

Deepmen Guardian

→ Deepmen ←





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Deepmen Guardian

→ Deepmen ←

◇ Infantry ◇

Rank 1

Base 30

Size 2

DZ A

DEEP STRIKE

Melee | 1 | 00

SPECIAL ABILITIES

Aegis of the Deep: When an enemy engages this model, or begins its activation engaged with this model, this model may make a Will Check(1). On a success, that enemy gains **Resonate**.

***Resonate:** A model may spend an Interact Action to remove Resonate from itself or a friendly model it is in contact with. Some friendly effects might **expend Resonate** to gain bonuses. Remove Resonate when it is **expended**.

Bolster: This model may make an Assist Action on a model up to 2" away.

The Voice Protects: When this model is attacked, it may **expend Resonate** from an enemy it is engaged with. If it does, it gains **Defensive Expertise(1)** for this attack.

***Defensive Expertise(1):** When this model is the defender of an attack, before results are generated, it may force the attacker to re-roll up to (1) dice.

Deepmen Koxas

→ Deepmen ←





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Deepmen Koxas

→ Deepmen ←

◇ Leader ◇

Rank 1

Base 40

Size 3

DZ A

SWORD SLICE

Melee | 2 | 00

Models targeted by this attack gain **Resonate**.

Sundering(1): Replace (1) on the defender's chart with ⚡.

RESONATING DESTRUCTION

Will | 1 | 1

This attack targets all enemies with **Resonate** in range. On 1 or more successes **expend Resonate** from the target and deal them 1 damage.

SPECIAL ABILITIES

Aegis of the Deep

The Voice Protects

COMMAND ABILITIES

Inspire: If this model kills an enemy with **Resonate**, it may move up to 3" and perform 1 of its melee attacks.

Training: At the end of this model's activation, if it is not engaged, it may move up to 3" toward a model with **Resonate** within 3".

Torvosh the Bannerman

→ Deepmen ←





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Torvosh the Bannerman

→ Deepmen ←

◇ Leader • Character ◇

Rank 2

Base 30

Size 2

DZ A

PIERCING BLOW

Melee | 2 | 00

Sundering(1): Replace (1) on the defender's chart with ⚡.

THE VOICE COMMANDS

Special

All enemies within 6" gain **Resonate**.

SPECIAL ABILITIES

Aegis of the Deep

The Voice Protects

Survivor: When this model is attacked and a result is generated, make a Will Check(1). On a success, apply that result to another friendly model within 2" instead.

COMMAND ABILITIES

Inspire: When attacking a **Resonated** enemy, this model may **expend Resonate** from that enemy to gain [+1].

Training: When this model is attacked by a **Resonated** enemy, after results are generated, make a Will Check(1). On a success, **expend Resonate** from that enemy to remove 1.

Sevridan Gutter

→ Sevridan ←

Rank 2

Base 30

Size 2

DZ B

FLUID STRIKE

Melee

2

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Resonating Echo: If this attack generates a hit, the target, and all enemies within 2" of the target, gain Resonate.

GELATINOUS SHIFT

Will

1

00

This attack targets all Resonated enemies in range. On a success, expend Resonate from that enemy and deal them 1 damage. After resolving attacks, place this model anywhere within 3", and then place all targeted enemies in contact.

SPECIAL ABILITIES

Guidance of the Voice: When attacking a Resonated enemy, this model may expend Resonate to gain Offensive Expertise(1).
 ***Offensive Expertise(1):** When this model attacks, before results are generated, it may re-roll up to (1) dice.

Paralytic Presence: Enemies cannot disengage from this model during free movement.

Slow: This model cannot Sprint.

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Gutter Friar

→ Sevridan ←

Rank 1

Base 40

Size 2

DZ B

TRIDENT STRIKE

Melee

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Resonating Echo: If this attack generates a hit, the target, and all enemies within 2" of the target, gain Resonate.

GELATINOUS SHIFT

Will

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This attack targets all Resonated enemies in range. On a success, expend Resonate from that enemy and deal them 1 damage. After resolving attacks, place this model anywhere within 3", and then place all targeted enemies in contact.

SPECIAL ABILITIES

Paralytic Presence
Slow
Iron Will. When targeted by a Will Attack, this model has [+2].

COMMAND ABILITIES
Inspire: If this model kills a Resonated enemy, 1 enemy within 2" of the target must make a Will Check(1). On a failure, they suffer 1 damage.

Training: All friendly models gain Iron Will.

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Orooth of Sysor Daap

→ Sevridan ←

Rank 2

Base 30

Size 2

DZ B

TIDAL CRASH

Melee

2

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Resonating Echo
Critical Blow(1): Replace (1) on the defender's chart with .

STINGING FIELD

Toggle

Aura 6", Resonated enemies in the area suffer [-1] on all attacks, to a minimum of [1].

SPECIAL ABILITIES

Paralytic Presence
Slow
Dominion of the Voice: When a Resonated enemy attacks this model, this model may expend Resonate on that enemy. That enemy must make a Will Check(1). On a failure, you choose the targets for its attack(s). They may target friendly models.
 Dominating Presence: While within 2" of this model, enemy models suffer [-1].

COMMAND ABILITIES
Inspire: Once during its activation, this model may expend Resonate from an enemy within 3" to force that enemy up to 3" toward this model.

Training: All models gain Dominating Presence.

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Carcharian Frenzy

→ Carcharian ←





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Carcharian Frenzy

→ Carcharian ←

♦ Infantry ♦

Rank 2

Base 40

Size 3

DZ B

FEEDING FRENZY

Melee | 2 | 00

If this attack hits a **Resonated** enemy, this model may expend **Resonate** on that enemy to remove 1 damage.

SPECIAL ABILITIES

Abyssal Retribution: If this model is damaged, but not killed, all enemies within 2" gain **Resonate**.


***Resonate:** A model may spend an Interact Action to remove **Resonate** from itself or a friendly model it is in contact with. Some friendly effects might expend **Resonate** to gain bonuses. Remove **Resonate** when it is expended.


Pain Fueled: While this model has 1 or more damage on it, it gains [+1] and its melee attacks gain **Unstoppable(1)** and [+1].

***Unstoppable(1):** Replace (1) Non- on the defender's chart with .

Frenzy Charger

→ Carcharian ←





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Frenzy Charger

→ Carcharian ←

♦ Leader ♦

Rank 1

Base 40

Size 3

DZ B

BLOODTIDE

Melee | 2 | 2

If this attack hits a **Resonated** enemy, this model may expend **Resonate** on that enemy to remove 1 damage.

SPECIAL ABILITIES

Abyssal Retribution: If this model is damaged, but not killed, all enemies within 2" gain **Resonate**.

Berserker Rage: For each damage on this model, its melee attacks gain [+1], to a max of [+3].

COMMAND ABILITIES

Inspire: If this model has 1 or more damage on it, its melee attacks gain **Offensive Expertise(1)**.

Offensive Expertise(1): When this model performs an attack, before results are generated, it may re-roll up to (1) dice.

Training: If this model is damaged, but not killed, by an enemy attack, it may may expend **Resonate** on an active enemy it is engaged with. If you do, that enemy suffers a [1] melee attack.

Gar, the Gladiator

→ Carcharian ←





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Gar, the Gladiator

→ Carcharian ←

♦ Leader • Character ♦

Rank 2

Base 40

Size 3

DZ B

TRIBUTE TO THE VOICE

Melee | 3 | 2

If this attack kills a **Resonated** Leader or Character, the enemy loses 1 additional morale.

SPECIAL ABILITIES

Arena Champion: If engaged with 2 or more enemies, or an enemy Character, this model gains **Offensive Expertise(2)**.

***Offensive Expertise(2):** When this model attacks, before results are generated, it may re-roll up to (2) dice.

Abyssal Retribution: If this model is damaged, but not killed, all enemies within 2" gain **Resonate**.

COMMAND ABILITIES

Inspire: At the beginning of this model's activation, may expend **Resonate** from an enemy within 10". If it does, it gains [+2] this activation.

Training: This model may expend **resonate** when targeting enemy Leaders or Specialists with to gain **Offensive Expertise(+1)**.

Deep Caller





Rank 1

Base 30

Size 2

DZ A

Specialist

THE VOICE DEMANDS

Will	1	6
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Each success generates 1 damage. When targeting Resonated enemies, this model may expend Resonate from that enemy to gain re-roll[+1].

SPECIAL ABILITIES

Calling of the Voice: At the beginning of this model's activation, it may make a Will Check(3). For each success, 1 enemy within 6" gains Resonate.

***Resonate:** A model may spend an Interact Action to remove Resonate from itself or a friendly model it is in contact with. Some friendly effects might expend Resonate to gain bonuses. Remove Resonate when it is expended.

Icy Depths: Aura 6", Resonated enemies treat the area as Rough(1).

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Calith Reaver





Rank 1

Base 50

Size 4

DZ B

Specialist

SHELL CRACKER

Melee	2	00
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If targeting a Resonated enemy, this model may expend Resonate from that enemy to gain [+2].

Sundering(2): Replace (2) on the defender's chart with .

HITCHING A RIDE

Special	-	-
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When this model performs its maneuver, any friendly models size 3 or smaller in contact at the start of that movement may be placed in contact at the end of that movement.

SPECIAL ABILITIES

Nimble: During free movement, this model ignores the Rough keyword of terrain elements.

Land Rage: At the beginning of this model's activation, may expend Resonate from an enemy within 8". If it does, it gains [+2] this activation.

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Orsund Cavalier





Rank 2

Base 80

Size 5

DZ B

Specialist

RIP AND TEAR

Melee	4	00
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Sundering(2): Replace (2) on the defender's chart with .

TENTACLE GRAB

Melee	2	8"
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For each attack die assigned to an enemy you may force that enemy up to 4" toward this model.

Follow-Through(2): Replace (2) on the defender's chart with .

SPECIAL ABILITIES

Fury of the Voice: When targeting Resonated enemies, this model may expend Resonate to gain Offensive Expertise(2)

***Offensive Expertise(2):** When this model attacks, before results are generated, it may re-roll up to (2) dice.

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Ilva, the Syren of Kaldeth Strait



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Rank 2

Base 40

Size 2

DZ A

Specialist • Character

SYREN WAIL

Will | 2 | 6

For each success the target suffers 1 damage.

Bounce(3): When the dice for this attack are assigned, this model may assign 1 additional die to up to (3) additional enemies within 3" of a target, ignoring LoS.

SYREN CALL

Special | | |

Target 1 enemy within 9". They must make a Will Check (3). For each failure, you may force them up to 3" toward this model. You may **expend Resonate** to have the target suffer [-2] for this check.

SPECIAL ABILITIES

Slow: This model cannot Sprint.

Syren of the Deep: While this model is within a Leader's Sphere of Influence, all friendly models within 6" of this model also count as being in that Leader's Sphere of Influence.

Ephramakti, the Deepcaller Lord



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Rank 2

Base 40

Size 2

DZ A

Specialist • Character

HYDRO BLAST

Magic | * | 8

Target an enemy within range. Make a [1] magic attack against that enemy and each enemy between it and this model.

CRUSHING WAVES

Special | | |

Make a Will Check(3). On a success all **Resonated** enemies within (x)" suffer 1 damage, where (x) is equal to the number of successes on this Will Check.

SPECIAL ABILITIES

Calling of the Voice: At the beginning of this model's activation, it may make a Will Check(3). For each success 1 enemy within 6" gains **Resonate**.

Wall of Water: Aura 4" , **Resonated** enemies treat the area as **Rough(2)**.

The Oracle of Ullioth



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Rank 2

Base 30

Size 2

DZ A

Specialist • Character

DEMANDS OF THE VOICE

Special | | |

All enemies within 2" must make a Will Check(1). On a failure, they suffer 1 damage.

SAW-TOOTHED BLADE

Melee | 2 | 00

When using this attack, enemy models are treated as having [1]. When targeting **Resonated** enemies, this model may **expend Resonate** to gain **Offensive Expertise(1)**.

***Offensive Expertise(1):** When this model attacks, before results are generated, it may re-roll up to (1) dice.

SPECIAL ABILITIES

Fear of the Deep: Aura 6", Enemies in the area suffer [-1].

The Horrors Unknown: Aura 6", Each time an enemy in the area fails a Will Check you may have 1 enemy in the area gain **Resonate**.

Pit Fighter

→ Carcharian ←

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Pit Fighter

→ Carcharian ←

◇ Infantry ◇

Rank 2

Base 40

Size 3

DZ B

PIT TACTICS

Melee 2 00

If this attack kills a Resonated enemy, this model may remove 1 damage.

Critical Blow(1): Replace (1) on the defender's chart with .

SPECIAL ABILITIES

Abyssal Retribution: If this model is damaged, but not killed, all enemies within 2" gain Resonate.

Blood Frenzy: If this model generates an result and kills an enemy, it may immediately move up to 2" and perform 1 of its melee attacks. If triggered during a Combined Attack, only 1 model may trigger Blood Frenzy.

[Reaction] Counterattack (1): Once per attack, when a is generated against this model, and this model is not killed, this model may perform 1 of its melee attacks on an active enemy, replacing the attack's rate with (1).

Pit Boss

→ Carcharian ←

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Pit Boss

→ Carcharian ←

◇ Leader ◇

Rank 1

Base 40

Size 3

DZ B

DUELISTS BLADES

Melee 2 00

Precision(1): When this model performs an attack, after re-rolls are made, it may adjust the results of up to (1) dice up or down by 1.

SPECIAL ABILITIES

Abyssal Retribution [Reaction] Counterattack (1)

Guidance of the Voice: This model gains Offensive Expertise(1) when attacking enemies with Resonate.

*Offensive Expertise(1): When this model attacks, before results are generated, it may re-roll up to (1) dice.

COMMAND ABILITIES

Inspire: When attacking a Resonated enemy, this model may expend Resonate from that enemy to gain Precision(+1) for this attack.

Training: When attacking enemies with a larger size, this model's melee attacks gain Critical Blow(+1).

*Critical Blow(1): Replace (1) on the defender's chart with .

Deepman Nephrodus

→ Deepmen ←

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Deepman Nephrodus

→ Deepmen ←

◇ Infantry ◇

Rank 2

Base 40

Size 3

DZ A

CRUSHING CLAW

Melee 2 0

Unstoppable(1): Replace (1) Non- Non- on the defender's chart with .

SPECIAL ABILITIES

Aegis of the Deep: When an enemy engages this model, or begins its activation engaged with this model, this model may make a Will Check(1). On 1 or more successes, the enemy gains Resonate.

*Resonate: A model may spend an Interact Action to remove Resonate from itself or a friendly model it is in contact with. Some friendly effects might expend Resonate to gain bonuses. Remove Resonate when it is expended.

Resonance Shell: When this model is attacked, for each result generated, 1 attacking enemy with Resonate must make a Will Check(1). On a failure it suffers 1 Hit.

Mussellar Sergeant

→ Deepmen ←

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Mussellar Sergeant

→ Deepmen ←

◇ Leader ◇

Rank 1

Base 40

Size 3

DZ A

CORAL HALBERD

Melee 2 2

Unstoppable(1): Replace (1) Non- Non- on the defender's chart with .

SPECIAL ABILITIES

Aegis of the Deep

Resonance Shell: When this model is attacked, for each result generated, 1 attacking enemy with Resonate must make a Will Check(1). On a failure it suffers 1 Hit.

COMMAND ABILITIES

Inspire: When performing a melee attack, and targeting an enemy with Resonate, this model may expend Resonate from that enemy to gain Unstoppable(+1) for this attack.

*Unstoppable(1): Replace (1) Non- Non- on the defender's chart with .

Training: Resonated enemies lose Sundering(x) when targeting this model with melee attacks.

Shell Cracker



Rank 1

Base 40

Size 3

DZ B

Specialist

CORAL GREATSWORD

Melee | 2 | 2

When targeting Resonated enemies, you may expend Resonate from them. If you do, they suffer [-1] to a minimum of [1], for this attack.

Critical Blow(2): Replace (2) on the defender's chart with .

SHELL SHOCK

Toggle

When this model is attacked, for each result generated, 1 attacking model must make a Will Check(1). On a failure they suffer 1 damage. Resonated enemies suffer [-2] to this check.

SPECIAL ABILITIES

Entrench: This model may forfeit its maneuver to gain [+1] until the beginning of its next activation.

Slow: This model cannot Sprint.

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Naritic Horror



Rank 1

Base 80

Size 4

DZ B

Specialist

DEVOURING MAW

Melee | 2 | 00

If this attack kills an enemy with Resonate, this model may remove 1 damage.

ABYSSAL SCREECH

Will | 1 | 2

Perform this attack against all enemies in range. On one or more successes, the target suffers 1 Hit.

SPECIAL ABILITIES

Abomination: Aura 6", Enemies in the area suffer -2 to Leadership Values, to a minimum of [0].

Abyssal Horror: Aura 6", Enemies in the area suffer [-1] to a minimum of [1]. Resonated enemies suffer [-2] instead.

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Immanid Kraken



Rank 2

Base 80

Size 5

DZ C

Specialist

RAMPAGE

Melee | 4 | 2

For each damage on this model, this attack gains Unstoppable(+1), to a max of (+3).

*Unstoppable(1): Replace (1) Non-Non- on the defender's chart with .

SPECIAL ABILITIES

Berserker Rage: For each damage on this model, its melee attacks gain [+1] to a max of [+3].

Incite: If this model activates within a friendly Leader's Sphere of Influence, it may suffer 1 damage.

Uncontrollable: If this model activates outside a friendly Leader's Sphere of Influence, it must make a Will Check(1). On a failure, this model does not activate as normal, but instead moves directly toward the nearest model (friendly or enemy) and performs 1 of its attacks, selected by your opponent, targeting that model.

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Voth

Barbarian of the Deep

Rank 1

Base 40

Size 2

DZ C

Specialist • Character

KRAKEN-TOOTH CLUB

Melee

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For each damage on this model, this attack gains **Unstoppable(+1)**.

*Unstoppable(1): Replace (1) Non- on the defender's chart with .

SPECIAL ABILITIES

Berserker Rage:

For each damage on this model, its melee attacks gain [+1] , to a max of [+3] .

Indomitable Will:

This model may never be targeted by Will Attacks.

Rage of the Depths:

If this model kills a Resonated enemy, after that attack is resolved, it may make a Will Check(1). On a success it may immediately move up to 2" and perform 1 of its melee attacks.

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Sylla

Sea-Wytch of Malleqar Depths

Rank 1

Base 40

Size 3

DZ B

Specialist • Character

HYDRO-BOLT

Magic

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When targeting a Resonated enemy. You may expend Resonate from that enemy to re-roll all dice.

HYDRO-BARRIER

Toggle

Aura 3":

Enemies attempting to enter the area must make a Will Check(1). On a failure they cannot enter the area this turn. Resonated enemies suffer [-2] to this check.

ABYSSAL SUMMONS

Special

Make a Will Check(1). On a success select 1 friendly model within 8" and place it anywhere within 3" of Sylla.

SPECIAL ABILITIES

Nimble:

During free movement, this model ignores the Rough keyword of terrain elements.

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