

# HOUSE RULES (MISSILE WEAPONS) 1

## IMPACT DETERMINATION

### High Velocity Missiles: Bows/Crossbows

The impact of a fired arrow or crossbow bolt is the sum of the following:

- The success level of the missile attack roll. A CS gives 3d6 impact, an MS 2d6 impact, and an MF 1d6 impact.<sup>1</sup>
- The combination of bow type and effective range, as shown on the Missile Range Table in the Hârnmaster Gold Rules. (Note: With MF, this value is halved)

*Example: An archer using a 100 lb longbow fires at a target 12 hexes away. There is a head wind of force 1 (light breeze). When all appropriate modifiers are determined, the player rolls the dice and gets a 10— a Critical Success! His arrow will deliver 3d6 + 9 points of impact. The 3d6 are due to the CS, while the 9 points result from the combination of a 100 lbs bow being used on a target in the “16 hexes or less” column, with a level 1 head wind that causes a column shift to the right into the “32 hexes or less column”.<sup>2</sup>*

### Low Velocity Missiles: Hurling Weapons

The impact of a thrown weapon is the sum of the following:

- The success level of the missile attack roll. As with high-velocity weapons CS

<sup>1</sup> With MF, it is still possible to hit due to missile deviation (q.v.)

<sup>2</sup> If the wind had been a tail wind instead, it would have caused a column shift to the left instead. A crosswind causes no column shifts, but instead causes a penalty to the attack role of -10 x Windforce.

gives 3d6 impact, an MS 2d6 impact, and an MF 1d6 impact.

- The impact value of the weapon itself.

## MISSILE DEVIATION

An attacker using a missile weapon chooses a specific strike location on the HMG Missile Strike Location Tables. On a Critical Success, he will strike that precise location.

On a Marginal Success, however, the missile will deviate and an archer who aims for the chest, for example, may strike the belly or the arm instead. If the deviation is great enough, it is possible for the archer to actually miss his target even though an MS was achieved. (This is especially true if the archer were targeting an extremity— like the head or the arm. Sometimes, it is even possible for an attacker who obtains a Marginal Failure to graze his target on a different body location than the one intended— although this is rare.

The **direction** of deviation is determined normally, as per the HMG rules. However, the **amount** of the deviation with an MS or an MF is determined as follows:

Effective Range <sup>3</sup>	MS	MF
up to 4 hexes	1d2 -1	2d6 -1
4-8 hexes	1d3 -1	2d6
8-16 hexes	1d4 -1	2d6
16-32 hexes	1d5 -1	2d6 +1
32-64 hexes	1d6 -1	2d6 +1
64-128 hexes	1d7 -1	2d6 +2
128-256 hexes	1d8 -1	2d6 +2

<sup>3</sup> Including any modifications for head/tail winds.