

NERO® Archery Aura Play-test

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For NERO Rules: Mike Ennis, Original Concept by NERO Rules Council

Objective:

- The objective of this play-test is to increase the usefulness of magical auras with Archery.

Details:

All weapons that fall under the skill Archery will have the damage type of each missile altered if the weapon itself is targeted by a magical aura of any type. This includes a Damage Aura, Elemental Aura, and/or Magic Aura, and means that each individual missile does not need to be targeted by the formal magic spell in order to create the desired effect.