

Weapon	Movement	Range	Attack	Abilities	Users
Bolas	1"	9"	3	Entangle (1) [C]	Riverfolk Bolas
Bomb	–	0"	3	Bombs Away! [R] Death From Above [R] Imprecise (2) [R]	Balloon Extra-large Balloon Large Balloon Small Balloon
Bow	3"	9"	2	Accurate [R]	Dhogu Archer Dhogu Bow Dhogu Trapper Tarku Droma
Countess Delineri	6"	3"	3	Bushwack [R] Light Weapon [R]	Lady Aleksahn
Crossbow	1"	12"	2	Accurate [R] Powerful [C]	Guard Crossbow Preed
Derakar	0"	12"	2	Long Range* (4) [R] Quick Shot* [R]	KalDruKar
Experimental Derak	0"	blast	4	Point Blank [R]	Engineer Beru
Guns	0"	12"	2	Long Range* (6) [R] Overdrive* [C] Powerful [C] Shatter [R]	Heavy KalMalog With Deraks
Guns	0"	12"	2	Ferocity* [C] Long Range* (6) [R] Quick Shot* [R]	Heavy KalMalog
Gushrak	3"	blast	2	Focus* [R] Wide Spray* [R]	KalGush
Gushrak	0"	blast	3	Focus* [R] Intense Spray* [R] Quick Shot* [R]	Heavy KalMalog With Gushraks
Harpoon	3"	9"	2	Accurate [R] Powerful [C]	Displaced Engu Harpoon Engu Harpoon
Hunting Garo	6"	10"	2	Bushwack [R] Death From Above [R] Light Weapon [R]	Elakan
Hunting Garo	10"	10"	2	Bushwack [R] Death From Above [R] Light Weapon [R]	Mounted Herder Falconer Mounted Reyad Falconer
Koiba	8"	4"	3	Bushwack [R] Light Weapon [R]	Telani Deyath
Light Derak	3"	blast	3	Point Blank [R]	KalDru
Longbow	3"	18"	2	Focus* [R] Quick Shot* [R]	Tracker
Longbow	3"	18"	2	Accurate [R] Focus* [R] Long Range* (6) [R] Quick Shot* [R]	Casanii Scout Casanii Scout Redux Ol'raan
Mesmerise	0"	blast	2	Point Blank [R] Stun [C]	Zanbee
Net	3"	3"	4	Entangle (4) [C]	Riverfolk Kyalai
Net Thrower	0"	9"	4	Entangle (4) [C] Fuel [T]	

Shell	0"	12-24"	2	Death From Above [R] Haphazard (4, 3) [R] Operated (2) [R] Powerful [C] Shatter [R]	Belderak Bombard
Skerrat	6"	5"	1	Bushwack [R] Light Weapon [R]	Delgon Sprog & Skerrat Delgon Sprog Gang Leader Dhogu Sprog & Skerrat Dhogu Sprog Gang Leader
Sling	3"	8"	2		Feral Sling
Sling	5"	8"	2	Accurate [R]	Keeva and Yukran Keeva and Yukran (Early Days)
Sling	10"	8"	2	Light Weapon [R]	Feral Granok Rider
Spear	10"	4"	3	Light Weapon [R]	Deyirn Light Cavalry Light Cavalry
Spear	8"	8"	2	Focus* [R] Light Weapon [R] Long Range* (4) [R]	Jenta Spear
Spit	0"	6"	2	Powerful [C]	Spitting Garkrid
Spit	2"	blast	3	Powerful [C]	Tahril Garkrid Soldier
Spit Acid	6"	blast	3	Point Blank [R] Stun [C]	Hunting Akitiin
Spit Poison	6"	blast	3	Point Blank [R] Stun [C] Weak [C]	
Staff Sling	3"	18"	2		Deyirn Slinger Slinger
Staff Sling	3"	18"	2	Accurate [R] Quick Shot* [R]	Deyirn Mounted Reyad Deyirn Reyad Mounted Reyad Reyad
Throw Stones	6"	6"	2		Trebarnii Howler Trebarnii Howler Slave Urchin Urchin Gang Leader
Throw Stones	6"	6"	2	Accurate [R]	Trebarnii Howler Bristleback Trebarnii Howler Bristleback Slave
Throwing Knives	6"	6"	2	Accurate [R]	Casanii Bodyguard Ora Chey Tokara
Throwing Spear	8"	4"	2	Bushwack [R]	Casanii Warrior Erillai Rider Hadera Rider Young Noh'rilan
Throwing Spear	8"	4"	2	Bushwack [R] Focus* [R]	Casanii Warrior Chief Noh'rilan Enyath

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

Bombs Away! [R]:Bombs can only be dropped if at least one passenger (not Crew) is on board. As many bombs can be dropped per Turn as passengers are on board.

Bushwack [R]:This model may make its Ranged Attack at any point during its move.

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.

Ferocity* [C]:Cast one additional Combat Stone.

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.

Imprecise (x) [R]:Place a Target Marker in contact with the base of the ship. Cast X Combat Stones and scatter the impact 2 inches from the target for each miss (roll a D6 to determine direction). The model dropping the bomb may use its Stamina to recast stones. Place a 3 inches Template on the impact point: all models under the Template are hit.

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

Light Weapon [R]:This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

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.

Point Blank [R]:Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

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.

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

Stun [C]:This attack does no damage, but if any blows are landed then the attacked model is *Stunned*. Roll to remove the effect on a 4+ at the start of the End Phase. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Weak [C]:Blows landed by this model are saved with a +1 modifier.

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.