Alora-powered Coracle

Boat, Object

Crew	Steering	Save	Stamina	Length	
max: 2	base: 3 (60º)	base: 5+	base: 0		
$\otimes \otimes \circ$					
Beast-Powere	d (3) [T], Cumber	rsome [T], Ex	treme Steer (40)[T]	
	ŋ [T], Precarious				
	1) [T], Sturdy [T				
	ou may use one Crew Activa el's speed is half the speed it he			o 3". At the	
	nodel may be moved up to 6 h			Small models, or	
Extreme Steer (40) [T]: roll an Agility Test.	Once per Turn when steerin	g, this model may be ste	ered an extra 40°. All mod	tels on board must	
	model cannot move in rever				
	ls on the model must roll an A			uding Ranged	
	Ranged Attack may forgo its				
Safe Speed Limit (8) [T]:	afe Speed Limit (8) [T]: This model has a maximum safe speed of 8". After any move where this speed is exceeded, the				

Size: Huge (60mm)

speed above the limit.

Speed Boost (j. 1) [TF 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.

model must roll as many Toughness saves as the speed is above the limit. Each Toughness save is made at -1 per inch of

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

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

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	
Andow prevents a boat from moving the boat books bave a reach of things I PIRE – CORE	+5 pts +5 pts	
Supposed books: grappling books have a reach of Sindre E - CORE	+10 pts	
0		

Barge

Boat, Object

Crew	Steering	Save	Stamina	Length
<u>мах:</u> 6	base: 2 (40º)	base: 3+	base: 5	
$\otimes \otimes \otimes$	$\otimes \otimes \otimes$	0		

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.

Our-Powered (I) ITT: You may increase or decrease this model's speed by up to 1" (+1" if Powerful(CI) per 2 Crew Activations. At the start of a Turn, the model's speed is half the speed it had the preceding Turn frounded down). Reverse ITT: This model may more in reverse.

Safe Speed Limit (6) [Tr. 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

Ennancements		
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/reduce toud/mess save by 1 (valid range 2+ to 6+)	-5/+10 pt	
Boat books: boat books have a reach of 2 inches	+5 pts	
Grappling books: grappling books have a reach of 6 inches	+10 pts	
Cost		



EMPIRE - CORE

Catamaran Sail Boat

Boat, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
<i>max</i> : 6	base: 3 (60°)	base: 4+	base: 6	
$\otimes \otimes \otimes$	$\otimes \otimes \otimes$	0		
Extreme Steet	r (40) [T], Forwa	ard Only [T],	Fuel [T]	
Safe Speed Lin	иit (6) [Т], Sail-Р	owered (6, 4)	[T]	

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.

Speed Boost (1, 1) [T], Stable [T], Sturdy [T], Very Heavy [T]

Forward Only [T]: This model cannot move in reverse.

Vern Tough [S]

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 Touchness saves as the speed is above the limit. Each Touchness save is made at -1 per inch of speed above the

Sail-Powered (6, 4) ITE This model may move up to the current wind speed if one Crew is manning the sails (tailwind: 6", crosswind: 4", beadwind: 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 2 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 Toudmess 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 man 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.

Vern Tough ISI: Re-roll a failed Toughness save.

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 (vg 1 (tallo range 2+ to 6+) CASANII – CORE	-5/+10 pt	
Anchor: prevents a boat from moving	+5 pts	
Boat hooks: boat hooks have a reach of 2 inches	+5 pts	
Grappling books: grappling books have a reach of 6 inches	+10 pts	

Catamaran Sail Boat (Ferals)

Boat, Object

Síze: Gígantíc (130mm)

+10 pts

Crew	Steering	Save	Stamina	Length
<u></u>	base: 3 (60°)	base: 4+	base: 5	
	(AO)(T) Form	0 0	Euol (T)	

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 (d) [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 sarves as the speed is above the limit. Each Toughness sarve is made at -1 per inch of speed above the limit.

Sail-Powered (6, 4) [T]: This model may more up to the current wind speed if one Crew is mainting the sails (tallwind: 6", crosswind: 4", foodbrind: 1 ind, no wind: no more ment). If no Crew is mainting the sails, the model will more 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 (j, 1] [T]. Once per Turn during movement, this model may move an additional x^{μ} but then must make a Toughness save with a -1 modifier. It may then move a further x^{μ} but then must make an additional Toughness save with a -2 modifier. Stable TTE A model on this model model shall to Tests with a +1 modifier.

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

Grapplina books: arapplina books have a reach of 6 inches

Very Heavy [T]: This model man 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.

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+) CASANII - CORE	-5/+10 pt	
Anchor: prevents a boat from moving	+5 pts	
Boat hooks: boat hooks have a reach of 2 inches	+5 pts	П

Coracle

Boat, Object

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

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| TT: You may increase or decrease this model's speed by up to 3" (+1" if Powerfulf(21) 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 TT: All models on the model must roll an Agility trees before taking any Combat Actival (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) (Tr. 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 doore the limit.

Speed Boost [i, 1] [TE 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.

Zin/entecinence		
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	
ng hooks: grappling hooks have a reach of 6 inches	+10 pts	
ng books: grappfing books have a reach of a tudger CORE		
Cost		

Coracle For Two

Boat, Object

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, Touglo* [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 frounded down!. Precarious [T]: All models on the model must roll an Agility trees tefore toding any Combat Active (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 (\$\text{SIT}: This model has a maximum safe speed of 5". After any more where this speed is exceeded, the model must roll as many Toughness sarves as the speed is above the limit. Each Toughness sarve is made at -1 per inch of sweed above the limit.

Speed Boost [i, 1] [TE: 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

kes: boat hooks have a reach of Engles PIRE - CORE

+5 pts +5 pts +10 pts

Engu Row Boat

Grappling books: grappling books have a reach of 6 inches

Boat, Object

Size: Gizantic (130mm) a Lenath

+10 pts

Crew	Steering	Save	Stamina	Length	
<i>max</i> : 6	base: 3 (60°)	base: 3+	base: 6		
Obstructing [) \(\times \times \times \times \times \times \times \times \) r (40) [T], Fuel [' T], Reverse [T], \(\times \ti	Γ], Oar-Powe Safe Speed Li	mit (6) [T]		
Extreme Steer (40) [T]: roll an Aglitty Test. Fuel [T]: This model does Oar-Powered [2] [T]: Yo Activations. At the start Odstructing [T]: Models Receives [T]: This model Receives [T]: This model must roll as many speed above the limit. Speed Boost (i), i] [T]: Om Toughness sare with a - 2 modifier. Sturdy [T]: This model of Very Heavy [T]: This model of Very Heavy [T]: This in Model of Very [T]: This in Model of Very [T]: This in Model of Very [T]: This in	Once per Turn when steerin, not recover Stamina during u may increase or decrease to fa Turn, the model's speed on this model sout as Costs may move in reverse. This model has a maximum s Toughness sarves as the speece per Turn during movemen modifier. It may then move annot be targeted by Ranged woolf may be moved up to 6 i um models, or 3 inches if pull	the End Phase. Its model's speed by up is half the speed it had to ructed if targeted by Ra afe speed of 6". After a d is above the limit. Eac it, this model may mov a further 1" but then r Attacks. udes if pulled by 1	to 2" (+1" If Powerful(CI) pe be preceding Turn (roundei nged Attacks. ny move where this speed i h Toudmess save is made a e an additional 1" but then i	er 2 Crew d down). s exceeded, the at -1 per inch of must make a	a
Add/remove 1 stamina Allow for 2 more rowers	r a 2 inches speed increase) num steering by 20° (one smr ss save by 1 (moliocranges p	ill template) *RE – EI	NGU	90 pts +5 pts +5/+-3 pts +5/+-3 pts -5/+10 pt	
Boat hooks: boat hooks ha				+5 pts +5 pts	

Kedashi Raft

Boat, Object

(

Crew	Steering	Save	Stamina	Length
<u></u> мах: 6	base: 3 (60°)	base: 4+	base: 4	
$\otimes \otimes \otimes$	$\otimes \otimes \otimes$	0		

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) [TF. You may increase or decrease this model's speed by up to 2" (+1" if PowerfulfCI) 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 [TF. This model may more 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 doore the limit.

Speed Boost (i, 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.

ANN as an fam a mannage if an a a hindres council his one and

Enhancements

200 year for 2 rowers for a 2 merces speed mercese;	+5 pto	
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	



KEDASHI - CORE

80 pts

Row Boat

Boat, Object

Size: Gizantic (130mm)

Crew	Steering	Save	Stamina	Length	
<u></u>	base: 3 (60°)	base: 3+	base: 6		
Extreme Steer) 🚫 🚫 🚫 r (40) [T], Fuel [T], Oar-Pow	ered (2) [T]		
Obstructing [T], Precarious [T], Reverse [T] Safe Speed Limit (8) [T], Speed Boost (1, 1) [T], Sturdy, [T]					

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.

Very Heavy [T], Very Tough [S]

Oar-Powered (2) [T]: You may increase or decrease this model's speed by up to 2" (+1" if Powerful(CI) 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 Aaility 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) [T1: 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

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 man 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.

Vern Tough ISI: Re-roll a failed Toughness save.

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+) **EMPIRE - CORE	-5/+10 pt	
Anchor: prevents a boat from moving	+5 pts	
Boat hooks: boat hooks have a reach of 2 inches	+5 pts	П
Grappling books: grappling books have a reach of 6 inches	+10 pts	

Sail Boat

Boat, Object

Crew	Steering	Save	Stamina	Length
<u></u> мах: 6	base: 3 (60°)	base: 4+	base: 4	
$\otimes \otimes \otimes$	$\otimes \otimes \otimes$	0		

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

Puel IT: 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 Aaility 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 (s) [T]: This model has a maximum safe speed of 5". After any move where this speed is exceeded, the model must roll as many Touchness saves as the speed is above the limit. Each Touchness save is made at -1 per inch of speed above the

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", beadwind: 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 Touchness 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 Huae,

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

Vern Tough ISI: 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 (endown) PIRE - CORE	-5/+10 pt	[
Anchor: prevents a boat from moving	+5 pts	
Boat books: boat books have a reach of 2 inches	+5 pts	ĺ
Grappling books: grappling books have a reach of 6 inches	+10 pts	Ì

Small Row Boat

Grappling books: grappling books have a reach of 6 inches

Boat, Object Size: Gargantuan (80mm) Length Steerina Stawina Crew Save base: 2 (60°) max: 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 man be steered an extra 40°. All models on board must roll an Agility Test. Fuel IT: 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 IT: This model man 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 man 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 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 200 (one small template) +5/+-3 pts Increase/reduce toudmess save by 1 (valid range 2+ to 6+) -5/+10 pt prevents a boat from moving EMPIRE - CORE +5 pts Boat hooks: boat hooks have a reach of 2 inches +5 pts

+10 pts

Steam Boat Mark I

Boat, Mechanical, Object

Crew	Steering	Save	Stamina	Length
max: 3	base: 2 (40º)	base: 3+	base: 6	
$\otimes \otimes \otimes$) 0			

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) ITE. Once per Turn inhen 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) ITF. 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) [TF. 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 indpes if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 indpes if pulled by 1 Large or 2 Medium models.

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

Engancements		
Base cost	80 pts	
Add gear for 2 rowers (for a 2 inches speed increase)	+5 pts	
Add/remove 1 stamina +5	5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/decrease maximum steering by 20° (one small template) +5	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 local from moving holds leave a reach of FIMPIRE - CORE Grappling books: grappling books have a reach of 6 inches	+5 pts +5 pts +10 pts	
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Steam Boat Mark II

Boat, Mechanical, Object

300,000	interpretation			
Crew	Steering	Save	Stamina	Length
max: 3	base: 3 (60º)	base: 3+	base: 8	
$\otimes \otimes \otimes$	0			

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 Aailitv 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) [T1: This model has a maximum safe speed of 6". After any move where this speed is exceeded, the model must roll as many Toudmess saves as the speed is above the limit. Each Toudmess save is made at -1 per inch of speed above the limit.

Speed Boost (j. 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 Hearty [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.

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 pt	
Anchor: prevents a boat from moving	+5 pts	
iks: boat books have a reach of Lindes LDIDE COPE	+5 pts	
ng hooks: grappling hooks have to get the things E - COKE	+10 pts	

Steam Boat Mark II with 1 Barge

Boat, Mechanical, Object

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Crew	Steering	Save	Stamina	Lengtl
<u>мах:</u> 9	base: 3 (60º)	base: 3+	base: 8	
$\otimes \otimes \otimes$	$\otimes \otimes \otimes$	$\otimes \otimes \otimes$	0	

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 (20) [T]: Once per Turn when steering, this model may be steered an extra 40°. All models on board must

extreme steer 40111. Once per 1 urn myen steering, who moved may be steered an extra 40°. All models on oddro 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 Lintt [s] ITz This model has a maximum safe speed of 5". After any more where this speed is exceeded, the model must roll as many Toughness saves as the speed is above the lintt. Each Toughness save is made at -1 per inch of speed door to the lintt.

Speed Boost (i, 1) [TF 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 taraeted by Ranged Attacks.

Very Hearry [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.

Brilyarrectricties		
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	
ng books: grappling books barrenvered of Fight E - CORE	+10 pts	
Cost		

Steam Boat Mark II with 2 Barges

Boat, Mechanical, Object

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

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 mben 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) [Tr. This model bas 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 dove the limit.

Speed Boost (j. 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 Hearty [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.

Envirancements		
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	
ng books: grappling books bax covered of Graph RE - CORE	+10 pts	
Cost		

Steam Boat Mark II with 3 Barges

Boat, Mechanical, Object

Crew	Steering	Save	Stamina	Length
	base: 3 (60°)	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 mben 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 (s) ITE. 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 [i, 1] [The Once per Turn during movement, this model may move an additional 1^{o} but then must make a Toughness save with a -1 modifier. It may then move a further 1^{o} 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 taraeted by Ranged Attacks.

Very Hearty [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.

Envancements		
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	
ng books: grappfing books barves EMPIRE - CORE	+10 pts	
Cost		

Steam Boat Mark III

Steering

Boat, Mechanical, Object

Crew

Size: Gigantic (130mm) Length

+10 vts

Stamina

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 Attacles. Reverse [T]: This model may move in reverse. Safe Speed Limit (6) [T]: This model bas a maximum safe speed of 6°. After any move where this speed is exceeded, the model must roll as many Touchness saves as the speed is drove the limit. Each Touchness save is made at -1 per inch of	

Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Touchness save with a -1 modifier. It may then move a further 1" but then must make an additional Touchness save with a Steam-Powered (2) [T]: You may use Crew Activations to increase or decrease this model's speed by up to 2" per Turn

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

Save

pulled by 1 Large or 2 Medium models. Very Tough [S]: Re-roll a failed Toughness save.

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

Grappling books: grappling books have a reach of 6 inches

speed above the limit.

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	П
Increase/reduce toughness save by 1 (valid range 2+ to 6+)	-5/+10 pt	
precents a local from morting ELGON - CORE	+5 pts +5 pts	

Steam Boat Mark IV

Boat, Mechanical, Object

Size: Gigantic (130mm)

			O	ze: Gigantic (190mm)
Crew	Steering	Save	Stamina	Length
<u></u>	base: 2 (40°)	base: 2+	base: 8	
$\otimes \otimes \otimes$	$\otimes \otimes \otimes$	$\otimes \otimes \circ$	0	
Extreme Stee	r (20) [T], Fuel [Tl. Obstructi	na [T]. Reverse	e[T]
	nit (6) [T], Speed			1-1
	, ,	,	*	
Steam-Power	ed (2) [T], Sturdy	(11), very H	eavy [1], very	100gp [5]
roll an Agility Test. Fuel [T]: This model doe Obstructing IT: Model, Reverse [T]: This model Safe speed Limit (of [T]: model must roll as many speed above the limit. Speed Boost (i, i) [T]: Oroughness save with a -2 modifier. Stadle [T]: A model on the Steam-Powered (2) [T]: per Activation. Sturby [T]: This model Very Heavy [T]: This model by 1 Large or 2. N	This model has a maximum is o Toughness saves as the spee nce per Turn during movemen o modifier. It may then move his model rolls Agility Tests in You may use Crew Activation cannot be targeted by Ranged nodel may be moved up to 6 i	the End Phase. ructed if targeted by Ra safe speed of 6". After a d is above the limit. Eac st, this model may move a further 1" but then n with a +1 modifier. ss to increase or decreas Attacks.	nged Attacles. ng more where this speed by Toughness save is made e an additional 1" but then sust make an additional To see this model's speed by up	is exceeded, the at -1 per inch of must make a oughness save with a to 2" per Turn
Enhancement	S			
Base cost				110 pts
Add gear for 2 rowers (f	or a 2 inches speed increase)			+5 pts
Add/remove 1 stamina				+5/+-3 pts
Allow for 2 more rowers		// / / · · ·		+5 pts
	mum steering by 20° (one sma ess save by 1 (valið range 2+ t			+5/+-3 pts
increase/reduce toughne	55 Sace 03 1 (0400 range 2+ t	0 0+1		-5/+10 pt
Boat books: boat books be	ave a reach of 2 inches	GON - C	CORE	+5 pts +5 pts
Crannlina books arannl	in a books harve a reach of 6 in	chos		+10 tifs