

# Tuning

Name		Cost	Max Use	Used By
Better Save	Increase/reduce toughness save by 1 (valid range 2+ to 6+)	-5/10	1	Any boat
Better Steering	Increase/decrease maximum steering by 20° (one small template)	5/-3	1	Any except Alora-powered Coracle Barge Coracle Coracle For Two Kedashi Raft
Extra Speed	Increase/decrease the maximum speed by 1 inch	5/-3	3	Steam Boat Mark I
More Stamina	Add/remove 1 stamina	5/-3	2	Any boat

# Equipment

Item		Cost	Size	Max Use	Range	Attack	Abilities	Used By
Anchor	Prevents a boat from moving	5	-	1	-	-		Any except Barge Kedashi Raft
Boat Hooks	Boat hooks have a reach of 2 inches	5	-	1	2"	-		Any boat
Grappling Hooks	Grappling hooks have a reach of 6 inches	10	-	1	6"	-		Any except Kedashi Raft

# Weapons

Weapon	Cost	Size	Max Use	Attack	Range	Save	Stamina	Abilities	Used By
Ballista	45	Large	-	3	24"	2+	1	Fuel [T] Operated (2) [R] Recoil (1) [T] Shatter [R] Sturdy [T] Very Powerful [C] Very Tough* [S]	Any except Alora-powered Coracle Coracle Coracle For Two Kedashi Raft Small Row Boat Steam Boat Mark I Steam Boat Mark II
Bolas Thrower	5	Tiny	-	3	12"	4+	0	Entangle (3) [C] Operated (1) [R]	Any except Kedashi Raft

Cannon	30	Medium	-	2	24"	2+	1	Fuel [T] Operated (2) [R] Powerful [C] Recoil (2) [T] Shatter [R] Sturdy [T] Very Tough* [S]	Any except Alora-powered Coracle Coracle Coracle For Two Kedashi Raft Small Row Boat
Catapult	10	Large	-	2	6-12"	2+	1	Death From Above [R] Fuel [T] Haphazard (4, 1) [R] Operated (2) [R] Powerful [C] Recoil (2) [T] Shatter [R] Sturdy [T] Very Tough* [S]	Any except Alora-powered Coracle Coracle Coracle For Two Kedashi Raft Small Row Boat Steam Boat Mark I Steam Boat Mark II
Flaming Trebuchet	30	Large	-	3	12-24"	2+	1	Bomb [S] Death From Above [R] Fuel [T] Haphazard (4, 3) [R] Incendiary (2) [C] Operated (2) [R] Powerful [C] Recoil (2) [T] Shatter [R] Sturdy [T] Very Tough* [S]	Any except Alora-powered Coracle Coracle Coracle For Two Kedashi Raft Small Row Boat Steam Boat Mark I Steam Boat Mark II
Gushrak	10	Tiny	-	2	blast	5+	3	Focus* [R] Fuel [T] Incendiary (2) [C] Operated (1) [R] Safety Valve [T] Shatter [R] Vent* [A] Wide Spray* [R]	Any except Kedashi Raft
Harpoon Cannon	120	Small	-	2	12"	3+	1	Accurate [R] Fuel [T] Operated (1) [R] Powerful [C] Sturdy [T] Very Tough* [S]	Any except Alora-powered Coracle Coracle Coracle For Two Kedashi Raft
Heavy Derak	20	Small	-	2	12"	4+	6	Fuel [T] Long Range* [R] Operated (1) [R] Overdrive* [C] Powerful [C] Shatter [R] Sturdy [T] Unstable (3) [T] Very Tough* [S]	Any except Alora-powered Coracle Coracle Coracle For Two Kedashi Raft

Heavy Gushrak	15	Small	-	3	blast	4+	6	Focus* [R] Fuel [T] Incendiary (2) [C] Intense Spray* [R] Operated (1) [R] Quick Shot* [R] Shatter [R] Sturdy [T] Unstable (3) [T] Very Tough* [S]	Any except Alora-powered Coracle Coracle Coracle For Two Kedashi Raft
Ishkaru Sling	10	Small	-	3	12"	4+	0	Accurate [R] Bomb [S] Operated (1) [R]	Any except Coracle
Mortar	20	Medium	-	2	12-24"	2+	1	Death From Above [R] Fuel [T] Haphazard (4, 1) [R] Operated (2) [R] Powerful [C] Recoil (2) [T] Shatter [R] Sturdy [T] Very Tough* [S]	Any except Alora-powered Coracle Coracle Coracle For Two Kedashi Raft Small Row Boat
Mounted Crossbow	10	Tiny	-	2	12"	4+	0	Accurate [R] Operated (1) [R] Powerful [C]	Any except Kedashi Raft
Mounted Gun	10	Tiny	-	2	12"	4+	0	Accurate [R] Operated (1) [R]	Any except Kedashi Raft
Net Thrower	5	Small	-	3	9"	3+	1	Entangle (3) [C] Fuel [T] Operated (2) [R] Sturdy [T] Very Tough* [S]	Any except Alora-powered Coracle Barge Coracle Coracle For Two Kedashi Raft
Ram	25	-	1	4	-	-	0	Very Powerful [C]	Any except Alora-powered Coracle Barge Coracle Coracle For Two Kedashi Raft
Trebuchet	15	Large	-	3	12-24"	2+	1	Death From Above [R] Fuel [T] Haphazard (4, 1) [R] Operated (2) [R] Powerful [C] Recoil (2) [T] Shatter [R] Sturdy [T] Very Tough* [S]	Any except Alora-powered Coracle Coracle Coracle For Two Kedashi Raft Small Row Boat Steam Boat Mark I Steam Boat Mark II

**Accurate [R]:**Recast up to one failed Combat Stone for this attack.

**Bomb [S]:**Whenever a model picks up or Operates this model, and at the start of any Activation where it is carrying or Operating it, it must roll a 2+ Toughness save. If failed, the model is removed as a casualty.

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

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

**Focus\* [R]:**Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

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

**Haphazard (x, y) [R]:**Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2 inches from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3 inches of the target then you may recast one failed Combat Stone when rolling to scatter.

**Incendiary (x) [C]:**The first X blows caused by this attack do no damage but the target model takes one 'Fire Marker' per blow.

**Intense Spray\* [R]:**Place an additional Blast Template, its short end must touch an existing Blast Template.

**Long Range\* (x) [R]:**Increase the range of this attack by X".

**Operated (x) [R]:**This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

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

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

**Quick Shot\* [R]:**Make an additional Ranged Attack.

**Recoil (x) [T]:**When this model is fired, roll a X Combat Stones attack against the Boat it is mounted on. The Boat may not defend.

**Safety Valve (x) [T]:**If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

**Shatter [R]:**This attack ignores the *Sturdy*[T] ability.

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

**Unstable (x) [T]:**Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first X is spent. If failed, this model Vent[A]s and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.

**Vent\* [A]:**Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

**Very Powerful [C]:**Any blows that are landed by this model must be saved with a -2 modifier.

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

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