

Blast Weapons in Clash of Rhyfles

New Weapon Abilities

Crew(X)

For a crewed weapon X is the number of rhyflers required to operate the weapon. All crew must be Ready or on Overwatch and base-to-base with the weapon. If active crew drop below X the Skill of the Rhyfler operating the weapon is at -2. Firing the Crewed weapon counts as a combat action for the entire crew.

- Crew Move - Weapon Crew may perform a Group Movement action as if they have a leader.

Heavy

Cannons, wounded comrades and crates of grenades are all more than one Quar can handle. Heavy objects move 1 inch per rhyfler in base-to-base contact.

- These rhyflers may conduct a Group Movement action as if they have a leader.

Braced

Automatic weapons with bipods and heavy rifles sometimes require physical support to fire accurately. When these weapons fire they subtract -1 from Skill unless the firing unit is Prone or base-to-base with terrain providing cover.

Gun Shield

Some crewed weapons are equipped with a gun shield to protect the crew from incoming fire. A gunshield provides partial cover for up to Crew(X) of the weapon.

Blast(X)

This weapon affects an area instead of a single target.

The firing rhyfler declares a target point, which may be either an enemy rhyfler or point on the battlefield, then makes a Ranged Attack check to hit the target. Target units may not react to Blast attacks.

Any infantry model within one Blast distance (X) of the point of impact is automatically knocked Prone.

Conduct a Might roll against each unit within the Blast area. Units with partial cover to the Blast center half the Might roll against them.

Any units between the blast radius and twice the blast radius must make a skill check or become Prone, but are not attacked.

If the check is failed, the firer rolls on the Dispersion table.

Dispersion

Roll	Outcome
6/6	Really, how do you miss with explosives?! – Active commander places target point within the original area of effect.
6/-	Close only counts with... – Active commander places target point within one range band of original target. This must be a different target point than intended, and may cover enemy rhyflers.
6/1	Dud round, duck! – The weapon does not explode, but the round hits an enemy rhyfler within the area of effect. Roll Might and divide by two against the affected rhyfler.
-/-	Couldn't hit the broadside of a... – The shot is a miss. The resulting explosion has no effect.
1/-	Whoops, too short! – Opponent places blast point within 4" of the intended target point. He may elect to center it on enemy rhyflers.
1/1	Live round!! – The weapon malfunctions, centering the Area of Effect on the firing rhyfler. Resolve as normal.

Crusaders

Crusade	Sk	Mt	Ma	Toughness	Equipment	Special Abilities	Points
Torpedo Rhyfler	12	1d6+1	5	4	Splagen Torpedo		39

Weapon	R	Sn	Abilities	Blast Might
Splagen Torpedo	6	-4	Blast(1)	2d6-1



Coftyrans

Coftyran	Sk	Mt	Ma	Toughness	Equipment	Special Abilities	Points
Gunner	12	1d6+1	5	4	RCO m60		70(1)

Weapon	R	Sn	Abilities	Blast Might
RCO m60	12	-4	Blast(2), Slow Reload, Crew(2), Gunshield, Heavy	2d6

