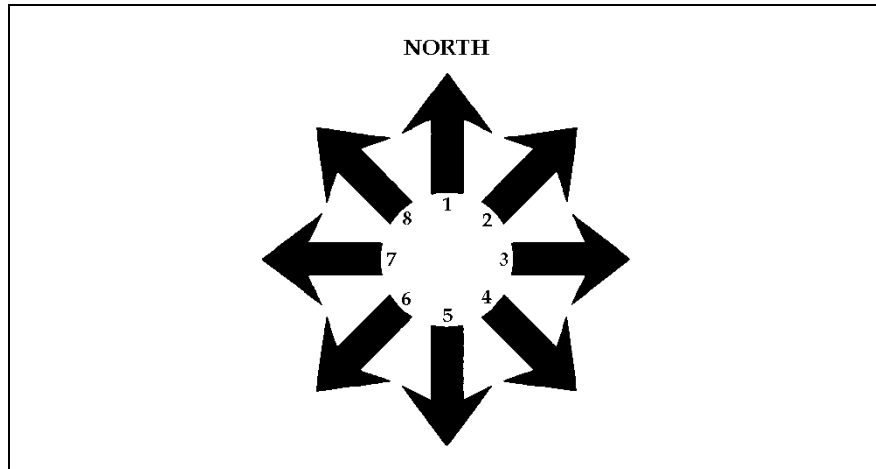


## Determining direction of misses for weapons with effect areas



Roll a ten-sided die for direction.  
If a 9 or 10 is rolled, roll again.

## Determining miss distances for weapons with effect areas

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

## Determining miss distances for hand grenades

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

This table should also be utilized for keg bombs and satchel charges, if they are thrown rather than placed.