

Leader, Deep

Leadership : ○○○○○

AP : 1

Discipline : 5

Movement : D6

Evasion : 9

Accuracy : 4

Labour : 1

Strength : 5

Awareness : 8

Location Armour

Limbs

1

Body

1

Head

3

Health

L B H

Weapons

R (12 / +3 / -2 / ■ / 0)

M (0 / 0 / 0 / 6 / [x]/[x x])

Special Rule :

Soul-Cistern : Whenever a Model dies within 8 of this one, Test Awareness. If you succeed, regain 1 LD. If you fail, gain 1 Dread.

Immaterial Being : This model ignores all terrain types, impassable terrain and intervening models when moving or drawing LoS. It may end its movement in any Hex that is not occupied by another model.

Plane Shift : This model must move its full Move value every Move, and cannot change facing once it has left its initial hex.

Eldritch Blast [1 LD] : Whenever this model makes an Attack action, you may use this ability to force adjacent models to the one targeted to succeed an Evasion Test or take a / wound.

Acceleration [1 LD] : This model gains 1d3 AP.

Slipstream [1AP 2LD] : This model makes a Move action. Models within 3 of its starting location are then moved into the equivalent hex relative in facing and distance from its end location. (Remove these models if they end in an Impassable hex or one that would otherwise result in them dying).

Recruitment : Cannot take any Weapons, Equipment or be mounted.

The Psysaur



Psysaur	Cost : 20 Silver
<i>Leader, Beast</i>	
<i>Leadership</i> : ○○○	
AP : 3	Discipline : 5
Movement : 4	Evasion : 7
Accuracy : 6	Labour : 1
Strength : 5	Awareness : 7

<u>Location</u>	<u>Armour</u>	<u>Health</u>			<u>Weapons</u>
Limbs	4	L	B	H	Claws & Fangs
Body	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(0 / -2 / -1 / 6 / [/ X] / [X ■])
Head	4	<input type="checkbox"/>	<input type="checkbox"/>		

Special Rule :

Mind-Shackled Apes : Non-Saur models or models with no Saur Mount in this Expedition suffer -2 Discipline, but ignore Broken.

Psy Call [1AP 1LD] : roll a D10 and add your opponent's current Dread. Check the given result on the Prehistoric Predator random table and Deploy it legally according to its Behaviour Rules.

Assert Control [1AP 1LP] : Target an NPC or Shaken model within 5 and do a Face to Face Awareness vs Discipline test. If you win, the NPC or Shaken model becomes under your control and Ignores Morale rules (ignore its Behavior rules and use its Profile as a normal unit in the appropriate case). At the beginning of every subsequent turn, Models affected by this rule must succeed a Discipline test or lose its effect.

Special Action Parley [Brainburst Mind-duel] : This Parley action may target any enemy Model within 5. Whoever wins may regain 1 LP, the loser must take a X wound.

Recruitment : This model cannot take any Weapons, Equipment or Mounts.

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)

Mu Faction Traits

(Select up to 1 out of 5 from these)

- PsySaur Brain Mesh: This model gains the Psy Call Special Action. (see Psysaur's Profile) (3 Silver)
- Shadow infusion : This model gains the Hide Generic Special Action as well as the Call the Shadows Special Action (see the Nameless Khan's profile), but suffers -2 Accuracy, Strength and Evasion while within 1 of a Light Source. (8 Silver)
- Eloi Halfbreed : This model is immune to Morale and gain Assert Control (see Psysaur's Profile). Do not lower your Dread at the end of the turn unless this model caused Wounds to an enemy. (4 Silver)
- Morlock Graft :
- Megacymothoa "Companion" : This model gains Terror. If it dies, spawn an Active Megacymothoa NPC model adjacent to it before removing this model from play, and set its Target to the enemy model who caused this model to die. (3 Silver)
- Lemur Tongue Meld : This model gains Ghoulish Triumph (see New Mu Revenant's Profile) (1 Silver)
- Imaterii Halfbreed : This model gains Immaterial Being (see Imaterii's Profile) 2 Silver

The Morlock Tall Fin



Tall Fin Cost : 6 Silver
Hero, Deep

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

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

Special Rules :
Amphibious

Soul of the Shoal : Other Friendly Morlocks in your Expedition ignore Morlock Constitution if this model is within 3 of them, and additionally ignore Shaken if at least 3 models with this rule are within 3 of them.

Traits (Select a maximum of 2 out of 5 from these):

Tiderunner : This model gains "Call the tide" (1 AP) : Roll a d3. Add that many Water hexes on the Map within 5 of this model, adjacent to another Water hex. (1 Silver)

Ink Sacks : This model may use the Hide Generic Special Action and may use it while in opponent's LoS as long as it is in a Water Hex. (4 Silver)

Endless Swarm : While this model is alive, whenever you have less than 10 models in your Expedition, at the beginning of the turn, roll d3. Add that many Morlock Grunts to your Deployment zone. (4 Silver)

Deep Ones : You may Reserve this model and up to 3 Morlock models at the start of the game. If you do, Deploy these models at the start of the 2nd turn, anywhere on the battlefield in a Water Hex. (3 Silver)

Recruitment : May take any weapons or Equipment. Cannot be Mounted.

Soldiers

The Morlock Grunt



Morlock Grunt
Soldier, Deep

Cost : 1 Silver

AP : 2

Discipline : 3

Movement : 2

Evasion : 5

Accuracy : 5

Labour : 4

Strength : 4

Awareness : 3

Location Armour

Limbs 1

Body 1

Head 1

Health



Weapons

Special Rule :

Amphibious

Morlock Constitution : Whenever this model takes any amount or types of Wounds, it must succeed a Strength Test or be removed from play as if it had just had its last Health box filled.

Soul of the Shoal : Friendly Morlocks in your Expedition gain +1 Discipline if this model is within 3 of them, or +2 Discipline if at least 3 models with this rule are within 3 of them.

Utterly Expendable : This model dying never cause Dread to be generated.

Recruitment : This model can take any weapons from the Mu list as well as Rations, Materials, and Torches. It cannot be mounted.

The New Mu Phalanxman



New Mu Phalanxman Cost : 7 Silver
Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	1	<input type="checkbox"/>	
Body	1	<input type="checkbox"/>	
Head	3		

Special Rule :

Saur Scale Formation : This model gains =1 Armour to all its Armour Location for each other model with this rule within 3 and with a model adjacent to it, up to +6.

Recruitment : This model must take a Spear or a Pike, and may additionally take a Sword, Axe, Javelins, Buckler or Shield. It may take Rations, Materials and Torches. It cannot be Mounted.

The New Mu Revenant



New Mu Revenant Cost : 13 Silver
Soldier

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

Location

*

Armour

5

Health



Weapons

Special Rules :

Revenant Body : This model has a single Hit Location, all successful hits are resolved against it.

Ghoulish Triumph : Whenever this model kills an enemy model, it may heal 1 / Wound and immediately make a free Attack against a target in range.

Rest in Carnage : This model ignores the effect of Shaken, Panicked and Broken. Whenever he would otherwise become Panicked, he may immediately resolve a Charge or Attack action, and whenever he would be Broken, he becomes Frenzied instead.

Recruitment : This model can take any Melee weapons from the Mu list as well as Rations, Materials, and Torches. It cannot be mounted.

The Saur Keshiq



Saur Keshiq Cost : 9 Silver
Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	4	<input type="checkbox"/>	
Body	3	<input type="checkbox"/>	
Head	2		

Special Rule :

Weapon Training [Shortbow]

Twin Shot :Whenever this model Attacks with a Shortbow, resolve 2 Attacks against 1 Defense and Armour roll. Each Attacks cause its own Wounds.

Recruitment : This model must take a Shortbow or Javelins, and may additionally take a Sword, Axe, Spear, and Buckler. It may take Rations, Materials and Torches. This model **MUST** be Mounted on a Saur.

Elite

The Morelock



Morelock
Elite, Deep

Cost : 4 Silver

AP : 2
Movement : 2
Accuracy : 6
Strength : 7

Discipline : 3
Evasion : 6
Labour : 4
Awareness : 3

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	1	<input type="checkbox"/>	
Body	1	<input type="checkbox"/>	
Head	1	<input type="checkbox"/>	

Special Rule :

Amphibious

Morlock Constitution : Whenever this model takes any amount or types of Wounds, it must succeed a Strength Test or be removed from play as if it had just had its last Health box filled.

Brawn of the Shoal : Friendly Morlocks in your Expedition gain +1 Strength if this model is within 3 of them, or +2 Strength if at least 3 models with this rule are within 3 of them.

Recruitment : This model can take any weapons from the Mu list as well as Rations, Materials, and Torches. It cannot be mounted.

The Saur Knight



Saur Knight Cost : 20 Silver
Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	7	<input type="checkbox"/>	
Body	6	<input type="checkbox"/>	
Head	5		

Special Rule :
Deadly [Spear]

Hatred [Colonials, Atlan]

Recruitment : This model must take a Spear or a Pike, and may additionally take any other Melee weapon from the Mu list. This model **MUST** be Mounted on a Saur. It may take Rations, Materials, Medkits and Torches. If mounted on a Megasaur, it may also take a Megasaur Howdah or Saur Plate.



Specialists

The New Mu Geomancer



New Mu Geomancer Cost : 6 Silver
Engineer

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	1	<input type="checkbox"/>	
Body	1	<input type="checkbox"/>	
Head	1		

Special Rules :

Alien Architecture : While within 5 of this model, Friendly Workers may use Build Buildings on any hex, regardless of any restriction or type of terrain (including Pit or Wall hexes), as long as there is an adjacent hex to it in which that building could be constructed.

Architect of the Deep : This model and Friendly Expedition workers may Build the Idol of the Deep Special Building :

Idol of the Deep : (Requires 3 Build Action) When you succeed the 3rd required build action for this model, choose one friendly model currently on the battlefield. This Building gains one Special Rule which specifies a Range from the chosen model's Profile.

Recruitment : This model can take any weapons from the Mu list as well as Rations, Materials, and Torches. It cannot be mounted.

The New Mu Blademaster



New Mu Blademaster Cost : 15 Silver
Specialist

AP : 3 Discipline : 6
Movement : 3 Evasion : 7
Accuracy : 8 Labour : 4
Strength : 6 Awareness : 6

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	1	<input type="checkbox"/>	
Body	5	<input type="checkbox"/>	
Head	4		

Special Rules :

New Mu Mutilation : The first Attack taken each turn by this model count as a Critical if it hits and the target's defense roll fails.

Bide your strike : At the end of its activation, if this model didn't make any Attack or Charge action during it, it gains Deadly [all Melee weapons] for the duration of the following turn.

Twin Blade Style : If this model has two melee weapons equipped, after the first melee Attack Action is resolved each turn, immediately make a free melee Attack using the weapon that wasn't used against the same target.

Recruitment : This model can take any Melee weapons from the Mu list as well as Rations, Materials, and Torches. It cannot be mounted.

The New Mu Priestess



New Mu Priestess Cost : 12 Silver
Specialist

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	1	<input type="checkbox"/>	
Body	1	<input type="checkbox"/>	
Head	1		

Special Rules :

Special Action "Eldritch Revivification" (1 AP) : Select a Friendly model within 5. That model may immediately erase a / or X Wound on its profile. Every time this ability is used, note it. It may only be used again after a Model within 5 is killed.

Embrace the Void : Friendly models adjacent to this one never generates Dread when dying.

Special Action : Parley [Have you paid the Tithe, Outlander?] : If this action is successful, the target player chooses between losing 1 Leadership or giving you 5 Silver from its Chest (it may go into Debt for this). If it fails, gain 1 Dread.

Recruitment : May only be armed with Daggers or a Mu Staff. May be equipped with Torches, Rations and Medkits. May take any Mounts available to Mu.

The New Mu Tallyman



New Mu Tallyman Cost : 15 Silver
Specialist

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	1	<input type="checkbox"/>	
Body	1	<input type="checkbox"/>	
Head	1		

Special Rules :

Special Action "Eldritch Taxation" (1 AP) : Test Awareness. If successful, you may pay 5 Silver from your Chest to gain back 1 Leadership. You may go into Debt for this.

"In this world, nothing is certain, but ... " : Whenever a Friendly model dies adjacent to this one, the player who killed it only gets half of its Silver value for the kill. Add the other half to your own Chest.

Recruitment : This model can take any weapons from the Mu list as well as Rations, Materials, and Torches. It cannot be mounted.

The Morlock Apprentice



Morlock Apprentice Cost : 2 Silver
Specialist, Deep

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	1	<input type="checkbox"/>	
Body	1	<input type="checkbox"/>	
Head	1		

Special Rule :

Amphibious

Morlock Constitution : Whenever this model takes any amount or types of Wounds, it must succeed a Strength Test or be removed from play as if it had just had its last Health box filled.

Luck of the Shoal : Friendly Morlocks in your Expedition resolving Attacks count roll results 1 below normal Critical results as if it was also a Critical (i.e. if your attack would get a Critical on a roll of 8, a roll of 7 or 8 will count as a Critical), if this model is within 3 of them.

Recruitment : This model can be equipped with any Melee weapons or a Mu Staff.

Special Units

The Khan's Shadowsaur



<u>Shadowsaur</u>	Cost : 40 Silver
<i>Beast, Deep</i>	
AP : 2	Discipline : -
Movement : 4	Evasion : 9
Accuracy : 6	Labour : -
Strength : 9	Awareness : 5

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	6	L B H	Shadowflame
Body	5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Spray (5 / <input checked="" type="checkbox"/> / 1)
Head	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Special Rule :

Shadowsaur Mount : When used as a Mount this model does not change the profile of the model mounting it, however that model gains both Flyer, Terror and Shadow-Born.

Shadow-Born : This model always counts as Dodging.

Flyer

Terror : The enemy faction gains +1 Dread at the end of the turn if this model is within 3 of an enemy model.

Recruitment : This model cannot be Recruited, it is obtained for free by Recruiting the Nameless Khan. Its Silver cost serves as a prize when killing it.

Its True Form



Its True Form
Leader, Deep

Cost : 75 Silver

AP : 4

Discipline : -

Movement : 5

Evasion : 9

Accuracy : 9

Labour : -

Strength : 9

Awareness : 9

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
Limbs	8	*	
Body	7		
Head	6		

Special Rule : Flyer

Ephemeral Monster : Place 3 Manifestation counters on this model when it is deployed, and remove one at the beginning of each turn. When you cannot remove any, replace this model with The Nameless Khan, with no Wounds.

Formless Shadow : This model does not have a Health pool. Whenever it would suffer a Grievous Wound it loses 1 LP. If it no longer has any LP, remove 1 Manifestation Counter instead. Whenever this model is within 3 of a model with a Light Source equipped, it suffers -5 to all its Armour Locations.

Khan's Soul : The Nameless Khan and Its True Form retains the same amount of Leadership when they transform into one another.

Terror : The enemy faction gains +1 Dread at the end of the turn if this model is within 3 of an enemy model.

Special Action Devour (2AP) : Remove a Friendly model adjacent to this one from play. This model gains back 1 LD and reset its Manifestation Counter to 3.

Mu Melee Weapons

<u>Weapon</u>	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Threshold</u>	<u>Weak/Strong</u>	<u>Cost</u>
Dagger Special:	0	0	-1	4	[/]/[X]	free
Shortspear Special : Thrown	+1	0	-1	5	[/]/[X]	1
Sword Special	+1	+1	-1	6	[/]/[■]	1
2h Sword Special	0	+1	-2	7	[X/]/[■ X]	3
Spear Special : Reach	+1	+2	-1	6	[/]/[■]	2
Axe Special :	+1	-1	-1	5	[X/]/[■]	1
Club Special : Concussive	-1	-1	0	6	[/]/[X]	Free
Buckler Special :	-1	+2	0	7	[/]/[X]	1
Shield Special :	-2	+3	0	7	[/]/[X]	2

Mu 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>
Short bow	8	-2	1	X	0	-	1
Javelin	8	-1	2	X	-	thrown	1
Blowpipe Special : Deadly. Double the Armour value of the Location hit by this Weapon, up to 9.	5	-2	0	/	1	*	1

Mu Staves

Weapon

Morlock Staff

Melee	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Threshold</u>	<u>Weak/Strong</u>
1AP	-1	+1	0	7	[]/[X]

Ranged	<u>Range</u>	<u>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
2AP	10	+2	1	■	0

Special : Whenever you hit with a Critical with this weapon, add 1 Murlock Grunt in your Deployment zone.

Cost : 2 Silver

Weapon

Eldritch Staff

Melee	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Threshold</u>	<u>Weak/Strong</u>
1AP	-1	+1	0	7	[]/[X]

Ranged	<u>Range</u>	<u>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
1AP	10	+2	1	/	0

Special : Cause Fire Damage. Whenever you hit with a Critical, Non-Deep models adjacent to the one hit must succeed an Evasion test or take Fire Damage.

Cost : 2 Silver

Weapon

Headshrinker's Staff

Melee	<u>Acc</u>	<u>Eva</u>	<u>Pen</u>	<u>Threshold</u>	<u>Weak/Strong</u>
1AP	-1	+1	0	7	[X]/[■]

Ranged	<u>Range</u>	<u>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
1AP	10	+2	1	X	0

Special : Whenever you kill an enemy model with this weapon, the enemy gains 1 additional Dread.

Cost : 3 Silver

Mu Equipment List

Torch : Free
 Medkit : 2 Silver
 Rations : 1 Silver
 Material : 1 Silver
 Megasaur Howdah : To be finished
 Saur Armour Plating : To be finished
 Cruel Whip : To be finished

Mu Mounts

<u>Mount</u>	<u>Movement</u>	<u>Skill</u>	<u>Strength</u>	<u>Evasion</u>	<u>Health</u>	<u>Charge</u>	<u>Cost</u>
Cavesaur Special :	4	0	+1	+1	+1	(3 / 2)	7
Skysaur Special : Flyer	6	-1	-1	+2	0	(2 / 1)	12
Bullsaur (Triceratop) Special :	2	0	+1	-2	+3	(5 / 3)	20
Bull Charge : Models mounted on this mount gain +1 Movement during Charges.							
Megasaur (Bronto) Special :	2	-2	+3	-3	*	(5 / 2)	30
This model must spend Movement points to change facing, 1 Hex face per Movement. It adds another Health Column separated with its own Location called Megasaur with Armour Value 4 to the mounted model's profile, which is hit whenever the 0-2 Location is hit. Limbs become 3-4, Body 5-6 and Head 7+. This model may carry up to 30 Equipement, and uses a 7 Hex model.							