



VRIL WEAPONS, VRIL POWER!

Today we're revealing something important to you about the game. We want to show you what is on the back of all those weapon tokens each Hero is carrying. Vril conversions!



Tired of being shot at by the enemy with crazy powerful weapons that run on vril, the Reichbusters managed to find ways to convert their own weapons to fight fire with fire (in Flamin' Joe's case, quite literally!)

In Reichbusters, you will find opportunities to transform your normal (boring!) weapons to crazy versions of mass killing potential.

All you need to do is search the castle and stumble across a Vril workstation or a Vril transformer.



There is no guarantee that you will find these room features. That said, there is another option where you can choose to play as Team Vulture in RAID mode. (We don't recommend it... but hey, we're not the boss of you!) This will convert every weapon (yes, all of them!) to their vril side. This will give you some explosive firepower to shoot straight into the face of every enemy in your way!

Now, one question you might be thinking is "what do these vril upgrades give you?". It's simple: every weapon will be allowed to roll additional vril dice with their existing attack dice. In some cases, this will give potential to double the damage dealt before any dice modification. It will also give additional keywords that you can trigger in attacks to deal out even more punishment! Each weapon is different and gains a different keyword from the list below:

- **Armour Piercing** - Attacks with armour piercing may damage an armoured target. Against a non-armoured target, an armour piercing attack will cause 2 wounds.
- **Critical Hit** - Once per attack, an attack/vril special may be spent to immediately wound the target enemy.
- **Lifedrain** - Once per this Hero's attack, an attack/vril special may be spent to immediately remove a permanent wound from this Hero.
- **Overload** - Once per attack, an attack/vril special may be spent to make an additional attack with the same weapon. Resolve the second attack after completing the first.
- **Shockwave** - Once per attack, an attack/vril special may be spent to target all units in the target area. Use the same attack total against each target.
- **Splash** - Once per attack, a vril special may be spent to also apply the test result to a second enemy unit in the same area as the target.
- **Stunned** - Once per attack, a vril special may be spent to place a suppressed token on the target's area until the next Hero turn.

Armour Piercing might be a passive, non vril based keyword, however it is essential to taking down vrilpanzers and Projekt X. This means converting a weapon to gain that keyword is worth the risk. Wait... Risk? What risk!?



Vril dice come with the chance of rolling a surge result. 1 of the dice faces can land on this side causing some nasty consequences. Firstly, it will automatically inflict a wound on the Hero that rolled the result. The player will apply both the top and bottom effects of the card, as well as the wound being permanent.



Secondly, along with any blank results, this will drain your weapon. A drained weapon cannot be used again until recharged using a vril orb. So, you are going to want to save those "re-roll" blank modifiers for a moment when your gun looks like it might drain itself.



On a quick side note, it is very hard to re-roll a surge, as it is not a blank result. Very few abilities will allow for you to re-roll already rolled dice, and they are not classed as attack dice. (Sorry Red Hawk – your Focus will not save you now!)

This is what makes O'Reilly special. He has 2 dice modifiers that allow him to re-roll surge results.



Alternatively, there is one other way to cancel a surge result. You can use a vril special result to cancel the effects of the surge. This will also stop the vril dice potentially boosting into another surge result, causing a second wound. It really is worth the cost!

In conclusion, vril weaponry is both amazingly strong and potentially dangerous. When you find yourself with the option to convert your weapons, make sure you leave a couple of weapons in their normal form. That way, they can still be used in case the other weapons are drained of precious vril. Or don't... it's more fun my way!



REICHBUSTERS !