

Range	Movement	Movement	Movement	Movement	Movement	Movement	Movement	Movement	Movement	Movement
Disksize	1	2	3	4	5	6	7	8	9	10
175	1,75"	3,50"	5,25"	7"	8,75"	10,5"	12,25"	14"	15,75"	17"
200	2"	4"	6"	8"	10"	12"	14"	16"	18"	20"
250	2,50"	5"	7,5"	10"	12,5"	15"	17,5"	20"	22,5"	25"
350	3,5"	7"	10"	14"	17,5"	21"	24,5"	28"	31,5"	35"
425	4,25"	8,5"	12,75"	17"	21,25"	25,5"	29,75"	34"	38,25"	42,5"

Warhammer Diskwars Missilesystem Adaption

The dice system is heavily based on the possible results of the original game.

1,2,3 miss

4 scatter

5,6 hit

Since the catapult's missiles are dropped from a higher distance. It will hit with a 6.

Scatter considers disks within 3 inches from the original target.