

Item Abilities

Bombs Away! [R]: Bombs can only be dropped if at least one passenger (not Crew) is on board. As many bombs can be dropped per Turn as passengers are on board.

Charge (x) [A]: Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

Cumbersome [T]: This model may be moved up to 6" if pulled by 1 Medium (or larger) model or 2 Small models, or 3" if pulled by 1 Small model.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

Entangle (x) [C]: The first X blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.

Erratic (x) [T]: This model is difficult to control. Place a Target Marker within movement range. Cast X Combat Stones and scatter the destination 2" from the target for each miss (roll a D6 to determine direction). Stamina can be used to recast stones.

Fan (x, y) [A]: Cast X Combat Stones. Move a Cloud Template that this model is touching Y" directly away for each success.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Flying Transport (x) [A]: If this model is "on the ground", select up to X *Friendly* or *Allied* models that are in base contact with it to board the transport (place the models on the side of the game board). A Medium model counts as 2 models, a Large model counts as 4, a Huge model counts as 8. Models can only disembark if the model is "on the ground".

Fuel [T]: This model does not recover Stamina during the End Phase.

Imprecise (x) [R]: Place a Target Marker in contact with the base of the ship. Cast X Combat Stones and scatter the impact 2" from the

target for each miss (roll a D6 to determine direction). The model dropping the bomb may use its Stamina to recast stones. Place a 3" Template on the impact point: all models under the Template are hit.

In The Air* [T]:

- This model may start the game either "on the ground" or "in the air". During Activation, instead of moving the model may spend one Stamina to go up "in the air" (if "on the ground"), or down "on the ground" (if "in the air")

- If at any time the model does not have Crew, it is considered out of control and lost (remove the model from the board).

- When "in the air", the model can only engage in Close Combat with other flying models.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Obstructing [T]: Models on this model count as *Obstructed* if targeted by Ranged Attacks.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Untrained [T]: This model may not be Activated Directly.

Vehicle (x) [T]: This model may carry up to X Small *Friendly* models as Crew.

Very Tough* [S]: Re-roll a failed Toughness save.

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.