Alora-powered Coracle

Boat, Object



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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.

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	

Auchor: prevents a boat from moving	+5 pts	
where books bare a reach of Eindreen PIIRE - CORE	+5 pts	
Supporting books: grappling books bave aread of Sinder L - CORE	+10 pts	

Barge

Boat, Object



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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.

Con-DowereD (1) ITE You may increase or decrease this model's speed by up to 1^{n} (+ 1^{n} if Fourerful(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 ITE This model may more in reverse.

Safe Speed Limit (6) [T]: This model has a maximum safe speed of 6". After any more 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.

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	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 toughness save by 1 (valid range 2+ to 6+)	-5/+10 pt	

Boat hooks: boat hooks have a reach of 2 inches Grappling books: grappling books bave a reach of 6 inches



+5 pts

+10 pts





EMPIRE - CORE

Catamaran Sail Boat

Boat, Object



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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 uben 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 (0] [T]: This model has a maximum safe speed of 6°. After any more where this speed is exceeded, the model must roll as many Toughness sares as the speed is above the limit. Each Toughness sare is made at -1 per inch of speed above the limit.

Sall-Powered (6,4) [T]: This model may move up to the current wind speed if one Crew is manning the salls (tallwind: 6", creasering: 4", foedaring: 1 ind, no wind: no movement). If no Crew is manning the salls, the model will move at ball-speed (rounded down). In creasering and tallwind, you may spend extra Activations to increase the speed by 1 ind; per Activation used, up to a maximum of 3 index.

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

Stable [1]: A model on this model rolls Agility Tests with a +1 moo 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 Larae or 4 Medium models, or 3 inches if pulled by 1 Larae or 2 Medium

models.

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

Base cost	80 pts	
Add gear for 2 rowers (for a 2 inches speed increase)	+5 pts	E
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/decrease maximum steering by 2.0° (one small template)	+5/+-3 pts	
^{1/reduce toughness save by 1} (valid range 2+ to 6+) CASANII – CORE	-5/+10 pt	
CASAINII - CORE		
		_

Anchor: prevents a boat from moving	+5 pt:
Boat books: boat books have a reach of 2 inches	+5 pts
Grappling books: grappling books bave a reach of 6 inches	+10 pts

Catamaran Sail Boat (Ferals)

Boat, Object



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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 uben 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 (0] [T]: This model has a maximum safe speed of 6°. After any more where this speed is exceeded, the model must roll as many Toughness sares as the speed is above the limit. Each Toughness sare is made at -1 per inch of speed above the limit.

Sall-Powered (6,4) [T]: This model may move up to the current wind speed if one Crew is manning the salls (tallwind: 6", creasering: 4", foedaring: 1 ind, no wind: no movement). If no Crew is manning the salls, the model will move at ball-speed (rounded down). In creasering and tallwind, you may spend extra Activations to increase the speed by 1 ind; per Activation used, up to a maximum of 3 index.

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

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	Ē
reduce toughness save by 1 (valid range 2+ to 6+)	-5/+10 pt	Γ
CASANII - CORE		-
		_

Anchor: prevents a boat from moving	+5 pts
Boat books: boat books have a reach of 2 inches	+5 pts
Grappling books: grappling books have a reach of 6 inches	+10 pts

Coracle

Boat, Object



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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 Tougly* [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 (a) [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 Contrat 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 more 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

Cost

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	

+5 pts +5 pts +10 pts

Anchor: prevents a boat from moving	
Boat hooks: boat hooks have a reach of 2 inches	
ng books: grappling books barve a reach of 6 inches EMPIRE - CORE	

Coracle For Two

Boat, Object



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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 built the speed it had the preceding Turn frounded 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 TI: This model have more in reverse.

Safe Speed Linit (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 linit. 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.

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	

Auchor: prevents a boat from moving	+5 pts	
ke: boat hooks bave a reach of Engles PILRE - CORE	+5 pts	
$\operatorname{Suppeng}$ books: grappling books bave a read of findes $L = OOLE$	+10 pts	

Engu Row Boat

Boat, Object



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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 IT: 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 more 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 limit.

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 -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.

Vero Touab ISI: Re-roll a failed Touabness save.

Base cost	90 pts	
Add gear for 2 rowers (for a 2 inches speed increase)	+5 pts	Г
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	Г
EMPIRE - ENGU	-5/+10 pt	Ē

Anchor: prevents a boat from moving	+5 pts
Boat books: boat books bave a reach of 2 inches	+5 pts
Grappling books: grappling books bave a reach of 6 inches	+10 pts

Kedashi Raft

Boat, Object



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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 40°. All models on board must roll an Agility Test.

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

Our-Powered [2] [T]: You may increase or decrease this model's speed by up to 2^{n} (+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). Recerse [T]: This model may more in recrese.

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	

+5 pts

Boat books: boat books bave a reach of 2 inches



KEDASHI - CORE

Row Boat

Boat, Object



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^{n} (+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 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 more where this speed is exceeded, the model must roll as many Toughness sares as the speed is above the limit. Each Toughness sare is made at -1 per inch of speed above the limit.

Speed Boost (i, i) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Toughness save with a - modifier. It may then move a further 1" but then must make an additional Toughness save with a -2 modifier. Sturios TI: This mode cannot be transaction by Ramodo 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.

Base cost	95 pts	
Add gear for 2 rowers (for a 2 inches speed increase)	+5 pts	Г
Add/remote 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	[
Increase/decrease maximum steering by 20° (one small template)	+5/+-3 pts	Ē
^{vreduce toughness save (y) 1 (radii range 2+ to 6+)} EMPIRE - CORE	-5/+10 pt	
Anchor: prevents a boat from moving	+5 pts	Г

Anchor: prevents a boat from moving	+5 pts
Boat books: boat books have a reach of 2 inches	+5 pts
Grappling books: grappling books bave a reach of 6 inches	+10 pts

Sail Boat

Boat, Object



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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] TF: Titis model has a maximum safe speed of 5°. After any more where this speed is exceeded, the model must roll as many Tonghness sarves as the speed is above the limit. Each Toughness sarve is made at -1 per inch of speed above the limit.

Sall-Powered (5, 3)[T]: This model may more up to the current wind speed if one Crew is manning the salls (tallwind: 5", crosswind: 5", (headwind: 1: ind), no wind: no morement!. If no Crew is manning the salls, the model will more at half-speed (rounded down). In crosswind and tallwind, 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 + modifier. It may then move a further 1" but then must make an additional Toughness save with a - 2 modifier. Sturios [T]: This mode cannot be transated by Ramado Attacks.

Very Heary [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	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	
EMPIRE - CORE	-5/+10 pt	
,,		

Anchor: prevents a boat from moving	+5 pts
Boat books: boat books have a reach of 2 inches	+5 pts
Grappling books: grappling books bave a reach of 6 inches	+10 pts

Small Row Boat

Boat, Object



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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 Aglitty Test before taking any Contrat Action (including Ranged Attacks). The target of a Ranged Attack may forgo its conthat roll in order to avoid rolling the test. Reverse [T]: This model may move in reverse.

Safe Speed Limit (4)(TF: This model has a maximum safe speed of 4". After any more 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.

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 pt	

prevents a boat from moving EMPIRE - CORE	+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

Steam Boat Mark I

Boat, Mechanical, Object



$\otimes \otimes \otimes \circ$ 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 Aaility 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 Touchness saves as the speed is above the limit. Each Touchness 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 Touchness save with a -1 modifier. It may then move a further 1" but then must make an additional Touchness 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 ver 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	





Steam Boat Mark II

Boat, Mechanical, Object



\otimes \otimes \otimes \circ \circ \circ 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)[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.

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.

Base cost 9	5 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/+1	o pt

Anchor: prevents a boat from moving	+5 pts
ks: boat books have a reach of 2 incluss ng books: grappling books bave a gave Project Project E - CORE	+5 pts
ng books: grappling books bave area wat Inder E - COKE	+10 pts

Steam Boat Mark II with 1 Barge

Boat, Mechanical, Object



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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) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Tonghness save with a -1 modifier. It may then move a further 1" but then must make an additional Tonghness 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 20º (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 books: boat books have a reach of 2 inches	+5 pts
^{ng books:} grappling books barren vegech of 6-inches EMPIRE - CORE	+10 pts
\bigcirc EMPIKE - $\bigcirc\bigcirc$ KE	

Steam Boat Mark II with 2 Barges

Boat, Mechanical, Object



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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 bas a maximum safe speed of 4". After any more mbere this speed is exceeded, the model must roll as many Toughness sares as the speed is above the limit. Each Toughness sare is made at -1 per inch of speed above the limit.

Speed Boost (), 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Tonghness save with a -1 modifier. It may then move a further 1" but then must make an additional Tonghness 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
ng books: grappling books bare dreaded of fighter and the second se	+10 pts

Steam Boat Mark II with 3 Barges

Boat, Mechanical, Object



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

Speed Boost (), 1) [T]: Once per Turn during movement, this model may move an additional 1" but then must make a Tonghness save with a -1 modifier. It may then move a further 1" but then must make an additional Tonghness 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
^{ong books:} grappling books barren reach of 6 inform E - CORE	+10 pts
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Steam Boat Mark III

Boat, Mechanical, Object



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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 Touah* [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

95 pts	
+5 pts	
+5/+-3 pts	
+5 pts	
+5/+-3 pts	
-5/+10 pt	
	+5 pts +5/+-3 pts +5 pts +5/+-3 pts

prezents a loat from moving ELGON - CORE	+5 pts	
where you ks: boat hooks have a reacher where GOIN - COIL	+5 pts	
Grappling books: grappling books bave a reach of 6 inches	+10 pts	

Steam Boat Mark IV

Boat, Mechanical, Object



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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 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 more 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.

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 move DELGON - CORE	+5 pts	
Boat hooks: boat hooks have a reach of 2 inches	+5 pts	
Grappling books: grappling books bave a reach of 6 inches	+10 pts	