

## Throwing rules

When hitting within the skill value, the thrown object (throwing weapon/grenade) lands directly on the target.

ONLY for grenades:

When failing the test within 9 points of the skill value, the throwing stencil is applied to the target. One first rolls a D10 to check in which direction one missed. If the dice shows either 9 or 0, the roll is repeated. Then a D6 is rolled, to see how far the grenade went awry: A roll of 1 would mean it landed 1 cm towards that direction. A roll of 2 would mean 2 cm... The throwing stencil is now placed in such a way, that it's middle sits where the grenade hit. All figures within the stencil have been hit by the grenade.

If one fails the throw with a normal throwing weapon, it hits no one.

If one hits a critical hit with any non exploding thrown weapon, the wounds created are of the "thrust" variety. As usual, critical hits do double damage and ignore armor.