

Tuning

| Name | | Cost | Max Use | Used By |
|-----------------|----------------------------------------------------------------|-------|---------|--------------------------------------------------------------------------------------------|
| Better Save | Increase/reduce 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" | 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" | 5 | - | 1 | 2" | - | | Any boat |
| Grappling Hooks | Grappling hooks have a reach of 6" | 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 |

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|-------------------|-----|-------|---|---|--------|----|---|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 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 |

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|------------------|----|--------|---|---|--------|----|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 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.

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" 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" 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 Counter' 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" 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.