# Alora-powered Coracle



Boat, Object

Size: Huge (60mm)

Crew	Steering	Save	Stamina	Length
<u></u> мах: 2	base: 3 (60°)	base: 5+	base: 0	



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

Beast-Powered (3) [T]: You may use one Crew Activation to increase this model's forward speed by up to 3". At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).

Cumbersome [T]: This model may be moved up to  $6^{\prime\prime}$  if pulled by 1 Medium (or larger) model, or  $3^{\prime\prime}$  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 save 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] [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	25 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	

Auchor prevents a boat from moving

Auchor prevents a boat from moving

45 pts

45 pts

45 pts

45 pts

45 pts

410 pts

# Barge

## Boat, Object



Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 6	base: 2 (40°)	base: 3+	base: 5	
,	$\otimes \otimes \otimes$ -Powered (1) [T], 2 uit (6) [T], Stable [S]		T), Very Heav	y[T]
Oar-Powered (i) [T]: You Activations. At the start Reverse [T]: This model Safe Speed Limit (o) [T]: model must roll as many speed above the limit. Stable [T]: A model on th Sturdy [T]: This model c	This model has a maximum s Toughness saves as the speci vis model rolls Agility Tests w annot be targeted by Ranged 200el may be moved up to 6" els.	is model's speed by up is half the speed it had afe speed of 6". After a d is above the limit. Ea ith a +1 modifier. Attacks.	the preceding Turn (rounde my move where this speed i ch Toughness save is made	d down). is exceeded, the at -1 per inch of
Enhancement. Base cost Add gear for 2 rowers (fo Add/remove 1 stamina Allow for 2 more rowers Increase/reduce save by	or a 2" speed increase)			90 pts +5 pts +5/4-3 pts +5 pts -5/+10 pt
Boat books: boat books ba Grappling books: grappli COSt	ve a reach of 2" ng hooks have a reach of 6"			+5 pts +10 pts



EMPIRE - CORE

# Catamaran Sail Boat

Grappling books: grappling books have a reach of 6"





+10 pts

			Sí2	ee: Gigantie (131	Jmm)
Crew	Steering	Save	Stamina	Length	ı
<u></u>	base: 3 (60°)	base: 4+	base: 6		
⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ∘ ∘ ∘ ∘ ∘ 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.  Formard Only [T]: This model cannot move in reverse.  Fuel [T]: This model loses not recover Stamina during the End Plase.  Safe Speed Limit [6] [T]: This model lose 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.  Saft-Powered [6, 4] [T]: This model may move up to the current wind speed if one Crew is manning the sails (tailwink-6°, crosswink-4°, headwink-1°, no white no movement). If no Crew is manning the sails, the model will move at fulf-speed frombod down!. In crosswind and tailwinh, you may spend extra Activations to increase the speed by 1° per Activation used, up to a maximum of 3°.  Speed Boost (1, 1) [T]: Once per Turn during movement, this model may move a 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.  Starley [T]: This model continued for land spiely Tests with a -1 modifier.  Starley [T]: This model continued by the move of up to 6° if malled by 1 Huge, 2.  Large or A Medium models, or 3° if fulled by 1 Large or 2 Medium models.  Very Tough [S]: Re-roll a falled Toughness save.					
EMPANCEMENTS Base cost Add gear for 2 rowers (for Add/remove 1 stamina Allow for 2 more rowers Increase/decrease maximi Increase/decrease waximi	a 2" speed increase) um steering by 20° (one sm	all template)		80 pts +5 pts +5/+-3 pts +5/+-3 pts +5/+-3 pts -5/+10 pt	
Anchor: prevents a boat f Boat hooks: boat hooks hav	rom тоvтд =	NII - C	ORE	+5 pts +5 pts	

# Catamaran Sail Boat (Ferals)



Boat, Object

Boat books: boat books have a reach of 2"

Grappling books: grappling books have a reach of 6"

+5 pts

+10 pts

			Sis	ze: Gigantic (130	),,,,,)
Crew	Steering	Save	Stamina	Length	
	base: 3 (60º)	base: 4+	base: 5		
Safe Speed Lim	⊗ ⊗ ⊗ (40) [T], Forwa iit (6) [T], Sail-P 1) [T], Stable [T]	ard Only [T], owered (6, 4)	[T]	Γ]	
Agility Test. Forman'd Only IT: This mode loses not Safe Speed Limit (a) IT: This mode loses not Safe Speed Limit (a) IT: This Toll as many Toughness scree limit. Salf-Powered (i, a) IT: This Crosswink 4", Jeadwink: 1", and own!. In crosswink and talls maximum of 9". Speed Boost (i, 1) IT: Once pe yorth a - 1 modifier. It may the Stable IT: A mode on this in Starby IT: This mode cannot Very Hearty IT: This mode!	recover standing during the E model has a maximum safe; a sa the speed is above the flind model may more up to the cur to white no movement. If no C with, you may spend extra Ac er Turn during movement, this move a further "but the move a further but have been done of the further than the move of the further than the further than the move of the further than	nd Phase.  The Agent any move are the things save is the things save is the things save is the things and the things are the things and the things are the safe, the things are the same and the things are the same and the things are	where this speed is exceeded, made at -1 per inch of speed a w is manning the sails (tailwi the model will move at half-sp eed by 1" per Activation used tional 1" but then must make	the model must force the model, or	
Enhancements Base cost Add gear for 2 rowers (for Add/remote 1 stannina Allow for 2 more rowers Increase/decrease maximi Increase/reduce save for 1	a 2" speed increase) un steering by 20° (one sm (valid range 2+ to 6+)	,	· OD E	75 pts +5 pts +5/+-3 pts +5 pts +5/+-3 pts -5/+10 pt	
Anchor: prevents a boat fr	rom moving CASA	NII - C	OKE	+5 pts	

## Coracle

## Boat, Object



Size: (Medium (40mm)

20 tite

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



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

Cumbersome [T]: This model may be moved up to 6" if pulled by 1 Medium (or larger) model, or 3" if pulled by 1 Small model.

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

Paddle-Powered (3) IT: 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 faulf the speed it had the preceding Turn frounded down!. Precarding IT: 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 acroll rolling the test.

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

Safe Speed Limit (6) LT: 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 drove 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.

buse cost	30 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	
Auchor: prevents a boat from moving	+5 pts	
which books bare a ready of EMPIRE - CORE	+5 pts	
Grapping hooks: grappling hooks have Great of LINE - CORE	+10 pts	

## Coracle For Two





Size: (Medium (40mm)

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



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

Cumbersome [T]: This model may be moved up to 6" if pulled by 1 Medium (or larger) model, or 3" if pulled by 1 Small model.

Extreme Steer [40] [T]: Once per Turn when steering, this model may be steered an extra 40°. All models on board must roll an Aalitty 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 Test before taking any Combat Action (including Ranged Attacks). The target of a Ranged Attack may forgo its combat roll in order to acroll rolling the test.

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

Safe Speed Limit [s] ITs. This model has a maximum safe speed of 5°. After any more infere 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.

Speed Boost [i, 1] TF. Once per Turn during movement, this model may move an additional v' but then must make a Toughness save with a -1 modifier. It may then move a further v' but then must make an additional Toughness save with a -2 modifier.

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

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

#### Enhancements

Base cost	50 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	

Anchor prevents a boat from moving

less boat books bare a reach of PAPIRE - CORE

+5 pts
+5 pts
+10 pts

# Engu Row Boat

Grappling books: grappling books have a reach of 6"



Boat, Object

Size: Gigantic (130mm)

+10 pts

Crew	Steering	Save	Stamina	Length	
<u></u>	base: 3 (60º)	base: 3+	base: 6		
Obstructing ['Speed Boost (1)	) \( \times \tim	Γ], Oar-Powe Safe Speed Li	mit (6) [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.  On-Powerd (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 hald 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 more in reverse.  Safe speed Limit (of [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.  Speed Doost (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.  String [T]: This model cannot be targeted by Ranged Attacks.  Very Heavy [T]: This model may be moved up to 6° if pulled by 1 Huge, 2 Large or 4 Medium models, or 3° if pulled by 1 Large or 2 Medium models.  Very Tough [S]: Re-roll a failed Toughness save.					
reduce save by	or a 2" speed increase) num steering by 20° (one smr. 1 (valid range + 10° (r) P]	ull template) IRE - EI	NGU	90 pts +5 pts +5/+-3 pts +5/+-3 pts +5/+-3 pts -5/+10 pt	
Anchor: prevents a boat Boat hooks: boat hooks ha				+5 pts +5 pts	

## Kedashi Raft





Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 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 nhen 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) ITE: 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). Recress ITE This model may move in receives.

Safe Speed Limit (6) ITs. This model foas 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 (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.

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

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

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

#### Enhancements

Linjancements		
Base cost	80 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	

Boat hooks: boat hooks have a reach of 2"



KEDASHI - CORE



+5 pts

## Row Boat

## Boat, Object



Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length	
<i>max</i> : 8	base: 3 (60º)	base: 3+	base: 6		
$\otimes$ $\otimes$ $\otimes$	$\otimes \otimes \otimes$	$\otimes \otimes \circ$	0		
Extreme Steer	(40) [T], Fuel [	Γ], Oar-Powe	red (2) [T]		
Obstructing [7	[], Precarious [T	], Reverse [T	1		
	iit (8) [T], Speed				
			,,		
very Heavy [	T], Very Tough	[8]			
hafting test.  suel [T]: This model does not outer [T]: This model does not be start of a Turn, the mode start of a Turn, the mode start of a Turn, the model recarrious [T]: All models on the target of a Rangel Atta. Seeverse [T]: This model may safe speed Limit (8) [T]: This off as many Toughness sarve init. Speed Boost (i, i) [T]: Once pe vith a -1 modifier. It may the turnly [T]: This model carge or 4 Medium models, of Very Tough [S]: Re-roll a fa Very Tough [S]: Re-roll a fa	model has a maximum safe sp s as the speed is above the limit or Turn during movement, this or move a further 1" but then i or to te targeted by Ranged Attac lings be moved up to 6" if pull or 3" if pulled by 1 Large or 2. Ni lied Toughness save.	nd Phase.  bel's speed by up to 2" (+1" (+1" (+1" (+1" (+1" (+1" (+1" (+1	if Powerful(CI) per 2 Crew & celeb down!.  Leles.  Motat Action (including Range sist.  Infere this speed is exceeded, made at -1 per inch of speed at cloud 1" but then must make.	co Attacks).  The model must bore the	
Enhancements					
Base cost				95 pts	
Add gear for 2 rowers (for	a 2" speed increase)			+5 pts	
Add/remove 1 stamina				+5/+-3 pts	ШЩ
Allow for 2 more rowers		<i>II</i>		+5 pts	
	um steering by 20° (one sma	ill template)		+5/+-3 pts	$\vdash$
increase/reduce save by 1	(valio range 2+ to 6+)			-5/+10 pt	
Anchor: prevents a boat f	гот тостд	IRE - C	ORE	+5 pts	
Boat hooks: boat hooks har				+5 pts	
Grappling books: grapplin	g books bave a reach of 6"			+10 pts	

## Sail Boat

### Boat, Object

E



Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 6	base: 3 (60º)	base: 4+	base: 4	
$\otimes \otimes \otimes$	$\otimes \otimes \otimes$	0		
xtreme Steer	(40) [T], Forwa	ard Only [T],	Fuel [T]	
Obstructing [T	Г], Precarious [٦	TJ, Safe Speed	Limit (5) [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.

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

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

Very Heavy [T], Very Tough [S]

Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.

Sail-Powered (5, 3) [T], Speed Boost (1, 1) [T], Sturdy [T]

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 [s] [T]: This model has a maximum safe speed of 5". 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.

Sail-Powereo [5, 3] TT: This model may more up to the current wind speed if one Crew is manning the sails (tailwind; 5", crosswind; 3", feadurind; 2", no wind; no noncement). If no Crew is manning the sails, the model will more at half-speed frounded down!. In crosswind and tailwind, you may spend extra Activations to increase the speed by 1" per Activation used, up to a maximum of 2".

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

additional Toughness save with a -2 modifier.

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

Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2

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

Very Touch [S]: Re-roll a failed Touchness save.

Base cost	60 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
All the far 2 more rowers	+5 pts	
o'decrease maximum steering (C) of PARTE - CORE	+5/+-3 pts	
increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	

# Small Row Boat

Boat books: boat books have a reach of 2"

Grappling books: grappling books have a reach of 6"



+5 pts

+10 pts

Boat, Object

, ,			Síze:	Gargantuan (80mn	<b>"</b> )
Crew	Steering	Save	Stamina	Length	
max: 2	base: 3 (60°)	base: 5+	base: 2		
Precarious [T	> r (40) [T], Fuel [' ], Reverse [T], Sa , 1) [T], Sturdy [T	ife Speed Lim	it (4) [T]	) (2) [T]	
roll an Aglity Test. Fuel IT: This model doe Hearry IT: This model of the This model the This model Activations. At the star Precarious IT: All mode Attacks). The target of a Keeverse IT: This model Safe Speed Limit (4) IT: model must roll as many speed above the limit. Speed Boost (1, 1) IT: On Toughness sare with a -2 modifier. Sturdy IT: This model of	ou may increase or decrease t t of a Turn, the model's speed els on the model must roll an a Ranged Attack may forgo its	Ithe End Phase.  led by 3 Small models, 2  plis model's speed by up  is half the speed it had  Agility Test before takit  combat roll in order to  safe speed of 4". After  d is above the limit. Ea  nt, this model may mor.  e a further 1" but then i	Medium or 1 Large (or large to 2" (+1" if Powerful(Ci) pe the preceding Turn (rounded in any Combat Action (inclusive action folling the test.  The process of the property of the period of the period of the period in action (inclusive in action) in action (inclusive in action) in action of the property of the period in action of the period	per) model, or 3" ir 2 Crem b down!. withing Ranged is exceeded, the at -1 per tuch of must make a	
Increase/reduce save by	or a 2" speed increase) s num steering by 20° (one sm 1 (valid range 2+ to 6+)		ODE	35 pts +5 pts +5/+3 pts +5 pts +5/+3 pts -5/+10 pt	
prevents a boat	from moving EMP	IRE - C		+5 pts	

## Steam Boat Mark I



### Boat, Mechanical, Object

Size Charantic (130mm

			U	7.5
Crew	Steering	Save	Stamina	Length
max: 3	base: 2 (40°)	base: 3+	base: 6	
$\otimes \otimes \otimes$	0 0	T1 0 ( - t t - t - t - t - t - t - t -	(T) D	(77)

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 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.

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

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

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

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

Enhancements		
Base cost	80 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/decrease maximum steering by 20° (one small template)	+5/+-3 pts	
Increase/decrease the maximum speed by 1"	+5/+-3 pts	
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	
EMPIRE - CORE		

simpor. prevents a boat from moving LIVILILE +5 pts Boat books: boat books have a reach of 2" +5 pts Grappling books: grappling books have a reach of 6" +10 pts

## Steam Boat Mark II



Boat, Mechanical, Object

Size: Gigantic (130mm)

+10 vts

Crew	Steering	Save	Stamina	Length
max: 3	base: 3 (60°)	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 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 doore the limit.

Speed Boost (i, 1] [TE Once per Turn during movement, this model may move an additional  $1^o$  but then must make a Toughness sare with a-1 modifier. It may then move a further  $1^o$  but then must make an additional Toughness sare with a-2 modifier.

Steam-Powered (2) [T]: You may use Crew Activations to increase or decrease this model's speed by up to 2" per Turn per Activation.

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

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

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

Grapplina books: grappling books have a reach of 6"

Enhancements		
Base cost	95 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/decrease maximum steering by 20% (one small template)	+5/+-3 pts	П
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	
precents a local from moving EMPIRE - CORE	+5 pts +5 pts	

# Steam Boat Mark II with 1 Barge



Boat, Mechanical, Object

Size: Gigantic (130mm)

Crew	Steering	Save	Stamina	Length
max: 9	base: 3 (60º)	base: 3+	base: 8	
	$\otimes \otimes \otimes$		0 0	
Extreme Steer	(40) [T], Fuel [	Γ], Reverse [T]		
Safe Speed Lin	it (5) [T], Speed 1	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 Aulito Test.

Fuel (T): This model does not recover Stamina during the End Phase.

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

Safe Speed Limit [5] ITE. 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 speed above the limit.

Speed Boost [i, 1] [T]: 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 (2) [T]: You may use Crew Activations to increase or decrease this model's speed by up to 2" per Turn per Activation.

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

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

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

Brilyotticottictics		
Base cost	100 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/decrease maximum steering by 20° (one small template)	+5/+-3 pts	
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	

Assistant prevents a boat from moving  Mes boat books have a reach of EMPIRE - CORE  Trappong books: grappling books have a steach of F	+5 pts +5 pts +10 pts	

# Steam Boat Mark II with 2 Barges



Boat, Mechanical, Object

Size: Gigantic (130mm) T ou atla

Crew	Steering	Save	Stamina	Length
max: 15	base: 3 (60°)	base: 3+	base: 8	
$\otimes \otimes \otimes$	$\otimes \otimes \otimes \otimes$	$\otimes \otimes$	$\otimes \otimes \otimes \otimes$	$\otimes \otimes {}_{\circ}{}_{\circ}$

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

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

Steam-Powered (1) [T], Sturdy [T], Vern Heavy [T], Vern 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.

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] [TI: 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) [TI: You man use Crew Activations to increase or decrease this model's speed by up to 1" per Turn per Activation.

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

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

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

Base cost	100 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/decrease maximum steering by 20° (one small template)	+5/+-3 pts	
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	
		_

hes boat hooks have a reach of EMPIRE – CORE	+5 pts +5 pts +10 pts	
Grapping 1000. Grapping 1000. State a react of o	+10 pts	

# Steam Boat Mark II with 3 Barges



Boat, Mechanical, Object

Size: Gigantic (130mm)

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

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

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

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

Extreme Steer (40) [T]: Once per Turn when steering, this model may be steered an extra 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 [i, 1] [T]: 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 targeted by Ranged Attacks.

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

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

Base cost	100 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/decrease maximum steering by 20° (one small template)	+5/+-3 pts	
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	
		_

west books bave a reach of EMPIRE – CORE	+5 pts +5 pts +10 pts	

## Steam Boat Mark III



Boat, Mechanical, Object

Size: Gigantic (130mm)

+10 vts

Crew	Steering	Save	Stamina	Length
max: 6	base: 2 (40°)	<i>base: 3+</i>	base: 8	
3 00 0		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 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 Aulito 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  $6^{\circ}$ . 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] [TE Once per Turn during movement, this model may move an additional  $1^o$  but then must make a Toughness sare with a-1 modifier. It may then move a further  $1^o$  but then must make an additional Toughness sare 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  $6^{\prime\prime}$  if pulled by 1 Huge, 2 Large or 4 Medium models, or  $3^{\prime\prime}$  if pulled by 1 Large or 2 Medium models.

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

Grapplina books: grappling books have a reach of 6"

Enhancements		
Base cost	95 pts	
Add gear for 2 rowers (for a 2" speed increase)	+5 pts	
Add/remove 1 stamina	+5/+-3 pts	
Allow for 2 more rowers	+5 pts	
Increase/decrease maximum steering by 20° (one small template)	+5/+-3 pts	П
Increase/reduce save by 1 (valid range 2+ to 6+)	-5/+10 pt	
precients a local from moch DELGON - CORE	+5 pts +5 pts	

# Steam Boat Mark IV



Boat, Mechanical, Object

			O.	ze: Yigantic (130	'mm)
Crew	Steering	Save	Stamina	Length	
<u></u>	base: 2 (40°)	base: 2+	base: 8		
$\otimes \otimes \otimes$	$\otimes \otimes \otimes$	$\otimes \otimes \circ$			
Extreme Stee	r (20) [T], Fuel [	0	0	(T)	
	nit (6) [T], Speed			[ * ]	
	, ,	,	,	T	
Steam-Power	ed (2) [T], Sturdy	) [1], Very H	eavy [1], very	Tough [8]	
roll an Agility Test. Fuel [Tr This model doe Obstructing Tr Models Reverse [Tr This model Safe speed Limit (o) [Tr model must roll as many speed above the limit. Speed Boost (i) 1] [Tr Orughness save with a - 2 modifier. Stadle [Tr A model on the Steam-Powered (a) [Tr Y per Activation. Sturby [Tr This model Cury Heavy [Tr This model Cury Heavy [Tr This model Cury Heavy [Tr This model	This model has a maximum. Toughness saves as the specice per Turn during moveme a modifier. It may then move in model rolls Agility Tests in You may use Crew Activatic annot be targeted by Ranged model may be moved up to 6 mov	the End Phase. ructed if targeted by Ra safe speed of 6". After a d is above the limit. Eac nt, this model may move a further 1" but then n with a +1 modifier. us to increase or decrea: Attacks.	nged Attacles.  ng more where this speed by Toughness save is made  e an additional 1" but then nust make an additional To  se this model's speed by up	is exceeded, the at -1 per inch of must make a nufmess save with a	a
Enhancement	S				
Base cost				110 pts	
Add gear for 2 rowers (fo	or a 2" speed increase)			+5 pts	
Add/remove 1 stamina				+5/+-3 pts	$\sqcup \sqcup$
Allow for 2 more rowers		W		+5 pts	Ļ
Increase/oecrease maxin Increase/reduce save by	num steering by 20° (one sm	all template)		+5/+-3 pts -5/+10 pt	F
and reduce side by	1 (Cato range 2+ to 0+)			-5/+10 pt	L
. )	from mozilDELC	ON - C	CORE		_
Boat hooks: boat hooks ha				+5 pts +5 pts	F
	ing books have a reach of 6"			+10 pts	F