Alora-powered Coracle

Boat, Object

Size: Huge (60mm)

Crew	Steering	Save	Stamina	Length
max: 2	base: 3 (60º)	base: 5+	base: 0	

Beast-Powered (3) [T], Cumbersome [T], Extreme Steer (40) [T]
Forward Only [T], Precarious [T], Safe Speed Limit (8) [T]
Speed Boost (1, 1) [T], Sturdy [T], Very Tough* [S]

Beast-Powered (3) [T]: You may use one Crew Activation to increase this model's forward speed by up to 3". At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).
Cumbersome [T]: This model may be moved up to 6" if pulled by 1 Medium (or larger) model, or 3" if pulled by 1 Small model.
Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Forward Only [T]: This model cannot move in reverse.
Precarious [T]: All models on the model must roll an Agility Test before taking any Combat Action (including Ranged Attacks). The target of a Ranged Attack may forgo its combat roll in order to avoid rolling the test.
Safe Speed Limit (8) [T]: This model has a maximum safe speed of 8". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	25 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	☐
Add/remove 1 stamina	+5/+-3 pts	☐☐
Allow for 2 more rowers	+5 pts	☐
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	☐
Anchor: prevents a boat from moving	+5 pts	☐
[illegible]s: boat hooks have a reach of 3"	+5 pts	☐
Grappling hooks: grappling hooks have a reach of 3"	+10 pts	☐

Cost

Barge

Boat, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 6	base: 2 (40º)	base: 3+	base: 5	

Fuel [T], Oar-Powered (1) [T], Reverse [T]
Safe Speed Limit (6) [T], Stable [T], Sturdy [T], Very Heavy [T]
Very Tough* [S]

Fuel [T]: This model does not recover Stamina during the End Phase.
Oar-Powered (1) [T]: You may increase or decrease this model's speed by up to 1" (+1" if Powerful[C]) per 2 Crew Activations. At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).
Reverse [T]: This model may move in reverse.
Safe Speed Limit (6) [T]: This model has a maximum safe speed of 6". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Stable [T]: A model on this model rolls Agility Tests with a +1 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	90 pts
Add gear for 2 rowers (for a 2" speed increase)	+5 pts
Add/remove 1 stamina	+5/+-3 pts
Allow for 2 more rowers	+5 pts
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt

Boat hooks: boat hooks have a reach of 2"	+5 pts
Grappling hooks: grappling hooks have a reach of 6"	+10 pts

Cost

Catamaran Sail Boat

Boat, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 6	base: 3 (60º)	base: 4+	base: 6	

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Extreme Steer (40) [T], Forward Only [T], Fuel [T]
Safe Speed Limit (6) [T], Sail-Powered (6, 4) [T]
Speed Boost (1, 1) [T], Stable [T], Sturdy [T], Very Heavy [T]
Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Forward Only [T]: This model cannot move in reverse.
Fuel [T]: This model does not recover Stamina during the End Phase.
Safe Speed Limit (6) [T]: This model has a maximum safe speed of 6". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Sail-Powered (6, 4) [T]: This model may move up to the current wind speed if one Crew is manning the sails (tailwind: 6", crosswind: 4", headwind: 1", no wind: no movement). If no Crew is manning the sails, the model will move at half-speed (rounded down). In crosswind and tailwind, you may spend extra Activations to increase the speed by 1" per Activation used, up to a maximum of 3".
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Stable [T]: A model on this model rolls Agility Tests with a +1 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	80 pts
Add gear for 2 rowers (for a 2" speed increase)	+5 pts
Add/remove 1 stamina	+5/+-3 pts
Allow for 2 more rowers	+5 pts
Increase/decrease maximum steering by 20º (one small template)	+5/+-3 pts
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt
Anchor: prevents a boat from moving	+5 pts
Boat hooks: boat hooks have a reach of 2"	+5 pts
Grappling hooks: grappling hooks have a reach of 6"	+10 pts

CASANII - CORE

Catamaran Sail Boat (Ferals)

Boat, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 6	base: 3 (60º)	base: 4+	base: 5	

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Extreme Steer (40) [T], Forward Only [T], Fuel [T]
Safe Speed Limit (6) [T], Sail-Powered (6, 4) [T]
Speed Boost (1, 1) [T], Stable [T], Sturdy [T], Very Heavy [T]
Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Forward Only [T]: This model cannot move in reverse.
Fuel [T]: This model does not recover Stamina during the End Phase.
Safe Speed Limit (6) [T]: This model has a maximum safe speed of 6". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Sail-Powered (6, 4) [T]: This model may move up to the current wind speed if one Crew is manning the sails (tailwind: 6", crosswind: 4", headwind: 1", no wind: no movement). If no Crew is manning the sails, the model will move at half-speed (rounded down). In crosswind and tailwind, you may spend extra Activations to increase the speed by 1" per Activation used, up to a maximum of 3".
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Stable [T]: A model on this model rolls Agility Tests with a +1 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	75 pts
Add gear for 2 rowers (for a 2" speed increase)	+5 pts
Add/remove 1 stamina	+5/+-3 pts
Allow for 2 more rowers	+5 pts
Increase/decrease maximum steering by 20º (one small template)	+5/+-3 pts
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt
Anchor: prevents a boat from moving	+5 pts
Boat hooks: boat hooks have a reach of 2"	+5 pts
Grappling hooks: grappling hooks have a reach of 6"	+10 pts

Coracle

Boat, Object

Size: Medium (40mm)

Crew	Steering	Save	Stamina	Length
max: 1	base: 2 (40º)	base: 5+	base: 0	

Cumbersome [T], Extreme Steer (40) [T], Paddle-Powered (3) [T]
Precarious [T], Reverse [T], Safe Speed Limit (6) [T]
Speed Boost (1, 1) [T], Sturdy [T], Very Tough* [S]

Cumbersome [T]: This model may be moved up to 6" if pulled by 1 Medium (or larger) model, or 3" if pulled by 1 Small model.
Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Paddle-Powered (3) [T]: You may increase or decrease this model's speed by up to 3" (+1" if Powerful[C]) per Crew Activation. At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).
Precarious [T]: All models on the model must roll an Agility Test before taking any Combat Action (including Ranged Attacks). The target of a Ranged Attack may forgo its combat roll in order to avoid rolling the test.
Reverse [T]: This model may move in reverse.
Safe Speed Limit (6) [T]: This model has a maximum safe speed of 6". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Tough [S]: Re-roll a failed Toughness save.*

Enhancements

Base cost	30 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	☐
Add/remove 1 stamina	+5/+-3 pts	☐☐
Allow for 2 more rowers	+5 pts	☐
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	☐
Anchor: prevents a boat from moving	+5 pts	☐
...ks: boat hooks have a reach of 1"	+5 pts	☐
Grappling hooks: grappling hooks have a reach of 2"	+10 pts	☐

EMPIRE - CORE

Cost ☐

Coracle For Two

Boat, Object

Size: Medium (40mm)

Crew	Steering	Save	Stamina	Length
max: 2	base: 2 (40°)	base: 5+	base: 1	

Cumbersome [T], Extreme Steer (40) [T], Paddle-Powered (2) [T]
Precarious [T], Reverse [T], Safe Speed Limit (5) [T]
Speed Boost (1, 1) [T], Sturdy [T], Very Tough* [S]

Cumbersome [T]: This model may be moved up to 6" if pulled by 1 Medium (or larger) model, or 3" if pulled by 1 Small model.
Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40°. All models on board must roll an Agility Test.
Paddle-Powered (2) [T]: You may increase or decrease this model's speed by up to 2" (+1" if Powerful[C]) per Crew Activation. At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).
Precarious [T]: All models on the model must roll an Agility Test before taking any Combat Action (including Ranged Attacks). The target of a Ranged Attack may forgo its combat roll in order to avoid rolling the test.
Reverse [T]: This model may move in reverse.
Safe Speed Limit (5) [T]: This model has a maximum safe speed of 5". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	50 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	☐
Add/remove 1 stamina	+5/+-3 pts	☐☐
Allow for 2 more rowers	+5 pts	☐
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	☐
Anchor: prevents a boat from moving	+5 pts	☐
[illegible]ks: boat hooks have a reach of 1"	+5 pts	☐
Grappling hooks: grappling hooks have a reach of 2"	+10 pts	☐

EMPIRE - CORE

Cost ☐

Engu Row Boat

Boat, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 6	base: 3 (60º)	base: 3+	base: 6	

Extreme Steer (40) [T], Fuel [T], Oar-Powered (2) [T]
Obstructing [T], Reverse [T], Safe Speed Limit (6) [T]
Speed Boost (1, 1) [T], Sturdy [T], Very Heavy [T]
Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Fuel [T]: This model does not recover Stamina during the End Phase.
Oar-Powered (2) [T]: You may increase or decrease this model's speed by up to 2" (+1" if Powerful[C]) per 2 Crew Activations. At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).
Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.
Reverse [T]: This model may move in reverse.
Safe Speed Limit (6) [T]: This model has a maximum safe speed of 6". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	90 pts
Add gear for 2 rowers (for a 2" speed increase)	+5 pts
Add/remove 1 stamina	+5/+3 pts
Allow for 2 more rowers	+5 pts
Increase/decrease maximum steering by 20º (one small template)	+5/+3 pts
+/reduce save by 1 (valid range 3+ to 6+)	-5/+10 pt
Anchor: prevents a boat from moving	+5 pts
Boat hooks: boat hooks have a reach of 2"	+5 pts
Grappling hooks: grappling hooks have a reach of 6"	+10 pts

Kedashi Raft

Boat, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 6	base: 3 (60º)	base: 4+	base: 4	

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Extreme Steer (40) [T], Fuel [T], Oar-Powered (2) [T], Reverse [T]
Safe Speed Limit (6) [T], Speed Boost (1, 1) [T], Sturdy [T]
Very Heavy [T], Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Fuel [T]: This model does not recover Stamina during the End Phase.
Oar-Powered (2) [T]: You may increase or decrease this model's speed by up to 2" (+1" if Powerful[C]) per 2 Crew Activations. At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).
Reverse [T]: This model may move in reverse.
Safe Speed Limit (6) [T]: This model has a maximum safe speed of 6". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	80 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	☐
Add/remove 1 stamina	+5/+-3 pts	☐☐
Allow for 2 more rowers	+5 pts	☐
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	☐
Boat hooks: boat hooks have a reach of 2"	+5 pts	☐

Row Boat

Boat, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 8	base: 3 (60º)	base: 3+	base: 6	

Extreme Steer (40) [T], Fuel [T], Oar-Powered (2) [T]
Obstructing [T], Precarious [T], Reverse [T]
Safe Speed Limit (8) [T], Speed Boost (1, 1) [T], Sturdy [T]
Very Heavy [T], Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Fuel [T]: This model does not recover Stamina during the End Phase.
Oar-Powered (2) [T]: You may increase or decrease this model's speed by up to 2" (+1" if Powerful[C]) per 2 Crew Activations. At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).
Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.
Precarious [T]: All models on the model must roll an Agility Test before taking any Combat Action (including Ranged Attacks). The target of a Ranged Attack may forgo its combat roll in order to avoid rolling the test.
Reverse [T]: This model may move in reverse.
Safe Speed Limit (8) [T]: This model has a maximum safe speed of 8". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	95 pts
Add gear for 2 rowers (for a 2" speed increase)	+5 pts
Add/remove 1 stamina	+5/+3 pts
Allow for 2 more rowers	+5 pts
Increase/decrease maximum steering by 20º (one small template)	+5/+3 pts
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt
Anchor: prevents a boat from moving	+5 pts
Boat hooks: boat hooks have a reach of 2"	+5 pts
Grappling hooks: grappling hooks have a reach of 6"	+10 pts

Sail Boat

Boat, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 6	base: 3 (60º)	base: 4+	base: 4	

Extreme Steer (40) [T], Forward Only [T], Fuel [T]
Obstructing [T], Precarious [T], Safe Speed Limit (5) [T]
Sail-Powered (5, 3) [T], Speed Boost (1, 1) [T], Sturdy [T]
Very Heavy [T], Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Forward Only [T]: This model cannot move in reverse.
Fuel [T]: This model does not recover Stamina during the End Phase.
Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.
Precarious [T]: All models on the model must roll an Agility Test before taking any Combat Action (including Ranged Attacks).
The target of a Ranged Attack may forgo its combat roll in order to avoid rolling the test.
Safe Speed Limit (5) [T]: This model has a maximum safe speed of 5″. After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Sail-Powered (5, 3) [T]: This model may move up to the current wind speed if one Crew is manning the sails (tailwind: 5″, crosswind: 3″, headwind: 1″, no wind: no movement). If no Crew is manning the sails, the model will move at half-speed (rounded down). In crosswind and tailwind, you may spend extra Activations to increase the speed by 1″ per Activation used, up to a maximum of 3″.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1″ but then must make a Toughness save with a -1 modifier. It may then move a further 1″ but then must make an additional Toughness save with a -2 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6″ if pulled by 1 Huge, 2 Large or 4 Medium models, or 3″ if pulled by 1 Large or 2 Medium models.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	60 pts
Add gear for 2 rowers (for a 2″ speed increase)	+5 pts
Add/remove 1 stamina	+5/+-3 pts
Allow for 2 more rowers	+5 pts
Add/decrease maximum steering by 20º (one small template)	+5/+-3 pts
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt

Anchor: prevents a boat from moving	+5 pts
Boat hooks: boat hooks have a reach of 2″	+5 pts

EMPIRE - CORE

Small Row Boat

Boat, Object

Size: Gargantuan (80mm)

Crew	Steering	Save	Stamina	Length
max: 2	base: 3 (60º)	base: 5+	base: 2	

Extreme Steer (40) [T], Fuel [T], Heavy [T], Oar-Powered (2) [T]
Precarious [T], Reverse [T], Safe Speed Limit (4) [T]
Speed Boost (1, 1) [T], Sturdy [T], Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Fuel [T]: This model does not recover Stamina during the End Phase.
Heavy [T]: This model may be moved up to 6" if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3" if pulled by 2 Small or 1 Medium model.
Oar-Powered (2) [T]: You may increase or decrease this model's speed by up to 2" (+1" if Powerful[C]) per 2 Crew Activations. At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).
Precarious [T]: All models on the model must roll an Agility Test before taking any Combat Action (including Ranged Attacks). The target of a Ranged Attack may forgo its combat roll in order to avoid rolling the test.
Reverse [T]: This model may move in reverse.
Safe Speed Limit (4) [T]: This model has a maximum safe speed of 4". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	35 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	☐
Add/remove 1 stamina	+5/+3 pts	☐☐
Allow for 2 more rowers	+5 pts	☐
Increase/decrease maximum steering by 20º (one small template)	+5/+3 pts	☐
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	☐
prevents a boat from moving	+5 pts	☐
Boat hooks: boat hooks have a reach of 2"	+5 pts	☐
Grappling hooks: grappling hooks have a reach of 6"	+10 pts	☐

Cost

Steam Boat Mark I

Boat, Mechanical, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 3	base: 2 (40°)	base: 3+	base: 6	

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Extreme Steer (40) [T], Fuel [T], Obstructing [T], Reverse [T]
Safe Speed Limit (3) [T], Speed Boost (1, 1) [T]
Steam-Powered (1) [T], Sturdy [T], Very Heavy [T], Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40°. All models on board must roll an Agility Test.
Fuel [T]: This model does not recover Stamina during the End Phase.
Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.
Reverse [T]: This model may move in reverse.
Safe Speed Limit (3) [T]: This model has a maximum safe speed of 3". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Steam-Powered (1) [T]: You may use Crew Activations to increase or decrease this model's speed by up to 1" per Turn per Activation.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	80 pts
Add gear for 2 rowers (for a 2" speed increase)	+5 pts
Add/remove 1 stamina	+5/+-3 pts
Allow for 2 more rowers	+5 pts
Increase/decrease maximum steering by 20° (one small template)	+5/+-3 pts
Increase/decrease the maximum speed by 1"	+5/+-3 pts
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt
Anchor: prevents a boat from moving	+5 pts
Boat hooks: boat hooks have a reach of 2"	+5 pts
Grappling hooks: grappling hooks have a reach of 6"	+10 pts

Steam Boat Mark II

Boat, Mechanical, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 3	base: 3 (60º)	base: 3+	base: 8	

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Extreme Steer (40) [T], Fuel [T], Obstructing [T], Reverse [T]
Safe Speed Limit (6) [T], Speed Boost (1, 1) [T]
Steam-Powered (2) [T], Sturdy [T], Very Heavy [T], Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Fuel [T]: This model does not recover Stamina during the End Phase.
Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.
Reverse [T]: This model may move in reverse.
Safe Speed Limit (6) [T]: This model has a maximum safe speed of 6". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Steam-Powered (2) [T]: You may use Crew Activations to increase or decrease this model's speed by up to 2" per Turn per Activation.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	95 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	☐
Add/remove 1 stamina	+5/+3 pts	☐☐
Allow for 2 more rowers	+5 pts	☐
Increase/decrease maximum steering by 20º (one small template)	+5/+3 pts	☐
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	☐
prevents a boat from moving	+5 pts	☐
Boat hooks: boat hooks have a reach of 2"	+5 pts	☐
Grappling hooks: grappling hooks have a reach of 6"	+10 pts	☐

Cost

Steam Boat Mark II with 1 Barge

Boat, Mechanical, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 9	base: 3 (60º)	base: 3+	base: 8	

Extreme Steer (40) [T], Fuel [T], Reverse [T]
Safe Speed Limit (5) [T], Speed Boost (1, 1) [T]
Steam-Powered (2) [T], Sturdy [T], Very Heavy [T], Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.
Fuel [T]: This model does not recover Stamina during the End Phase.
Reverse [T]: This model may move in reverse.
Safe Speed Limit (5) [T]: This model has a maximum safe speed of 5". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Steam-Powered (2) [T]: You may use Crew Activations to increase or decrease this model's speed by up to 2" per Turn per Activation.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough [S]:* Re-roll a failed Toughness save.

Enhancements

Base cost	100 pts
Add gear for 2 rowers (for a 2" speed increase)	+5 pts
Add/remove 1 stamina	+5/+-3 pts
Allow for 2 more rowers	+5 pts
Increase/decrease maximum steering by 20º (one small template)	+5/+-3 pts
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt
Anchor: prevents a boat from moving	+5 pts
Boat hooks: boat hooks have a reach of 1"	+5 pts
Grappling hooks: grappling hooks have a reach of 6"	+10 pts

Cost

Steam Boat Mark II with 2 Barges

Boat, Mechanical, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 15	base: 3 (60º)	base: 3+	base: 8	

Extreme Steer (40) [T], Fuel [T], Reverse [T]

Safe Speed Limit (4) [T], Speed Boost (1, 1) [T]

Steam-Powered (1) [T], Sturdy [T], Very Heavy [T], Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.

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

Reverse [T]: This model may move in reverse.

Safe Speed Limit (4) [T]: This model has a maximum safe speed of 4". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.

Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.

Steam-Powered (1) [T]: You may use Crew Activations to increase or decrease this model's speed by up to 1" per Turn per Activation.

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

Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.

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

Enhancements

Base cost	100 pts
Add gear for 2 rowers (for a 2" speed increase)	+5 pts
Add/remove 1 stamina	+5/+-3 pts
Allow for 2 more rowers	+5 pts
Increase/decrease maximum steering by 20º (one small template)	+5/+-3 pts
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt
Anchor: prevents a boat from moving	+5 pts
Boat hooks: boat hooks have a reach of 3"	+5 pts
Grappling hooks: grappling hooks have a reach of 6"	+10 pts

Cost

Steam Boat Mark II with 3 Barges

Boat, Mechanical, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 21	base: 3 (60º)	base: 3+	base: 8	

Extreme Steer (40) [T], Fuel [T], Reverse [T]

Safe Speed Limit (3) [T], Speed Boost (1, 1) [T]

Steam-Powered (1) [T], Sturdy [T], Very Heavy [T], Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40º. All models on board must roll an Agility Test.

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

Reverse [T]: This model may move in reverse.

Safe Speed Limit (3) [T]: This model has a maximum safe speed of 3". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.

Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.

Steam-Powered (1) [T]: You may use Crew Activations to increase or decrease this model's speed by up to 1" per Turn per Activation.

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

Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.

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

Enhancements

Base cost	100 pts
Add gear for 2 rowers (for a 2" speed increase)	+5 pts
Add/remove 1 stamina	+5/+-3 pts
Allow for 2 more rowers	+5 pts
Increase/decrease maximum steering by 20º (one small template)	+5/+-3 pts
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt
Anchor: prevents a boat from moving	+5 pts
Boat hooks: boat hooks have a reach of 1"	+5 pts
Grappling hooks: grappling hooks have a reach of 6"	+10 pts

Cost

Steam Boat Mark III

Boat, Mechanical, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 6	base: 2 (40°)	base: 3+	base: 8	

Extreme Steer (40) [T], Fuel [T], Obstructing [T], Reverse [T]
Safe Speed Limit (6) [T], Speed Boost (1, 1) [T]
Steam-Powered (2) [T], Sturdy [T], Very Heavy [T], Very Tough* [S]

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 40°. All models on board must roll an Agility Test.
Fuel [T]: This model does not recover Stamina during the End Phase.
Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.
Reverse [T]: This model may move in reverse.
Safe Speed Limit (6) [T]: This model has a maximum safe speed of 6". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Steam-Powered (2) [T]: You may use Crew Activations to increase or decrease this model's speed by up to 2" per Turn per Activation.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	95 pts
Add gear for 2 rowers (for a 2" speed increase)	+5 pts
Add/remove 1 stamina	+5/+-3 pts
Allow for 2 more rowers	+5 pts
Increase/decrease maximum steering by 20° (one small template)	+5/+-3 pts
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt
prevents a boat from moving	+5 pts
Boat hooks: boat hooks have a reach of 2"	+5 pts
Grappling hooks: grappling hooks have a reach of 6"	+10 pts

DELGON - CORE

Cost

Steam Boat Mark IV

Boat, Mechanical, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 8	base: 2 (40º)	base: 2+	base: 8	

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Extreme Steer (20) [T], Fuel [T], Obstructing [T], Reverse [T]
Safe Speed Limit (6) [T], Speed Boost (1, 1) [T], Stable [T]
Steam-Powered (2) [T], Sturdy [T], Very Heavy [T], Very Tough* [S]

Extreme Steer (20) [T]: Once per Turn when steering, this model may be steered an extra 20º. All models on board must roll an Agility Test.
Fuel [T]: This model does not recover Stamina during the End Phase.
Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.
Reverse [T]: This model may move in reverse.
Safe Speed Limit (6) [T]: This model has a maximum safe speed of 6". After any move where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of speed above the limit.
Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a -1 modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier.
Stable [T]: A model on this model rolls Agility Tests with a +1 modifier.
Steam-Powered (2) [T]: You may use Crew Activations to increase or decrease this model's speed by up to 2" per Turn per Activation.
Sturdy [T]: This model cannot be targeted by Ranged Attacks.
Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.
Very Tough* [S]: Re-roll a failed Toughness save.

Enhancements

Base cost	110 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	☐
Add/remove 1 stamina	+5/+3 pts	☐☐
Allow for 2 more rowers	+5 pts	☐
Increase/decrease maximum steering by 20º (one small template)	+5/+3 pts	☐
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	☐
Anchor: prevents a boat from moving	+5 pts	☐
Boat hooks: boat hooks have a reach of 2"	+5 pts	☐
Grappling hooks: grappling hooks have a reach of 6"	+10 pts	☐

DELGON - CORE

Cost