

EXOTIC WEAPONS: GRAPNEL

Use Coloured dice "C".

Type: Melee and Missile
Attack: C+2D-1
Damage: C+1*

Attack	DMG
C+2D-1	C*+1

While being a Melee weapon, a Grapnel 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): The Grapnel is now embedded.

(2-6): no effect

Embedded Grapnel: an embedded grapnel cannot be used until freed up. As a Special Action, the owner of the grapnel can attempt a DEX(7) check: if successful, the grapnel is now free, otherwise it stays embedded.