

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 : 4

Accuracy: 8

Labour : 4

Strength : 8

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"/> <input type="checkbox"/>	T Labrys	Bullsaur	Tough
Body	9 T	B <input type="checkbox"/> <input type="checkbox"/>			Quick Strike
Head	9 T	H <input type="checkbox"/>			Terror

Special Rules :

Titanium Heart : All Friendly Models within 5 do not become Shaken and become Broken when they would be Panicked.

Grim Resolve : All Parley Actions must target this Model. For each failed Parley Action by this Model, lower its Discipline and Awareness by 1 and gain 1 Dread. When this model would have otherwise been Broken, it becomes Frenzied.

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.

Star Strike : [3AP 1LP] Resolve a Charge Attack. After the Charge Attack has been resolved, inflict 3 Graze Wounds on Adjacent models to the one Charged, distributed however you see fit (Models can cancel these through a successful Armour roll.) For every Enemy models that dies as a result of this, lower Dread by 1, and the Model that dies generates 1 additional Dread.

Pearlescent Princess



Pearlescent Princess

Leader

Cost : 20 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>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	6 T	L <input type="checkbox"/>	T Stiletto		Nimble
Body	5 T	B <input type="checkbox"/> <input type="checkbox"/>			Quick Strike
Head	4 T	H <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.

Pearl of Atlan : While this model has no Wound, Rally Actions taken by it lower Dread by 2.

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.

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 non-Slave model adjacent to one another. The non-Slave Model loses 2 Movement, however until the end of the game whenever the Slave model ends its Activation, immediately move the non-Slave model adjacent to it.

"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	.L: <input type="checkbox"/> <input type="checkbox"/>		Any Atlan Melee	Dogged
Body	4 T	B <input type="checkbox"/>		First Aid	
Head	2 T	H <input type="checkbox"/>		Rations	
				Torch	
				Lantern	
				Material	
				Warhorse	

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 2 LD) : immediately activate 3 Slave friendly models one after the other. (3 Silver)
- **Run that Body Down** : When this model would become Panicked, this model and all Friendly Soldier models become Frenzied instead. (1 Silver)
- **Elite Corps** : All Faction *Soldiers* in your Expedition may upgrade their Melee Weapons to Titanium Weapons (paying the Cost), as well as equip Caltrops and Mantraps. (3 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. (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	0	B <input type="checkbox"/> <input type="checkbox"/>		Kopis	
Head	0	H <input type="checkbox"/>		Spring Gun	
				Rations	
				Snake Oil	
				Material	
				Lantern	
				Titanium Balls	

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

- **Heavy Metal** : When this model takes a Critical hit 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 Rare Ore Mineral Vein in the hex it died in. (15 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 Clear** [2 AP 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



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

<u>Ranged</u>	<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.

Specialists

The Hospitalier



Atlan Hospitalier Cost : 10 Silver
Specialist, Icon

AP : 3 Discipline : 8
Movement : 2 Evasion : 6
Accuracy : 4 Labour : 5
Strength : 6 Awareness : 7

<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"/>		T Stiletto	Dogged
Body	6 T	<input type="checkbox"/>		Titanium Bonesaw	Hatred [Wounded]
Head	2 T			Algean Stinger	

Special Rules :

Walk It Off : [1 AP] You may use this ability outside of this model's Activation, whenever a friendly adjacent model would be removed from the game. That model remains in play until the end of the turn, at which point it is removed in the same manner it would have been. This cannot target a Wall Shaman or Wall Mystic.

Abhor the Weak : Friendly adjacent models gain +1 Accuracy on 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.

The Adamant Mystic



Adamant Mystic Cost : 20 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>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	6 T	<input type="checkbox"/>			Tough
Body	5 T	<input type="checkbox"/>			
Head	4 T				

Special Rules :

Songs of the Titans (2 AP 1 LP) : Select up to 3 enemy models within 3 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 and Friendly *Icon* models adjacent to it do not suffer from Obscurity, and have LoS to any model that is in LoS of a Wall hex (they must still determine range from their own hex, but may ignore any LoS blocking hex along that path as long as the one drawn from the Wall hex is clear.)

Fire repellent : This model and models adjacent to it may reroll failed Armour saves on all their Locations when resolving Fire Damage.

Adamant Growth : (2 AP 1 LP) Friendly Models adjacent to this one gain the Titanium Weapon rule on all their Melee Weapons until the end of the Turn, however if they roll a 10 on their Accuracy face-to-face roll during a Melee Attack while this rule is in effect, the weapon used is destroyed.

The Wall Shaman



Wall Shaman

Cost : 20 Silver

Specialist, Engineer, Icon

AP : 2	Discipline : 8
Movement : 2	Evasion : 4
Accuracy : 6	Labour : 7
Strength : 6	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	Dogged
Body	2 T	<input type="checkbox"/>		Shield	
Head	2 T			Material	

Special Rules :

No More Tears : This model may use Repair on Icon models as if they were Mechanical, additionally, if the Labour Test result in a Critical, you may restore 1 lost Armour to one Location.

Twisted Path : When you recruit this model, choose 1 rule from each of these pairs of rules :

Tales of a Scorched Earth : Every Friendly Model that shares a Keyword with this one gains Hatred [Enemy] and +1 Discipline

OR

Eternal Vigilance : Models that share no Keyword with this one may take a free Build Action at the end of each of their Activation, however for each Material used during that build action, the model who resolved it takes a Graze Wound.

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.

OR

Everything Put Together: [2 AP 3LP] Deploy a Friendly Icon model previously removed from the game adjacent to a Wall, Barricade or Fortification. This model ignores Morale rules, may not Move, and is removed from the game at the end of the turn.

The Wall Mystic



Wall Mystic	Cost : 50 Silver
<i>Specialist, Icon</i>	
AP : 4	Discipline : 9
Movement : 1	Evasion : 0
Accuracy : 5	Labour : 7
Strength : 7	Awareness : 8

<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"/>			
Body	5 T	<input type="checkbox"/>			
Head	3 T	<input type="checkbox"/>			
		<input type="checkbox"/>			
		<input type="checkbox"/>			
		<input type="checkbox"/>			

Special Rules :

Keystone : Whenever this model suffers Wounds from a Critical or a failed Fire or Electrical Damage test to a Location that doesn't currently have the Titanium Armour rule, it regains Titanium Armour on that Location.

Titanium Trap Mind : As long as this model has AP left and at least one Location with the Titanium Armour rule, all Prophecies and Parley Action must target this model (**Grim Resolve** takes priority over this rule).

Glass Eyes : [4 AP] Target an undiscovered Mineral Vein within 4 and LoS. Check the Random Mineral Table for it, adding +1 to the roll; the first time the target Mineral Vein is Excavated, the Ore found is the one determined by this roll. If the result is not Titanium, you may Test Labour, if successful you may ignore this result.

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

Atlan Toltaikos



Atlan Toltaikos Cost : 15 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>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	5 T	<input type="checkbox"/>		Any Atlan Melee	
Body	4 T	<input type="checkbox"/>		Spring Gun	
Head	5 T			Acanthus Pike	
				Materials	
				Titanium Balls	

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 [1AP X Silver] Immediately Deploy a Caltrop, Mantrap or Leaping Flower token without using one previously equipped during Recruitment, but paying its Silver Cost.

Atlan Retiarioi



Atlan Retiarioi <i>Specialist</i>	Cost : 20 Silver
AP : 2 Movement : 2 Accuracy : 6 Strength : 6	Discipline : 6 Evasion : 6 Labour : 4 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	Buckler	Special Action Hide
Body	4 T	<input type="checkbox"/>		Shield	
Head	5 T			Material	

<u>Weapon</u>	<u>Range</u>	<u>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
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Titanium Net	3	-1	0	/	1
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Special : Limited use 3. Models hit by this weapon who fails their Evasion test may no longer move this turn.

Special Rules :

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.

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.

Followers

The Immortal



Immortal Cost : 17 Silver
Soldier, Elite

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	7 T	<input type="checkbox"/>		Any Atlan Melee Wp	
Body	7 T	<input type="checkbox"/>		Acanthus Pike	
Head	7 T			Shield	
				Buckler	
				Torch	
				Lantern	
				Greek Fire Greese	

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 Buckler or Shield, this model blocks LoS to friendly models which are only partially obscured by it. If it has no Buckler or Shield equipped, it gains Quick Strike on all its Melee Attacks.

The Reclaimer



Reclaimer Cost : 10 Silver
Soldier, Engineer

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

Special Rules :

Stand My Ground : While this model is Shaken, it may still Activates, 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.

The Reconquerer



Reconquerer **Cost : 10 Silver**
Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	5 T	<input type="checkbox"/>		Any Atlan Melee Wp	
Body	5 T	<input type="checkbox"/>		Warhorse	
Head	5 T			Torch	
				Lantern	
				Materials	
				Caltrops	
				Mantraps	

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.

The Spring Gunner



Spring Gunner Cost : 10 Silver
Soldier

AP : 2	Discipline : 5
Movement : 3	Evasion : 7
Accuracy : 6	Labour : 3
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	3 T	<input type="checkbox"/>		Spring Gun	
Body	4 T	<input type="checkbox"/>		Stiletto	
Head	2 T	<input type="checkbox"/>		Khopis	
				Material	
				Torch	
				Lantern	
				Titanium Balls	
				Verutum	

Special Rules :

Hair Trigger : [1 AP] This model suffers -1 Discipline until the end of the game. Until the end of the turn, if an Enemy Model makes an Attack within this Model's LoS, before resolving that Attack, immediately resolve a Ranged Attack against that Model, even if it is out of Range (in which case the Attack automatically fails). This Model must have a Reloaded weapon to resolve this rule.

Slave Soldier

It was either this or the mines.



Slave Soldier

Cost : 2 Silver

Soldier, Slave

AP : 2

Discipline : 3

Movement : 2

Evasion : 4

Accuracy : 4

Labour : 2

Strength : 6

Awareness : 3

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

Special Rules :

Field Promotion : Whenever this model kills an Enemy or NPC with a Critical result, 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 : 6

Discipline : 4

Evasion : 5

Labour : 3

Awareness : 4

<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	
Body	0	<input type="checkbox"/>		Sling	
Head	5	<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 *Soldier*

Cost : 6 Silver

AP : 2

Discipline : 5

Movement : 3

Evasion : 6

Accuracy : 6

Labour : 4

Strength : 7

Awareness : 4

Location

Armour

Health

Loadout

Opt Equipment

Common Sp. Rules

Limbs

3 T



Any Atlan Melee Wp

Acanthus Pike Training

Body

4 T



Acanthus Pike

Head

2

Sling

Verutum

Earn It (2) : This model cannot be recruited, it must be obtained by having a Slave Soldier resolve its **Field Promotion** (1) rule.

Military Retirement : If this model survives a battle without becoming Panicked, note it down next to its profile. After accomplishing this twice, 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 <i>Mook, Slave</i>	Cost : 1 Silver
AP : 2 Movement : 3 Accuracy : 2 Strength : 3	Discipline : 3 Evasion : 2 Labour : 2 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"/>		Shovel	
Body	0	<input type="checkbox"/>		Pickaxe	
Head	0	<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.

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>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
Sagaris Halberd Special : Reach	-1	-2	-2	6	[X X]/[■ ■]	3
Clipeus (Buckler)	-1	+2	0	7	[/]/[X]	1
Parmula (Shield)	-2	+3	0	7	[/]/[X]	2

Atlan Range Weapons

<u>Weapon</u>	<u>Range</u>	<u>Accuracy</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>	<u>Special</u>	<u>Cost</u>
Spring-gun	8	-1	2	■	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>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	Limited Ammo(3)

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	6	0	1	/	1	*	4
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Stinger

Special : This Weapon always counts as having the Terror Tonic equipment Affixed to it.
Limited Ammo (3).

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>
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Horse	5	0	+1	+1	+1	(3 / 1)	4
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Special :

Warhorse	4	+1	+1	+1	+2	(4 / 1)	10
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Special :

Cavesaur	4	0	+1	+1	+1	(3 / 2)	7
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Special :

Bullsaur	2	0	+1	-2	+3	(5 / 3)	20
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(Triceratop)

Special :

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 Silver

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] 1 Silver. Can be Affixed on any Melee weapon. 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.

Titanium Balls : [2 Silver] Use when Reloading a Musket, Flintlock, Spring Cannon, Spring Gun or Sling. The next Attack from the Reloaded weapon gains +1 Accuracy and causes Armour Loss equal to its Penetration Value.

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

Shovel	-1	+1	1	2	Reach	1
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Special : Models equipped with this add +2 to the Labour for Excavation rolls.