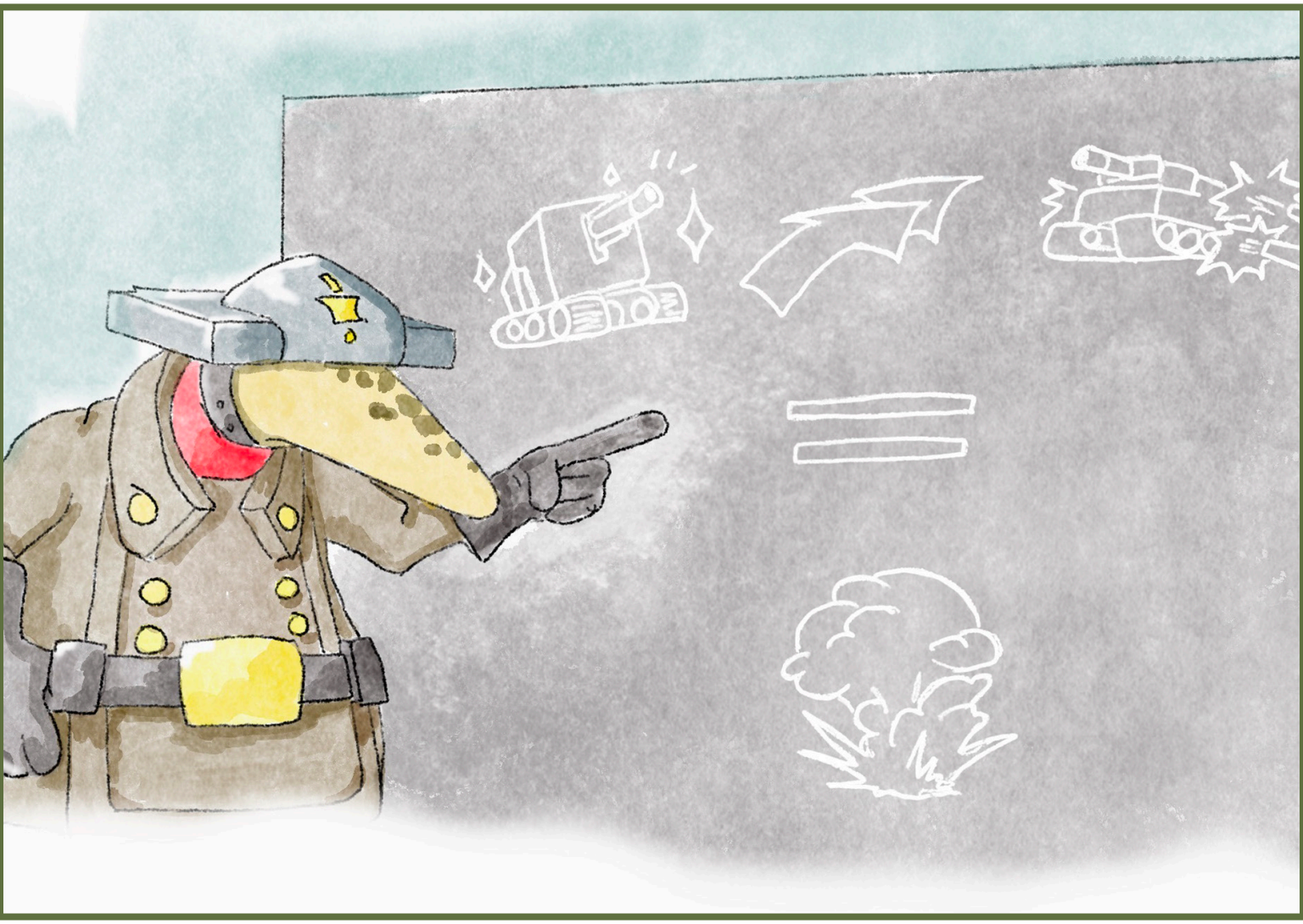
Clash of Rhyfles



FAQ & Errata
06/26

FAQ

New Questions, 06/26

When the target of a Snapshot chooses to Skedaddle are both penalties applied to the Skill Check?

Yes, both the Snapshot Modifier of the weapon and the -4 for Skedaddle are applied.

Skedaddle **does not** stack with other modifiers gathered by the target, such as Cover or Speed. It **does** stack with modifiers gathered by the attacker, such as Range and Snapshot.

Can a rhyfler perform Powerful Blow when Charging an enemy Rhyfler?

Yes, however it can be expensive! To use Powerful Blow on a Charge the commander would have to spend 1 Pluck for the Charge and an additional 1 Pluck for Powerful Blow. Rhyflers with the Wallop ability do not need to spend the second point of Pluck as the ability allows them to perform a Powerful Blow without the additional cost.

How long is the Pluck gained from the Steady Recovery Task available to the rhyfler?

The Pluck gained by a rhyfler goes away if it is not used during the Round in which the Steady task was performed.

On page 50 free/54 paid of the rulebook under Large Caliber Weapons it refers to "the Armored Vehicle Ranged Combat Result chart". Where is this chart?

The name of that chart is incorrect, as is the process listed. Use the following instead.

Large Caliber weapons targeting an Armored Vehicle roll on the standard Ranged Combat Result chart establish if the attack is successful. (pg 16 free/20 paid)

When a Large Caliber weapon successfully hits an Armored Vehicle the attacking commander must first roll for the location hit on the vehicle. They then perform a Might roll using the Might v. AV chart.(pg 1 free/55 paid)

If the roll of the attack's Skill Check was a 3 the Might of the attack is Tripled, and if it was a 4 or 5 the Might is Doubled.

If a Heavy Weapon Team rolls an Extreme result of 18 what happens?

The Heavy Weapon Team is removed from the battlefield as the weapon has failed in a spectacular fashion is no longer operational if not destroyed.

When Activating a Crewed Activation Vehicle and a crew member cannot perform a Task does the Activation still need to be spent before moving on to the next position?

Yes, the Activation must still be spent even if there are no Tasks that crew member can perform.

When a rhyfler attacks using a weapon with an ability that can effect multiple targets (such as Shotgun, Select Fire, and Automatic/Area Fire) and is wounded by Return Fire from the enemy, when is the attacking rhyfler's Status changed to OOA?

If a rhyfler attacking multiple enemies is wounded due to Return Fire from any of the target rhyflers, any remaining attacks are resolved as normal before the attacker's Status is changed to OOA.

Previous Questions

Can a rhyfler perform Tend Wounded on an enemy rhyfler?
Yes! And you gain the point of Pluck for a result of 4-6.

Can a rhyfler attack an Out of Action Rhyfler?
No. The Laws of War discourage such an action.

Can a Rhyfler without Dead-Eye perform the Aimed Shot Task?
No, with the new rules, only models with the Dead-Eye ability can use the Aimed Shot Task.

Does applying the Gobsmacked condition to an already Gobsmacked rhyfler with a Blast Attack put the target Out of Action?
No. Only melee attacks put already Gobsmacked rhyflers Out of Action on a second Gobsmacked result.

Are Fragmentation Grenades Blast Weapons?
No, Fragmentation grenades do not have the Blast trait, and cannot be thrown at tractors as a result.

How many times can a rhyfler use Return Fire in one Round?
A rhyfler may respond with Return Fire as many times as they are targeted with a ranged attack during a round.

How many times can a single rhyfler Snapshot in a round?
A single rhyfler may only use Snapshot once per enemy Task. That rhyfler may react to as many different Tasks as they wish, provided they have enough Pluck available.

Can I target the ground with a Blast Point?
No, when determining the initial Blast Point, it must be centered on a model. As the result of a miss, the Blast Point can drift so that it is centered on the ground and not a model.

Can a rhyfler Skedaddle while Prone?
Yes! If a prone rhyfler Skedaddles, their Movement Allowance is halved as normal for prone movement. If there is no cover within their Movement Allowance, the Skedaddling model moves 1" in any direction and is Gobsmacked.

Can a rhyfler perform a Melee Attack while Prone?
Yes. Being Prone does not give you any penalties to your Skill Check in melee but does allow your opponent to more easily hit the prone model.

Does Skirmisher stack with Prone?
Yes, the Skirmisher ability now confers a –1 Obscuring cover modifier, and stacks as any other obscuring cover would (See pg. 19 of the Core Rulebook/Paid PDF or pg 15 of the Free PDF).

Can a rhyfler perform a normal Ranged Attack with a Primed Explosive?
Yes, this consumes the combat task for that rhyfler, meaning they are still at risk of dropping their primed explosive until their next Round.

If a rhyfler chooses not to Skedaddle or Return Fire, does my opponent get a Skill penalty to their attack?
No, choosing not to react to a ranged attack confers no Skill penalty to the attacker.

Where does a target in the middle of a Blast Template get pushed?
The model is pushed away from the Blast Point to the edge of the template in the direction of the attack.

Imagine a line between the attacker and the Blast Point. The rhyfler is push to the edge of the template in a continuation of that line.

Errata

10/17/25

The printed version of the book is missing the method for determining the penalty for targeting multiple opponents with Area Fire from Automatic weapons. The complete rule is listed below:

Automatic (X) Pg 36

Weapons with a higher rate of fire are capable of targeting multiple opponents with one attack, but at reduced accuracy. X is the additional penalty given to each shot when firing at multiple targets while performing the Area Fire Task.

Area Fire – A rhyfler with an Automatic weapon may attack several rhyflers in a group. Place a Medium template to cover an area containing the desired targets. All targets even partially within the area of the template are affected. These targets will then individually decide to Skedaddle or Return Fire.

A Skill Check to hit is made for each individual target with the appropriate modifiers for their response, range, any cover, and the Automatic ability, X. In addition this attack subtracts one from penalties due to Obstructing Cover; Light Obstructing Cover is negated, Normal becomes -1, etc.

The attacks are performed one by one until all of them have been resolved. If the firing unit is wounded due to Return Fire during an attack any remaining attacks are resolved as normal before the unit is marked OOA or damaged.

Area Fire may not be used as a Reaction.

Document Change Log

The following is a list of significant changes between ***A Rhyfler's Pocket-Book*** and ***Clash of Rhyfles***. All page number refer to the physical book or paid PDF. If using the free PDF subtract 4 from the listed number to find the correct page.

Core Concepts

Engaged (pg. 10) - Clarification – Rhyflers may engage across a terrain feature no wider than 1" and may not perform, nor be targeted by Ranged Combat Tasks.

Gobsmacked (pg. 10) - Rules Change – A gobsmacked rhyfler is immediately knocked prone, and the only Tasks a gobsmacked rhyfler can perform are prone movement toward cover and recover.

Prone (pg. 10) - Clarification – Prone rhyflers may perform ranged tasks normally, but not from behind obstructing cover.

Rounding (pg. 10) - New Rule – Numbers are always rounded down, unless a commander spends pluck to round up.

Templates (pg. 11) - New Rule – Clash of Rhyfles now includes the use of templates in 3 sizes: Small (1" diameter), Medium (3" Diameter), and Large (5" Diameter).

Using Pluck (pg. 12) - Rules Change – "Official" uses of pluck now includes rounding a number or result up.

Gaining Pluck (pg. 12) - Rules Change – Commanders now gain 1 pluck on a Tend wounded Roll of 4-6.

Pluck (pg. 12) - New Rule – If a commander uses a pluck to improve the result of a skill or might roll, that commander does not gain a point of pluck for taking a Rhyfler OOA with that check. This does not apply to expending pluck on Supporting Fire, and a pluck is gathered as normal.

Terrain - (pg. 13) - Rules Change – There is a new list of 5 terrain qualities to assign to terrain pieces at the start of battle. The most important of these are Obscuring cover and Obstructing cover, which interact differently in terms of stacking and rules like Large Caliber.

The Rules of Battle

Gathering Forces (pg. 14) – New Rules – New rules for creating patrols in games with multiple commanders per side.

The Battlefield – (pg. 14) - New Rules – Recommendations for how to place terrain before a battle, as well as recommendations for larger battlefield sizes.

Activation Sequence (pg. 15) - Clarification – "Actions" are now renamed to "Tasks" to avoid confusion with activations. New chart outlines activation sequence terms.

Special Event Cards (pg. 16) - New Rules – The Activation Deck can now include up to 6 mission-specific event cards with varying effects.

Multiplayer and Larger Battles (pg.16) - New Rules – New activation rules for multiplayer battles, or battles with more than two patrols per side (600+ points).

Performing Movement Tasks (pg. 17) - Clarification – New movement sequence chart clarifies when Interruptions and Reactions may occur.

Resolving Ranged Combat Tasks (pg. 18) - Rules Change – There are now only 2 reactions that can be performed in response to a ranged attack: Skedaddle (formerly "Dive for Cover") and Return Fire.

Resolving Ranged Attacks (pg. 18) - Clarification – New ranged combat sequence chart outlines process, modifiers, and when reactions/status changes occur.

Ranged Attack Modifiers (pg. 19) - Rules Change – New chart for ranged modifiers, including Speed modifier (-2 to enemy fire when sprinting), and both Obscuring and Obstructing Cover types.

Stacking Modifiers (pg. 19) - Rules Changes:

- No single modifier may exceed -3 other than range and Skedaddle.
- Multiple covers of the same type do not stack their modifiers and instead take the highest modifier.
- Cover of different types (Obscuring and Obstructing) may stack up to a -3 total cover modifier.
- Skedaddle cannot be stacked with any modifiers other than Snapshot and Range.

Ranged Combat Results (pg. 20) - Clarification – A skill roll of 3 on a ranged attack now reads: "Automatic Hit, target is Out of Action. The attacking Rhyfler gains an immediate, free Activation. This Activation can be a second Combat Task."

Skedaddle (pg. 20) - Rules Change – Several new changes to Skedaddle (previously "Dive for Cover"):

- The Skedaddle move cannot place the rhyfler in worse cover than they already have.
- If there is no cover within the rhyfler's Movement Allowance their commander moves the rhyfler up to 1" in any direction. After this move the target is Prone and Gobsmacked.
- A rhyfler that is already in cover may still elect to Skedaddle. Apply the -4 modifier to the attack, but this does not stack with any other cover modifiers. A rhyfler in cover that has chosen this reaction is now marked as Prone or Gobsmacked per Skill Check result, and is out of LoS of further attacks.

Return Fire (pg. 20) - Rules Change – Additional rules text:

- Modifiers from Special Abilities, like Dead-Eye, are not applied. Certain Equipment Traits may apply; this will be listed in their description.
- Weapons with Not Applicable or N/A in the Snapshot column of their Weapon Profile are unable to perform this Reaction."

Melee Attack Modifiers (pg. 21) - Rules Change – Rhyflers now gather a -1 skill modifier for each additional enemy rhyfler they are engaged with beyond the first. A gobsmacked target of a melee attack now gives a +2 skill modifier to the attacker.

Gobsmacked Rhyflers and Melee (pg. 21) - New Rule – A Gobsmacked rhyfler must perform the Recover Task before they can perform a Melee Attack. Until they Recover they grant any attacker a +2 modifier to the Melee Skill Check.

Prone Rhyflers and Melee (pg. 21) - Rules Change – An Engaged rhyfler that is also Prone may perform a Melee Attack without first standing up. This is at no additional penalty, but the prone rhyfler will continue to grant an opponent a +2 modifier to attacks until they get up.

Melee Combat Results (pg. 21) - Rules Change – The following Skill Roll results now read as follows:

- 16-17: Automatic miss. Target gets Free, Immediate Melee Attack.
- 18: Automatic miss. Target gets Free, Immediate Melee Attack, Might Doubled.

Blast Attacks (pg. 22) - New Rule – This edition includes rules for weapons with the Blast trait not previously included in the Clash of Rhyfles Quickstart rules. Previously Blast rules were included in free addenda. The following changes are relative to Addendum 0525:

Blast Attacks (pg. 22) - Rules Change – Blast attacks now use templates. The Blast Point is the center of the template designated by the weapon being used.

Blast Attack Dispersion Table (pg. 22) – Rules Change – The table now reads:

- **Skill Check Result 12 or less:** Attacking Commander places the Blast Point 3 inches from its original target point. This may be in any direction in LoS, and need not be centered on a unit
- **Skill Check Result 13 or more**: Target's Commander places Blast Point 3+D3 inches away from the original target point. This may be in any direction in LoS, and they may elect to center it on opposing rhyflers. The new Blast Point need not be centered on a unit.

Taking Cover (pg. 23) - Rules Change – Rhyflers taking cover now receive a skill penalty based on the size of the blast they're affected by; Small (-1), Medium (-2) or Large (-3). Only obstructing cover between a rhyfler who successfully takes cover and the blast point will negate a Might roll entirely.

Pushing Rhyflers (pg. 23) - New Rule – Some Blast Might results require the pushing of affected rhyflers to the edge of the template. This movement should always be directly away from the Blast Point, and if unclear should be performed by the attacking commander.

Blast Might Roll (pg. 23) - Rules Change – All chart results that push Rhyflers now state that the rhyfler is pushed to the edge of the template.

Resolving Interruptions (pg. 24) - New Rule – Overwatch attacks and Snapshots (previously called Opportunity Fire) are now considered Interruptions, and have a defined sequence for resolution, including reactions. The sequence for Overwatch attacks can be found in the "Overwatch vs Ranged Combat Sequence" Table.

Overwatch (pg. 24) - Rules Change – Overwatch attacks may only be performed against an enemy rhyfler performing a Combat or Movement Task (see "Tasks").

Snapshot (pg. 24) - Rules Change – The Snapshot interruption can only be performed against an enemy rhyfler performing a Movement Task. Only one Snapshot per Movement Task is allowed.

Tasks

Tasks (pg. 25) – Rules Change – Tasks (previously called Actions) are the things that a rhyfler can choose to do on their round, using activations. All available Tasks have been categorized into one of 5 categories: Movement, Combat (Ranged and Melee), Preparation, Leadership, and Recovery.

Some Tasks are more involved and require the use of Pluck to accomplish. These will state this requirement after the name of the Task, for example: Charge (+1 Pluck).

Some Tasks are so involved they require preparation before they can be performed. These Tasks will list the prerequisite Preparation Task after their name, for example Throw Grenade (Prime Explosive).

Movement Tasks

Standard Move (pg. 25) – No Change

Sprint (pg. 25) - Rules Change – If the Sprinting rhyfler becomes the target of Overwatch or Snapshot it cannot declare a Reaction. Instead the Interrupting rhyfler's attack suffers a -2 penalty due to the frantic movement of its target.

Prone Movement (pg. 25) - New Rule – Prone Movement is a new movement task that reads: "A Prone rhyfler may move up to half its Movement Allowance in any direction. If this movement ends with the rhyfler behind cover, they may remove the Prone Status."

Jumping (pg. 25) – No Change
Disengage (pg. 25) – No Change

Ranged Combat Tasks

Ranged Attack (pg. 26) – No Change

Supporting Fire (+Pluck) (pg. 26) - Rules Change – Supporting fire can now only be performed if both the attacking Rhyfler and Supporting Rhyfler have the Support ability.

Throw Grenade (Prime Explosive) (Pg. 26) - New Rule

Fragmentation Grenades (Pg. 26) - Rules Change – Some results on the Fragmentation Grenade table now use a medium template and the Might Roll rules found under the Blast Rules. Fragmentation Grenades are not considered Blast Weapons for the purposes of Take Cover Rolls or Armored Vehicles.

Smoke Grenades (pg. 26) - Rules Change – Smoke Grenades now produce a Medium template that counts as Normal Obscuring cover (-2 modifier)

Throwing "Blind" (pg. 26) - Rules Change – Smoke Grenades are no longer subject to the penalty for throwing blind.

Melee Combat Tasks

Melee Attack (pg. 27) – No Change

Charge (+1 Pluck) (pg. 27) - Rules Change – Charge now reads "The rhyfler moves up to double their movement allowance to engage an enemy rhyfler. If the rhyfler ends the move in base-to-base contact with an enemy, they may immediately perform a Melee Attack Task as part of the same Activation"

Reacting to Charges (pg. 27) - New Rule – New clarifying rules text has been added to the Charge task, stating who may perform reactions or interruptions against a charging rhyfler and giving those attacks a –2 skill penalty for targeting the charging Rhyfler.

Powerful Blow (+1 Pluck) (pg. 27) - Rules Change – Powerful Blow now costs a pluck to perform, instead of being a 2-activation task.

Preparation Tasks

Overwatch (pg. 27) – No Change

Prepare Weapon (pg. 27) – New Rule

Prime Explosive (pg. 27) – New Rule

Leadership Tasks

Fire and Advance (+1 Pluck) (pg. 28) - New Rule

Group Movement (+1 Pluck) (pg.29) - Rules Change – Group Movement now costs a pluck to perform, instead of being a 2–Activation Task.

Regroup (Whole Card) (pg. 29) - No Change

Recovery Tasks

Steady (pg. 29) - Rules Change – The Steady now provides a point of pluck that must be used to perform the Steadying Rhyfler's next task (such as a Charge Task). If not spent, this pluck goes away at the end of the current Round.

Recover (pg. 29) - No Change

Tend Wounded (pg. 29) - Rules Change – There is a new Tend Wounded result table.

Special Abilities

Blunt Round (pg. 30) - New Rule
Bombardier (pg. 30) - New Rule
Cavalry - Removed
Communications (pg. 30) - No Change
Creature (pg. 30) - New Rule
Critter Wrangler (pg. 30) - New Rule

Dead-eye (pg. 30) - Rules Change – Dead-eye no longer increases skill of the attacking Rhyfler, but instead allows the Rhyfler to perform the Aimed Shot Task.

Élan (pg. 30) - New Rule
Green (pg. 30) - New Rule

Hardened (pg. 31) - Rules Change – Rhyflers with Hardened do not get gobsmacked or go prone when Skedaddling in response to Ranged Attacks.

Hero – Removed

Infiltrate (pg. 31) - Rules Change – Infiltrate now allows a Rhyfler to perform the Infiltrate Task. Language on the Infiltrate Outcome table has been clarified.

Killing Strike (pg. 31) - No Changes
Leader (X/Y) (pg. 31) - No Changes
Leap (X) (pg. 31) - No Changes

Medic (pg. 31) - Rules Change – Medic no longer has an (X) value, and instead adds one to the Rhyfler's tend wounded rolls. Cooks with the medic task may perform the Tend Wounded task on all Rhyflers with 2" with one activation.

Multi-Attack (X) (pg. 32) - New Rule
Musician (X) (pg. 32) - New Rule
Onslaught (pg. 32) - New Rule
Pathfinder - Removed
Pack (pg. 32) - New Rule
Parry (pg. 32) - New Rule
Pykpyk (pg. 32) - New Rule
Ranged/Melee (±X) (pg. 32) - No Change
Resilient (pg. 33) - No Change
Scout (X/Y) (pg. 33) - New Rule
Skirmisher (pg. 33) - New Rule
Spotter (pg. 33) - New Rule

Standard (pg. 33) - Rules Change – Standards no longer improve the skill of surrounding Rhyfler, but instead increase the amount of pluck nearby Rhyflers generate for putting an enemy Out of Action.

Steady Under Fire (pg. 33) - New Rule
Support (pg. 34) - New Rule
Trapper (pg. 34) -New Rule
Trench Armor (pg. 34) - New Rule
Veteran (pg. 34) - No Change

Wallop (pg. 35) - Rules Change – In line with the change to the Powerful Blow task, Wallop now removes the pluck cost for performing Powerful Blow.

Wild (pg. 35) - New Rule

Equipment Traits

Automatic (pg. 36) - Rules Change – Automatic weapons now have a (X) value which is the penalty applied to all shots when targeting multiple opponents with Area Fire.

Blast(X, Yd6±Z) (pg. 36) - New Rule
Bolt Action (pg. 36) - New Rule
Braced (pg. 36) - New Rule
Heavy (X, Y) (pg. 37) - New Rule
Grafaenk Mk4 Lance (pg. 37) - New Rule
Large Caliber (pg. 37) - New Rule

Loader (pg. 37) - Rules Change – Loaders are now designated at the start of game. For squad weapons like the Cryfen, any Rhyfler may be selected as the loader. For Special Weapons, the designated Loader is a separate profile that must be selected when gathering your patrol. When a Loader provides a skill bonus to an attacking Rhyfler, it is now counted as having performed its combat task for the Round.

Scattergun (pg. 38) - New Rule
Select Fire (X) (pg. 38) - New Rule

Shotgun (pg. 39) - Clarification – New version of rule specifies that each target is subject to a separate skill check and states what reactions may be performed.

Slow Reload (pg. 39) - Clarification – New text specifies an unloaded weapon cannot be used to perform ranged attacks.

Sniper Scope - Removed
Tractor Slugs (pg. 39) - New Rule