15. HIT LOCATIONS OF MISSES

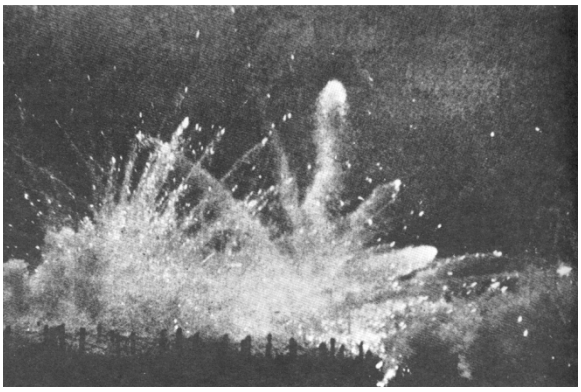
Briefing

1. The purpose of weapons with effect areas, whether they are automatic weapons, energy weapons, flamethrowers or warheads, is to maximize their ability to harm the enemy. Even if the weapon misses its target point, it still spreads a lot of bullets, plasma, flame or shrapnel down range. This rule is used to determine where missed shots actually hit.

2. Even when firing at very long ranges the weapons of the Stellar Age can be very precise, sometimes deviating no more than 100 feet after traveling for more than 14 miles. At the other extreme, variations in wind, temperature, barometric pressure and enemy electronic counter-measures may make a warhead that has traveled less than a mile deviate by nearly 200 feet.

3. As shown in the hit/miss determination rules, the movement of the target and the attacking weapon, and the amount of cover and concealment a target has, all contribute to missed shots. When a weapon with an effect area misses its target, the actual point hit is determined and the effect area is shifted to that point.

3. It is possible for a weapon to miss a target but still affect it because the target is still inside of the effect area of the weapon after the effect area is shifted.



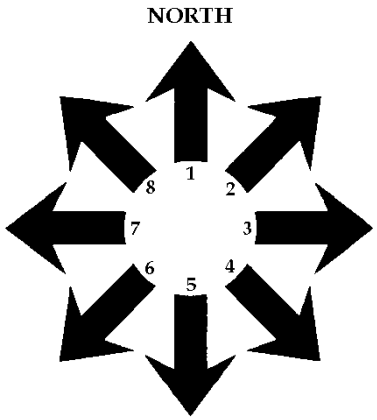
Ground fire misses

1. When determining where a weapon actually hit, the players may find that a portion of the effect area overlaps the target or falls on another piece. This is treated as a hit on these pieces and the effect of the hit is determined normally.

2. To determine where a weapon's effect area actually hits use the following procedure.

a. To determine the direction in which the projectile landed from the target point, roll one ten-sided die.

Die roll	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest
9 or 10	Roll again for direction



b. To determine the distance the projectile landed from the target point, roll a ten-sided die and refer to the tables below, based on the range of the target from the firing piece.

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Firing distance	Die roll	Distance
Up to 60 inches	1 to 3	1 inch
	4 to 6	2 inches
	7 to 8	3 inches
	9 to 10	4 inches

Firing distance	Die roll	Distance
60+ to 120 inches	1 to 2	2 inches
	3 to 4	3 inches
	5 to 6	4 inches
	7 to 8	5 inches
	9 to 10	6 inches

Firing distance	Die roll	Distance
120+ to 240 inches	1 to 2	3 inches
	3 to 4	4 inches
	5 to 6	5 inches
	7 to 8	6 inches
	9 to 10	8 inches

Firing distance	Die roll	Distance
240+ to 480 inches	1 to 2	4 inches
	3 to 4	5 inches
	5 to 6	6 inches
	7 to 8	8 inches
	9 to 10	10 inches

Firing distance	Die roll	Distance
480+ to 960 inches	1 to 2	5 inches
	3 to 4	7 inches
	5 to 6	9 inches
	7 to 8	11 inches
	9 to 10	12 inches

c. The number rolled on the die equals the distance from the target point in inches.

d. Once the direction and distance from the target point have been determined, the effect area is centered over the point where the projectile landed and any hits are determined.

3. This rule is also applied to all weapons with effect areas. These include automatic weapons, and some pulse, rotary, single-shot and beam weapons.

4. Terminally-guided and target-tracking warheads have the ability to correct their course in the final portion of their flight. Refer to the optional rules in Rule 19. Warheads, for details on these weapons.

Hand grenade deviation

1. When hand grenades miss their target point they may bounce in any direction before they detonate.

2. To determine where a grenade falls use the following procedure.

a. To determine the direction in which the grenade bounced, roll one ten-sided die and use the procedure described in the rules above for ground fire misses.

b. To determine the distance the grenade bounced, roll a ten-sided die and use the table below.

Target range	Die roll	Distance
Short	1 to 7	1 inch
	8 to 10	2 inches

Target range	Die roll	Distance
Medium	1 to 5	1 inch
	6 to 10	2 inches

Target range	Die roll	Distance
Long	1 to 4	1 inch
	5 to 8	2 inches
	9 or 10	3 inches

3. This table should also be utilized for keg bombs and satchel charges, if they are thrown. (Since these weapons are very unwieldy they are

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normally put into place rather than thrown, and then detonated by a timer or by remote control.)

Troops caught in effect areas

1. Troops caught in the effect areas of high explosive, hammerhead, nuclear and vaporshock warheads can be knocked down, stunned or otherwise incapacitated even if the soldiers survive the blast.

2. To represent this fact, a soldier caught in the effect area of a high explosive, hammerhead, nuclear or vaporshock warhead who is not eliminated will be considered incapacitated and may not move or fire for the rest of the turn.

3. Each incapacitated trooper will automatically recover when the owning player uses his/her initiative to move and/or fire the piece in the next turn. If the players choose to do so, they may mark the piece with a "Stunned" marker or other token.

4. This rule applies to all infantrymen, crewmen and other personnel on foot, and to wardrones and warbots of size 0.

Range restrictions on misses

1. Although the hit location of a miss may place the effect area of a weapon outside of the maximum range of that weapon, a player may not have a piece fire at a target outside of the maximum range of his weapon in the hope that the effect area will scatter onto the target.

2. A player may not have a piece fire at a target when the die roll needed to hit is 0 or less in the hope that the effect area will scatter onto the target.

Antiaircraft fire misses

1. When projectiles such as antiaircraft missiles (surface-to-air and air-to-air missiles) miss their targets they still explode due to proximity fuses and have an effect area.

a. To determine where they explode use the procedure above to determine the direction and distance from the target point.

b. Add the following step to determine the altitude of the explosion relative to the target point. Roll a ten-sided die and consult the following chart.

Die roll	Altitude
1	1 inch up
2	1 inch down
3	2 inches up
4	2 inches down
5	3 inches up
6	3 inches down
7	4 inches up
8	4 inches down
9	5 inches up
10	5 inches down