

# RANGED ATTACKS OPTIONAL RULES v.2

These rules are recommended for maps bigger than the official size.

## Throwing Weapons Range

Range for a throwing weapon will equal the attack power obtained when using it (same as when throwing an orb but using the Ranged Combat skill). First check if the target is within range, if he is, resolve the attack as usual, otherwise place the card in the area between the attacker and the target as many areas away from the attacker as the attack power. Range for projectile weapons (bows and such) is unlimited.

Note: when determining range, the attacker's own area does not count.

## Limited Ammunition for Projectile weapons

In some scenarios Heroes may have a limited number of projectiles for their ranged weapons such as bows. Use the Arrow Token and the Tracker Sheet provided to keep track of the ammunition left for each hero. The starting ammunition and rules for obtaining more (if any) will be provided in the scenario.

Note: The Arrow token and Tracker sheet are available in the-overlord.net, in Download/Conan the Barbarian Campaign/Battle of the Mounds – Tokens and Life Counter.

