

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
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 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@ Slave Trebarnii Howler Urchin Urchin Gang Leader
Throw Stones	6"	6"	2	Accurate [R]	@trebarnii_howler_bristleback@ Slave Trebarnii Howler Bristleback
Throwing Knives	6"	6"	2	Accurate [R]	Ora Chey
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" 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.

Imprecise (x) [R]:Place a Target Marker in contact with the base of the ship. Cast X Combat Stones and scatter the impact 2" 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" 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.