

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

Faction Expedition Book :

The British Empire



The British Empire saw a new wave of colonialism and wealth following the Lidenbrock-Bjelke Expedition to the Third and Fourth Layers. They have prospected deeper than anyone else, but are still establishing logistics lines in upper layers.

British academia-developed ANALYTICAL ENGINES can forecast complex phenomena from weather, to stock markets, to military strategy. American and German failures to reproduce these machines led to speculation that their origins lie deeper than the Brits would have others believe

Mt. Snaefellsjokull in British Iceland hosts an entrance to Agartha. This entrance became secondary after the construction of the Eiffel Tower in Paris. Iceland remains a major military installation and naval port, with a canal leading to the Third Layer.

Lemurian interference emboldened the Sepoy Rebellion, by sending prophetic monks to divine enemy tactics. With most of India secured by these efforts, Emperor Bahadur Shah II established the Neo-Mughal Empire in Delhi. Already quite old, Mirza Mughal (Who survived this timeline.) succeeded him soon after. Crowned Akbar III, he revived Akbar I's project of Din-i Ilahi faith, now fused with Lemurian mysticism. Muslim insurgencies persist in modern-day Pakistan and Kashmir, and surrounding areas, because of this, with some local independent principalities as well. The British held Bengal, Assam and Sri Lanka. Nepal used the chaos to expand into now-independent India and remained an ally of Britain, their Gurkhas still serving in the British armies.

Conflict in the Highlands resulted in the Malcolmite Rebellion, led by the heroic figure King Malcolm. Malcolm has since descended into the underground and become an enemy of the surface. 186X, the leader of a Highland Regiment and veteran of the Sepoy Rebellion began to give speeches against English rule in Scotland, citing growing pollution and the fall of Paris as signs of God's displeasure with the world and a reason to depose the Protestant monarchy.

In private, he confided in his closest supporters visions of "rainbow-clad warriors" descending from the heavens to cleanse the earth, unless action is taken. Following the Sepoy Rebellion's success, his words began to take root. Evidence, found or perhaps fabricated, tied him to the House of Stuart. "King Malcolm" became a rallying point for anti-government sentiment across the Isles.

The English, for their part, began taking steps to curb the rebellion before it could start. Malcolm was arrested and held for seven days in a Glasgow jail before armed rebels stormed the building and freed him. This sparked a proper war. The papacy offered clandestine support to the largely Catholic rebels. The Pope hoped to establish new footholds for Catholic support in Scotland. With the situation in Italy so dire, drastic measures were approved.

Somehow, King Malcolm's forces seemed to know where the government forces would be and evaded them at every turn. Malcolm also proved himself a hero to common folk, often taking the time to give aid to civilians impacted by the fighting. A French author wrote a novel depicting Malcolm as a hero of the common man which proved popular on the continent. Papal support quickly dried up due to lack of results and more immediate concerns in Iberia. Without foreign aid, the rebellion found acquiring supplies and recruits increasingly difficult. The crown's logistical superiority ground the rebels down, despite the rebellion's often mystical ability to evade confrontation.

Malcolm personally led a daring raid on an English stockpile, but his weakened forces failed. Following the lost battle, Malcolm went missing. Without his leadership, the rebellion crumbled.

The Crown offered pardons in exchange for service in expeditionary forces, forming The Black Watch from a mix of these turncoats and existing Highland regiments. Many others fled to the continent where they found work as mercenaries in various armies, hardened by their experience in both India and the Highlands.

Recently, whispers arose that Malcolm yet lives, and continues to preach his visions of doom deep within the Earth. Many lost in Agartha find themselves drawn to his side. These Lost Men have begun to butcher their surface brethren, seemingly to keep them from proceeding further into the underworld...

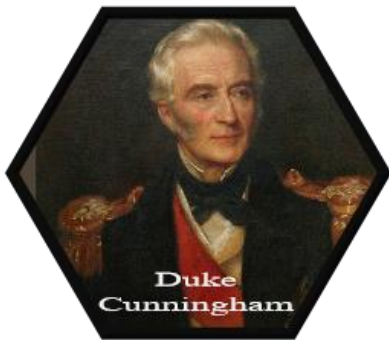
The British have occupied the former Dutch East Indies in the chaos after the Netherlands have sunk into the earth. A very intense insurrection is waged by several independence movements and native princedoms supported by Lemuria.

Leaders

Duke Cunningham

1st Lord of the Admiralty, hero of the Seizure of Iceland, and a man of endless ambition, Edward Cunningham's name is carved in infamy, such that it inspires dread in all who hear it. Granted the Duchy of Iceland for his service to the crown, and the Admiralty through backroom dealing, he is the most powerful man in all England. On his authority, the British have delved deeper than all the colonial powers, and none know when he plans to stop.

Though his greatest skills lie in the realm of politics and military planning, he still leads expeditions from time to time, and much like England, he expects that every man will do his duty. His long experience in war grants his troops extra mobility, while his very voice can shake even the most terrified troops out of their stupor and bring them back to the battle.



Duke Cunningham Cost : 25 Silver

Leader

Leadership : ○ ○ ○ ○ ○

AP : 2	Discipline : 9
Movement : 4	Evasion : 6
Accuracy : 6	Labour : 5
Strength : 5	Awareness: 9

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	.L: <input type="checkbox"/> <input type="checkbox"/>	Saber	Horse (4 S)	Tough
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Webley		
Head	0	H <input type="checkbox"/>			

Special Rules :

The Leaden Duke : [1 AP 3 LP] : Your opponent immediately takes 3 Dread.

A Snear of Cold Command : [1 LP] You may use this action whenever a friendly faction *Soldiers* within 5 of this model would resolve any Morale effect other than being removed from play for being Broken. Ignore that effect.

Maneuver Warfare : [1 AP 1 LP] All friendly faction *Soldiers* within 5 gain +1 Movement until the end of the turn.

Government Connections : Friendly Faction *Soldiers* may recruit any weapons from the Generic (see main Rulebook) or US list regardless of restrictions stated on their profiles.

The Modern Major General

The very image of a British officer! I say, sir, you will find none better! His knowledge of all things vegetable, animal, and mineral, is, I say, nigh magical! Education and upbringing are unmatched! And he looks quite dashing in that uniform! And those perfectly groomed white whiskers! The ladies all adore him! He doffs his hat, shakes you hand, and is off whistling a tune before you know it! You should ask him to recite some rhymes, he will happily provide! My God, sir, what a man he is! None like him! England will weep when he passes! But we shouldn't think of such gloomy things, no, sir! Let us instead back in the glory of this man's great achievements! Or, future achievements, because I'm sure he'll have many, it's a certainty! Any day now! That's the spirit!



The Modern Major Gen. Cost : 20 Silver

Leader

Leadership : ○○○

AP : 2

Discipline : 8

Movement : 3

Evasion : 7

Accuracy: 6

Labour : 5

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	0	.L: <input type="checkbox"/> <input type="checkbox"/>	Saber	Horse (4 S)	Dogged
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Webley		
Head	0	H <input type="checkbox"/>			

Special Rules :

A smattering of elemental strategy : At the beginning of your turn, roll a d6. All friendly Faction *Soldiers* within 5 of this model gain the following rule until the end of the turn:

- 1 : Deadly [Bayonets] 2 : Nimble 3 : Backstab
 4-6 : May Disengage paying only 1 AP

Knows more of tactics than a novice in a nunnery : [1AP 1 LP] Immediately roll again on the **A Smattering of elemental strategy** table. All friendly Faction *Soldiers* within 5 of this model gain the rule until the end of the turn (in addition to any other gained through the same table). If they already had that rule, they gain 1 AP instead. You may use this action as many time as you wish.

In order categorical : Whenever a Friendly Faction *Soldier* within 3 of this model Moves, another identical model which was adjacent to it at the start of the Move may resolve a move action at no cost.

Vegetable, animal and mineral : During recruitment, choose between the Engineer, Diplomat, Medic and Cook Keyword. This model gains this Keyword.

The Black Watch Bulldog



The B.W. Bulldog Cost : 15 Silver
Leader
Leadership : ○

AP : 2 Discipline : 7
 Movement : 4 Evasion : 7
 Accuracy : 8 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 Rule</u>
Limbs	0	.L: <input type="checkbox"/> <input type="checkbox"/>	Webley	Horse (4 S)	Quick Shot
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Saber	Lee-Metfield	Tough
Head	0	H <input type="checkbox"/>	Lantern		Dual Wielder [Webley] Deadly [Saber]

Special Rules :

Paying the price : If this model is your Leader, you start the game with 2 Dread.

Band of Rebels : If this model is your Leader, you may recruit Highland Rifles and Malcomite Rebels as Faction Followers.

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)

UK Faction Traits

(Select up to 1 out of 5 from these)

The Lieutenant



The Lieutenant Cost : 6 Silver
Hero

AP : 2	Discipline : 5
Movement : 3	Evasion : 5
Skill : 5	Labour : 5
Strength : 5	Awareness : 5

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	.L: <input type="checkbox"/>		Horse (4 S)	
Body	0	B <input type="checkbox"/> <input type="checkbox"/>		Webley	
Head	0	H <input type="checkbox"/>		Saber	

Traits (choose 2 out of 5 from here)

Royal Engineers Officer : This model gains the Engineer keyword and the **Deploy Engine** & **Rush Calculations** Actions from the Analytical Engineer profile. You may recruit a Prediction Engine. (5 Silver)

Colonial Service Posting : This model gains **Weapon Training** with one Melee weapon of its choice, and additionally gains the **Terrain Affinities** of adjacent Friendly *Auxiliary* models. (2 Silver)

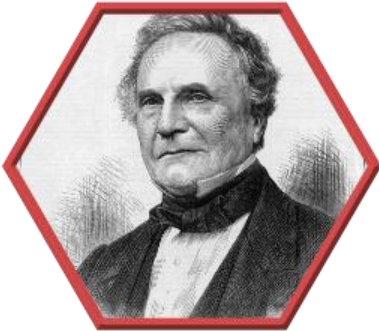
Penal Highlands Officer : This model gains Hatred: Lost Men. Blackwatch models within 5 hexes gain +1 Discipline. (1 Silver)

Colour Sergeant : This model gains "Thin Red Line" : [1 AP], while remaining stationary any connected model gain +1 Strength and may reroll Discipline tests. Connected units are ones adjacent, or adjacent to ones adjacent, or so on. (2 Silver)

Royal Hussar : This model gains a free horse. Mounted units within 5 hexes gain +1 Accuracy and Movement while charging. (10 Silver)

Characters

The Analytical Engineer



The Analytical Engineer Cost : 15 Silver
Character, Engineer

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	.L: <input type="checkbox"/>	Webley	Horse (4 S)	
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Dagger		
Head	0	H <input type="checkbox"/>	Lantern		

Special Rules :

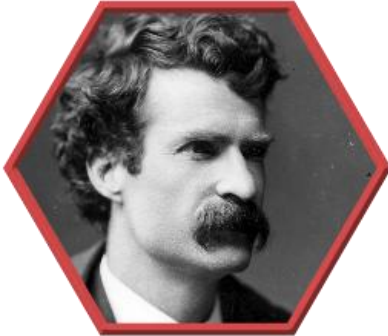
Deploy Engine (1 AP): Place a Prophetic Engine Model adjacent to this one.

Rush Calculations (1 AP): Test Awareness. If you succeed, remove 1 Computing... token from a Prophetic Engine adjacent to this mode. If you fail, suffer -1 Awareness until the end of the turn.

Recruitment : May be armed with any weapon, equipment or mounts from the British Weapons, Equipment & Mount lists. Comes with a Prediction Engine for which it does not need to pay (the Prediction Engine's cost serves only as a bounty for the enemy).

Sir Conrad Beauchamp

(TO BE FINISHED)



Sir Conrad Beauchamp Cost : 15 Silver
Character, Academic

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

Location	Armour	Health	Starting Loadout	Optional Equipment
Limbs	0	.L: <input type="checkbox"/> <input type="checkbox"/>		- Horse (4 S)
Body	0	B <input type="checkbox"/> <input type="checkbox"/>		
Head	0	H <input type="checkbox"/>		

Special Rules :

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

Deep Curio Collector: Before Deployment, roll a d10 on the following table :

1 : America 2 : Atlan 3 : Atlantis 4 : Italy 5 : France 6 : Lemuria
7 : Ottoman 8 : Tai Pei 9 : Mu 10 : Mercenaries

And then again on the following tables based on the previous roll :

America (D3) : 1: Hyp. Tommy Gun 2 : Hyp. Ray Gun 3 : [Placeholder]

Atlan (D3) : 1 : Caltrops 2 : Mantrap 3 : Leaping Flower

Atlantis (D3) 1 : Ichor Sensor 2 : Achlysian Sensor 3 : Apples of Melanion

Italy : (D6) 1 : Volcanic Esoterism 2 : Keyholder 3 : Magma Blade 4 : Asbestos

Armour 5 : Orichalcum Board 6 : [Placeholder]

France : [Placeholder]

Lemuria (D6) : 1 : Hairless Monkey Paw 2: Cultivated Eye 3 : Mummy Tongue

4: Crystal Foot 5 : Cultivated Skin Parchment 6 [Placeholder]

Ottoman (D3) : 1 : Ankh of Vivacity 2 : Urn of Containment 3 : Beast Headed Idol

Tai Pei (D3) : 1 : Terracotta Prosthetics 2 [Placeholder] 3 [Placehoder]

Mu :

Mercenaries :

The Heiress Explorer



The Heiress Explorer Cost : 25 Silver

Character, Academic

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	.L: <input type="checkbox"/>	Webley	Horse (4 S)	Quick Shot
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Dagger		Nimble
Head	0	H <input type="checkbox"/>	Lantern		

Special Rules :

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

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

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

The Neptunium Baron

The Neptunium Baron is the man who keeps the lights running in London! Or so the slogans go, plastered across the front page of whichever newspaper he owns. The discovery of Agartha has made many fortunes, and few have made a bigger profit off Agartha's wealth than he. He has dedicated his resources and wealth to obtaining a resource of immeasurable value: Neptunium.

Neptunium is a strange liquid not present on the surface, but the underground is dotted with fields of the stuff, light blue, and fluorescent when exposed to the air. Worthless to the Agarthan nations, it's use as a fuel for the latest colonial technology has sparked a race to discover more sources, and the Neptunium Baron is in the lead for the fight to discover and acquire more Neptunium, by whatever means necessary. Don't expect him to put up much of a fight though, that's what the rest of the expedition is for.



The Neptunium Baron Cost : 25 Silver *Character*

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>	<u>Common Sp Rule</u>
Limbs	0	.L: <input type="checkbox"/> <input type="checkbox"/>	Webley	Horse (4 S)	Dogged
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Dagger		
Head	0	H <input type="checkbox"/>	Lantern		
			Pickaxe		

Special Rules :

Drill Crew : If you recruited this Character, *Workers* in your Expedition may build Wells, and rolls 2 dices to determine if it is a Water Well or a Neptunium Well.

Only Neptunium and Whiskey : If you recruited this Character, controlling Water Wells is only worth 5 Silver at the end of the game.

Drainage! : If you recruited this Character, before Deployment, roll a Scatter D3 from the centermost hex of the map and mark down the hex. Building a Well in that hex automatically results in a Neptunium Well.

Dig Funding : When you recruit this model, add 20 Silver to your Chest, which can only be spent on Shovels, Pickaxes and Explosives.

The Big Game Hunter



The Big Game Hunter Cost : 20 Silver
Character

AP : 2	Discipline : 5
Movement : 3	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 Rule</u>
Limbs	0	.L: <input type="checkbox"/> <input type="checkbox"/>	Webley	Horse (4 S)	Quick Shot
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Dagger		Rifle Training
Head	0	H <input type="checkbox"/>	Lantern		

Special Rules :

Rifle Collector : This model can equip any one Rifle from any Faction list at no cost.

Proficient Hunter : This model's Rifle Attacks gain **Deadly** against *Beasts*.

"It's close, I can smell it." : [1 AP 1 LP] Roll once on the Prehistoric Predator Hostile list and Spawn the result on any edge of the Map, further away than 5 from any model.

The Treasure Hunter



The Treasure Hunter Cost : 15 Silver

Character

AP : 2	Discipline : 5
Movement : 3	Evasion : 5
Accuracy : 5	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 Rule</u>
Limbs	0	.L: <input type="checkbox"/> <input type="checkbox"/>	L-A Shotgun	Horse (4 S)	Deadly [L-A Shotgun]
Body	0	B <input type="checkbox"/> <input type="checkbox"/>	Dagger		
Head	0	H <input type="checkbox"/>	Lantern		

Special Rules :

Leave no stone unturned : While this model is alive, friendly Faction models who attempt to open Chest rolls 2 Dices on both the Lock and Content tables, and chose which dice to use each roll, however, they must resolve all Trap! results rolled.

Specialist

The Army Medic



The Army Medic Cost : 8 Silver
Specialist, Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	First Aid Kit x2	Sabre	Medic
Body	0	<input type="checkbox"/>		Bayonet	
Head	2			Webley	
				Lee-Metfields	
				First Aid Kit	
				Material	

The Sergeant Major



The Sergeant Major Cost : 16 Silver
Specialist

AP : 2	Discipline : 7
Movement : 4	Evasion : 5
Accuracy : 6	Labour : 5
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	0	<input type="checkbox"/>		Sabre	Bayonet Training
Body	0	<input type="checkbox"/>		Bayonet	
Head	2			Webley	
				Lee-Metfields	
				First Aid Kit	
				Material	

Special Rules :

Don't die on me! : While this model is alive, friendly *British Army Privates* gains **Dogged**.

Sets the pace : Friendly Faction *Soldiers* activating adjacent to this model gain +1 Movement.

"Affix Bayonets" : [1 AP, 1 LP] All friendly Faction *Soldiers* within 5 may immediately Ready their Bayonets at no AP cost. All those that do gain +1 Strength Attacking or Defending with Bayonets until the end of the turn.

The sun never sets : While this model is adjacent to both a friendly faction *Soldier* and a friendly faction *Auxiliary* model, all 3 of those models gain +1 Accuracy and +1 Evasion.

Followers

The British Army Private

The rank and file of the British Army. Loyal, dependable, and utterly unremarkable. In his distinctive red coat and pith helmet he is the quintessential army private, present wherever the Union Jack flies and eternally suffering beneath his overbearing sergeant major.

The army private is composed from all walks of British society; young, old, poor, men without enough money or connections to get a commission. He is promised a generous pension at the end of his service, and to the Agarthan Service's credit, he usually lives to see it. At least his family will if he doesn't. Weak on his own, when formed in a proper line under the leadership of a sergeant major he'll shoot as well as any veteran. Now that's soldiering..



British Army Private Cost : 10 Silver
Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Sabre	Bayonet Training
Body	0	<input type="checkbox"/>	Bayonet	
Head	2		Webley	
			Lee-Metfields	
			First Aid Kit	
			Rations	
			Material	

Unique Rules :

Line Fire : This model's Ranged Attacks gain **Quick Shot** if there are 2 or more other British Army Private adjacent to this one.

The Grímsvötn Guard

A mysterious army unit formed after The Seizure, the Grímsvötn Guard are a black uniformed elite garrisoned on Iceland, thought to be regiment sized, though information on their activities is restricted to all but the highest levels of government. Often assigned to the most sensitive British expeditions, their members are known to act as bodyguards for expedition leadership, giving their lives before they let their dependent suffer harm.

Even more unprecedented, they have a tendency to operate outside the usual channels of army command, rumoured to embark on secret expeditions without the approval of the British Parliament, leading to accusations from the less reputable tabloids that the Leaden Duke is operating his own pocket regiment, claims which the Duke has not deigned to answer.



Grímsvötn Guard Cost : 9 Silver
Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Sabre	
Body	4	<input type="checkbox"/>	Bayonet	
Head	2		Webley	
			Lee-Metfields	
			First Aid Kit	
			Rations	
			Material	

Unique Rules :

Bodyguard: If this model is within 2 of a Leader, Character or Specialist model, you may assign any successful Attacks targeting that model to this Grímsvötn Guard instead. Roll Armour as usual.

The Black Watch

British army regiment, infamous for their former allegiance to Malcolm, sent into Agarthia to pay off their pardons with blood

Strong regimental traditions

Quit yer sobbin', Sassenach, I've seen worse scars on a spit shined chamberpot"



The Black Watch Cost : 13 Silver
Soldier

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Sabre	Tough
Body	0	<input type="checkbox"/>	Bayonet	Quick Strike
Head	0		Webley	Mountain & Foothills Terrain affinity
			Lee-Metfields	Bayonet Training
			First Aid Kit	
			Rations	
			Material	

The Land Transport Corp



Land Transport Corp Cost : 8 Silver
Worker

AP : 2 Discipline : 5
Movement : 3 Evasion : 5
Skill : 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. Rules</u>
Limbs	0	<input type="checkbox"/>		Bayonet	
Body	0	<input type="checkbox"/>		Webley	
Head	0			Lee-Metfields	
				Dynamite	
				First Aid Kit	
				Material	
				Rations	
				Torches	
				Lantern	

Special Rules :

Pack Horse : This model may carry up to 15 items of Equipment.

The Crimean War Veteran

Standard rank and file of the British Expeditions.

Quintessential unit to be supported by sergeant majors.

Poor melee stats, can serve as a stop-gap well if a sergeant major helps their morale



Crimean War Veteran Cost : 14 Silver
Soldier, Elite

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Opt Equipment</u>	<u>Common Sp. Rules</u>
Limbs	0	<input type="checkbox"/>	Sabre	Broken Hills Affinity
Body	0	<input type="checkbox"/>	Bayonet	Tough
Head	0	<input type="checkbox"/>	Webley Lee-Metfields First Aid Kit Rations Material	

Unique Rules :

Wary of his surroundings : This model's owner rolls 2 dices when resolving Trap!, Anomaly and Explosion tests, and keep the one he wishes.

Quick on the Saddle : While mounted on a Horse and targeted by Melee attacks, this model always counts as Dodging.

Special Units

The Armoured Traction Engine



Arm. Traction Engine Value : 75 S
Artillery, Mechanical

AP : 4	Discipline : 8
Movement : 1	Evasion : 2
Accuracy : 5	Labour : 8
Strength : 8	Awareness : 4

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Loadout</u>	<u>Opt. Equipment</u>
0-3 Hull	7	.L: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Webley (x4)	Lee-Metfield (x4)
4-5 Engine	6	B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Saber	Dynamite
6+ Crew	0	H <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Lantern	Material Rations

Special Rules :

RBL 40p Armstrong

<u>Scatter</u>	<u>Range</u>	<u>Skill</u>	<u>Penetration</u>	<u>Lethality</u>	<u>Reload</u>
D3	14	-1	5	■ ■	4

Explosion : Blast Range 2, Strength 8 AP 2

Special Rules :

Vehicle : Wounds to this model's Hull location spills over to its Engine location when Hull is filled. It dies once the Engine or Crew Locations are filled.

Crew : This model has 4 Crewman, they each have their own Weapons and must track Reload individually.

Firing Deck : This model may transport up to 6 Friendly Faction Models, These are placed on one of the hexes occupied by this model at the end of each of this model's Movement. Attacks may target these models individually, but the models transported gain Cover and this model's Hull Location Armour Value, unless the Hull Location has been destroyed. Models transported this way may exit through a normal Move Action.

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

Steam Pressure : Whenever this model suffers a Critical hit to its Engine Location, it must succeed a Strength test, if it fails it dies immediately, causing an Explosion Blast Range 2, Strength 9 Penetration 3 from itself.

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

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

The British Auxiliary



British Auxiliary Cost : 2 Silver
Auxiliary

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

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Opt Equipment</u>
Limbs	0	<input type="checkbox"/>	Any Medieval Weapon
Body	0	<input type="checkbox"/>	Rations
Head	0	<input type="checkbox"/>	Material

Traits (choose 3 max from this list)

>**Free Diver:** (Caribbean, Ceylon, Australia, Oceania, Fifth Layer) [3 Silver]

Unit gains amphibious keyword and +2 Awareness.

>**Woodsman:** (Canada, India, Ireland, Third Layer) [1 Silver]

Unit gains the woodsman keyword and +2 Awareness.

>**Dune Warrior:** [1 Silver]

Unit gains the Dune Warrior keyword and +2 Awareness.

>**Translator:** (Anywhere really) [5 Silver]

Unit gains the diplomat keyword and 2 awareness. Unit can spend 2 AP to perform "Translate" action, giving adjacent leader units the diplomat keyword for the turn.

>**Ancestral Weapon:** (India, South Africa, Oceania, Canada, Third Layer) [4 Silver]

Select one melee weapon OR muskets/ blackpowder pistols. This unit gains +3 accuracy AND training with that weapon. If a melee weapon is selected, the unit can gain +1 strength. Unit gains the soldier keyword.

>**Born in the saddle:** (India, Australia, Fourth Layer) [3 Silver]

Unit gains an additional +2 movement when mounted. Unit may take any mount from the colonial mounts list. For an additional 3 silver unit may take a cavaosaur mount.

>**Home Territory:** (Anywhere) [1 Silver]

Unit gains terrain affinity with a selected terrain, and +2 Evasion

>**Ancestral Armour:** (Canada, Australia [Ned Kelly says Hello]) [3 Silver]

Unit may either gain 4 body armour and 5 head armour OR 3 Limb armour, 3 Body armour, and 2 head armour.

>**War Dance:** (South Africa, Oceania) [4 Silver]

Unit may initiate “War Dance” ability for 2 AP. If unit remains undamaged for one turn after activating the ability it gains +4 accuracy and the quick strike ability in melee for two turns.

>**Mountaineer:** (Nepal, Iceland, Third Layer) [2 Silver]

Unit always counts as equipped with climbing gear. When resolving climbing tests, this unit has +3 strength.

>**Dervish:** (Sudan, Fourth Layer) [3 Silver]

Unit gains the dual-wielder ability for a melee weapon it can take. Unit gains +2 Evasion.

>**Modern Equipment:** (India, Canada, Iceland) [4 Silver]

Unit gains +2 accuracy. Unit may take weapons from the British ranged and melee lists. Unit gains the soldier keyword.

>**Porter:** (Hong Kong, South Africa, India) [1 Silver]

Unit gains the Worker Keyword and +3 labour. Unit may carry four pieces of equipment.

>**Fearsome:** (Nepal, Canada) [3 Silver]

Any enemy units killed by this unit generate twice as much dread as they would otherwise. Unit gains +3 discipline.

>**Marksman:** (India, South Africa, Canada) [2 Silver]

Add 4 hexes to the range of any ranged weapons held by this unit. When this unit is in Elevated terrain it gains +2 accuracy against units not in elevated terrain.

>**Queen’s Own Morlock Infantry:** (Third Layer, Fourth Layer, Fifth Layer, Belgium) [1 Silver]

This counts as two traits. Unit gains the statline and abilities of a Morlock Grunt, with the exception that they can only take weapons from the medieval weapons list, not the Mu list. May not be chosen in expeditions led by Duke Cunningham.

>**Queen’s Own Neanderthal Infantry:** (Third Layer, Fourth Layer, Manchester) [4 Silver]

This counts as two traits. Unit gains the statline and abilities of a Neanderthal Cond, with the exception that it does not have any armour, and it does not count as a merc. May not be chosen in expeditions led by Duke Cunningham.



The Prediction Engine



Prediction Engine Cost : 10 Silver
Mechanical, Deep

AP : 1 Discipline : -
Movement : - Evasion : 1
Accuracy : - Labour : -
Strength : - Awareness : 8

<u>Location</u>	<u>Armour</u>	<u>Health</u>	<u>Weapons</u>
*	4	<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	

Special Rules :

Environmental Analysis (1 AP) : Remove 1 “Computing...” counter from this model.

Analytical Prediction (1 AP) : Use this only if there are no longer any “Computing...” counters on this model. This model may attempt 1 Battle Prophecy, ignoring the number of Prophecy attempted by models in your Expedition previously. Once you have resolved the Prophecy, roll d3 and add that many “Computing...” counters on this model.

Differential Failure : Instead of recording how many Prophecies this model attempted, record how many it failed. After an Awareness test to attempt a Prophecy fails, roll a d10 and add the number of failures : 0-5, Nothing happens, 6-9 add 1 “Computer...” counter on this model, 10 : this model takes a / wound, 11+ : this model and all models adjacent takes a X Wound.

Stored Potential : Whenever this model dies, it explodes. Models up to D3 from it must succeed at an Evasion test or take a number of / Wounds equal to the number of “Computing...” counters on it.

Mercenaries

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

Followers :

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

Characters & Specialists :

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

British 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
Sabre Special :	+1	+2	0	6	[//]/[■/]	2
Bayonet Special : Reach, Affixed	+1	+1	-1	5	[/]/[■]	1
Shortspear Special : Thrown	+1	0	-1	5	[/]/[X]	1

British 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>
Webley Pistol	8	-1	2	■	1	-	2
Lefauchaux Pistol	8	-2	1	■	1	-	2
Flintlock Pistol	6	-2	1	X	3	-	Free
Bradsburg1861 Musket	10	-2	2	X	3	-	2
Lee-Metfield Rifle	14	-1	3	■	1	-	4
Beaumont Rifle	12	-1	2	■	1	-	3
Shortspear	5	-1	1	X	-	Thrown	1
Axe	4	-2	2	X	-	Thrown	Free
Lever Action Shotgun	8	-1	1	■	1	*	5

Special : Models targeted by attacks from this weapon suffer -2 Evasion for the duration of the attack.

British 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>
Horse	6	0	+1	+1	+1	Acc 5 Str 6 AP 0 [//]/[XX]	4

Prophecies

A few rare models may use their prophetic power in order to assist their expeditions. Record the number of Prophecies you attempt in a game, including done at the start of the campaign and before the start of the game.

Strategic Prophecies : A model may only use these prophecies before the Deployment phase of the battle.

Drum of Doom : Make a Face to Face Awareness test with the model attempting this Prophecy and the opponent's Leader. Whoever wins may place a Lemur NPC model anywhere further away than 7 away from any player's model.

Wager of Blood : Offer a wager of 1 to 3 Deep Wounds from your Leader's Profile. If your opponent wishes to accept the wager, he must wager the same amount of the same Value from his Leader's. Make a Face to Face Awareness Test. Whoever wins gains that many AP bonus points on the first turn, the loser must take the wounds waged. If the wager is refused the player who refused it gains 1 Dread.

Foresight of the Earth's Breath : Make a Face to Face Awareness test with the model attempting this Prophecy and the opponent's Leader. Whoever wins may place up to 3 Wall or Pit terrains anywhere further away than 5 away from any player's model.

Battle Prophecies : A model which may use Prophecies may use these during a battle. The model which attempt the Prophecy must succeed at an Awareness Test. If you fail, roll a d10 and add the number of Prophecy previously attempted (the first Prophecy is free). 1-5 Nothing happens, 6 : -2 Discipline, 7 : -2 Skill, 8 : 1 Deep Wound, 9 : 1 Grievous Wound, 10+ Replace this model with a Lemurian Degenerate model.

Apparent Destiny : After successfully making this Prophecy, until the end of the turn, add +1 to any one roll to check if a Special Rule targeting an enemy model succeed, or -1 to any one roll to check if a Special Rule targeting an friendly model succeed.

Vision of Doom : Choose one enemy unit, until the end of the turn, the next attack targeting the chosen model get +1 to its skill and -3 Armour to any Armour Save it has to take for this attack. If that attack succeed in killing the model, the model who performed it gains +1 Skill until the end of the game.

Buckler of Fate : After successfully making this Prophecy, until the end of the turn, you may once add +1 to Evasion and +3 Armour to any Friendly Model within 3 hexes of this one. If that model does not take any damage until the end of the turn, it gains +1 Evasion until the end of the game.

Words that kill : After successfully making this Prophecy, resolve a Ranged Attack with this profile originating from the model which succeeded the Prophecy : (8 / 0 / -3 /)

Altered Fate : Choose 1 model, if this Prophecy is successful, move this model anywhere within 5 hexes of its current location, however you cannot put it in a hex which would result into removing the unit from play or in impassable terrain. If the Prophecy fails, your opponent moves the model instead.