

EXOTIC WEAPONS: WHIP

Use Coloured dice "C".

Type: Melee
Attack: D+C+2
Damage: C*

Attack	DMG
D+C+2	C*

While being a Melee weapon, a whip can be used against a target at 2MP range.

Special Damage Effect (*)

Those effects are always triggered if the attack is successful even if it doesn't cause any damage.

Coloured dice:

(1-3): no effect

(4-5): Target entangled (put a marker near an entangled unit as a reminder)

(6): Target entangled, and in addition the attacker can choose one of the following effects

Chocking: target automatically suffers 1D of damage every turn (no DR) until the whip is freed

Trip: the Target must immediately execute a DEX(9) check. If the check fails the target is prone.

Entangled targets are unable to take any action except to attempt to free themselves: to remove the entangling whip, the target must succeed on a DEX(8) or STR(9) skill check. This attempt, regardless the result, is the only action available in the unit activation.

The unit wielding an entangled whip cannot move away from the target nor attack any other unit while the whip is ensnaring the target; the target can be released as a Special Action.