



Roll a ten-sided die. A 9 or 10 is a direct hit.

Procedure

1. Choose a target point and roll a ten-sided die.

Die roll	Direction
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest
9	On target
10	On target

2. If the result is “on target” no further hit location procedure is needed. The firing player should proceed to place the effect area for the projectile and determination any penetration and damage.

3. If the result is a compass direction, the firing player should then determine the distance the projectile landed from the target point. Utilize the distance tables in Rule 15. Hit Locations of Misses.