

HMC vs. d20 Combat – A Comparison

By Bill Gant & Takeda Mataroshi, January 2002

INTRODUCTION

Ever since the d20 system was officially introduced to HårnWorld, a debate has raged over whether it works better than HårnMaster 2nd edition Core Rules (HMC). In particular, which has the better combat system to suit Hårn?

Of course, the answer is a subjective one. You will have to make up your own mind on this, but to help you see the differences (and, indeed, similarities), we have presented below a side-by-side comparison of an example of combat, under both systems.

For our example, we have 3 combatants (Player Characters), all gladiators in the Pamesani Arena. The following combat will be fought with only the basic rules – no optional/advanced rules are used.

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THE GLADIATORS

Goresh the Ogre

Goresh is the son of a Golothan prostitute. He has always been big for his age, and his great strength and belligerent nature made him a natural bully even as a young boy. Having no ambitions, he probably would have grown up to become some labourer, longshoreman or Lia-Kavair thug. However, Goresh was noticed at the age of 14 by one of his mother's customers, a priest of the Agrikan Order of the Octagonal Pit. It did not take the priest much persuading to convince Goresh's mother that the boy's destiny was to follow the righteous path of the Immortal Warlord of Balgashang. Soon after, Goresh was initiated into the Order of Demon Pameshlu the Insatiable, to begin his training as an Agrikan gladiator.

Human male, age 18, Ahnu, 6'3", average frame, 185lbs.

HMC ATTRIBUTES							
STR	18	EYE	14	INT	8	END	17
STA	17	HRG	13	AUR	10	MOV	11
DEX	13	SML	15	WIL	16	DGE	65
AGL	11	VOI	10	COM	8	EP ¹	4

d20 ATTRIBUTES (5 th Lvl Fighter)							
STR	18	Hp	43	Init	+5	Ref	+2
DEX	13	AC	15	Fort	+7	Wil	+2
CON	17	Spd	20'	Rch	5' x 5' / 5' (10' w/ Glve)		
INT	8	Att	+10 Melee Glaive, +8/+4 double wpn				
WIS	13	Dmg	Melee 1d10+6 (1d6+2 w/ butt end)				
CHA	9	Notes					

HMC Skills: Climbing 14/70², Jumping 13/65, Stealth 13/39, Throwing 15/75, Awareness 14/56, Intrigue 11/33, Oratory 9/18, Rhetoric 11/33, Singing 11/33, Speak Hârníc 11/61, Ritual (Agrik) 13/26, Initiative 13/70³, Unarmed 14/70, Club 16/70, Polearm 16/70, Spear 16/70, Physician 12/36.

HMC Weapons: Glaive (Weight: 8lbs⁴, Weapon Class: 5/2⁵, Base Impact: 7 Edge⁶).

HMC Armour: Scale Hauberk (Sh Ua El Fo Tx Ab Hp Gr Th); Ring Half-helm (Sk); Kurbul Rerebraces (Ua); Leather Cowl (Sk Nk) & Leggings (Hp Gr Th Kn Ca Ft). Weight: 59.0lbs⁷.

d20 Skills/Feats: Bluff +3, Intimidation +3, Healing +2, Spot +1, Listen +1, Swim +4 (-5), Improved Initiative, Two-Weapon Fighting, Power Attack, Weapon Focus (Glaive), Sunder, Improved Unarmed Strike.

d20 Weapons: Glaive (1d10 damage, crit 20, x3, Butt End of Glaive 1d6, crit 20, x2, Reach 10' ^{D20-1}, Encumbrance 15lbs, Edged Weapon).

d20 Armour: Scalemail (Medium Armour, +4 AC, +3 Max Dex Bonus, -4 Check Penalty, Speed 20'/rd, Encumbrance 30lbs).

d20 Encumbrance: 45lbs total, Light Encumbrance for his Strength score. No effect on skills or combat abilities. His Total Armour check penalty is -4 (-9 Swimming).

¹ EP = Encumbrance Penalty. Skills affected by Physical Penalty are reduced by 5 times this value.

² The value before the slash is the Skill Base (SB) and the value after is the Mastery Level (ML).

³ In HMC, no Combat Skill can be increased beyond ML 70 without actual combat experience. Since these are beginning PCs, no pre-game combat experience is assumed.

⁴ Heavy versions of melee weapons are an optional rule under HMC and therefore ignored here.

⁵ The first value is the Weapon Attack Class; the second (after the slash) is the Weapon Defence Class.

⁶ If the weapon has multiple impact aspects, this is the default impact aspect.

⁷ In HMC, the listed armour weights are intended for "an average sized character." However, the rules do not provide modifiers for larger or smaller characters. Hence, the listed weights must be used here.

^{D20-1} A Glaive has a reach of 10 feet. The weapon cannot be used against an adjacent foe. The damage bonus for Str when using a two-handed weapon is multiplied by 1.5 (rounded down).

Rathal of the Aranaki

Rathal is a Kuboran tribesman, captured as a youth by warriors of the Garao tribe during a raid on his village. He was subsequently sold to traders travelling along the Scarlet Ribbon, and then re-sold to the Pamesani Arena. He has been forced to train as a gladiator ever since.

Human male, age 19, Nadai, 5'10", heavy frame, 176lbs.

HMC ATTRIBUTES							
STR	15	EYE	12	INT	11	END	14
STA	14	HRG	13	AUR	8	MOV	12
DEX	17	SML	10	WIL	13	DGE	60
AGL	12	VOI	9	COM	11	EP	6

d20 ATTRIBUTES (1 st Lvl Ranger/4 th Lvl Fighter)							
STR	15	Hp	38	Init	+6	Ref	+3
DEX	15	AC	17	Fort	+8	Wil	+2
CON	14	Spd	30'	Rch	5' x 5' / 5'		
INT	12	Att	Melee +8 Club				
WIS	13	Dmg	Melee 1d6+2				
CHA	9	Notes	Dodge one enemy. (+1 AC)				

HMC Skills: Climbing 15/60, Jumping 15/75, Stealth 14/56, Throwing 16/64, Awareness 12/48, Intrigue 11/33, Oratory 10/20, Rhetoric 11/33, Singing 10/33, Speak Hârníc 11/33, Speak Jarinese 11/71, Ritual (Kemlar) 9/18, Initiative 14/70, Unarmed 15/70, Club 16/70, Shield 16/70, Spear 16/70, Physician 13/39.

HMC Weapons: Club (Weight: 4lbs, Weapon Class: 3/1, Base Impact: 4 Blunt), Round Shield (Weight: 6lbs, Weapon Class: 1/4, Base Impact: 2 Blunt).

HMC Armour: Ring Half-helm (Sk), Gauntlets (Ha) & Hauberk (Sh Ua El Fo Tx Ab Hp Gr Th); Kurbul Coudes (El), Vambraces (Fo), Cuirass (Tx Ab), Kneecops (Kn) & Greaves (Ca); Quilt Cowl (Sk Nk) & Tunic (Sh Ua Tx Ab Hp Gr); Leather Cowl (Sk Nk) & Leggings (Hp Gr Th Kn Ca Ft). Weight: 72.8lbs⁸.

d20 Skills/Feats: Animal Empathy +3, Climb +5 (±0), Craft (Leather Working) +3, Handle Animal +1, Heal +2, Hide +3 (-2), Intuit Direction +2, Jump +5 (±0), Knowledge (nature) +4, Language (Hârníc), Listen +5, Move Silently +5 (±0) Ride +4, Search +4, Spot +6, Swim +4 (-3), Use Rope +3, and Wilderness Lore +5, Improved Initiative, Weapon Focus (Club), Dodge, Point Blank Shot, Alertness, Endurance, Virtual Feats: (Two-Weapon Fighting, Ambidexterity^{D20-2}), Bonus Feat: Track. Favoured Enemy: Gargun (+1 Damage, Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks).

d20 Weapons: Club (1d6 damage, crit 20, X2, Ranged Increment when thrown 10 ft, Encumbrance 3lbs, Blunt Weapon).

d20 Armour: Scalemail (Medium Armour, +4 AC, +3 Max Dex Bonus, -4 Check Penalty, Speed 20'/rd, encumbrance 30lbs), Small Wooden Shield (+1 AC, -1 Check Penalty, Encumbrance 5lbs).

d20 Encumbrance: 38lbs total, Light Encumbrance for his Strength score. No effect on skills or combat abilities. His Total Armour check penalty is -5 (-7 Swimming; 'wooden' shield weight doesn't count toward the increased encumbrance rate for Swimming).

⁸ Curiously, HMC's listed weight for the Ring Hauberk is identical to that of a Mail Hauberk (32.5lbs), although other garments made of Ring are lighter than Mail.

^{D20-2} When wearing light armour or no armour, a ranger can fight with two weapons as if he or she had the feats Ambidexterity and Two-Weapon Fighting. The ranger loses this special bonus when fighting in medium or heavy armor, or when using a double-headed weapon (such as a double sword) but excludes the Quarterstaff.

Uldien Fleetfeet

Uldien is the son of a humble Kandian half-villein. Seeing few prospects in following his father's footsteps as an unfree peasant, he ran away without permission from the lord of the manor. He somehow managed to evade pursuit and eventually headed north to the chartered Freetown of Golotha, in the kingdom of Rethem. He did this because he had once heard from a wandering minstrel that if a runaway remained uncaught in a freetown for a year and a day, he would be declared a freeman. Unfortunately, reality proved to be considerably less romantic, and he was soon rounded up with a number of other street urchins and forced into becoming a gladiator for the Pamesani Arena.

Human male, age 19, Masara, 5'4", light frame, 123lbs.

HMC ATTRIBUTES							
STR	12	EYE	15	INT	15	END	11
STA	11	HRG	10	AUR	13	MOV	19
DEX	14	SML	12	WIL	11	DGE	95
AGL	19	VOI	14	COM	14	EP	4

d20 ATTRIBUTES (1 st Lvl Rogue/4 th Lvl Fighter)							
STR	12	Hp	24	Init	+7	Ref	+6
DEX	17	AC	15	Fort	+4	Wil	+2
CON	11	Spd	30'	Rch	5' x 5' / 5'		
INT	15	Att	Melee +1 Javelin / Ranged +7				
WIS	12	Dmg	Melee 1d6 +1 / Ranged 1d6 +1				
CHA	14	Notes	+1d6 damage Sneak Attack. Dodge				

HMC Skills: Climbing 15/60, Jumping 17/68, Stealth 15/45, Throwing 14/70, Awareness 12/60, Intrigue 13/39, Oratory 14/28, Rhetoric 13/39, Singing 14/42, Speak Hârnîc 13/63, Ritual (none), Initiative 15/70, Unarmed 17/70, Net⁹ 15/60, Shield 14/70, Spear 13/70, Physician 17/51.

HMC Weapons: Javelin × 3 (Weight: 3lbs each, Weapon Class¹⁰: 3/1, Base Impact: 6 Point).

HMC Armour: Kurbul Half-helm (Sk), Ailettes (Sh), Rerebraces (Ua), Coudes (EI), Vambraces (Fo), Cuirass (Tx Ab), Kneecops (Kn) & Greaves (Ca); Leather Cowl (Sk Nk), Tunic (Sh Ua Tx Ab Hp Gr) & Leggings (Hp Gr Th Kn Ca Ft). HMC weight: 33.8lbs.

d20 Skills/Feats: Balance Dex, Bluff +8, Climb +7, Diplomacy +3, Disable Device +3, Disguise +4, Escape Artist +6, Forgery +3, Gather Information +4, Hide +7, Intimidate +4, Intuit Direction 2, Jump +7, Listen +3, Move Silently +6, Open Lock +4, Perform +3, Pick Pocket +5, Read Lips +2, Search +3, Sense Motive +2, Spot +4, Swim +2 (-2), Tumble +7, Use Rope +4, Exotic Weapon (Net), Point Blank Shot, Dodge, Mobility, Run, Ambidexterity.

d20 Weapons: 3 Javelins (1d6 Damage, crit 20, x2, range increment 30', Encumbrance 2lbs, Piercing Weapon^{D20-3}), Net (not currently equipped^{D20-4}).

d20 Armour: Leather Armour (Light Armour, +2 AC, +6 Max Dex Bonus, 30'/rnd, Encumbrance 15lbs).

d20 Encumbrance: 21lbs total, Light Encumbrance for his Strength score. No effect on skills or combat abilities. His Total Armour check penalty is ±0 (-4 Swimming).

⁹ A Net has been included here for role-playing purposes (gladiators are supposed to have skills in exotic weapons), but in HMC, the special Entanglement attack that Nets are entitled to make is an optional rule. With just the basic rules, the Net is effectively useless as a weapon in HârnMaster.

¹⁰ This is the Weapon Class for the Javelin when it is used in melee combat only. If the Javelin is thrown, Weapon Class is ignored.

^{D20-3} Javelin: This weapon is a light, flexible spear intended for throwing. It can be used in melee, but not well. Since it is not designed for melee, all characters are treated as not proficient with it and thus suffer -4 on their melee attack rolls.

^{D20-4} Excluded from this example because it was excluded from the HMC rules example.

THE ARENA

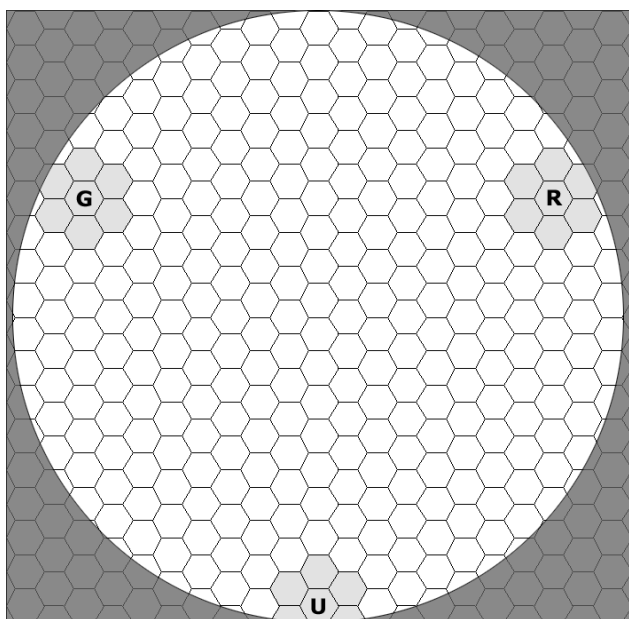
The arena is circular, flat and featureless, with high walls to prevent the gladiators from escaping. Three gladiators have entered, and the victor will be the one who lasts an entire Round as the only gladiator able to fight.

HMC RULES

The three combatants start equidistant from each other, standing at the curved wall of the 90' (18 hexes) diameter arena. Each gladiator is 80' (16 hexes) away from each other at the beginning of the fight. See the illustration below for the starting positions of the gladiators, and their HMC Engagement Zones¹¹.

Goresh the Ogre (G) stands tall in his medium armour, with a wicked-looking Glaive in his hands. Rathal of the Aranaki (R), in heavy armour, wields a Club and a Round Shield. Lightly-armoured Uldien Fleetfeet (U) holds a Javelin ready to throw in his right hand, and two more in reserve in his left.

Positions at the beginning of round 1

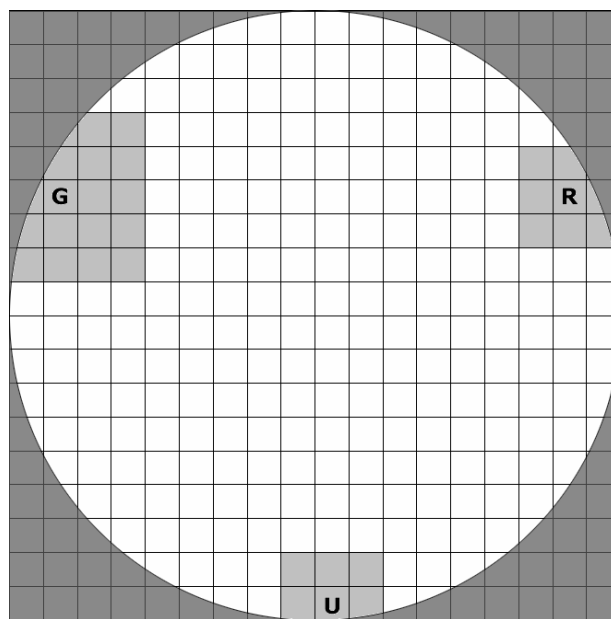


d20 RULES

The three combatants start equidistant from each other, standing at the curved wall of the 90' (18 squares) diameter arena. Each gladiator is 80' (16 squares) away from each other at the beginning of the fight. See the illustration below for the starting positions of the gladiators, and their Threatened Areas^{D20-5}.

Goresh the Ogre (G) stands tall in his medium armour, with a wicked-looking Glaive in his hands. Rathal of the Aranaki (R), in medium armour, wields a Club and a Round Shield. Lightly-armoured Uldien Fleetfeet (U) holds a Javelin ready to throw in his right hand, and two more in reserve in his left.

Positions at the beginning of round 1



¹¹ An Engagement Zone in HarnMaster is a standing character's own hex and all available adjacent hexes. A prone character's Engagement Zone is only the hex he or she occupies. An unconscious character has no Engagement Zone.
^{D20-5} A Threatened Area in the d20 system is a standing character's own square and all available adjacent hexes. A prone character's Threatened Area is only the square he or she occupies. An unconscious character has no Threatened Area. A weapon with reach extends the Threatened Area to the extent of the weapon's reach.

FIGHT!

ROUND 1

HMC RULES

The character with the highest Initiative acts first in the Round¹². The Initiative is tied between Goresh and Uldien ($70 - (4EP \times 5) = 50$), so it is resolved by order of Initiative SB – Uldien acts first (SB 15), followed by Goresh (SB 13). Rathal acts last this Round, as he has the lowest Initiative ($70 - (6EP \times 5) = 40$).

Uldien's Turn

Uldien hurls his Javelin at Goresh. His Javelin (Spear) EML¹³ is ($70 - (4EP \times 5) = 50$), adjusted further by Aiming Zone and the appropriate Range Modifier on the Missile Data Table. Uldien aims for Goresh's Mid (default) Zone, which carries no penalty. Since Goresh has not yet moved this Round, he is 16 hexes away from Uldien – Medium Range for a Javelin, which yields an EML -20 penalty. Therefore, Uldien's EML is ($50 - 20 = 30$).

Since Goresh is currently not engaged in combat, he is aware of Uldien's missile attack and may defend himself accordingly. He chooses to dodge the Javelin, which is classed as a Low Velocity missile; his EML is ($65 - (4EP \times 5) = 45$). The Attack and Defence rolls are made on 1d100, with the object being to achieve a roll equal to or lower than the EML.

Missile Attack vs. Dodge result: 67 vs. 33 = MF¹⁴ vs. MS¹⁵ = Miss. The Javelin (J1 on the illustration below) sails harmlessly past Goresh and strikes the ground¹⁶. Uldien curses and Goresh laughs. Uldien's Turn ends.

Goresh's Turn

Goresh decides that Uldien must be taught a lesson and moves toward him. Goresh has a MOV of ($11 - 4EP = 7$). Even at a Charge, he

d20 RULES

The combatants all roll for Initiative. Goresh rolls ($14 (1d20 \text{ roll}) + 5 (\text{Init bonus}) = 19$, Rathal rolls ($11 + 6 = 17$), and Uldien ($15 + 7 = 22$). Uldien acts first, followed by Goresh, then Rathal.

Uldien's Turn

Uldien hurls his Javelin at Goresh. His Javelin has a range increment of 30' and at 60' Goresh is 'just' in medium range, which penalises his attack roll by -2.

Since Goresh is not considered surprised or flat-footed he has his normal defence against the missile.

Uldien rolls ($7 (1d20 \text{ roll}) + 7 (\text{attack bonus}) - 2 (\text{range penalty}) = 12$ vs. Goresh's AC of 15: a miss^{D20-6}. (The Javelin's location is marked as JL on the illustration below.) Uldien's Turn Ends.

Goresh's Turn

Goresh decides that Uldien must be taught a lesson and moves toward him. Goresh has a speed of 20' with his Scalemail armour. Even at a Charge, he realises that this is insufficient to engage Uldien this Turn. He can make a double move and jogs 8 squares towards Uldien. He uses up his entire available Double Move, reaching a point 4 squares away from Uldien and 11 squares away from Rathal.

Rathal's Turn

Rathal sees Uldien as a threat as he is using missile weapons, so he also approaches him. Rathal's speed is 20' as well, and can make a double move of 40' (or 8 squares). He makes a Double Move of 8 squares ending the Turn 4 squares away from Uldien and 8 squares from

¹² Initiative is affected by Physical Penalty.

¹³ EML = Effective Mastery Level.

¹⁴ MF = Marginal Failure.

¹⁵ MS = Marginal Success.

¹⁶ HMC's rules do not address where stray missiles land. For this combat, the missile is treated as a dropped (fumbled) item to determine where it falls.

^{D20-6} The Grenade-like Weapon Attack table could be used to determine where the Javelin landed, but as the Javelin did hit with a ranged touch attack it is assumed to have struck the target but did not do damage.

ROUND 1

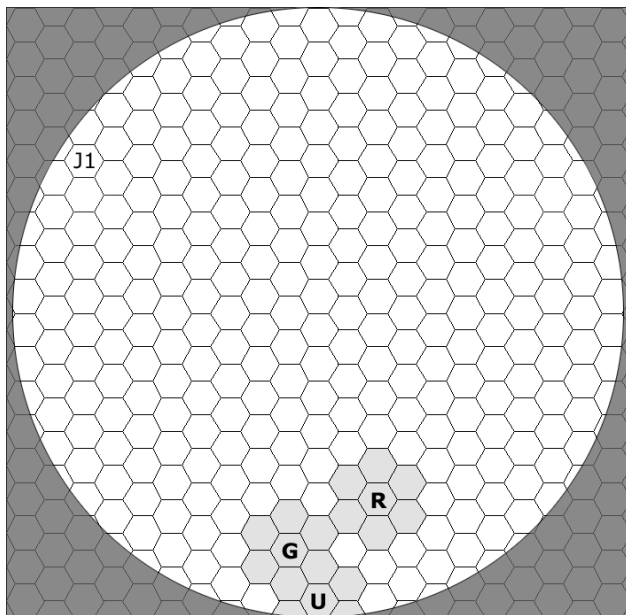
HMC RULES

realises that this is insufficient to engage Uldien this Turn. So instead, he makes a Free Move, which allows him to move up to 14 hexes (double MOV). He uses up all of his available Free Move, reaching a point 2 hexes away from Uldien and 3 hexes away from Rathal (he cannot enter their Engagement Zones with a Free Move). Goresh's Turn ends.

Rathal's Turn

Rathal sees Uldien as a threat as he is using missile weapons, so he also approaches him. Rathal's MOV is only $(12 - 6EP =) 6$. He makes a Free Move of 12 hexes (double MOV), ending the Turn 4 hexes away from Uldien. Rathal's Turn ends.

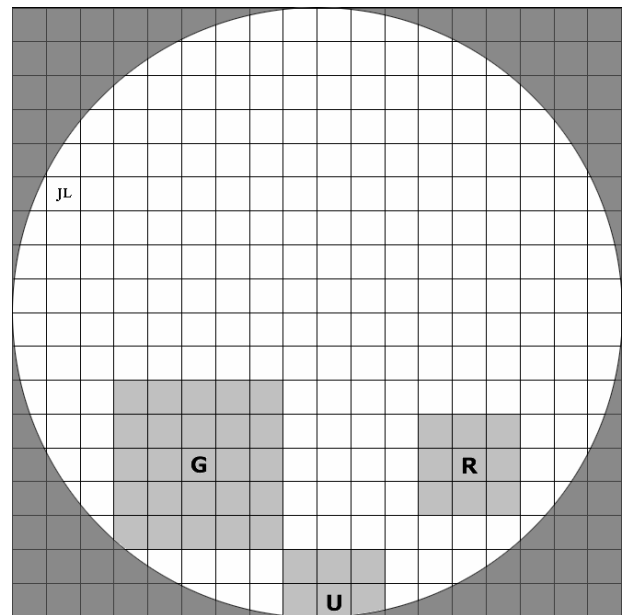
Positions at end of Round 1



d20 RULES

Goresh. Rathal's Turn ends.

Positions at end of Round 1



ROUND 2

HMC RULES

The combat sequence remains the same as last Round, as none of the gladiators had been injured.

Uldien's Turn

Uldien does not fancy fighting both Rathal and Goresh in hand-to-hand combat, so he lives up to his nickname by evading them. He hopes that the two will fight each other and therefore allow him to pick them off with Javelins. His MOV is $(19 - 4EP =) 15$, hence he is allowed to make a Free Move of up to 30 hexes if he wishes. He dashes the full 30 hexes in a wide arc, keeping well clear of Rathal and Goresh, and stops in the hex adjacent to Goresh's starting position, where his Javelin lies on the ground. He scoops up the fallen weapon. Uldien's Turn ends.

Goresh's Turn

Goresh is faced with two choices. He could chase Uldien with a Free Move and end the Turn with Uldien just out of his reach again (Uldien is now 15 hexes away from Goresh). Alternatively, he could engage Rathal, who is only 3 hexes away from him. Goresh decides on the latter.

Goresh makes an Engage move and enters Rathal's Engagement Zone. He attacks by chopping at him with his Glaive. Rathal attempts to block with his Round Shield. Goresh's Glaive (Polearm) EML is $(70 - (4EP \times 5) + (WAC^{17} 5 \times 5) =) 75^{18}$. Rathal's Round Shield (Shield) EML is $(70 - (6EP \times 5) + (WDC^{19} 4 \times 5) =) 60$.

Melee Attack vs. Block result: 71 vs. $02^{20} = MS$ vs. $MS = Block^{21}$. The polearm is successfully deflected by Rathal's shield. Goresh's Turn ends.

d20 RULES

The combat sequence remains the same as last Round, as none of the gladiators had been injured or taken actions that modifies their initiative scores.

Uldien's Turn

Uldien does not fancy fighting both Rathal and Goresh in hand-to-hand combat, so he lives up to his nickname by evading them. He hopes that the two will fight each other and therefore allow him to pick them off with Javelins.

His speed is 30' and he has the Run feat, hence he is allowed to make a Full Move run of up to 30 squares if he wishes. He dashes the full 30 squares in a wide arc, keeping well clear of Rathal and Goresh, and stops in the square that had been Goresh's starting position, where his Javelin lies on the ground. He can do nothing else this round; Uldien's Turn ends.

Goresh's Turn

Goresh is faced with two choices. He could chase Uldien with a Charge action and be just close enough to attack, or attack Rathal with a Charge. Goresh doesn't really feel that Uldien is a threat and charges toward Rathal.

Goresh charges 6 squares and makes a brutal chop at Rathal reserving +2 of his BAB^{D20-7} to add to his damage with the Power Attack feat. His roll is $(6 + 10 + 2 \text{ (Charge Bonus)} - 2 \text{ (Power Attack)} =) 16$ vs. Rathal's AC of 17; a miss. Goresh's AC will be penalised by -2 until the beginning of his next action because he charged. Goresh's turn ends.

Rathal's Turn

Rathal is now engaged in combat with

¹⁷ All melee weapons have a WAC (Weapon Attack Class) bonus, ranging from 0 (poor) to 5 (excellent). Generally, the longer the weapon, the higher the WAC. The WAC bonus is added to weapon EML when it is being used to make a Melee Attack.

¹⁸ Since no Aiming Zone has been declared, the Mid Zone is selected by default.

¹⁹ All melee weapons have a WDC (Weapon Defence Class) bonus, ranging from 0 (poor) to 5 (excellent). Generally, the larger the shield, the higher the WDC. The WDC bonus is added to weapon EML when it is being used to Block.

²⁰ These are the actual 1d100 rolls, which are then converted into success levels (i.e. CS, MS, MF and CF).

²¹ As an optional rule, any Block result would require a Weapon Damage Roll on 3d6 to determine whether either of the weapons breaks. Under the basic rules, however, any Block result is equivalent to a Miss.

^{D20-7} BAB stands for Base Attack Bonus, which is derived by Class and Level.

ROUND 2

HMC RULES

Rathal's Turn

Rathal is now engaged in combat with Goresh. He continues the fight and attacks with his Club. Goresh defends himself by raising his Glaive to block the attack. Rathal's Club EML is $(70 - (6EP \times 5) + (WAC 3 \times 5) =) 55$. Goresh's Glaive EML is $(70 - ((4EP + 1IP^{22}) \times 5) + (WDC 2 \times 5) =) 55$ as well.

Melee Attack vs. Block result: 50 vs. 24 = CS²³ vs. MS = A*1 Strike. Rathal's Club bypasses Goresh's defence and smites him!

A Strike Location roll is made on 1d100 against Goresh's Mid Zone. A 50 is rolled. The Club is determined to have struck Goresh in the Thorax. An A*1 Strike means that the Attacker (Rathal) rolls 1d6 and adds the number to the weapon's base Impact. The Club has a base of 4 (Blunt), and a 3 is rolled on 1d6. Goresh has therefore been hit in the thorax for $(4 + 3 =) 7$ Blunt Strike Impact.

Goresh is wearing a Scale Hauberk over this location. Against a Blunt strike, the armour provides 5 points of Armour Protection – sufficient to absorb most of the blow, but not all of it! The Effective Impact is $(7 - 5 =) 2$ Blunt, which according to the Injury Table inflicts a Minor Wound (M1). Goresh suffers 1 IL²⁴. He cannot fail a 1d6 Shock Roll²⁵ (his END is 17), so he suffers no other ill effects.

Rathal's Turn ends.

d20 RULES

Goresh. He continues the fight and attacks with his Club while making a 5' advance on Goresh in order to bring his Club into strike-range.

Goresh rolls $(11 + 8 =) 19$ vs. Goresh's AC of $(15 - 2 \text{ (Charge)} =) 13$; a hit. d20 rules do not include a hit location system so all hits do just straight damage.

Goresh rolls $(5 + 2 =) 7$ damage. Goresh grunts with the pain and marks 7hps off of his total, bringing him to 36hps.

Rathal declares that he is dodging Goresh, raising his AC vs. Goresh (only) to 18! Rathal's Turn ends.

²² IP = Injury Penalty. It is the sum of a character's Injury Levels.

²³ CS = Critical Success.

²⁴ IL = Injury Level.

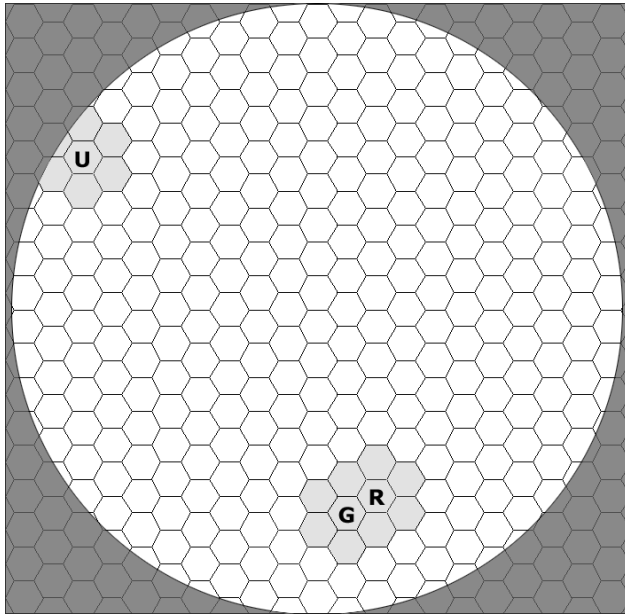
²⁵ A Shock Roll is a check made against Endurance (END) every time a character takes a new injury. The number of d6 used is equal to the current Universal Penalty (including the new injury). If the roll exceeds END, the character falls unconscious from trauma, blood-loss or pain.

^{D20-7} BAB stands for Base Attack Bonus, which is derived by Class and Level.

ROUND 2

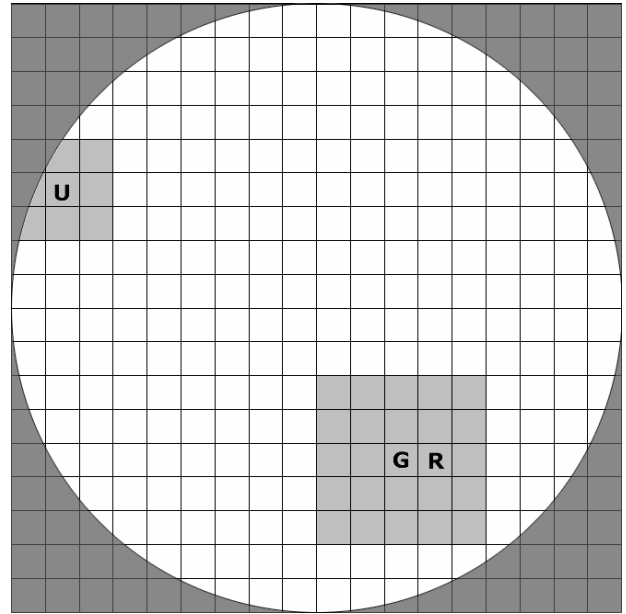
HMC RULES

Positions at end of Round 2



d20 RULES

Positions at end of Round 2



ROUND 3

HMC RULES

The Turn sequence remains the same as before, even though Goresh is now wounded – his current Initiative is still higher than Rathal's (45 vs. 40).

Uldien's Turn

Uldien makes a Free Move 9 hexes back towards the middle of the arena, and stands ready about 8 hexes away from both Goresh and Rathal. He decides to wait and see the outcome of the fight between his two opponents before doing anything else.

Uldien's Turn ends.

Goresh's Turn

Goresh hacks again with his Glaive at Rathal. Rathal raises his Round Shield to block the blow. Goresh's Glaive EML is now $(70 - ((4EP + 1IP) \times 5) + (WAC 5 \times 5) =) 70$. Rathal's Round Shield EML remains the same as last Round at $(70 - (6EP \times 5) + (WDC 4 \times 5) =) 60$.

Melee Attack vs. Block result: 19 vs. 00 = MS vs. CF²⁶ = A*2 Strike. Rathal is not quick enough and the Glaive strikes him hard!

A 38 is rolled for Strike Location (Mid Zone). Goresh strikes Rathal's right Forearm. Since the strike is A*2, 2d6 is rolled and the total added to the Glaive's base Impact of 7 (Edge). A 10 is rolled so Rathal's forearm is struck for 17 Edge Strike Impact!

Rathal's forearm is well-protected by a Kurbul Vambrace and the sleeve of his Ring Hauberk. The cumulative Armour Protection against an Edge strike is 11. Therefore, the Effective Impact is $(17 - 11 =) 6$ Edge, which works out to be just a Minor wound (M1). Rathal suffers 1IL. Since he cannot fail a 1d6 Shock Roll, he does not fall unconscious. There are no further effects.

Goresh's Turn ends.

Rathal's Turn

In pain from the chop to his right forearm by Goresh's Glaive, Rathal strikes back. He

d20 RULES

The Turn sequence remains the same as before, even though Goresh is now wounded – Initiative is not affected by injuries.

Uldien's Turn

Uldien makes a Double Move 9 squares back towards the middle of the arena, and stands ready about 11 squares away from both Goresh and Rathal, beyond the range of their charge. He decides to wait and see the outcome of the fight between his two opponents before doing anything else.

Uldien's Turn ends.

Goresh's Turn

Goresh hacks again with his Glaive at Rathal. Rathal raises his Round Shield to block the blow.

Goresh decides to forego using Power Attack to be better able to hit. He cannot attack from the square he is in with the blade of the Glaive and moves back one square.

He rolls to hit and gets $(17 + 10 =) 27$ vs. Rathal's AC of $(17 + 1 \text{ (Dodge)} =) 18$; a hit.

Goresh rolls $(6 + 6 =) 12$ hps Damage. Grunting with pain Rathal marks 12hps off his total bringing him to 26hps.

Goresh's Turn ends.

Rathal's Turn

In pain from the chop by Goresh's Glaive, Rathal strikes back. He steps forward one square and attacks with his Club.

Rathal rolls $(3 + 8 =) 11$ vs. Goresh's AC of 15; a miss.

Rathal's Turn ends.

²⁶ CF = Critical Failure.

ROUND 3

HMC RULES

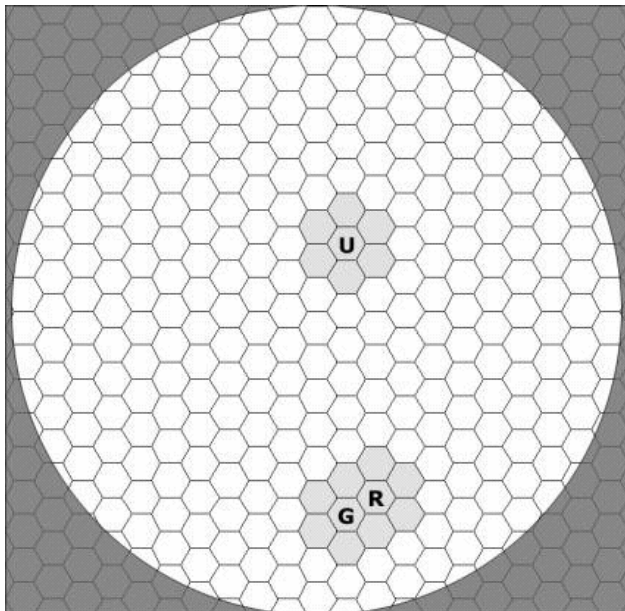
swings low with his Club, aiming for Goresh's legs. As before, Goresh attempts to block the attack with his polearm.

Rathal's Club EML is now $(70 - ((6EP + 1IP) \times 5) + (WAC 3 \times 5) - 10 \text{ (Low Zone)}) = 40$.
Goresh's Glaive EML remains at $(70 - ((4EP + 1IP) \times 5) + (WDC 2 \times 5)) = 55$.

Melee Attack vs. Block result: 88 vs. 56 = MF vs. MF = Block. Rathal's strike is ineffective and poorly aimed, and deflects harmlessly off Goresh's Glaive.

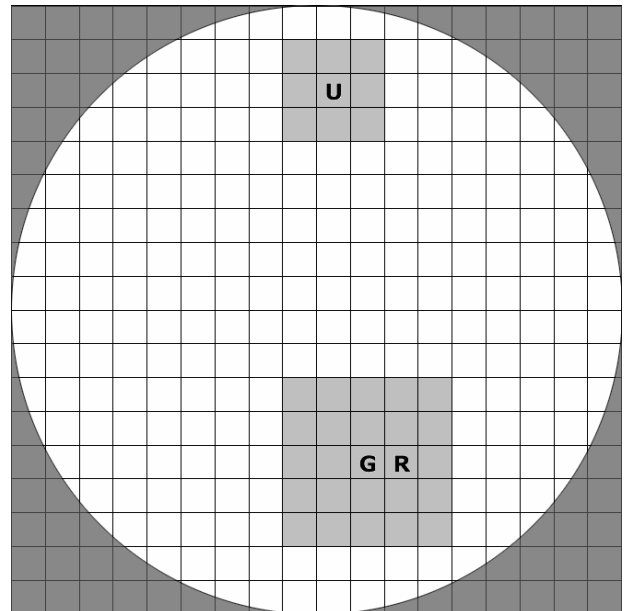
Rathal's Turn ends.

Positions at end of Round 3



d20 RULES

Positions at end of Round 3



ROUND 4

HMC RULES

The Turn sequence remains the same as before. Uldien's Initiative remains at $(70 - (4EP \times 5) =) 50$, Goresh's is $(70 - ((4EP + 1IP) \times 5) =) 45$ and Rathal's is now $(70 - ((6EP + 1IP) \times 5) =) 35$.

Uldien's Turn

Uldien, seeing that Goresh and Rathal are busy fighting each other, throws his Javelin again at Goresh. Goresh is 8 hexes away from Uldien – this is considered to be Short Range for a Javelin (no EML penalty).

Since Goresh is engaged in melee combat, he might not be aware of Uldien's missile attack. An Awareness roll is made to determine whether Goresh can defend himself – his Awareness EML is $(56 - (1IP \times 5)^{27} =) 51$. A 72 is rolled; MF. Goresh is unaware of the attack.

Uldien's Javelin EML is $(70 - (4EP \times 5) =) 50$. Since Goresh is unaware of the attack, his defence is automatically an Ignore.

Missile Attack vs. Ignore result: 44 vs. (no roll) = MS = M*2 Strike. The Javelin flies straight into Goresh!

A 66 is rolled for Strike Location (Mid Zone). The Javelin strikes Goresh in the Abdomen²⁸. At this range, the Javelin has a base Impact of 7 (Point)²⁹. An 8 is rolled on 2d6, so the Javelin hits for $(7 + 8 =) 15$ Point Strike Impact.

Goresh is wearing a Scale Hauberk over this location, which provides Armour Protection of only 4 against Point strikes. The Effective Impact is therefore $(15 - 4 =) 11$ Point – Goresh is in trouble! According to the Injury Table, Goresh has suffered a Serious Wound

d20 RULES

The Turn sequence remains the same as before, even though both Goresh and Rathal are now wounded: initiative is not affected by injuries.

Uldien's Turn

Uldien, seeing that Goresh and Rathal are busy fighting each other, throws his Javelin again at Goresh. Goresh is 11 squares away from Uldien – this is considered to be Medium Range for a Javelin (-2 to hit penalty) ^{d20-8}.

Uldien rolls $(12 + 7 - 2 \text{ (range penalty)} =) 17$ vs. Goresh's AC of 15; a hit.

Uldien rolls $(4 \text{ (on 1d6)} + 1 =) 5$ hps of damage to Goresh. Goresh marks 5hps off of his total, bringing him to 31hps. He also decides that he will kill Uldien painfully - no quick kills for him!

Goresh's Turn

Goresh shuffles one square to his right (away from Uldien, placing Rathal between him and Uldien) and rams Rathal with the butt end of his Glaive. Rathal raises his Round Shield to stop it.

Goresh's attack is $(15 + 10 =) 25$ vs. Rathal's AC $(17 + 1 \text{ (Dodge)} =) 18$; a hit.

Goresh rolls $(3 + 6 =) 9$ damage to Rathal. Rathal marks another 9hps off his total bringing him to 19hps.

Goresh's Turn ends.

Rathal's Turn

Rathal tries to take advantage of Goresh's weakened state and attacks him again with

²⁷ Being a Communication Skill, Awareness is only subject to the Universal Penalty (Injury Penalty + Fatigue Penalty). The Encumbrance Penalty is ignored.

²⁸ We shall assume for the sake of simplicity that a Javelin striking its target will be unrecoverable for the duration of this combat.

²⁹ It appears that Javelins and Spears thrown at Short Range receive a +1 bonus to their base Impact. When used in melee combat, for example, a Javelin's base Impact is only 6 (Point).

ROUND 4

HMC RULES

(S3). Goresh's Universal Penalty³⁰ is now (1IL + 3IL =) 4, so he must make a 4d6 Shock Roll to stay conscious.

Goresh's END is 17 and a 14 is rolled on 4d6. Therefore, Goresh remains conscious (but in a great deal of pain).

Uldien's Turn ends.

Rathal's Turn

Goresh's Initiative has dropped to $(70 - ((4EP + 4IP) \times 5) =) 30$, which is now less than Rathal's. Therefore, Rathal acts before him.

Rathal takes advantage of Goresh's weakened state and attacks him again with his Club. Goresh desperately attempts to block with his Glaive.

Rathal's Club EML is $(70 - ((6EP + 1IP) \times 5) + (WAC 3 \times 5) =) 50$. Goresh's Glaive EML is now $(70 - ((4EP + 4IP) \times 5) + (WDC 2 \times 5) =) 40$.

Melee Attack vs. Block result: 58 vs. 91 = MF vs. MF = Block. Once again, Rathal's Club is parried by Goresh's Glaive.

Rathal's Turn ends.

Goresh's Turn

Goresh shuffles one hex to his right (away from Uldien) and hacks again at Rathal with his Glaive. Rathal raises his Round Shield to stop it.

Goresh's Glaive EML is $(70 - ((4EP + 4IP) \times 5) + (WAC 5 \times 5) =) 55$. Rathal's Round Shield EML is also $((70 - ((6EP + 1IP) \times 5) + (WDC 4 \times 5) =) 55$.

Melee Attack vs. Block result: 30 vs. 05 = CS vs. CS = Block. The Glaive is blocked by Rathal's Round Shield.

d20 RULES

his Club.

Rathal's attack is $(9 + 8 =) 17$ vs. Goresh's AC of 15; a hit!

Rathal rolls $(6 + 2 =) 8$ hps damage!

Goresh marks the 8hps off his total, bringing him down to 23hps! Goresh is angry now, and beginning to fear for his life if he can't take them on one at a time.

Rathal's Turn ends.

³⁰ Universal Penalty = Injury Penalty + Fatigue Penalty. Add the Encumbrance Penalty and you have the Physical Penalty.

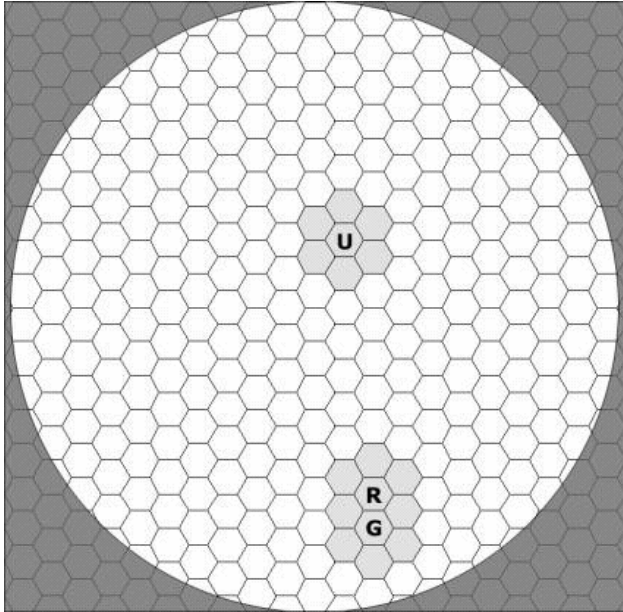
^{D20-8} Goresh being engaged in melee combat has no effect on Uldien's to-hit roll. He is considered to be aware that Uldien is there as he was previously aware of him and is thus neither considered flat-footed nor denied his Dex bonus to AC. Further, if Uldien cared about the possibility of hitting Rathal he would be penalised with a -4 to hit penalty for firing into melee, but as he doesn't there is no penalty.

ROUND 4

HMC RULES

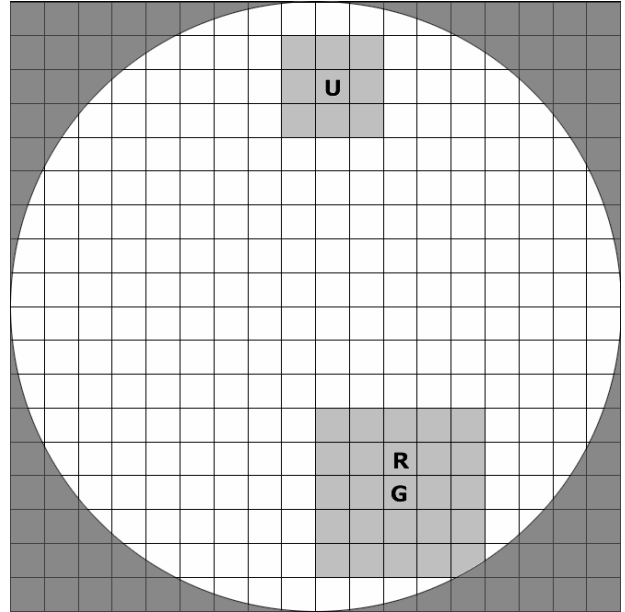
Goresh's Turn ends.

Positions at end of Round 4



d20 RULES

Positions at end of Round 4



ROUND 5

HMC RULES

The Turn sequence has changed. Uldien acts first, with an Initiative of $(70 - (4EP \times 5) =) 50$, followed by Rathal at $(70 - ((6EP + 1IP) \times 5) =) 35$, and lastly Goresh at $(70 - ((4EP + 4IP) \times 5) =) 30$.

Uldien's Turn

Uldien aims his second Javelin at Rathal this time. Rathal is 8 hexes away from Uldien – this is considered to be Short Range for a Javelin (no EML penalty).

Since Rathal is engaged in melee combat, he might not be aware of Uldien's missile attack. As with Goresh in the previous Round, an Awareness roll is made to determine whether Goresh can defend himself – his Awareness EML is $(48 - (1IP \times 5) =) 43$. An 85 is rolled; CF. Rathal is unaware of the attack.

Uldien's Javelin EML is $(70 - (4EP \times 5) =) 50$. Since Rathal is unaware of the attack, his defence is automatically an Ignore.

Missile Attack vs. Ignore result: 15 vs. (no roll) = CS = M*3 Strike. The second Javelin flies directly into Rathal!

A 12 is rolled for Strike Location (Mid Zone). The Javelin strikes Rathal in the Neck. At this range, the Javelin has a base Impact of 7 (Point). The 3d6 roll for the M*3 Strike results in 13, so the Javelin hits for $(7 + 13 =) 20$ Point Strike Impact!

Rathal is wearing a Quilt Cowl and a Leather Cowl over this location, which provide a combined Armour Protection of just 5 against Point strikes. The Effective Impact is therefore $(20 - 5 =) 15$ Point – Rathal is in big trouble! According to the Injury Table, Rathal has suffered a Mortal Wound (K4). Rathal's Universal Penalty is now $(1IL + 4IL =) 5$, but that is the least of his troubles as he must make a 4d6 Instant Kill roll or die!

Rathal's END is 14. The Kill roll results in 12 so he survives. Since the roll does not exceed Endurance, the injury is converted into a Grievous Wound (G4)³¹. Rathal must now

d20 RULES

The Turn sequence remains the same as before, even though both Goresh and Rathal are now wounded: initiative is not affected by injuries.

Uldien's Turn

Uldien aims his second Javelin at Rathal this time. Rathal is 11 squares away from Uldien who takes a 1-square step closer to Rathal – this is considered to be Medium Range for a Javelin (-2 penalty).

Although Rathal is engaged in melee combat, he is still considered to be aware of Uldien's presence and although the attack comes from behind him he does not lose his Dex bonus to AC.

Uldien attacks and rolls (A Natural 20! This is considered an automatic hit and may be a critical hit. Uldien rolls again to confirm the critical. He rolls $(12 + 7 - 2 \text{ (range penalty)} =) 17$ vs. Rathal's AC of 17; a critical hit!

Uldien rolls $(3 + 1 + 5 + 1 =) 10$ hps damage to Rathal, whose hit points have dropped to a total of 9hps! Rathal is in a lot of pain and hasn't much left in him to fight, but he can continue to fight at no penalties.

Uldien's Turn ends.

Goresh's Turn

Goresh is feeling confident now, he decides to finish Rathal off with a flourish. He attacks with a -2 penalty to hit while adding 2 to any damage using the Power Attack Feat. He steps back one square while attacking to give him room to swing the Glaive.

Goresh rolls $(16 + 10 - 2 \text{ (Power Attack)} =) 24$ vs. Rathal's AC of $(17 + 1 \text{ (Dodge)} =) 18$; a hit!

Goresh rolls $(5 + 6 + 2 \text{ (Power Attack)} =) 13$ hps damage. Rathal falls heavily to the ground – he is dying and at -4hps.

Goresh's Turn ends.

³¹ Under HMC's optional rules, any Grievous Wound would also be considered a Bleeder, causing the victim to lose blood at a rapid rate. However, this does not apply under the basic rules and so is ignored here.

ROUND 5

HMC RULES

make a Shock Roll – since his Universal Penalty is 5, a 5d6 Shock Roll must be made.

The result of the Shock Roll is 21, which exceeds Rathal's Endurance. He collapses unconscious.

Uldien's Turn ends.

Goresh's Turn

Goresh's Initiative now exceeds Rathal's (whose Initiative has just dropped to 15 due to his grievous injury). He is no longer engaged and can therefore make a Free Move. He decides to take on Uldien, who now only has one Javelin left.

Goresh's MOV is currently (11 – 4EP – 4IP =) 3. As he can make a Free Move at up to double MOV, he rushes towards Uldien. The Turn ends once he has moved 6 hexes – Uldien is now 3 hexes away from him.

Rathal's Turn

As Rathal is unconscious, a new Shock Roll (using the same number of dice as before) is made to determine whether he recovers. The roll is 18 on 5d6, which is above his END of 14. Rathal remains unconscious and his Turn ends.

d20 RULES

Rathal's Turn

Rathal is dying, he has a 10% chance to recover and stabilise.

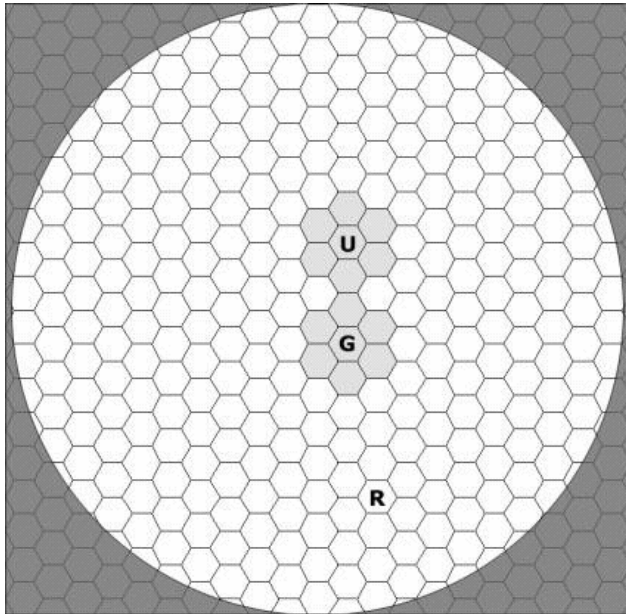
Rathal rolls 82% and continues to deteriorate, taking another point of damage, dropping to -5hps.

End of Rathal's Turn.

ROUND 5

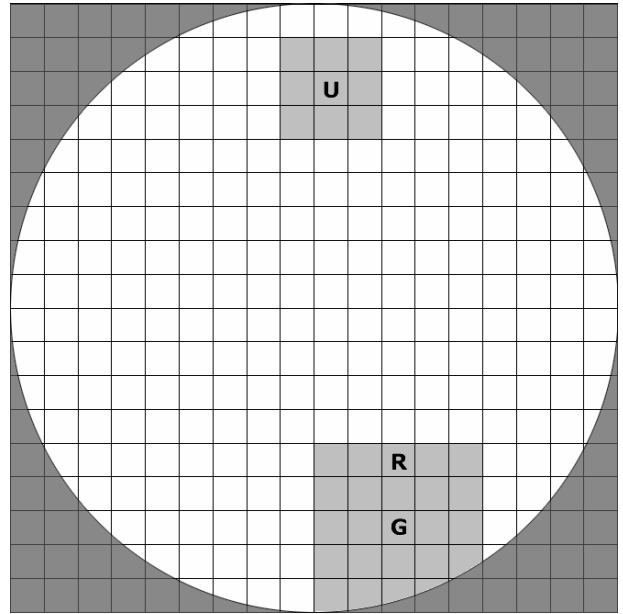
HMC RULES

Positions at end of Round 5



d20 RULES

Positions at end of Round 5



ROUND 6

HMC RULES

The Turn sequence has changed again. Since Uldien is now only armed with one Javelin, his Encumbrance Penalty is reduced to 3. He still acts first, but now his Initiative is $(70 - (3EP \times 5) =) 55$. Goresh is next with an Initiative of $(70 - ((4EP + 4IP) \times 5) =) 30$, followed by the unconscious Rathal, whose Initiative is currently $(70 - ((6EP + 5IP) \times 5) =) 15$.

Uldien's Turn

Uldien makes an Engage move of 2 hexes and enters Goresh's Engagement Zone. He thrusts with his Javelin. Goresh, angered by Uldien's previous missile attack, counterstrikes with his Glaive.

Uldien's Javelin EML is $(70 - (3EP \times 5) + (WAC 3 \times 5) =) 70$. He aims high, so the skill is further reduced by 10 points to 60.

Goresh's Glaive EML is $(70 - ((4EP + 4IP) \times 5) + (WAC 5^{32} \times 5) =) 55$.

Melee Attack vs. Counterstrike result: 18 vs. 49 = MS vs. MS = B*1 Strike. Both gladiators strike each other at the same time!

For Uldien's attack, a 08 is rolled for Strike Location (High Zone). The Javelin strikes Goresh's Skull.

For Goresh's attack, an 83 is rolled for Strike Location (Mid Zone). The Glaive strikes Uldien's left Thigh.

Uldien's Javelin has a base Impact of 6 (Point). The 1d6 roll yields a 1. Therefore, Goresh's skull is hit for $(6 + 1 =) 7$ Point Strike Impact.

Meanwhile, Goresh's Glaive has a base Impact of 7 (Edge). A 6 is rolled on 1d6. Therefore, Uldien's left thigh is hit for $(7 + 6$

d20 RULES

Although Rathal is out of action, he is still included in the initiative sequence (until he dies or stabilises). The order remains the same.

Uldien's Turn

Uldien decides that with only the one Javelin left he has to take the fight to Goresh. He decides to charge Goresh to maximise the chance that he will penetrate his armour.

He can charge a total of 12 squares and does so. He declares that he is dodging Goresh. As he leaves the first square of Goresh's Threatened Area to attack Goresh he triggers an attack of opportunity.

Goresh rolls $(11 + 10 =) 21$ vs. Uldien's AC of $(15 + 1 (\text{Dodge}) =) 16$; a hit.

Goresh rolls $(4 + 6 =) 10$ hps of damage. Uldien gasps in pain, his total dropping to 14hps!

Uldien attacks with his Javelin, using it as a melee weapon. He rolls $(17 + 1 + 2 (\text{Charge bonus}) =) 20$ vs. Goresh's AC of 15; a hit!

Uldien rolls $(4 + 1 =) 5$ hps damage. Goresh's total hit points drops to 18hps. Goresh grunts in pain but remains confident, knowing that this little runt is going to die!

End of Uldien's Turn.

Goresh's Turn

Goresh steps back to have room to swing his Glaive and attacks Uldien.

Goresh rolls $(3 + 10 =) 13$ vs. Uldien's AC of $(15 + 1 (\text{Dodge}) =) 16$, a miss!

³² Although a Counterstrike is a defence action, it employs the weapon's Attack Mastery Level (AML) rather than the Defence Mastery Level (DML).

³³ There is an optional rule whereby any *serious* injury to a limb (shoulders and hips included) will cause a 3d6 Fumble or Stumble Roll, and any *grievous* injury will cause the roll to automatically fail and render the limb unusable. Interestingly, according to the Injury Table, it appears that even *minor* injuries to limbs will cause Fumble/Stumble Rolls.

³⁴ Dodge has no Defence Class in HMC. This could be an oversight, as the original HarnMaster rules listed Dodge as having a Defence Class of 3.

³⁵ A situation such as this would yield a Defender Tactical Advantage (a bonus Turn) if the optional rule concerning Tactical Advantages is in play. In HMC's basic rules, a DTA is treated as a Miss.

ROUND 6

HMC RULES

=) 13 Edge Strike Impact.

Goresh is wearing a Ring Half-helm and a Leather Cowl over his skull. The combined Armour Protection against a Point strike is 7. The Effective Impact is therefore $(7 - 7 =) 0$, so Goresh's armour absorbs the entire blow. He is not injured by the Javelin.

Uldien is wearing Leather Leggings over his left thigh, which has an Armour Protection Value of 4 against Edge strikes. The Effective Impact is therefore $(13 - 4 =) 9$ Edge. Uldien suffers a Serious Wound (S3)! Uldien must make a 3d6 Shock Roll.

Uldien's END is 11. The result of the Shock Roll is 9, so Uldien does not fall unconscious from the strike. There are no further effects³³.

Uldien's Turn ends.

Goresh's Turn

Encouraged by the punishing blow he has just dealt to Uldien, Goresh chops again with his Glaive. Uldien attempts to dodge him.

Goresh's Glaive EML is $(70 - ((4EP + 4IP) \times 5) + (WAC 5 \times 5) =) 55$. Uldien's Dodge EML is $(95 - ((3EP + 3IP) \times 5) =) 65$ ³⁴.

Melee Attack vs. Dodge result: 89 vs. 60 = MF vs. CS = DTA³⁵. Despite his leg injury, Uldien nimbly evades Goresh's Glaive.

Goresh's Turn ends.

Rathal's Turn

The unconscious Rathal must succeed in another 5d6 Shock Roll to recover. A 24 is rolled, which is well above his END of 14. Rathal remains unconscious and his Turn ends.

d20 RULES

Goresh's Turn ends.

Rathal's Turn

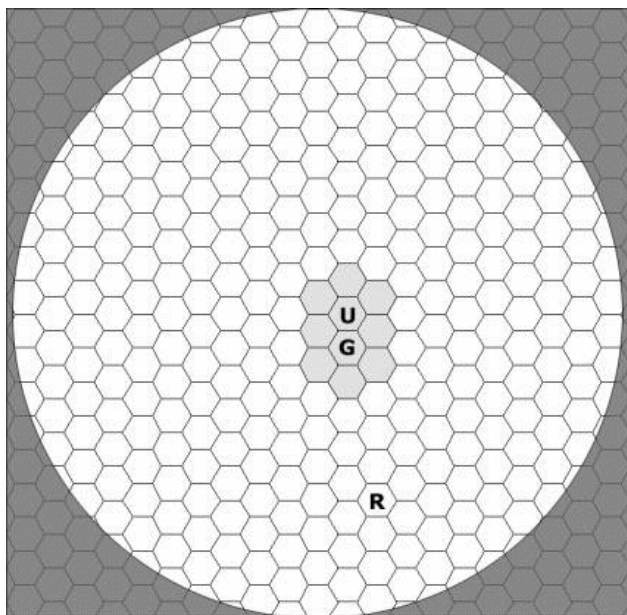
Rathal rolls to see if he stabilises. He rolls 33% and continues to deteriorate. He loses 1hp and drops to -6hps.

Rathal's Turn ends.

ROUND 6

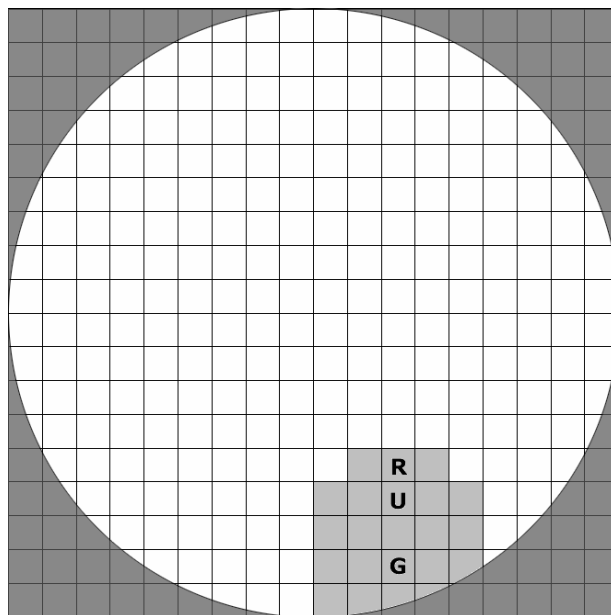
HMC RULES

Positions at end of Round 6



d20 RULES

Positions at end of Round 6



ROUND 7

HMC RULES

The Turn sequence is as follows. Uldien was badly wounded in the previous Round, but his Initiative is still the highest at $(70 - ((3EP + 3IP) \times 5) =) 40$. Therefore, he acts first. Goresh is next with an Initiative of $(70 - ((4EP + 4IP) \times 5) =) 30$, followed by the unconscious Rathal, whose Initiative is $(70 - ((6EP + 5IP) \times 5) =) 15$.

Uldien's Turn

Uldien snarls and thrusts again with his Javelin. Goresh, badly wounded as he is, decides not to push his luck by counterstriking, so he attempts to block the attack with his Glaive instead.

Uldien's Javelin EML is $(70 - (3EP \times 5) + (WAC 3 \times 5) =) 70$. Goresh's Glaive EML is $(70 - ((4EP + 4IP) \times 5) + (WDC 2 \times 5) =) 40$.

Melee Attack vs. Block result: 74 vs. 60 = MF vs. CF = Defender Fumble. Goresh must make a 3d6 Fumble Roll or drop his Glaive!

Goresh's Dexterity is 13, reduced by his Physical Penalty of $(4EP + 4IP =) 8$, but increased by 2 points because the Glaive is held in both hands. He must therefore roll equal to or less than $(13 - 8 + 2 =) 7$ on 3d6 to retain his weapon. An 11 is rolled, so the Glaive flies out of his grasp!

A roll is made on 1d10 to determine where the Glaive has fallen. A 5 is rolled, so the polearm lands in an adjacent hex to the southwest of Goresh's position (marked as G1 on the illustration below).

Uldien's Turn ends³⁶.

Goresh's Turn

Furious at being disarmed, Goresh attempts to kick Uldien. Uldien tries to dodge.

Goresh's Unarmed EML is $(70 - ((3EP^{37} + 4IP) \times 5) + (WDC 1 \times 5) =) 40$. Being a kick

d20 RULES

Both Uldien and Goresh are badly wounded but their initiative order is unchanged. Goresh has the advantage because of the damage of his weapon.

Uldien's turn

Uldien snarls and thrusts again with his Javelin. He has opted to fight defensively^{D20-9} and takes a ready stance.

Goresh has not yet had his action and his stance (Regular, Defensive, Total Defence) cannot be changed.

Uldien takes a step towards Goresh to close the distance and takes a poke at Goresh. He rolls $(6 + 1 - 4 \text{ (fighting defensively penalty)}) = 3$ vs. Goresh's AC of 15; a miss.

Uldien's Turn ends.

Goresh's Turn

Goresh stands back and chops at Uldien.

He rolls a Natural 1! In the core d20 system this is just a simple miss – there are no fumble rules. There are optional rules in the Dungeon Master's Guide that allow a Reflex save to retain the weapon. We will use these rules to keep in spirit with the demonstration.

Goresh makes a reflex save vs. a DC^{D20-10} of 10. Goresh rolls $(7 + 2 =) 9$; a failure. The weapon is dropped^{D20-11} (position marked as G1 on the illustration below).

Goresh's Turn ends.

Rathal's Turn

Rathal rolls to see if he stabilises. He rolls a 92% and continues to deteriorate. He takes 1hp damage and drops to -7hps.

Rathal's Turn ends.

³⁶ Forcing an opponent to drop his weapon would yield a Tactical Advantage, but since TAs are not in play here, the Turn ends instead.

³⁷ Goresh's Encumbrance Penalty is reduced from 4 to 3 after he drops his Glaive.

^{D20-9} A combatant can choose to fight defensively when taking the attack action. If a combatant does so, the combatant takes a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

ROUND 7

HMC RULES

attack, the default Aiming Zone is assumed to be the Low Zone.

Uldien's Dodge EML is $(95 - ((3EP + 3IP) \times 5) = 65$.

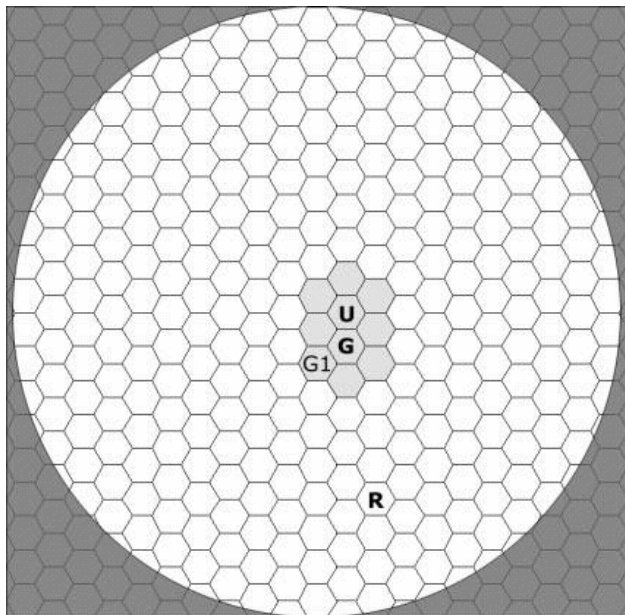
Melee Attack vs. Dodge result: 43 vs. 54 = MF vs. MS = Miss. Uldien deftly avoids being kicked.

Goresh's Turn ends.

Rathal's Turn

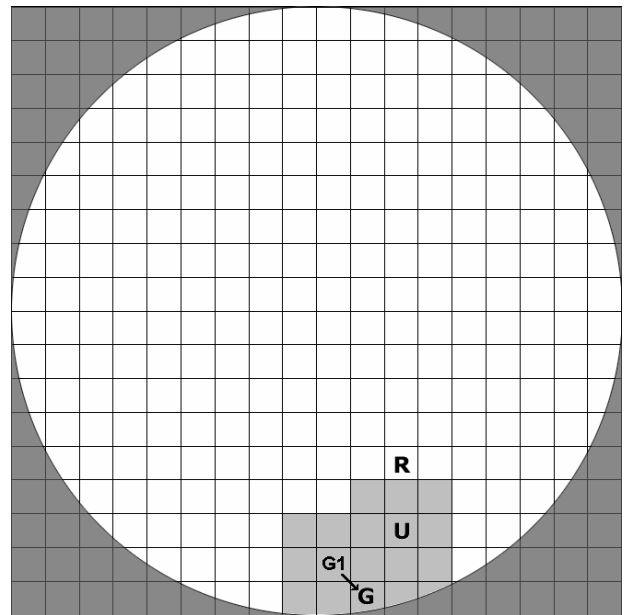
Poor Rathal must succeed in yet another 5d6 Shock Roll to recover consciousness. A 16 is rolled, which is above his END of 14. Rathal therefore remains unconscious and his Turn ends.

Positions at end of Round 7



d20 RULES

Positions at end of Round 7



^{D20-10} Difficulty Class, the target number for a check to see if it is successful.

^{D20-11} Weapons that are dropped drop right in the square that the person is in.

ROUND 8

HMC RULES

The Turn sequence now looks like this: Uldien acts first with an Initiative of $(70 - ((3EP + 3IP) \times 5) =) 40$. The disarmed Goresh is next with an Initiative of $(70 - ((3EP + 4IP) \times 5) =) 35$, followed by the unconscious Rathal, whose Initiative remains unchanged at $(70 - ((6EP + 5IP) \times 5) =) 15$.

Uldien's Turn

Faced with an opponent with no weapon, Uldien takes advantage of the situation by stabbing at Goresh with his Javelin. Goresh attempts to dodge the attack.

Uldien's Javelin EML is $(70 - ((3EP + 3IP) \times 5) + (WAC 3 \times 5) =) 55$. He aims high, so the skill is reduced by 10 points to 45. Goresh's Dodge EML is $(65 - ((4EP + 4IP) \times 5) =) 25$.

Melee Attack vs. Dodge result: 41 vs. 48 = MS vs. MF = A*1 Strike. Uldien thrusts his Javelin into Goresh!

A 59 is rolled for Strike Location (High Zone) – Goresh has been struck in the left Upper Arm. The Javelin's base Impact is 6 (Point), and a 2 is rolled on 1d6. Therefore, the Javelin strikes the left upper arm for $(6 + 2 =) 8$ Point Strike Impact.

Goresh's upper arm is protected by a Kurbul Rerebrace and the sleeve of his Scale Hauberk. The total Armour Protection granted against Point strikes is 8. The Effective Impact is therefore $(8 - 8 =) 0$, hence Goresh escapes injury once again!

Uldien's Turn ends.

Goresh's Turn

Goresh bellows and attempts to grapple Uldien and throw him to the ground. Uldien tries to dodge.

Goresh's Unarmed EML is $(70 - ((3EP + 4IP) \times 5) + (WDC 0 \times 5) =) 35$. Uldien's Dodge

d20 RULES

Initiative remains unchanged.

Uldien's Turn

Faced with an opponent with no weapon, Uldien takes advantage of the situation by stabbing at Goresh with his Javelin. Uldien is no longer fighting defensively.

Uldien steps toward Goresh and tries to impale Goresh. He rolls $(15 + 1 =) 16$ vs. Goresh's AC of 15; a hit!

Uldien rolls $(3 + 1 =) 4$ hps damage to Goresh who drops to a total of 14hps. Goresh gnashes his teeth in rage and frustration.

Uldien's Turn ends.

Goresh's Turn

Goresh bellows and attempts to grapple Uldien and throw him to the ground. Goresh is fighting an armed person while unarmed which would normally provoke an Attack of Opportunity but Goresh's Improved Unarmed Strike Feat prevents it.

He rolls to Grab^{D20-12} and gets a $(17 + 5 (BAB) + 4 (Str \text{ bonus}) =) 26$ vs. Uldien's Touch Attack AC of $(13 + 1 (Dodge) =) 16$; a hit. Next they make opposed grapple checks to see if Goresh can establish a hold.

Goresh rolls $(12 + 9 =) 21$ vs. Uldien's opposed grapple check of $(13 + 5 =) 18$, Goresh established a Hold upon Uldien and they are considered to be grappling^{D20-13}. Goresh moves into Uldien's square. Goresh cannot attempt to pick up Uldien this action.

Goresh's Turn ends.

Rathal's Turn

Rathal rolls an 8% to stabilise and stops losing hit points due to deterioration. He will remain unconscious for the remainder of the

³⁸ Throwing an opponent to the ground in HMC does not appear to ever inflict any injury. Perhaps the wrestlers are being gentle?

^{D20-12} A Grab is resolved as a Touch attacks using the Attackers BAB as well as their Str bonus and any size modifiers. A combatant's opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. The target's size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

^{D20-13} No Threatened Area: A combatant doesn't threaten any area while grappling.

ROUND 8

HMC RULES

EML is $(95 - ((3EP + 3IP) \times 5) =) 65$.

Grapple Attack vs. Dodge result: 20 vs. 09 = CS vs. MS = A*1 Strike. As this is a grapple attack, the Strike result is converted to a successful hold instead. Goresh wrestles Uldien with both hands and attempts to throw him.

Both parties make a contest of strength, by rolling 3d6 and adding their effective Strength. Goresh's effective Strength is $(18 - 3EP - 4IP =) 11$, and his roll is 12, so his total is $(11 + 12 =) 23$. Uldien's effective Strength is $(12 - 3EP - 3IP =) 6$, and his roll is 15, so his total is $(6 + 15 =) 21$. Since Goresh's score is higher, he wins the contest. Goresh throws Uldien to the ground³⁸ - Uldien is now prone!

Goresh's Turn ends.

Rathal's Turn

Once more, the unconscious Rathal must succeed in a 5d6 Shock Roll to recover. A 13 is rolled, which is below his END of 14. Rathal regains consciousness! However, another 5d6 Shock Roll must now be made to determine whether Rathal is coherent and able to fight. Unfortunately, a 19 is rolled – Rathal is now in Shock!

Rathal is prone and completely helpless – he will remain this way for the remainder of this combat (unless something worse happens to him). His Turn ends.

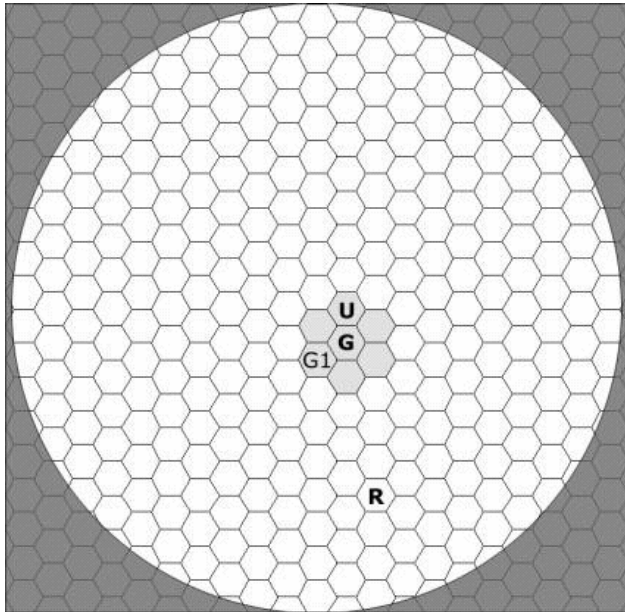
d20 RULES

combat at a total of -7hps.

ROUND 8

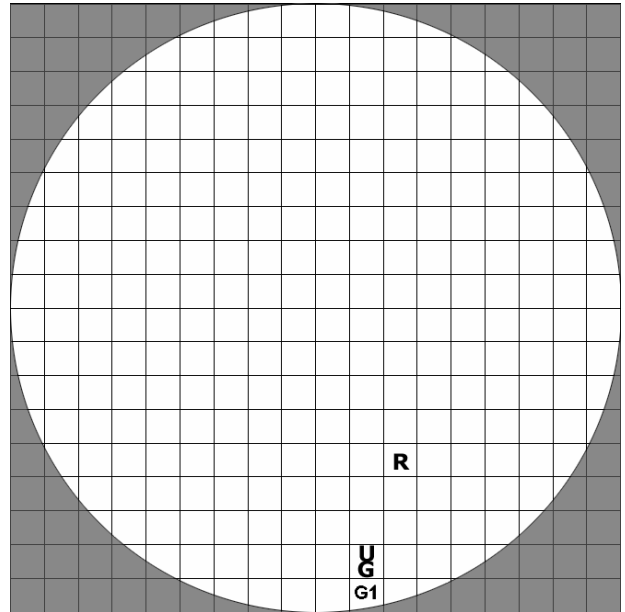
HMC RULES

Positions at end of Round 8



d20 RULES

Positions at end of Round 8



ROUND 9

HMC RULES

The prone Uldien acts first again, with an Initiative of $(70 - ((3EP + 3IP) \times 5) =) 40$. The disarmed Goresh is next with an Initiative of $(70 - ((3EP + 4IP) \times 5) =) 35$. Rathal is now in Shock and effectively out of the fight.

Uldien's Turn

Uldien attempts a Rise action, as he cannot attack Goresh lying down³⁹. Since Uldien is still engaged by Goresh, the Rise action is not automatic. Instead, a 3d6 roll is made against effective Agility.

Uldien's effective Agility is $(19 - 3EP - 3IP =) 13$. However, a 14 is rolled on 3d6. For all his agility, Uldien is unable to stand up – he remains prone and his Turn ends.

Goresh's Turn

As Goresh is not engaged by the prone Uldien, he makes a Free Move. His MOV is currently $(11 - 3EP - 4IP =) 4$. He steps into the hex containing his dropped Glaive, picks it up⁴⁰, and moves back a hex adjacent to Uldien. Goresh's Turn ends.

d20 RULES

Uldien is being grappled by the much bigger Goresh and is desperate to get away!

Uldien's Turn

Uldien tries to wriggle free of Goresh's grasp using Escape Artist. He rolls $(13 + 6 =) 19$ vs. Goresh's grapple check of $(11 + 9 =) 20$; Uldien is still grappling with Goresh.

Uldien's Turn ends.

Goresh's Turn

Goresh wants to damage Uldien by throwing him roughly to the ground. He makes an opposed grapple check to attempt his attack. He rolls $(9 + 9 =) 18$ vs. Uldien's check of $(12 + 5 =) 17$; Uldien is thrown to the ground.

Goresh rolls 1d3 Subdual damage (for his size) plus his Str bonus of damage to Uldien. He rolls $(2 + 4 =) 6$ Subdual damage to Uldien. This damage is recorded separately – if his Subdual damage ever exceeds his total hit points he is unconscious. Uldien's total hit points are still 14, but he has 6pts of Subdual damage as well. This means that 8 pts of damage of either type will render him unconscious.

Uldien is prone and only threatens the square he is in.

Goresh's Turn ends.

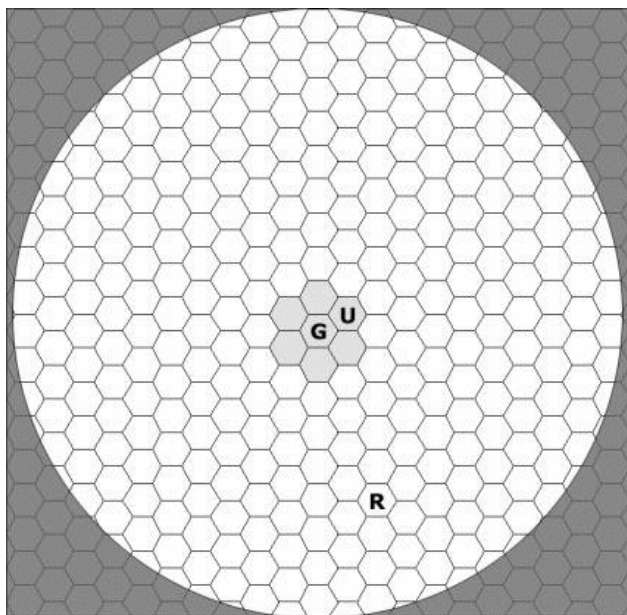
³⁹ A prone character cannot attack an opponent in an adjacent hex, because his or her Engagement Zone only extends to the hex he or she is occupying.

⁴⁰ Goresh's Encumbrance Penalty increases from 3 back to 4 after picking up the Glaive.

ROUND 9

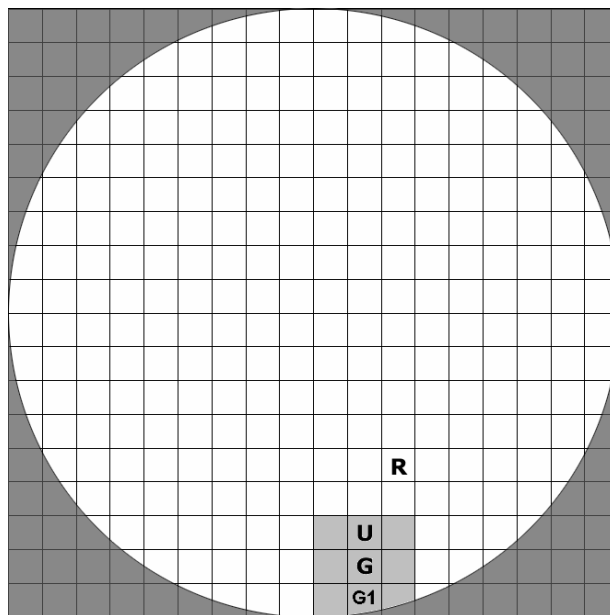
HMC RULES

Positions at end of Round 9



d20 RULES

Positions at end of Round 9



ROUND 10

HMC RULES

The prone Uldien acts first yet again, with an Initiative of $(70 - ((3EP + 3IP) \times 5) =) 40$. The re-armed Goresh is next with an Initiative of $(70 - ((4EP + 4IP) \times 5) =) 30$.

Uldien's Turn

Uldien makes another Rise attempt. Since Uldien is still engaged by Goresh, a 3d6 roll is made against effective Agility.

Uldien's effective Agility is $(19 - 3EP - 3IP =) 13$. He has a good chance of succeeding but unfortunately, a 16 is rolled on 3d6. Uldien is still unable to stand up – he remains prone and his Turn ends.

Goresh's Turn

Armed once again with his Glaive, Goresh chops down at the prone Uldien. He aims for Uldien's head. Meanwhile, Uldien attempts to roll (dodge) out of the way.

Since Uldien is prone, Goresh receives an EML +20 bonus to his attack skill. Therefore, Goresh's Glaive EML is $(70 - ((4EP + 4IP) \times 5) + (WAC 5 \times 5) - 10 \text{ (High Zone)} + 20 \text{ (Prone Opponent)} =) 65$. Uldien's Dodge EML is $(95 - ((3EP + 3IP) \times 5) =) 65$ as well.

Melee Attack vs. Dodge result: 11 vs. 49 = MS vs. MS = Miss. Uldien rolls out of the way.

Goresh's Turn ends.

d20 RULES

The prone Uldien acts first yet again.

Uldien's Turn

Uldien stands up from prone, this does not draw an Attack of Opportunity.

He now threatens the Square that Goresh is standing in and can attack. He is fighting Defensively again.

Uldien rolls $(15 + 1 - 4 \text{ (defensive fighting penalty)} =) 12$ vs. Goresh's AC of 15; a miss.

Uldien's Turn ends.

Goresh's Turn

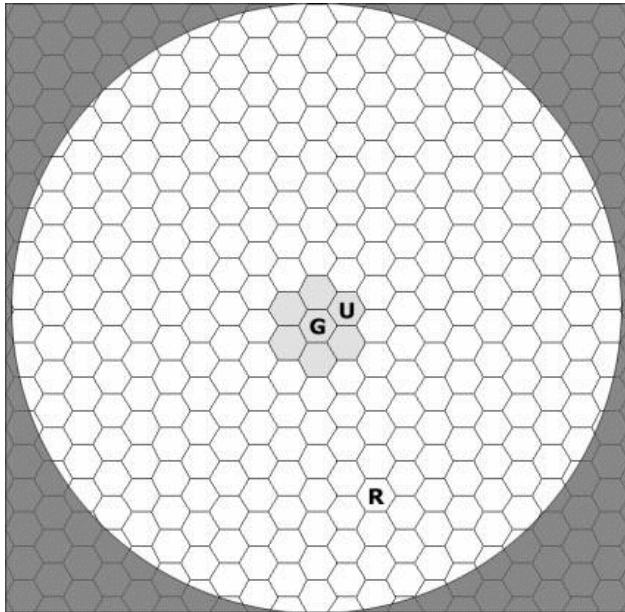
Goresh steps back 5' and picks up his Glaive. He cannot attack as his action was spent picking up his weapon.

Goresh's Turn ends.

ROUND 10

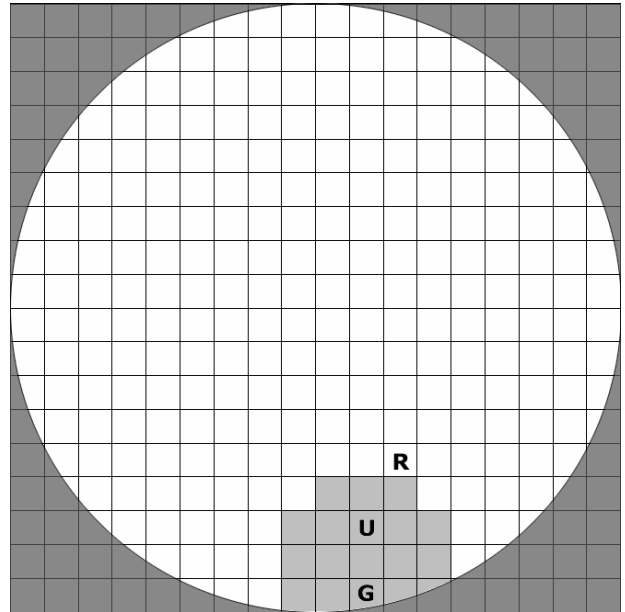
HMC RULES

Positions at end of Round 10



d20 RULES

Positions at end of Round 10



ROUND 11

HMC RULES

The prone Uldien acts first once again, with an Initiative of $(70 - ((3EP + 3IP) \times 5) =) 40$. Goresh is next with an Initiative of $(70 - ((4EP + 4IP) \times 5) =) 30$.

Uldien's Turn

Uldien makes a third Rise attempt. Since Uldien is still engaged by Goresh, a 3d6 roll is made against effective Agility.

Uldien's effective Agility is $(19 - 3EP - 3IP =) 13$ and a 4 is rolled on 3d6. Uldien leaps to his feet and his Turn ends.

Goresh's Turn

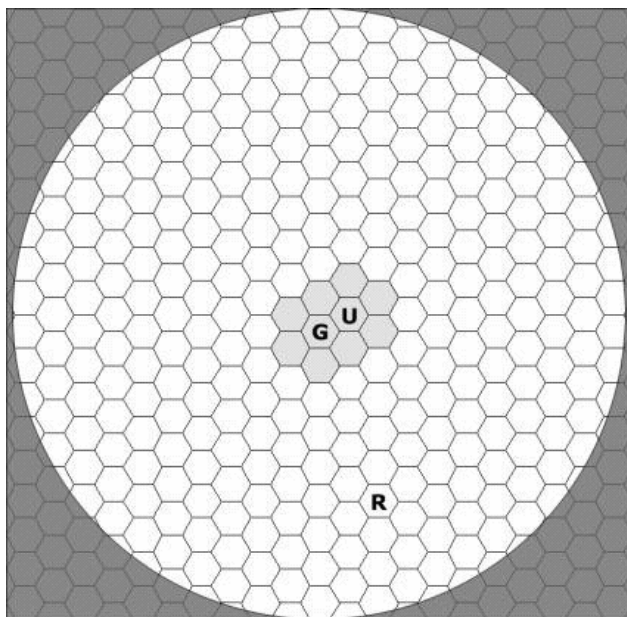
Goresh attacks Uldien with his Glaive, and Uldien attempts to dodge.

Goresh's Glaive EML is $(70 - ((4EP + 4IP) \times 5) + (WAC 5 \times 5) =) 55$. Uldien's Dodge EML is $(95 - ((3EP + 3IP) \times 5) =) 65$.

Melee Attack vs. Dodge result: 62 vs. 83 = MF vs. MF = Miss. Goresh's Glaive misses its mark.

Goresh's Turn ends.

Positions at end of Round 11



d20 RULES

Uldien and Goresh are both armed again – this will be close!

Uldien's Turn

Uldien presses his attack because he thinks he can prevent Goresh from using his Glaive effectively. He is not fighting defensively anymore.

Uldien takes a step towards Goresh and stabs at him with his Javelin. He rolls $(13 + 1 =) 14$ vs. Goresh's AC of 15; a miss.

Uldien's Turn ends.

Goresh's Turn

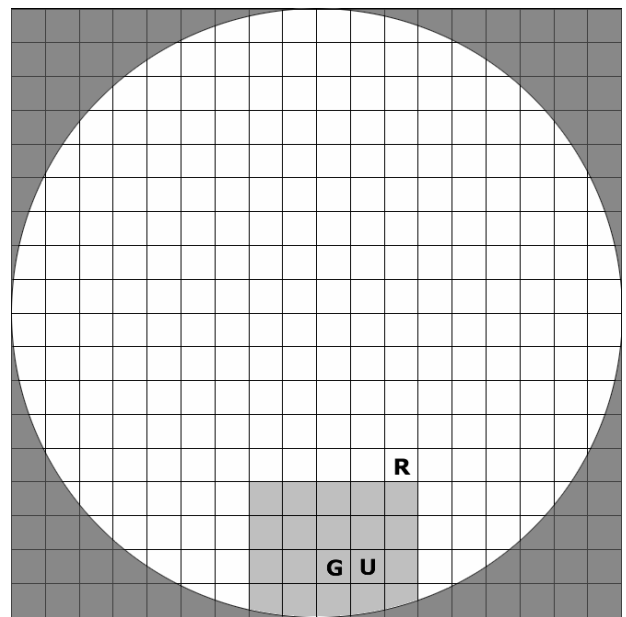
Goresh doesn't think he can bring the butt end of the Glaive to bear so he elects to kick Uldien after taking a step to Uldien's right.

He rolls $(12 + 9 =) 21$ vs. Uldien's AC of $(15 + 1 \text{ (Dodge)} =) 16$; a hit.

Goresh rolls $(1 + 4 =) 5$ Subdual damage. Uldien now has 11 Subdual damage and 14hps. He is wavering, but does not fall.

Goresh's Turn ends.

Positions at end of Round 11



ROUND 12

HMC RULES

Uldien acts first as always, with an Initiative of $(70 - ((3EP + 3IP) \times 5) =) 40$. Goresh is next with an Initiative of $(70 - ((4EP + 4IP) \times 5) =) 30$.

Uldien's Turn

Now that he is standing, Uldien thrusts at Goresh with his Javelin. Goresh attempts to block the attack with his Glaive.

Uldien's Javelin EML is $(70 - ((3EP + 3IP) \times 5) + (WAC 3 \times 5) =) 55$. Goresh's Glaive EML is $(70 - ((4EP + 4IP) \times 5) + (WAC 2 \times 5) =) 40$.

Melee Attack vs. Block result: 53 vs. 67 = MS vs. MF = A*1 Strike. Uldien stabs Goresh.

A 72 is rolled for Strike Location (Mid Zone) – Goresh is stabbed in the Groin! The Javelin's base Impact is 6 (Point), and a 3 is rolled on 1d6, making the Strike Impact $(6 + 3 =) 9$ Point.

Goresh is wearing his Scale Hauberk and Leather Leggings over this location. The combined Armour Protection against Point strikes is 7. Therefore, the Effective Impact is $(9 - 7 =) 2$ Point – a Minor wound (M1). Goresh suffers just 1IL, but because of his other injuries, he must succeed against a 5d6 Shock Roll or fall unconscious.

Goresh's END is 17, but 20 is rolled on 5d6. Goresh can take the pain no more – he collapses unconscious!

Goresh's Turn

As Goresh is unconscious, a new Shock Roll (using the same number of dice as before) is made to determine whether he recovers. The roll is 19 on 5d6, which is above his END of 17. Goresh remains unconscious and his Turn ends.

d20 RULES

Uldien acts first as always!

Uldien's Turn

Uldien thrusts at Goresh with his Javelin; he has opted to fight defensively again.

Uldien rolls $(18 + 1 - 4 \text{ (Fighting Defensively)}) =) 5$ vs. Goresh's AC of 15; a hit.

Uldien rolls $(5 + 1 =) 6$ hps of damage to Goresh, whose total drops to 8hps!

Uldien's Turn Ends

Goresh's Turn

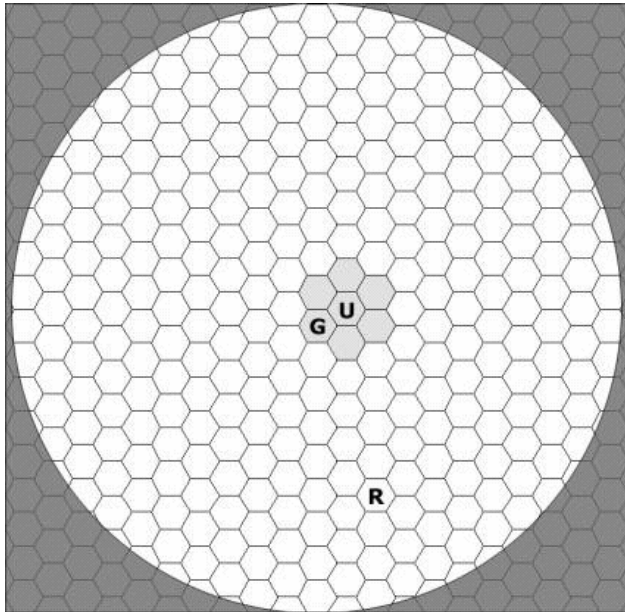
Goresh steps back 5' and takes a mighty swipe at Uldien. He rolls $(6 + 10 =) 16$ vs. Uldien's AC of $(15 + 1 \text{ (Dodge)} + 2 \text{ (Fighting Defensively)}) =) 18$; a miss.

Goresh's Turn ends.

ROUND 12

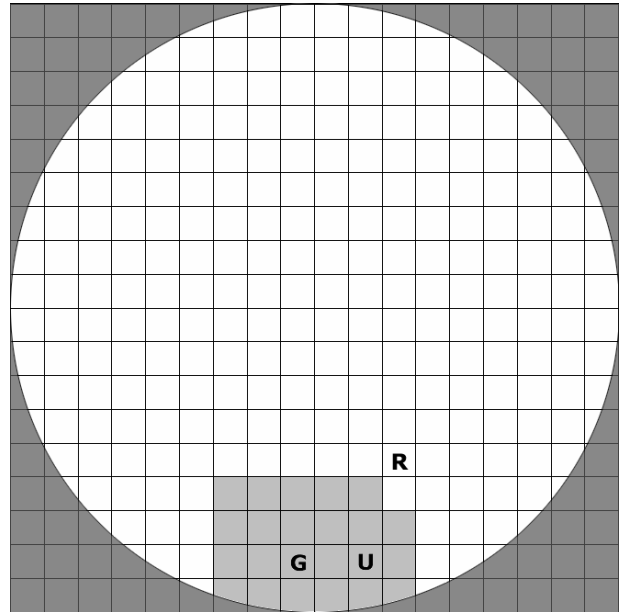
HMC RULES

Positions at end of Round 12



d20 RULES

Positions at end of Round 12



ROUND 13

HMC RULES

Uldien acts first again, with an Initiative of $(70 - ((3EP + 3IP) \times 5) =) 40$. The unconscious Goresh is next with an Initiative of $(70 - ((4EP + 5IP) \times 5) =) 25$.

Uldien's Turn

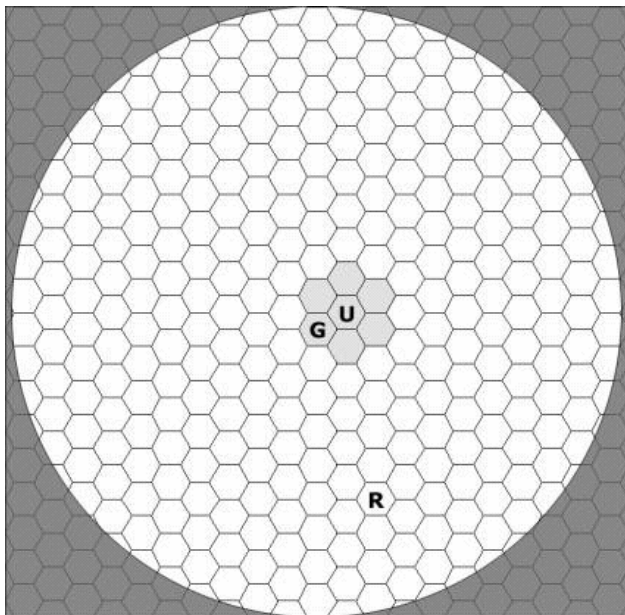
Uldien stands ready, waiting to see whether Goresh regains consciousness. He Rests in this Turn.

Goresh's Turn

Another 5d6 Shock Roll is made to determine whether Goresh recovers. The roll is 18, which is still above his END of 17. Goresh remains unconscious and his Turn ends.

Uldien lasts the entire Round as the only gladiator able to fight. ***Uldien is the winner!***

Positions at end of Round 13



d20 RULES

Uldien acts first again.

Uldien's Turn

Uldien gets desperate and steps back 5' (out of the range of Goresh's Glaive) and throws his Javelin at Goresh.

He rolls a natural 20! A Natural 20 always hits so there is no need to compare to the AC of the target.

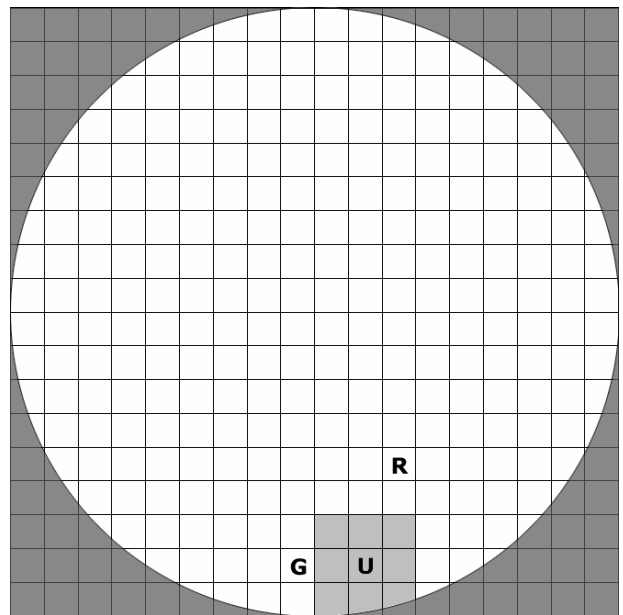
A roll to confirm the critical is made. Uldien rolls $(12 + 7 =) 19$ vs. Goresh's AC of 15; a hit.

Uldien rolls his damage dice and applies his bonus to damage via Strength and the bonus from the Point Blank Shot Feat^{D20-14} twice as well. He rolls $(3 + 5 + 2 + 2 =) 12$ hps of damage. Goresh drops to -4hps total and falls unconscious.

Uldien could wait another round to see if anyone gets up, but the blood on the ground makes it obvious that this is unnecessary.

Uldien is the winner!

Positions at end of Round 13



^{D20-14} Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

CONCLUSION

You have now seen the basic combat rules of both HMC and d20 in action. The example shows that they each have several relative strengths and weaknesses. For example, HMC has hit locations and graphic injuries; d20 has special feats tailored to each character.

Both systems managed to handle the battle between Goresh the Ogre, Rathal of the Aranaki and Uldien Fleetfeet very well, showing clearly the progression of the combat and (perhaps more importantly) keeping the experience entertaining.

Veteran gamers may feel frustrated that neither system is quite realistic enough. Fortunately for those craving greater realism, both the HMC and d20 combat systems can be greatly enhanced by incorporating the many official optional/advanced rules available, as well as the plethora of house rules developed by fans. ☒