

## IHMN Roster

## Nemo

Character	Pluck	FV	SV	Speed	Armour	Combat bonus	Cost	Talents	Basic equipment
Captain Nemo	2+	+1	+2	+0	11/11	+4/+3	99	Inspirational Engineer Fanatic Hero 2 Leadership +2 Amphibious	<i>Sword, Arc Pistol, Portable arc generator, Brigandine and MS repulsor</i>
First Mate	4+	+2	+2	+0	10/10	+4/+3	45	Tough Leadership +1 Medic Amphibious	Arc pistol Big knife Jack
'Oceanus' titanic class diving suit (Combat)	4+	+2	+1	+0	15/15	+7	111	Strong Tough Amphibious	Light Arc generator, Oceanus suit weapon
'Oceanus' titanic class diving suit (Ranged)	4+	+2	+1	+0	15/15	+5/+3 (-4 pluck)	117	Strong Tough Amphibious	Light Arc generator, Oceanus ranged weapon Sword
'Poseidon' armoured diving suit	5+	+2	+0	+0	12/12	+5	37	Tough, Amphibious	Poseidon Spear
Sailor	5+	+2	+1	+0	8/8	+4/+3	20	Amphibious Sailor	Lined coat, Shotgun, club
Sailor Spear	5+	+2	+1	+0	8/8	+4	13	Amphibious	Lined coat Billhook

## Armoury

CC Weapon	FV bonus	Hands required	Pluck modifier	Cost	Notes
Big knife	+2	1	-1	5	
Billhook	+2	1	-1	8	Can be thrown
Oceanus suit weapon	+5	2	-3	25	
Poseidon spear	+3	2	-1	11	Arc
Sword	+3	1	-1	7	

## Missile weapons

Weapon	SV bonus	Range	Hands required	Pluck modifier	Notes
Arc pistol	+1	6"	1	-2	
Oceanus suit weapon	+1	24"	4	-4	ARC (cost 24)
Shotgun	+2	12"	2	-1	

## Special Abilities

Amphibious	Figure moves in water as on land and cannot drown
Engineer	Special ability, p85
Fanatic	May re-roll first failed pluck test of the game
Hero (2)	See 'Hero' 7.0.0) p38
Inspirational	+1 fate to all followers within 12" and LOS.
Leadership +2	+2 bonus to initiative rolls
Medic	May help Knocked Down figures to get back into the game (3.5.4)
Sailor	Ignores movement and combat penalties from Sea State
Strong	May carry a 4 handed weapon, Reduces enemy pluck by additional -1 in combat May make close combat attacks against buildings
Tough	+1 to pluck saves against shooting or fighting attacks