

Alora-powered Coracle

Boat, Object

Size: Huge (60mm)

Crew



max: 2

Steering



base: 3 (60°)

Save



base: 5+

Stamina



base: 0

Length



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 inches if pulled by 1 Medium (or larger) model or 2 Small models, or 3 inches 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.

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 inches speed increase)

+5 pts

Add/remove 1 stamina

+5/-3 pts

Allow for 2 more rowers

+5 pts

Increase/reduce toughness save by 1 (valid range 2+ to 6+)

-5/+10 pt

Anchor: prevents a boat from moving

+5 pts

Boats: boat hooks have a reach of 3 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts

Cost

EMPIRE - CORE



Barge

Boat, Object

Crew



max: 6

Steering



base: 2 (40°)

Save



base: 3+

Stamina



base: 5

Length



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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches if pulled by 1 Large or 2 Medium models.

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

Enhancements

Base cost

Add gear for 2 rowers (for a 2 inches speed increase)

Add/remove 1 stamina

Allow for 2 more rowers

Increase/reduce toughness save by 1 (valid range 2+ to 6+)

90 pts

+5 pts

+5/-3 pts

+5 pts

-5/+10 pts



Boat hooks: boat hooks have a reach of 2 inches

Grappling hooks: grappling hooks have a reach of 6 inches

+5 pts

+10 pts



Cost



EMPIRE - CORE

Catamaran Sail Boat

Boat, Object

Size: Gigantic (130mm)

Crew



max: 6

Steering



base: 3 (60°)

Save



base: 4+

Stamina



base: 6

Length



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 40°. 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 inch, 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 inch per Activation used, up to a maximum of 3 inches.

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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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

Reduce toughness save by 1 (valid range 2+ to 6+)

-5/+10 pts



CASANII - CORE

Anchor: prevents a boat from moving

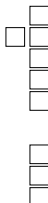
+5 pts

Boat hooks: boat hooks have a reach of 2 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts



Catamaran Sail Boat (Ferals)

Boat, Object

Size: Gigantic (130mm)

Crew



max: 6

Steering



base: 3 (60°)

Save



base: 4+

Stamina



base: 5

Length



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 40°. 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 inch, 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 inch per Activation used, up to a maximum of 3 inches.

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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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

Reduce toughness save by 1 (valid range 2+ to 6+)

-5/+10 pts



CASANII - CORE

Anchor: prevents a boat from moving

+5 pts

Boat hooks: boat hooks have a reach of 2 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts



Coracle

Boat, Object

Crew



max: 1

Steering



base: 2 (40°)

Save



base: 5+

Stamina



base: 0

Length



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 inches if pulled by 1 Medium (or larger) model or 2 Small models, or 3 inches 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 (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 inches speed increase)

+5 pts

Add/remove 1 stamina

+5/-3 pts

Allow for 2 more rowers

+5 pts

Increase/reduce toughness 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 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts

Cost

EMPIRE - CORE



Coracle For Two

Boat, Object

Size: Medium (40mm)

Crew



max: 2

Steering



base: 2 (40°)

Save



base: 5+

Stamina



base: 1

Length



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 inches if pulled by 1 Medium (or larger) model or 2 Small models, or 3 inches 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 inches speed increase)

+5 pts

Add/remove 1 stamina

+5/-3 pts

Allow for 2 more rowers

+5 pts

Increase/reduce toughness 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 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts

Cost

EMPIRE - CORE



Engu Row Boat

Boat, Object

Size: Gigantic (130mm)

Crew



max: 6

Steering



base: 3 (60°)

Save



base: 3+

Stamina



base: 6

Length



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 40°. 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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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



Reduce toughness save by 1 (and its range as -1 to 6)

-5/+10 pt

EMPIRE - ENGU

Anchor: prevents a boat from moving

+5 pts

Boat hooks: boat hooks have a reach of 2 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts



Kedashi Raft

Boat, Object

Crew



max: 6

Steering



base: 3 (60°)

Save



base: 4+

Stamina



base: 4

Length



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 40°. 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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches speed increase)

+5 pts

Add/remove 1 stamina

+5/-3 pts

Allow for 2 more rowers

+5 pts

Increase/reduce toughness save by 1 (valid range 2+ to 6+)

-5/+10 pt

Boat hooks: boat hooks have a reach of 2 inches

+5 pts

Cost



KEDASHI - CORE



Row Boat

Boat, Object

Size: Gigantic (130mm)

Crew



max: 8

Steering



base: 3 (60°)

Save



base: 3+

Stamina



base: 6

Length



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 40°. 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 inches if pulled by 1 Huge,

2 Large or 4 Medium models, or 3 inches 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 inches 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

Reduce toughness save by 1 (valid range 2+ to 6+)

-5/+10 pts



EMPIRE - CORE

Anchor: prevents a boat from moving

+5 pts

Boat hooks: boat hooks have a reach of 2 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts



Sail Boat

Boat, Object

Crew



max: 6

Steering



base: 3 (60°)

Save



base: 4+

Stamina



base: 4

Length



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 40°. 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 inch, 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 inch per Activation used, up to a maximum of 3 inches.

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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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



/reduce toughness save by 1 (each time a -1/-6)

-5/+10 pt

EMPIRE - CORE

Anchor: prevents a boat from moving

+5 pts

Boat hooks: boat hooks have a reach of 2 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts

Small Row Boat

Boat, Object

Size: Gargantuan (80mm)

Crew



max: 2

Steering



base: 3 (60°)

Save



base: 5+

Stamina



base: 2

Length



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 40°. 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 inches if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3 inches 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 inches 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 toughness save by 1 (valid range 2+ to 6+)

-5/+10 pts



prevents a boat from moving

EMPIRE - CORE

+5 pts

Boat hooks: boat hooks have a reach of 2 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts

Steam Boat Mark I

Boat, Mechanical, Object

Crew



max: 3

Steering



base: 2 (40°)

Save



base: 3+

Stamina



base: 6

Length



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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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 inch

+5/-3 pts

Increase/reduce toughness save by 1 (valid range 2+ to 6+)

-5/+10 pt



prevents a boat from moving

+5 pts

Boat hooks have a reach of 1 inch

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts

EMPIRE - CORE

Cost



Steam Boat Mark II

Boat, Mechanical, Object

Crew



max: 3

Steering



base: 3 (60°)

Save



base: 3+

Stamina



base: 8

Length



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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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 toughness save by 1 (valid range 2+ to 6+)

-5/+10 pts

Anchor: prevents a boat from moving

+5 pts

Boat hooks: boat hooks have a reach of 2 inches

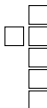
+5 pts

Grappling hooks: grappling hooks have a reach of 4 inches

+10 pts

Cost

EMPIRE - CORE



Steam Boat Mark II with 1 Barge

Boat, Mechanical, Object

Crew



max: 9

Steering



base: 3 (60°)

Save



base: 3+

Stamina



base: 8

Length



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 40°. 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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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 toughness 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 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts

Cost

EMPIRE - CORE

Cost

Steam Boat Mark II with 2 Barges

Boat, Mechanical, Object

Crew



max: 15

Steering



base: 3 (60°)

Save



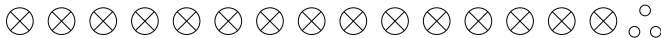
base: 3+

Stamina



base: 8

Length



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 40°. 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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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 toughness 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 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts

Cost

EMPIRE - CORE



Steam Boat Mark II with 3 Barges

Boat, Mechanical, Object

Crew



max: 21

Steering



base: 3 (60°)

Save



base: 3+

Stamina



base: 8

Length



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 40°. 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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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 toughness 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 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts

Cost

EMPIRE - CORE



Steam Boat Mark III

Boat, Mechanical, Object

Size: Gigantic (130mm)

Crew



max: 6

Steering



base: 2 (40°)

Save



base: 3+

Stamina



base: 8

Length



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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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 toughness save by 1 (valid range 2+ to 6+)

-5/+10 pts



prevents a boat from moving

Boat hooks: boat hooks have a reach of 2 inches

Grappling hooks: grappling hooks have a reach of 6 inches

DELGON - CORE

+5 pts

+5 pts

+10 pts

Steam Boat Mark IV

Boat, Mechanical, Object

Size: Gigantic (130mm)

Crew



max: 8

Steering



base: 2 (40°)

Save



base: 2+

Stamina



base: 8

Length



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 20°. 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 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches 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 inches 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 toughness save by 1 (valid range 2+ to 6+)

-5/+10 pt



prevents a boat from moving

DELGON - CORE

+5 pts

Boat hooks: boat hooks have a reach of 2 inches

+5 pts

Grappling hooks: grappling hooks have a reach of 6 inches

+10 pts