

# HMC vs. HMG Combat – A Comparison

---

By Bill Gant, November 2001

## INTRODUCTION

It's a debate that has raged for years. Which has the better combat system: HårnMaster 2nd edition Core Rules (HMC), or HårnMaster 2nd edition Gold Rules (HMG)?<sup>1</sup>

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, I 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 rules are used.

## TABLE OF CONTENTS

---

INTRODUCTION.....	1
THE GLADIATORS .....	2
Goresh the Ogre .....	2
Rathal of the Aranaki .....	3
Uldien Fleetfeet.....	4
THE ARENA .....	5
FIGHT!.....	6
ROUND 1.....	6
ROUND 2.....	9
ROUND 3.....	12
ROUND 4.....	14
ROUND 5.....	16
ROUND 6.....	18
ROUND 7.....	21
ROUND 8.....	23
ROUND 9.....	25
ROUND 10.....	28
ROUND 11.....	30
ROUND 12.....	33
ROUND 13.....	36
CONCLUSION .....	38

---

<sup>1</sup> Yes, there are **two** second editions of HårnMaster. HMC is the "official" one. HMG was self-published by Hårn's author N. Robin Crossby because he personally wasn't satisfied with the direction Columbia Games (the publisher) had taken HMC. In a bid to reunite HårnMaster fans under one system, on 24th April 2001 Robin and Columbia Games announced that they had decided to convert HMG into expansion modules for HMC. HMG is now out of print, by the way.

# 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, 185-186lbs<sup>2</sup> (HMG: fair complexion, red hair, blue eyes).

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 <sup>3</sup>	4

HMG ATTRIBUTES							
STR	18	EYE	14	INT	8	CON	102
END	17	HRG	13	AUR	10	MOB	70
DEX	13	SMT	15	WIL	16	DGE	72
AGL	11	TCH	7	COM	8	FR <sup>4</sup>	4
SPD	15	VOI	10				

HMC skills: Climbing 14/70<sup>5</sup>, 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 13/70<sup>6</sup>, Unarmed 14/70, Club 16/70, Polearm 16/70, Spear 16/70, Physician 12/36.

HMG skills: Climbing 14/56, Initiative 15/90, Jumping 15/60, Stealth 11/33, Throwing 14/56, Unarmed 15/75<sup>7</sup>, Clubs 15/75, Polearms 15/60, Shield 15/60, Shortswords 15/60, Staves 15/45, Awareness 14/56, Intrigue 11/33, Oratory 9/18, Rhetoric 11/33, Singing 11/33, Speak Hârníc 13/52, Ritual (Agrik) 9/9, Physician 7/21.

Weapons: Glaive (HMC weight: 8lbs<sup>8</sup>. HMG weight: Glaive IX, 9lbs).

Armour: Scale Hauberk (Sh Ua El Fo Tx Ab Hp Gr Th); Ring Halfhelm (Sk); Kurbul Rerebraces (Ua); Leather Cowl (Sk Nk) & Leggings (Hp Gr Th Kn Ca<sup>9</sup> Ft). HMC weight: 59.0lbs<sup>10</sup>. HMG weight: 54.6lbs<sup>11</sup>.

<sup>2</sup> A character's weight may differ under HMC and HMG. Generally, HMC characters are lighter.

<sup>3</sup> EP = Encumbrance Penalty. Skills affected by Physical Penalty are reduced by 5 times this value.

<sup>4</sup> FR = Fatigue Rate. HMG's basic rules do not incorporate an Encumbrance Penalty like HMC, and instead cause a Fatigue Penalty to accumulate over time. Normally, skills that are affected by Physical Penalty will be reduced by a character's Fatigue Rate after 6 Rounds (1 minute) of fighting. Since Encumbrance is an optional rule in HMG, a basic HMG character can fight and walk in a 100lbs suit of armour equally as effectively as in light clothing, as long as the strenuous activity takes place within one minute. Unbelievable.

<sup>5</sup> The value before the slash is the Skill Base (SB) and the value after is the Mastery Level (ML).

<sup>6</sup> 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.

<sup>7</sup> The limiting of Combat Skills in HMG is an optional rule and therefore ignored here.

<sup>8</sup> Heavy versions of melee weapons are an optional rule under HMC and therefore ignored here.

<sup>9</sup> Ca (Calves) is the abbreviation used in HMC. In HMG, it is written "Cf".

<sup>10</sup> In HMC, the listed armour weights are intended for "an average sized character." Alas, there is nothing in the rules that provide modifiers for larger or smaller characters. Hence, the listed weights must be used here.

<sup>11</sup> HMG armour weight includes Size Factor modification.

## 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, 176-178lbs (HMG: medium complexion, brown hair, hazel eyes).

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

HMG ATTRIBUTES							
STR	15	EYE	12	INT	11	CON	84
END	14	HRG	13	AUR	8	MOB	55
DEX	17	SMT	10	WIL	13	DGE	55
AGL	12	TCH	14	COM	11	FR	5
SPD	10	VOI	9				

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.

HMG skills<sup>12</sup>: Climbing 15/60, Initiative 13/78, Jumping 14/56, Stealth 13/52, Throwing 16/64, Unarmed 16/80, Axes 16/48, Clubs 16/96, Shield 16/80, Shortswords 17/68, Staves 15/45, Awareness 12/48, Intrigue 11/33, Oratory 10/20, Rhetoric 11/33, Singing 10/30, Speak Hârníc 12/24, Speak Jarinese 12/48, Ritual (Kemlar) 10/10, Fletching 16/16, Foraging 11/22, Hideworking 14/14, Physician 13/26, Survival 14/42, Tracking 13/26.

Weapons: Club (HMC weight: 4lbs. HMG weight: Club V, 5lbs), Roundshield (HMC & HMG weight: Roundshield VI, 6lbs).

Armour: Ring Halfhelm (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). HMC weight: 72.8lbs<sup>13</sup>. HMG weight: 60.7lbs.

---

<sup>12</sup> Includes Family Skills.

<sup>13</sup> The difference in armour weights under HMC and HMG is enormous for this character. I believe the main culprit here is HMC's listed weight for the Ring Hauberk, which for some reason is identical to that of a Mail Hauberk (32.5lbs). I suspect that this is a misprint, and the actual weight of the Hauberk is probably closer to 26lbs, but for the purpose of this comparison, the "official" weight will be used.

## 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 (HMG: dark complexion, black hair, brown eyes).

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

HMG ATTRIBUTES							
STR	12	EYE	15	INT	15	CON	66
END	11	HRG	10	AUR	13	MOB	102
DEX	14	SMT	12	WIL	11	DGE	108
AGL	19	TCH	13	COM	14	FR	3
SPD	16	VOI	14				

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 Hârníc 13/63, Ritual (none), Initiative 15/70, Unarmed 17/70, Net<sup>14</sup> 15/60, Shield 14/70, Spear 13/70, Physician 17/51.

HMG skills: Climbing 15/60, Initiative 15/90, Jumping 16/64, Stealth 14/42, Throwing 14/56, Unarmed 17/85, Clubs 13/65, Net 14/28, Shield 14/56, Shortwords 13/52, Staves 14/56, Awareness 12/48, Intrigue 13/39, Oratory 14/28, Rhetoric 13/39, Singing 14/42, Speak Hârníc 12/48, Ritual (none), Agriculture 11/22, Animalcraft (Chickens) 15/30, Animalcraft (Pigs) 15/30, Physician 16/32, Weatherlore 14/14.

Weapons: Javelin × 3 (HMC weight: 3lbs each. HMG weight: Javelin IV, 4lbs each).

Armour: Kurbul Halfhelm (Sk), Ailettes (Sh), Rerebraces (Ua), Coudes (El), 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<sup>15</sup>. HMG weight: 22.5lbs.

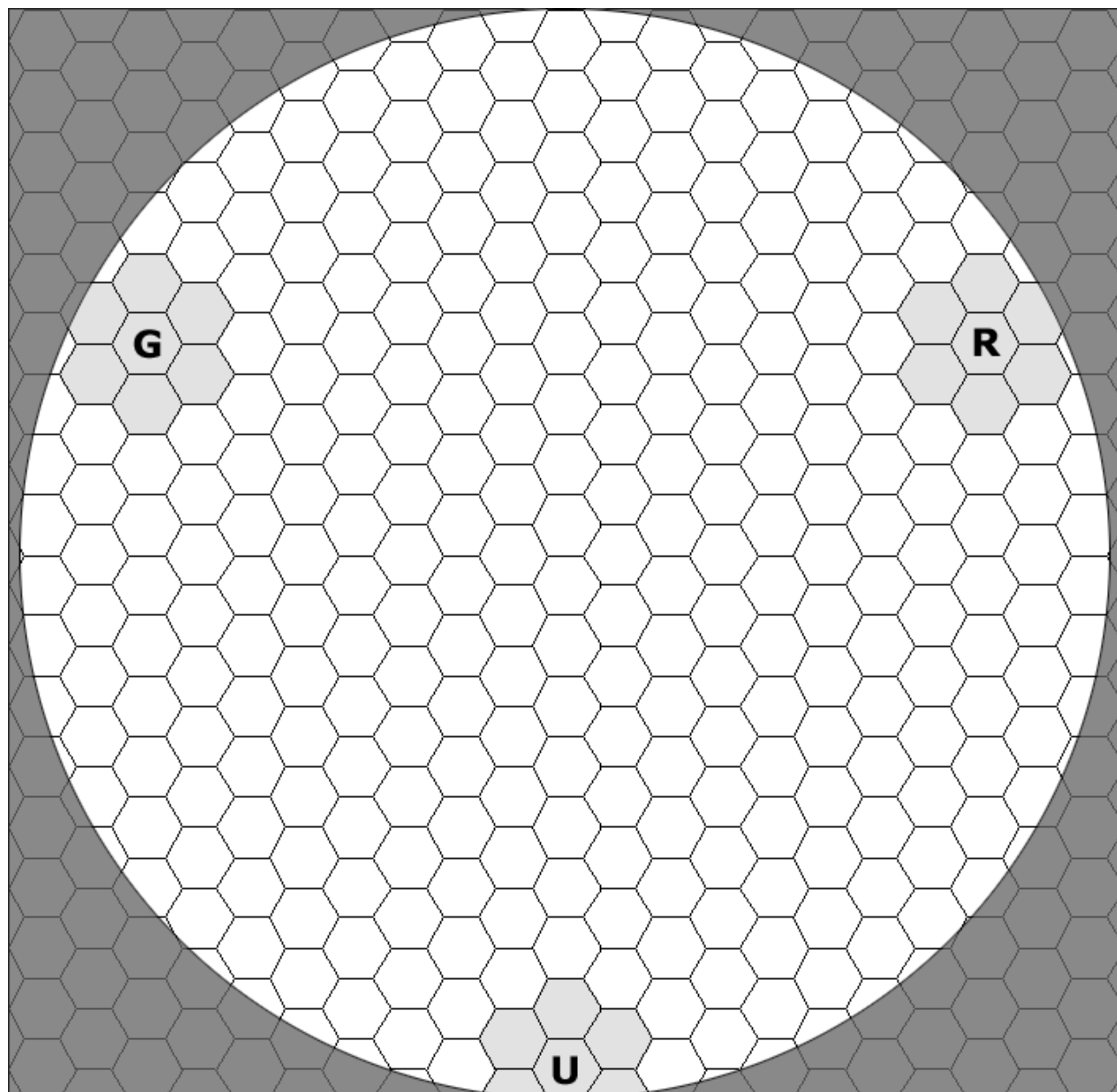
<sup>14</sup> A Net has been included here for roleplaying purposes (gladiators are supposed to have skills in exotic weapons), but in both HMC and HMG, the special Entanglement attack that Nets are entitled to make is an optional rule. With just the basic rules, the Net is effectively useless as a weapon in HârnMaster.

<sup>15</sup> The difference in armour weights under HMC and HMG is the greatest for this character. This is mostly because HMC Kurbul is 39% heavier than HMG Kurbul, and HMC Leather is 33% heavier than HMG Leather. In fact, *all* armour in HMC, with the exception of Ring and Mail (which are the same weight as in HMG), are heavier than in HMG. Another reason is that HMG armour weights are modified by the character's Size Factor, which is derived from his or her weight, whereas HMC does not take this into account, even in the advanced/optional rules. A third, more subtle reason why the weights are different is the way each system distributes armour as a percentage of the total body area covered – for example, a Great Helm (Sk Fa Nk) in HMC appears to cover 11% of the total body area, whereas in HMG, it covers just 9% of the total.

## 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.

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 Engagement Zones<sup>16</sup>:



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 Roundshield. Lightly-armoured Uldien Fleetfeet (U) holds a Javelin ready to throw in his right hand, and two more in reserve in his left.

<sup>16</sup> An Engagement Zone 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.

## FIGHT!

### ROUND 1

HMC RULES	HMG RULES
<p>The character with the highest Initiative acts first in the Round<sup>17</sup>. The Initiative is tied between Goresh and Uldien (<math>70 - (4EP \times 5) = 50</math>), 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 (<math>70 - (6EP \times 5) = 40</math>).</p> <p><b>Uldien's Turn</b></p> <p>Uldien hurls his Javelin at Goresh. His Javelin (Spear) EML<sup>18</sup> is (<math>70 - (4EP \times 5) = 50</math>), 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 (<math>50 - 20 = 30</math>).</p> <p>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 (<math>65 - (4EP \times 5) = 45</math>). The Attack and Defence rolls are made on 1d100, with the object being to achieve a roll equal to or lower than the EML.</p> <p>Missile Attack vs. Dodge result: 67 vs. 33 = MF<sup>19</sup> vs. MS<sup>20</sup> = Miss. The Javelin (J1 on the illustration below) sails harmlessly past Goresh and strikes the ground<sup>21</sup>. Uldien curses and Goresh laughs. Uldien's Turn ends.</p> <p><b>Goresh's Turn</b></p>	<p>The character with the highest Initiative acts first in the Round<sup>22</sup>. The sequence of Turns is as follows: a tie between Goresh and Uldien (90 each), followed by Rathal (78). The tie is resolved by a die roll – Uldien wins and therefore acts first (this tie break will last for the duration of the combat, unless there are any changes due to injury/fatigue).</p> <p><b>Uldien's Turn</b></p> <p>Uldien hurls his Javelin at Goresh. Since there is a Missile Strike Location Table for humanoids, this Missile Attack is considered to be a Type 1 attack – Uldien must therefore declare an Aiming Point on his target. On the Humanoid Missile Strike Location Table, Uldien declares that he is aiming for Goresh's Abdomen – location 13C.</p> <p>Uldien's Javelin ML is (Staves ML =) 56, adjusted by the appropriate Range Modifier on the Missile Range Table. Since Goresh has not yet moved this Round, he is 16 hexes away from Uldien – this translates into an EML -10 penalty for the Javelin. Therefore, Uldien's EML is (<math>56 - 10 = 46</math>).</p> <p>Since Goresh is currently not engaged in combat, he is aware of Uldien's missile attack and may defend himself accordingly. He chooses to actively block<sup>23</sup> the Javelin with his Glaive – his EML is (<math>60 - 20</math> (penalty against Low Velocity missiles) =) 40.</p> <p>Uldien makes his Missile Attack roll. The result: MF (67 was rolled). This translates into a High Left deviation by 2d6 locations. A 3 is rolled for deviation distance, so instead of striking the Aiming Point of 13C (Abdomen),</p>

<sup>17</sup> It is not clear in HMC's rules whether Initiative is affected by Physical Penalty *when determining the sequence of Turns*. In a rather indirect fashion, it is implied that it does, so to give the benefit of the doubt, Physical Penalty will be incorporated here to illustrate this combat.

<sup>18</sup> EML = Effective Mastery Level.

<sup>19</sup> MF = Marginal Failure.

<sup>20</sup> MS = Marginal Success.

<sup>21</sup> There is nothing in HMC's rules about where stray missiles land. For this combat, the missile is treated as a dropped item to determine where it falls. Not a very satisfactory rule, but the Javelin must land *somewhere*.

<sup>22</sup> It is not clear in HMG's rules whether Initiative is affected by Physical Penalty *when determining the sequence of Turns*. For the sake of this combat, we shall assume that it is affected by it.

<sup>23</sup> Believe it or not, under HMG's basic rules, it is *impossible* for the target of a missile attack to attempt to dodge it! The only defence option available is to block (either active or passive).

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

the Javelin strikes 16L3 (Upper Arm)<sup>24</sup>.

There is, however, a chance that Goresh's Glaive deflects the Javelin before it strikes his left upper arm. Missile Block result: A 33 is rolled, which equals MS. Amazingly, Goresh parries the Javelin out of the air with his Glaive<sup>25</sup>! The Javelin clatters harmlessly to the ground (J1 on the illustration below). Uldien curses and Goresh laughs. Uldien's Turn ends.

### **Goresh's Turn**

Goresh decides that Uldien must be taught a lesson and moves towards him. His MOB is 70. His maximum range for an Engage move is half MOB, or 35 feet (7 hexes), which is insufficient to reach Uldien, who is 80 feet (16 hexes) away. Since running (double MOB) would incur a Fatigue Rate penalty, Goresh makes a walking Free Move towards Uldien. His Turn ends after he has walked 65 feet (13 hexes), upon entering Uldien's Reaction Zone<sup>26</sup>. Goresh is now 3 hexes away from Uldien.

### **Rathal's Turn**

Rathal sees Uldien as a threat as he is using missile weapons, so he also approaches him. His MOB is only 55. He makes a walking Free Move towards Uldien, his Turn ending once he has travelled 11 hexes (55 feet). He is now 5 hexes away from both Uldien and Goresh.

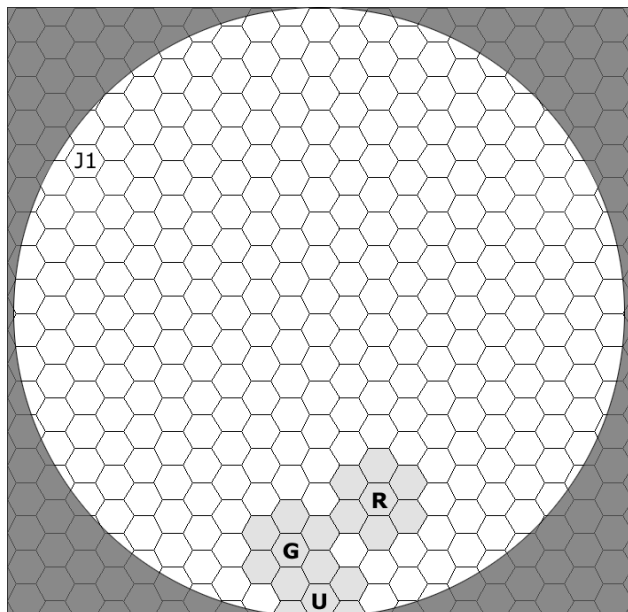
---

<sup>24</sup> You might be asking why the Javelin would hit Goresh even though Uldien Marginally Failed his Missile Attack roll. The reason is this: in HMG, a Missile Attack roll does *not* determine whether a missile will strike a target – instead, it determines the direction and distance by which the missile may deviate from a specific Aiming Point. A lower success level simply increases the deviation distance, thereby increasing the chance of the missile missing the target.

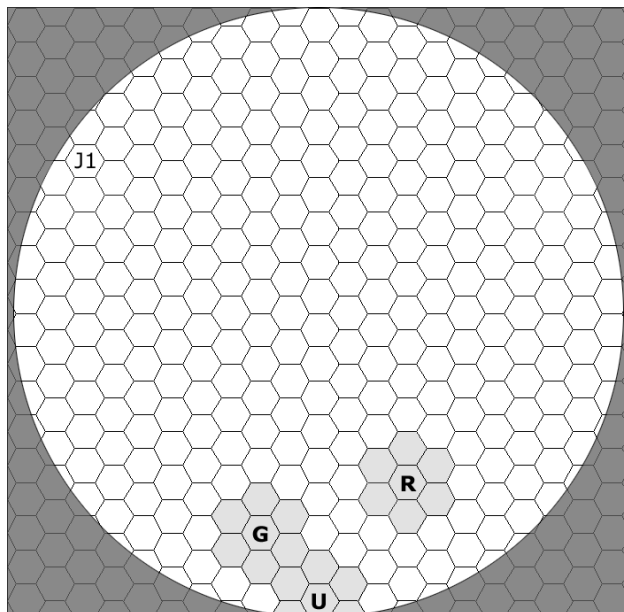
<sup>25</sup> In HMG's advanced/optional rules, a weapon block will force a Weapon Damage Check. However, under the basic rules, a weapon block is equivalent to a stand-off or miss.

<sup>26</sup> A Reaction Zone is different from an Engagement Zone. It is merely an area of *potential* influence. Its function is to give characters who are not busy with other activities the chance to intercept enemies attempting to pass them. The Reaction Zone extends 3 hexes in every available direction from an unengaged character. A Free Move ends if a character enters an active enemy Reaction Zone.

**Positions at end of Round 1**



**Positions at end of Round 1**





## ROUND 2

HMC RULES	HMG RULES
<p>The combat sequence remains the same as last Round, as none of the gladiators had been injured.</p> <p><b>Uldien's Turn</b></p> <p>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 <math>(19 - 4EP =) 15</math>, 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.</p> <p><b>Goresh's Turn</b></p> <p>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.</p> <p>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 Roundshield. Goresh's Glaive (Polearm) EML is <math>(70 - (4EP \times 5) + (WAC^{27} 5 \times 5) =) 75^{28}</math>. Rathal's Roundshield (Shield) EML is <math>(70 - (6EP \times 5) + (WDC^{29} 4 \times 5) =) 60</math>.</p> <p>Melee Attack vs. Block result: 71 vs. <math>02^{30} = MS</math> vs. <math>MS = Block^{31}</math>. The polearm is successfully deflected by Rathal's shield. Goresh's Turn ends.</p> <p><b>Rathal's Turn</b></p> <p>Rathal is now engaged in combat with</p>	<p>None of the gladiators was wounded in the previous Round; hence, the Turn sequence remains unchanged.</p> <p><b>Uldien's Turn</b></p> <p>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 MOB is an impressive 102. Because of the positions of his opponents at the beginning of this Turn, Uldien is not permitted to make a Free Move, because any direction he moves in will take him into an enemy's Reaction Zone. He must therefore move at half MOB (51 feet, or 10 hexes) – this would be classed as a Disengage action, as long as Uldien avoids entering his opponents' Engagement Zones.</p> <p>Uldien slips between Goresh and Rathal, moving straight up the middle of the arena. His Turn ends once he has reached his maximum range of 10 hexes.</p> <p><b>Goresh's Turn</b></p> <p>Goresh is faced with two choices. Since Uldien is too far away (again) to conduct an Engage move, he could make a walking Free Move of 6 hexes and end the Turn with Uldien once again 3 hexes away (bearing in mind that he must terminate his Free Move once he enters Uldien's Reaction Zone). Alternatively, he could engage Rathal, who is just 5 hexes away from him. Goresh decides on the latter.</p> <p>Goresh makes an Engage move and enters Rathal's Engagement Zone. Goresh's Turn ends<sup>36</sup>.</p> <p><b>Rathal's Turn</b></p> <p>Rathal is now engaged in combat with Goresh. Wanting to keep a safe distance from</p>

<sup>27</sup> 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.

<sup>28</sup> Since no Aiming Zone has been declared, the Mid Zone is selected by default.

<sup>29</sup> 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.

<sup>30</sup> These are the actual 1d100 rolls, which will be converted into success levels.

<sup>31</sup> A Block result would require a Weapon Damage Roll on 3d6 to determine whether either of the weapons breaks. However, this is an optional rule and will therefore be ignored here. Under the basic rules, a Block result is equivalent to a Miss.

Goresch. He continues the fight and attacks with his Club. Goresch defends himself by raising his Glaive to block the attack. Rathal's Club EML is  $(70 - (6EP \times 5) + (WAC 3 \times 5) =) 55$ . Goresch's Glaive EML is  $(70 - ((4EP + 1IP^{32}) \times 5) + (WDC 2 \times 5) =) 55$  as well.

Melee Attack vs. Block result: 50 vs. 24 = CS<sup>33</sup> vs. MS = A\*1 Strike. Rathal's Club bypasses Goresch's defence and smites him!

A Strike Location roll is made on 1d100 against Goresch's Mid Zone. A 50 is rolled. The Club is determined to have struck Goresch 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. Goresch has therefore been hit in the thorax for  $(4 + 3 =) 7$  Blunt Strike Impact.

Goresch 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). Goresch suffers 1 IL<sup>34</sup>. He cannot fail a 1d6 Shock Roll<sup>35</sup> (his END is 17), so he suffers no other ill effects.

Rathal's Turn ends.

Uldien now, he shuffles one hex<sup>37</sup> to his left and swings his Club at Goresch, aiming for his head.

Rathal's Club skill is (Clubs ML =) 96, adjusted by the Aiming Zone (-10 for aiming for Goresch's head). Goresch will block with his Glaive – his skill is (Polearms ML =) 60.

A Weapon Comparison is made between the Club (WAC 3) and the Glaive (WDC 2)<sup>38</sup>. Cross-indexing the attacking weapon with the defending weapon on the Weapon Comparison Table, the Attacker (Rathal) receives a bonus to strike of EML +5. Therefore, Rathal's Club EML is adjusted to  $(96 - 10 + 5 =) 91$ .

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

A Strike Location roll is made on 1d100 against Goresch's High Zone. A 50 is rolled. The Club is determined to have struck Goresch in the right Shoulder. An A\*1 Strike means that the Attacker (Rathal) rolls 1d6 and adds the number to the weapon's base Impact. The Club V has a base of 5 (Blunt), and a 3 is rolled on 1d6. Goresch has therefore been hit in the right shoulder for  $(5 + 3 =) 8$  Blunt Strike Impact.

Goresch is wearing a Scale Hauberk over this location. Against a Blunt strike, the armour provides 3 points of Armour Protection – sufficient to absorb only part of the blow. The Effective Impact is  $(8 - 3 =) 5$  Blunt. The number of Injury Points inflicted by this strike equals the Effective Impact, so Goresch sustains a 5 IP<sup>39</sup> concussion injury. There are no other effects<sup>40</sup>.

Rathal's Turn ends.

---

<sup>32</sup> IP = Injury Penalty. It is the sum of a character's Injury Levels.

<sup>33</sup> CS = Critical Success.

<sup>34</sup> IL = Injury Level.

<sup>35</sup> 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, bloodloss or pain.

<sup>36</sup> In HMG's basic rules, the Turn terminates immediately an enemy Engagement Zone is entered.

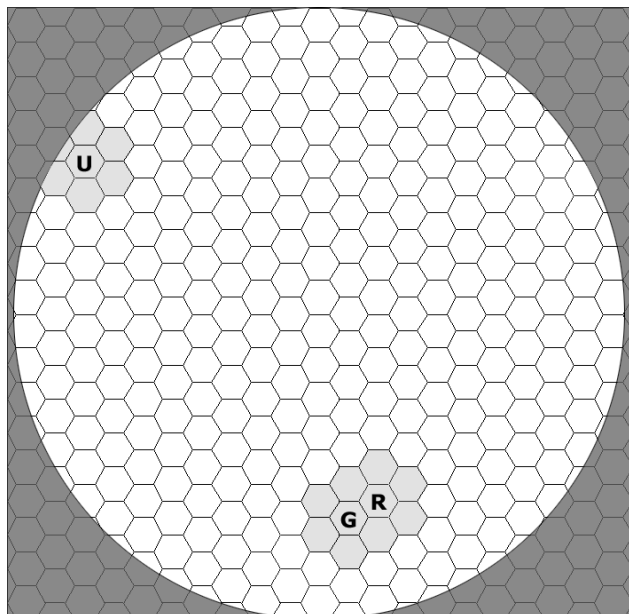
<sup>37</sup> A character is entitled to move one hex just before making a Melee Attack.

<sup>38</sup> In HMG, the WAC of the attacking weapon is compared against the WDC of the defending weapon (or shield). The relativity between the two weapons will determine whether either the attacker or the defender (or neither) receives a bonus to strike.

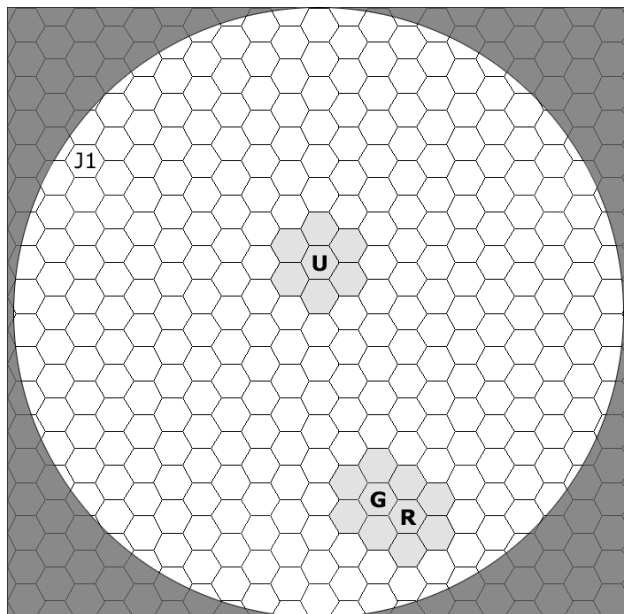
<sup>39</sup> In HMG, IP = Injury Point. Each IP reduces skills by that amount.

<sup>40</sup> All injury effects in HMG, such as Shock Rolls, Fumble Rolls, Instant Kill Rolls, etc, are optional and therefore ignored for this combat. In fact, under the basic rules in HMG, it is *impossible* for a character to die or even fall unconscious in battle! The only way a basic HMG character can ever die is from an infected wound.

**Positions at end of Round 2**



**Positions at end of Round 2**



## ROUND 3

HMC RULES	HMG RULES
<p>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).</p> <p><b>Uldien's Turn</b></p> <p>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.</p> <p><b>Goresh's Turn</b></p> <p>Goresh hacks again with his Glaive at Rathal. Rathal raises his Roundshield to block the blow. Goresh's Glaive EML is now <math>(70 - ((4EP + 1IP) \times 5) + (WAC 5 \times 5) =) 70</math>. Rathal's Roundshield EML remains the same as last Round at <math>(70 - (6EP \times 5) + (WDC 4 \times 5) =) 60</math>.</p> <p>Melee Attack vs. Block result: 19 vs. 00 = MS vs. CF<sup>41</sup> = A*2 Strike. Rathal is not quick enough and the Glaive strikes him hard!</p> <p>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!</p> <p>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 <math>(17 - 11 =) 6</math> 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.</p> <p>Goresh's Turn ends.</p> <p><b>Rathal's Turn</b></p> <p>In pain from the chop to his right forearm by Goresh's Glaive, Rathal strikes back. He swings low with his Club, aiming for Goresh's legs. As before, Goresh attempts to block the attack with his polearm.</p> <p>Rathal's Club EML is now <math>(70 - ((6EP + 1IP)</math></p>	<p>Uldien acts first again, with an Initiative of 90, followed by Goresh with <math>(90 - 5IP =) 85</math>. Last is Rathal, with an Initiative of 78.</p> <p><b>Uldien's Turn</b></p> <p>Uldien makes a walking Free Move towards the Javelin that he had thrown in Round 1. With his MOB of 102, Uldien is permitted a walking Free Move of up to 102 feet (20 hexes). He moves 8 hexes to his fallen weapon, scoops it up, and moves another 7 hexes back towards the middle of the arena, and stands ready about 8 hexes away from Goresh. Uldien's Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Goresh hacks at Rathal with his Glaive. Rathal in turn raises his Roundshield to block the blow. Goresh's Glaive EML is <math>(60 - 5IP =) 55</math>. Rathal's Roundshield skill is (Shield ML =) 80.</p> <p>A Weapon Comparison is made between the Glaive (WAC 5) and the Roundshield (WDC R/H). A bonus is awarded to the Defender (Rathal): EML +5. Therefore, Rathal's Roundshield EML is now 85.</p> <p>Melee Attack vs. Block result: 19 vs. 00 = MS vs. CF = A*2 Strike. Rathal is not quick enough and the Glaive strikes him hard!</p> <p>A 38 is rolled for Strike Location (Mid Zone) – as this generates a "Wing" location that is non-existent on Rathal, the Strike Location roll is made again, and this time, the roll is 30. Goresh strikes Rathal's right Forearm. Since the strike is A*2, 2d6 is rolled and the total added to the Glaive IX's base Impact of 8 (Edge). A 10 is rolled so Rathal's forearm is struck for 18 Edge Strike Impact!</p> <p>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 9. Therefore, the Effective Impact is <math>(18 - 9 =) 9</math> Edge. Rathal suffers a 9IP cut injury.</p> <p>Goresh's Turn ends.</p> <p><b>Rathal's Turn</b></p> <p>In pain from the chop to his right forearm by Goresh's Glaive, Rathal strikes back. He swings low with his Club, aiming for Goresh's</p>

<sup>41</sup> CF = Critical Failure.

$\times 5) + (WAC\ 3 \times 5) - 10$  (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.  $MF = \text{Block}$ . Rathal's strike is ineffective and poorly aimed, and deflects harmlessly off Goresh's Glaive.

Rathal's Turn ends.

legs. As before, Goresh attempts to block the attack with his polearm.

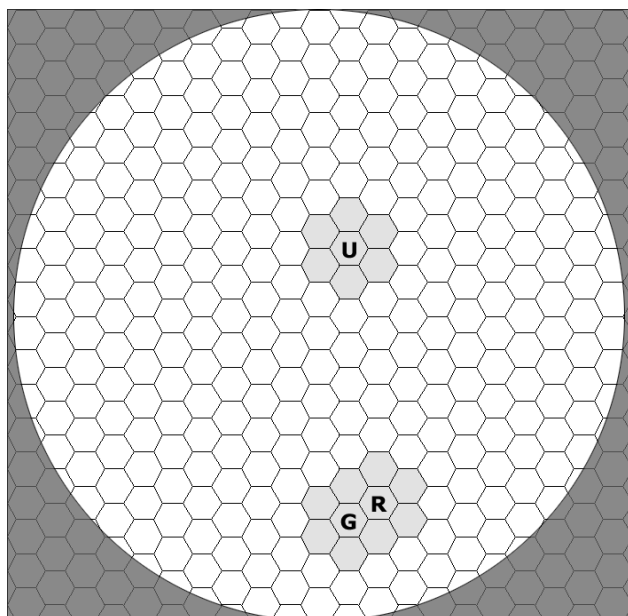
Rathal's Club EML is now  $(96 - 9IP - 10$  (Low Zone)  $= 77$ . Goresh's Glaive EML remains at  $(60 - 5IP = 55$ .

A Weapon Comparison is made between the Club (WAC 3) and the Glaive (WDC 2). A bonus is awarded to the Attacker (Rathal): EML +5. Therefore, Rathal's Club EML is increased to 60.

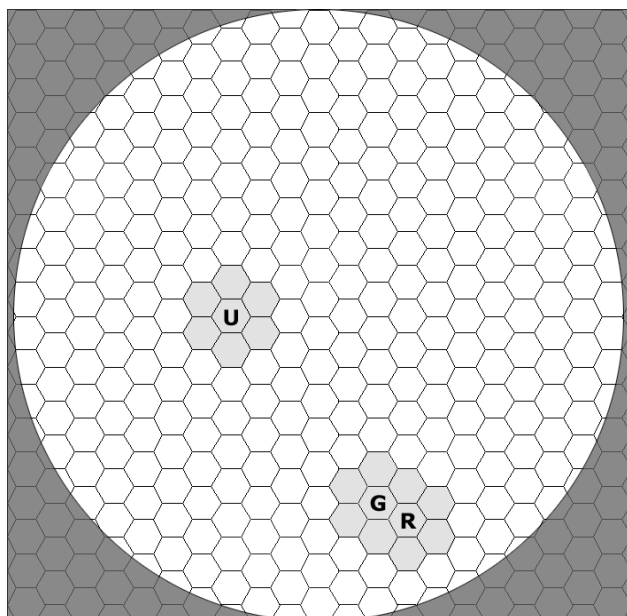
Melee Attack vs. Block result:  $88$  vs.  $56 = MF$   
 vs.  $MF = \text{Block}$ . Rathal's strike is ineffective and poorly aimed, and deflects harmlessly off Goresh's Glaive.

Rathal's Turn ends.

### Positions at end of Round 3



### Positions at end of Round 3



## ROUND 4

HMC RULES	HMG RULES
<p>The Turn sequence remains the same as before. Uldien's Initiative remains at <math>(70 - (4EP \times 5) =) 50</math>, Goresh's is <math>(70 - ((4EP + 1IP) \times 5) =) 45</math> and Rathal's is now <math>(70 - ((6EP + 1IP) \times 5) =) 35</math>.</p> <p><b>Uldien's Turn</b></p> <p>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).</p> <p>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 <math>(56 - (1IP \times 5)^{42} =) 51</math>. A 72 is rolled; MF. Goresh is unaware of the attack.</p> <p>Uldien's Javelin EML is <math>(70 - (4EP \times 5) =) 50</math>. Since Goresh is unaware of the attack, his defence is automatically an Ignore.</p> <p>Missile Attack vs. Ignore result: 44 vs. (no roll) = MS = M*2 Strike. The Javelin flies straight into Goresh!</p> <p>A 66 is rolled for Strike Location (Mid Zone). The Javelin strikes Goresh in the Abdomen<sup>43</sup>. At this range, the Javelin has a base Impact of 7 (Point)<sup>44</sup>. An 8 is rolled on 2d6, so the Javelin hits for <math>(7 + 8 =) 15</math> Point Strike Impact.</p> <p>Goresh is wearing a Scale Hauberk over this location, which provides Armour Protection of only 4 against Point strikes. The Effective Impact is therefore <math>(15 - 4 =) 11</math> Point – Goresh is in trouble! According to the Injury Table, Goresh has suffered a Serious Wound (S3). Goresh's Universal Penalty<sup>45</sup> is now <math>(1IL + 3IL =) 4</math>, so he must make a 4d6 Shock Roll to stay conscious.</p> <p>Goresh's END is 17 and a 14 is rolled on 4d6. Therefore, Goresh remains conscious (but in a</p>	<p>The Turn sequence remains the same as in previous Rounds. Uldien acts first with an Initiative of 90, followed by Goresh with <math>(90 - 5 =) 85</math>, and lastly Rathal with <math>(78 - 9IP =) 69</math>.</p> <p><b>Uldien's Turn</b></p> <p>Uldien, seeing that Goresh and Rathal are busy fighting each other, throws his Javelin again at Goresh. Goresh is 8 hexes away from Uldien – at this range, there is an EML -5 penalty to the Javelin skill.</p> <p>Since Goresh is engaged in melee combat, he cannot actively block the incoming missile, but is permitted to make a passive block with his Glaive (Target Level 10).</p> <p>Uldien's Javelin EML is <math>(56 - 5 =) 51</math>. He declares location 16C (Thorax) as his Aiming Point.</p> <p>Missile Attack result: 44 = MS. This translates to a Low Right deviation by 1d6 locations. A 1 is rolled, so the Javelin is on target, striking Goresh's Thorax.</p> <p>Goresh is allowed a passive block with his Glaive. The result is 16, MF. Not surprisingly, the Glaive fails to intercept the Javelin.</p> <p>The Javelin strikes for 2d6 plus the Impact listed on the Missile Range Table. At this range, the Javelin's base Impact is 100%, or 7 (Point) for a Javelin IV. An 8 is rolled on 2d6, so the Javelin hits for <math>(8 + 7 =) 15</math> Point Strike Impact.</p> <p>Goresh is wearing a Scale Hauberk over this location, which provides Armour Protection of only 4 against Point Strikes. The Effective Impact is therefore <math>(15 - 4 =) 11</math> Point. Therefore, Goresh suffers an 11IP stab wound.</p> <p>Uldien's Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Goresh now has an Injury Penalty of 16 – he</p>

<sup>42</sup> Being a Communication Skill, Awareness is only subject to the Universal Penalty (Injury Penalty + Fatigue Penalty). The Encumbrance Penalty is ignored.

<sup>43</sup> We shall assume for the sake of simplicity that a Javelin striking its target will be unrecoverable for the duration of this combat.

<sup>44</sup> 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). This might be an error.

<sup>45</sup> Universal Penalty = Injury Penalty + Fatigue Penalty. Add the Encumbrance Penalty and you have the Physical Penalty.

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

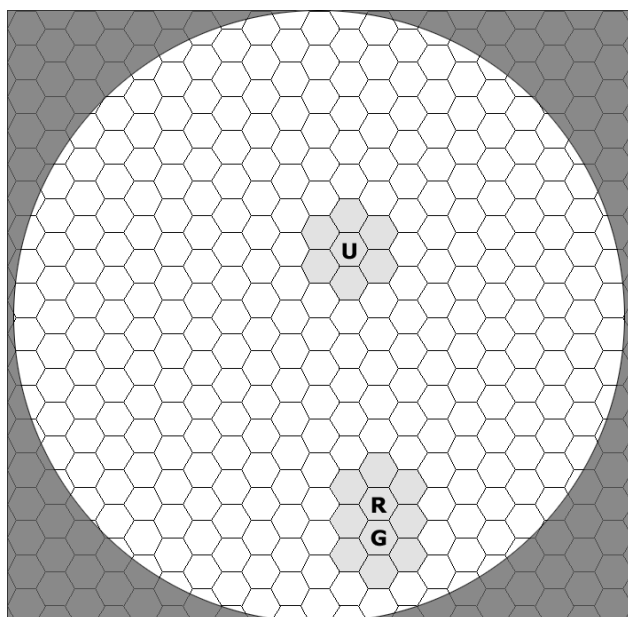
Goresh shuffles one hex to his right (away from Uldien) and hacks again at Rathal with his Glaive. Rathal raises his Roundshield to stop it.

Goresh's Glaive EML is  $(70 - ((4EP + 4IP) \times 5) + (WAC 5 \times 5) =) 55$ . Rathal's Roundshield 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 Roundshield.

Goresh's Turn ends.

### Positions at end of Round 4



is obviously in a lot of pain. He decides that Uldien is the greater threat so he makes a Disengage move.

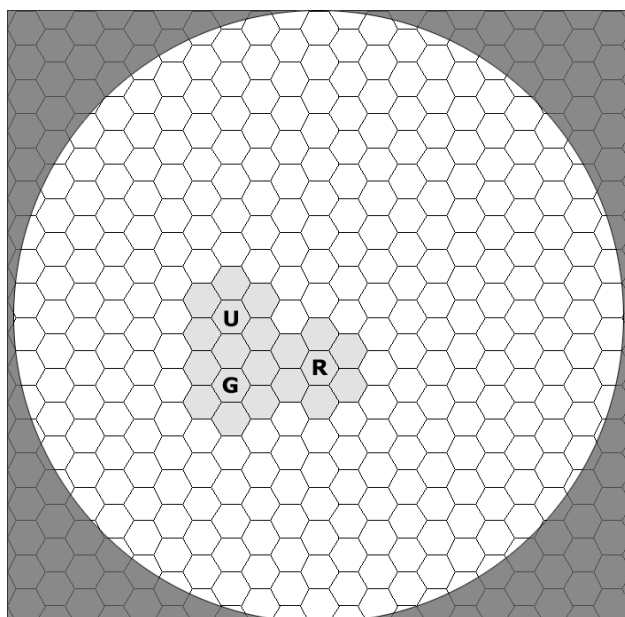
His current MOB is  $(70 - 16IP =) 54$ . He retreats one hex (5 feet) out of Rathal's Engagement Zone, and uses up the remainder of his remaining allowed Mobility to head towards Uldien. His Turn ends after he has moved 5 hexes (half his remaining MOB), just 2 hexes away from Uldien.

### Rathal's Turn

Rathal realises that if Goresh falls, Uldien will start throwing Javelins at him. He decides to assist Goresh (for now) in attacking Uldien.

Rathal is no longer engaged. His MOB is  $(55 - 9IP =) 46$ . He is entitled to make a walking Free Move of up to 46 feet (9 hexes). He uses it to approach Uldien, but his Turn ends after he has moved 6 hexes, upon entering Uldien's Reaction Zone.

### Positions at end of Round 4



## ROUND 5

HMC RULES	HMG RULES
<p>The Turn sequence has changed. Uldien acts first, with an Initiative of <math>(70 - (4EP \times 5) =) 50</math>, followed by Rathal at <math>(70 - ((6EP + 1IP) \times 5) =) 35</math>, and lastly Goresh at <math>(70 - ((4EP + 4IP) \times 5) =) 30</math>.</p> <p><b>Uldien's Turn</b></p> <p>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).</p> <p>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 <math>(48 - (1IP \times 5) =) 43</math>. An 85 is rolled; CF. Rathal is unaware of the attack.</p> <p>Uldien's Javelin EML is <math>(70 - (4EP \times 5) =) 50</math>. Since Rathal is unaware of the attack, his defence is automatically an Ignore.</p> <p>Missile Attack vs. Ignore result: 15 vs. (no roll) = CS = M*3 Strike. The second Javelin flies directly into Rathal!</p> <p>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 <math>(7 + 13 =) 20</math> Point Strike Impact!</p> <p>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 <math>(20 - 5 =) 15</math> Point – Rathal is in big trouble! According to the Injury Table, Rathal has suffered a Mortal Wound (K4). Rathal's Universal Penalty is now <math>(1IL + 4IL =) 5</math>, but that is the least of his troubles as he must make a 4d6 Instant Kill roll or die!</p> <p>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)<sup>46</sup>. Rathal must now 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</p>	<p>Once again, Uldien starts off the Round with an Initiative of 90. Goresh is still second, despite his new injury, with an Initiative of <math>(90 - 16IP =) 74</math>. Rathal is last again, with an Initiative of <math>(78 - 9IP =) 69</math>.</p> <p><b>Uldien's Turn</b></p> <p>Seeing both opponents heading towards him, Uldien decides to soften up the opposition and throws his second Javelin at Rathal. Rathal is 3 hexes away from Uldien – at such a close range, there is no penalty to Javelin EML.</p> <p>Uldien's Javelin EML is 56. He declares location 14C (Abdomen) as his Aiming Point.</p> <p>Missile Attack result: 50 = CS. This translates to a direct hit on the intended location. Unless the Javelin is intercepted, it will strike Rathal's abdomen.</p> <p>However, Rathal is not currently engaged in combat and is therefore fully aware of Uldien's attack. He raises his Roundshield in defence. His Roundshield EML is <math>(80 - 9IP =) 71</math>, reduced by another 10 points to 61 as a penalty for blocking a Low Velocity missile with a Roundshield. Missile Block result: 27, which equals MS. Rathal deflects the incoming Javelin with his Roundshield (the location of the fallen Javelin is indicated in the illustration below as J2).</p> <p>Uldien's Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Goresh, who is just 2 hexes away from Uldien, makes an Engage move of 1 hex and enters Uldien's Engagement Zone. Goresh's Turn ends.</p> <p><b>Rathal's Turn</b></p> <p>Rathal is currently 3 hexes away from Uldien. He makes an Engage move of 3 hexes (he can move up to half his MOB, or 23 feet) and enters Uldien's Engagement Zone, keeping Goresh 2 hexes away from him. Rathal's Turn ends.</p>

<sup>46</sup> Any Grievous Wound would also be considered a Bleeder, causing the victim to lose blood at a rapid rate. However, this is an optional rule and therefore ignored for this combat.



exceeds Rathal's Endurance. He collapses unconscious.

Uldien's Turn ends.

### Goresh's Turn

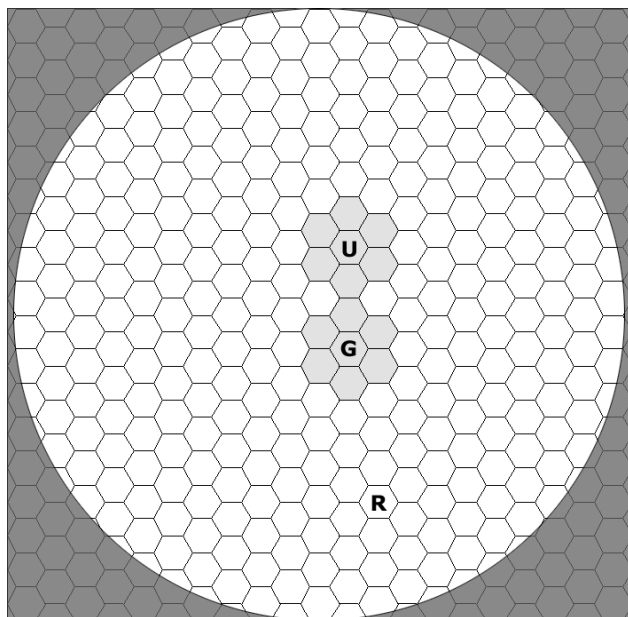
Goresh's Initiative now exceeds Rathal's (whose Initiative has just dropped to 15 due to his grievous injury). He is no longer engaged and can therefore make a Free Move. He decides to take on Uldien, who now only has one Javelin left.

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.

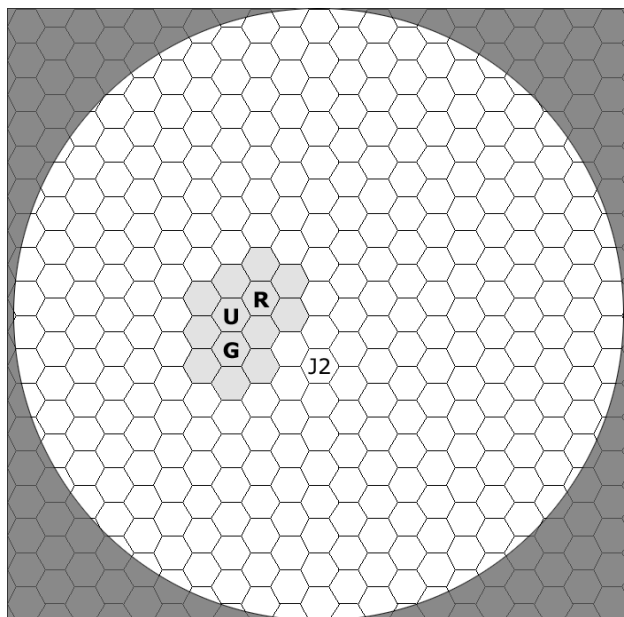
### Rathal's Turn

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.

### Positions at end of Round 5



### Positions at end of Round 5



## ROUND 6

HMC RULES	HMG RULES
<p>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 <math>(70 - (3EP \times 5) =) 55</math>. Goresh is next with an Initiative of <math>(70 - ((4EP + 4IP) \times 5) =) 30</math>, followed by the unconscious Rathal, whose Initiative is currently <math>(70 - ((6EP + 5IP) \times 5) =) 15</math>.</p> <p><b>Uldien's Turn</b></p> <p>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.</p> <p>Uldien's Javelin EML is <math>(70 - (3EP \times 5) + (WAC 3 \times 5) =) 70</math>. He aims high, so the skill is further reduced by 10 points to 60.</p> <p>Goresh's Glaive EML is <math>(70 - ((4EP + 4IP) \times 5) + (WAC 5^{47} \times 5) =) 55</math>.</p> <p>Melee Attack vs. Counterstrike result: 18 vs. 49 = MS vs. MS = B*1 Strike. Both gladiators strike each other at the same time!</p> <p>For Uldien's attack, a 08 is rolled for Strike Location (High Zone). The Javelin strikes Goresh's Skull.</p> <p>For Goresh's attack, an 83 is rolled for Strike Location (Mid Zone). The Glaive strikes Uldien's left Thigh.</p> <p>Uldien's Javelin has a base Impact of 6 (Point). The 1d6 roll yields a 1. Therefore, Goresh's skull is hit for <math>(6 + 1 =) 7</math> Point Strike Impact.</p> <p>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 <math>(7 + 6</math></p>	<p>The Turn sequence is the same as before: Uldien first, then Goresh and lastly Rathal. Fatigue will be assessed at the end of this Round.</p> <p><b>Uldien's Turn</b></p> <p>Uldien is currently engaged with both opponents. Because he is outnumbered 2:1, he would suffer an EML -10 penalty<sup>51</sup> to all of his attacks and defences. He therefore decides to Disengage. His MOB is 102, which will allow him to move one hex (5 feet) out of both opponents' Engagement Zones, and then move away up to 48 feet (9 hexes) with half his remaining Mobility.</p> <p>Uldien disengages from Goresh and Rathal, backing one hex out of all Engagement Zones and then moving 7 more hexes away to the arena wall. Rathal calls him a coward as he retreats.</p> <p>Uldien's Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Goresh is frustrated by Uldien's escape, and gives chase. He makes an Engage move to approach Uldien. His MOB is <math>(70 - 16IP =) 54</math> – he can therefore move up to 27 feet (5 hexes) with an Engage move. His Turn ends as he reaches his fifth hex, 4 hexes away from Uldien.</p> <p><b>Rathal's Turn</b></p> <p>Rathal joins the pursuit. His MOB is <math>(55 - 9IP =) 46</math>, which means he can make an Engage move of up to 26 feet (5 hexes). He does so, ending his Turn 3 hexes away from Uldien.</p> <p>At the end of this Round, each of the gladiators accumulates a Fatigue Penalty equal to his Fatigue Rate. Uldien suffers</p>

<sup>47</sup> Although a Counterstrike is a defence action, it employs the weapon's Attack Mastery Level (AML) rather than the Defence Mastery Level (DML).

<sup>48</sup> 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. Strangely enough, on the Injury Table even *minor* injuries to limbs will cause Fumble/Stumble Rolls – I suspect this is an error and should therefore be ignored.

<sup>49</sup> Dodge has no Defence Class in HMC. This could be an oversight, as the original HårnMaster rules listed Dodge as having a Defence Class of 3.

<sup>50</sup> 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.

<sup>51</sup> This is the Outnumbering Modifier. If Uldien were outnumbered 3:1, his penalty would increase to -20. This applies to both HMC and HMG.

=) 13 Edge Strike Impact.

Goresh is wearing a Ring Halfhelm 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 effects<sup>48</sup>.

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  $(95 - ((3EP + 3IP) \times 5) =) 65$ <sup>49</sup>.

Melee Attack vs. Dodge result: 89 vs. 60 = MF vs. CS = DTA<sup>50</sup>. Despite his leg injury, Uldien nimbly evades Goresh's Glaive.

Goresh's Turn ends.

### **Rathal's Turn**

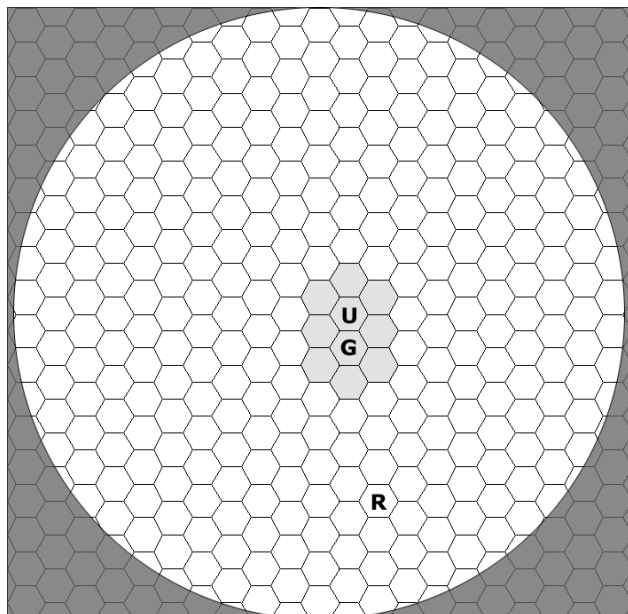
The unconscious Rathal must succeed in another 5d6 Shock Roll to recover. A 24 is rolled, which is well above his END of 14. Rathal remains unconscious and his Turn ends.

2FP<sup>52</sup>, Goresh gains 4FP and Rathal 5FP. The Fatigue Penalty and Injury Penalty combined make up the Physical Penalty.

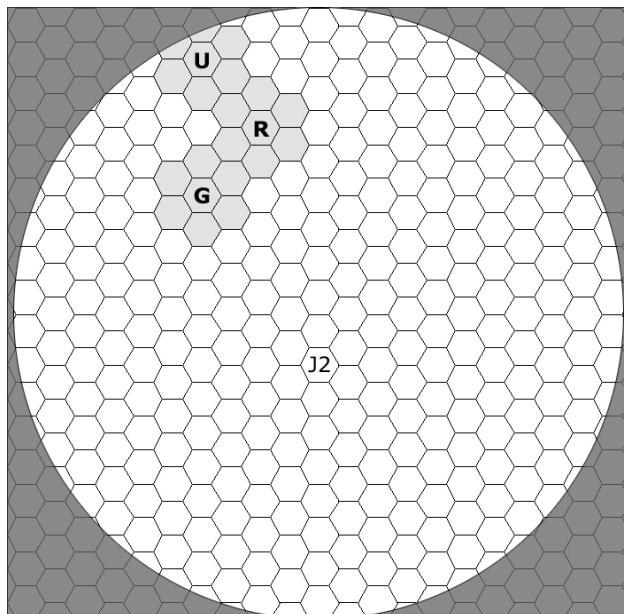
---

<sup>52</sup> FP = Fatigue Point.

**Positions at end of Round 6**



**Positions at end of Round 6**



## ROUND 7

HMC RULES	HMG RULES
<p>The Turn sequence is as follows. Uldien was badly wounded in the previous Round, but his Initiative is still the highest at <math>(70 - ((3EP + 3IP) \times 5) =) 40</math>. Therefore, he acts first. Goresh is next with an Initiative of <math>(70 - ((4EP + 4IP) \times 5) =) 30</math>, followed by the unconscious Rathal, whose Initiative is <math>(70 - ((6EP + 5IP) \times 5) =) 15</math>.</p> <p><b>Uldien's Turn</b></p> <p>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.</p> <p>Uldien's Javelin EML is <math>(70 - (3EP \times 5) + (WAC 3 \times 5) =) 70</math>. Goresh's Glaive EML is <math>(70 - ((4EP + 4IP) \times 5) + (WDC 2 \times 5) =) 40</math>.</p> <p>Melee Attack vs. Block result: 74 vs. 60 = MF vs. CF = Defender Fumble. Goresh must make a 3d6 Fumble Roll or drop his Glaive!</p> <p>Goresh's Dexterity is 13, reduced by his Physical Penalty of <math>(4EP + 4IP =) 8</math>, but increased by 2 points because the Glaive is held in both hands. He must therefore roll equal to or less than <math>(13 - 8 + 2 =) 7</math> on 3d6 to retain his weapon. An 11 is rolled, so the Glaive flies out of his grasp!</p> <p>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).</p> <p>Uldien's Turn ends<sup>53</sup>.</p> <p><b>Goresh's Turn</b></p> <p>Furious at being disarmed, Goresh attempts to kick Uldien. Uldien tries to dodge.</p> <p>Goresh's Unarmed EML is <math>(70 - ((3EP^{54} + 4IP) \times 5) + (WDC 1 \times 5) =) 40</math>. Being a kick attack, the default Aiming Zone is assumed to be the Low Zone.</p> <p>Uldien's Dodge EML is <math>(95 - ((3EP + 3IP) \times 5) =) 65</math>.</p> <p>Melee Attack vs. Dodge result: 43 vs. 54 =</p>	<p>The Turn sequence is now: Uldien first, with an Initiative of <math>(90 - 2FP =) 88</math>, then Goresh with <math>(90 - 16IP - 4FP =) 70</math>, and lastly Rathal with <math>(78 - 9IP - 5FP =) 64</math>.</p> <p><b>Uldien's Turn</b></p> <p>Seeing both opponents heading towards him, Uldien flees once again. His MOB is <math>(102 - 2 =) 100</math>. He cannot make a Free Move without entering Rathal's Reaction Zone. So instead, he makes the equivalent of a Disengage move, of up to 50 feet (10 hexes). Uldien moves 10 hexes to the east, following the arena wall.</p> <p>Uldien's Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Goresh is quite upset at not being able to engage Uldien in hand-to-hand combat. His MOB is <math>(70 - 16IP - 4FP =) 50</math>. Since both he and Rathal are currently allied in trying to fight Uldien, Goresh does not need to worry about Rathal's Reaction Zone. Therefore, he makes a walking Free Move of 50 feet (10 hexes) in pursuit of Uldien.</p> <p>Goresh's Turn ends as he moves into his ninth hex, as he enters Uldien's Reaction Zone.</p> <p><b>Rathal's Turn</b></p> <p>Rathal sees Goresh attempting to head off Uldien, so he moves to assist Goresh. His MOB is <math>(55 - 9IP - 5FP =) 41</math>. He makes an Engage move of 20 feet (4 hexes), so that he is 4 hexes away from Uldien. His Turn ends.</p>

<sup>53</sup> Forcing an opponent to drop his weapon would yield a Tactical Advantage, but since TAs are not in play here, the Turn ends instead.

<sup>54</sup> Goresh's Encumbrance Penalty is reduced from 4 to 3 after he drops his Glaive.

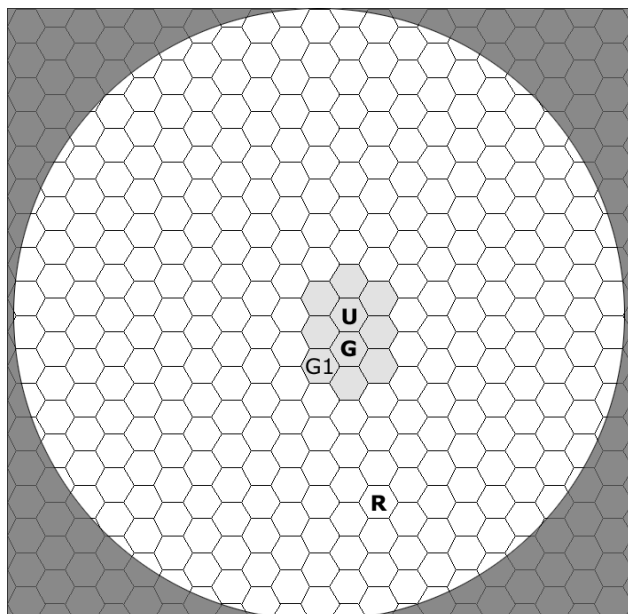
MF vs. MS = Miss. Uldien deftly avoids being kicked.

Goresh's Turn ends.

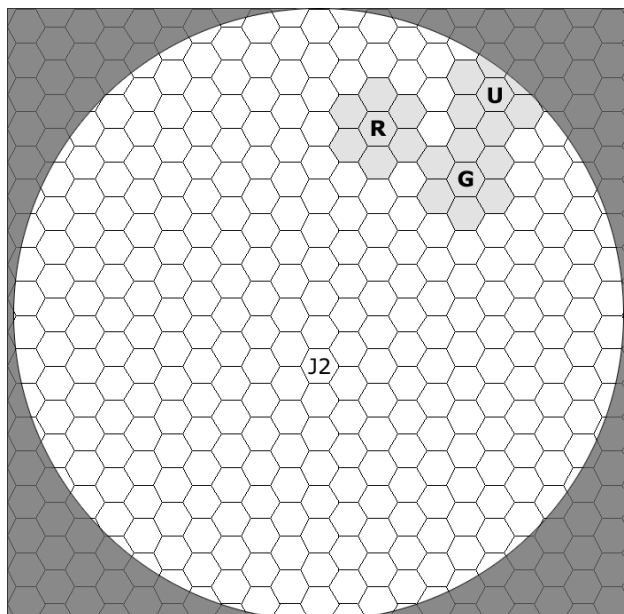
### **Rathal's Turn**

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**



### **Positions at end of Round 7**



## ROUND 8

HMC RULES	HMG RULES
<p>The Turn sequence now looks like this: Uldien acts first with an Initiative of <math>(70 - ((3EP + 3IP) \times 5) =) 40</math>. The disarmed Goresh is next with an Initiative of <math>(70 - ((3EP + 4IP) \times 5) =) 35</math>, followed by the unconscious Rathal, whose Initiative remains unchanged at <math>(70 - ((6EP + 5IP) \times 5) =) 15</math>.</p> <p><b>Uldien's Turn</b></p> <p>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.</p> <p>Uldien's Javelin EML is <math>(70 - (3EP \times 5) + (WAC 3 \times 5) =) 70</math>. He aims high, so the skill is reduced by 10 points to 60. Goresh's Dodge EML is <math>(65 - ((4EP + 4IP) \times 5) =) 25</math>.</p> <p>Melee Attack vs. Dodge result: 41 vs. 48 = MS vs. MF = A*1 Strike. Uldien thrusts his Javelin into Goresh!</p> <p>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 <math>(6 + 2 =) 8</math> Point Strike Impact.</p> <p>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 <math>(8 - 8 =) 0</math>, hence Goresh escapes injury once again!</p> <p>Uldien's Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Goresh bellows and attempts to grapple Uldien and throw him to the ground. Uldien tries to dodge.</p> <p>Goresh's Unarmed EML is <math>(70 - ((3EP + 4IP) \times 5) + (WDC 0 \times 5) =) 35</math>. Uldien's Dodge EML is <math>(95 - ((3EP + 3IP) \times 5) =) 65</math>.</p> <p>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</p>	<p>The Turn sequence is the same as in the previous Round: Uldien first, with an Initiative of <math>(90 - 2FP =) 88</math>, then Goresh with <math>(90 - 16IP - 4FP =) 70</math>, and lastly Rathal with <math>(78 - 9IP - 5FP =) 64</math>.</p> <p><b>Uldien's Turn</b></p> <p>Uldien is once again prevented from making a Free Move. Seeking to isolate Goresh, Uldien makes an Engage move of 4 hexes (he can move up to 10 hexes) and enters his Engagement Zone. Uldien's Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Goresh, satisfied at last now that Uldien is within reach of him, hacks at him with his Glaive. Uldien attempts to dodge the attack.</p> <p>Goresh's Glaive EML is <math>(60 - 16IP - 4FP =) 40</math>. Uldien's Dodge EML is <math>(108 - 2FP =) 95^{56}</math>.</p> <p>A Weapon Comparison is made between the Glaive (WAC 5) and Dodge (DC 3). An EML +10 bonus is awarded to the Attacker (Goresh). Therefore, Goresh's Glaive EML is increased to 50.</p> <p>Melee Attack vs. Dodge result: 42 vs. 22 = MS vs. MS = Miss. With incredible agility, Uldien avoids Goresh's Glaive.</p> <p>Goresh's Turn ends.</p> <p><b>Rathal's Turn</b></p> <p>Rathal's MOB is <math>(55 - 9IP - 5FP =) 41</math> and he is currently unengaged. He decides to make a walking Free Move<sup>57</sup> of 35 feet (7 hexes) to go behind Uldien. He ends his Turn 2 hexes away from Uldien.</p>

<sup>55</sup> Throwing an opponent to the ground in HMC does not appear to ever inflict any injury. Perhaps the wrestlers are being gentle?

<sup>56</sup> The maximum EML is always 95.

<sup>57</sup> Because the other two gladiators are engaged in combat, there are no Reaction Zones to be concerned about.

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 ground<sup>55</sup> - Uldien is now prone!

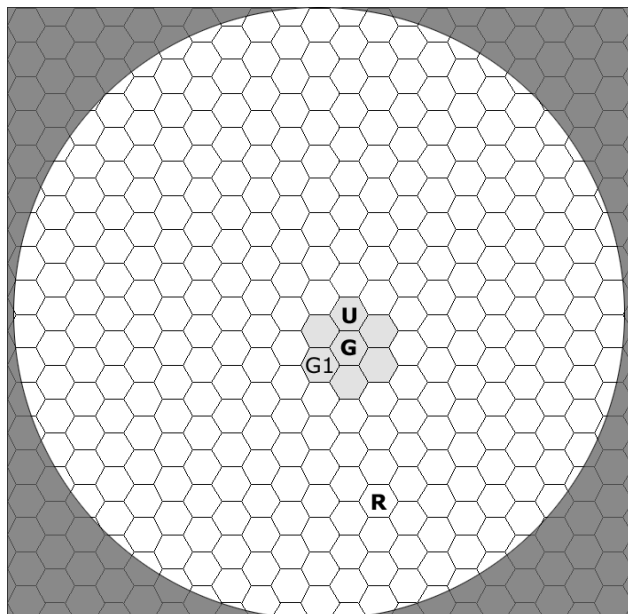
Goresh's Turn ends.

### Rathal's Turn

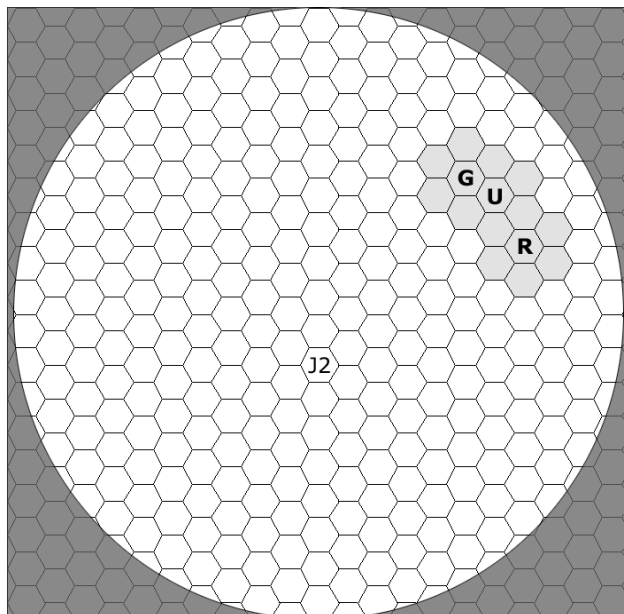
Once more, the unconscious Rathal must succeed in a 5d6 Shock Roll to recover. A 13 is rolled, which is below his END of 14. Rathal regains consciousness! However, another 5d6 Shock Roll must now be made to determine whether Rathal is coherent and able to fight. Unfortunately, a 19 is rolled - Rathal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

### Positions at end of Round 8



### Positions at end of Round 8





## ROUND 9

HMC RULES	HMG RULES
<p>The prone Uldien acts first again, with an Initiative of <math>(70 - ((3EP + 3IP) \times 5) =) 40</math>. The disarmed Goresh is next with an Initiative of <math>(70 - ((3EP + 4IP) \times 5) =) 35</math>. Rathal is now in Shock and effectively out of the fight.</p> <p><b>Uldien's Turn</b></p> <p>Uldien attempts a Rise action, as he cannot attack Goresh lying down<sup>58</sup>. Since Uldien is still engaged by Goresh, the Rise action is not automatic. Instead, a 3d6 roll is made against effective Agility.</p> <p>Uldien's effective Agility is <math>(19 - 3EP - 3IP =) 13</math>. However, a 14 is rolled on 3d6. For all his agility, Uldien is unable to stand up – he remains prone and his Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>As Goresh is not engaged by the prone Uldien, he makes a Free Move. His MOV is currently <math>(11 - 3EP - 4IP =) 4</math>. He steps into the hex containing his dropped Glaive, picks it up<sup>59</sup>, and moves back a hex adjacent to Uldien. Goresh's Turn ends.</p>	<p>The Turn sequence is the same as in the previous Round: Uldien first, with an Initiative of <math>(90 - 2FP =) 88</math>, then Goresh with <math>(90 - 16IP - 4FP =) 70</math>, and lastly Rathal with <math>(78 - 9IP - 5FP =) 64</math>.</p> <p><b>Uldien's Turn</b></p> <p>Gauging Goresh's fighting ability, Uldien believes that he can defeat Goresh without too much problem. Goresh is, after all, badly injured and also showing signs of fatigue. So, Uldien attacks him with his Javelin.</p> <p>Goresh is not a complete fool, however. Having noticed that Uldien can easily dodge his attacks, Goresh makes a desperate counterstrike with his Glaive, in a bid to strike Uldien before Uldien strikes him.</p> <p>Uldien's Javelin EML is <math>(56 - 2FP =) 54</math>. Goresh's Glaive EML is <math>(60 - 16IP - 4FP =) 40</math>.</p> <p>A Weapon Comparison is made between the Javelin (WAC 3) and Glaive (WAC 5). An EML +10 bonus is awarded to the Counterstriker (Goresh)<sup>60</sup>. Therefore, Goresh's Glaive EML is increased to 50.</p> <p>Melee Attack vs. Counterstrike result: 66 vs. 45 = MF vs. CS = D*2 Strike. Goresh, with his longer weapon, smites Uldien before Uldien hits him!</p> <p>A 33 is rolled for the Strike Location (Mid Zone). Goresh's Glaive strikes Uldien's left Hand. A second roll of 82 indicates that the Glaive has actually struck Uldien's Knuckles<sup>61</sup>.</p> <p>The base Impact for a Glaive IX is 8 (Edge). A 7 is rolled on 2d6, so the total Strike Impact is <math>(8 + 7 =) 15</math> Edge.</p> <p>Uldien is not wearing any armour over his hand. Therefore, he suffers a 15IP cut injury.</p> <p>Uldien's Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Goresh presses his attack and swings his</p>

<sup>58</sup> 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.

<sup>59</sup> Goresh's Encumbrance Penalty increases from 3 back to 4 after picking up the Glaive.

<sup>60</sup> This is an extrapolation of the Weapon Comparison Table, as the table does not seem to accommodate a Melee Attack vs. Counterstrike scenario. However, it is easy enough to do: for every point that a weapon's Attack Class exceeds the other weapon's, an EML +5 bonus is awarded to the wielder.

<sup>61</sup> Just out of interest only – there is no relevance to this combat as Uldien's entire hand is unarmoured.

Glaive again at Uldien, who attempts to dodge.

Goresch's Glaive EML is  $(60 - 16IP - 4FP =) 40$ . Uldien's Dodge EML is  $(108 - 15IP - 2FP =) 91$ .

A Weapon Comparison is made between the Glaive (WAC 5) and Dodge (DC 3). An EML +10 bonus is awarded to the Attacker (Goresch). Therefore, Goresch's Glaive EML is increased to 50.

Melee Attack vs. Dodge result: 55 vs. 80 = CF vs. CS = DTA. Uldien is immediately awarded a Tactical Advantage, and therefore receives a bonus Turn. Goresch misses completely and finds himself off-balance.

### **Uldien's Tactical Advantage**

Seizing the opportunity, Uldien thrusts his Javelin at Goresch once more. Goresch counterstrikes again with his Glaive.

Uldien's Javelin EML is now  $(56 - 15IP - 2FP =) 39$ . Goresch's Glaive EML is  $(60 - 16IP - 4FP =) 40$ .

A Weapon Comparison is made between the Javelin (WAC 3) and Glaive (WAC 5). An EML +10 bonus is again awarded to the Counterstriker (Goresch). Therefore, Goresch's Glaive EML is increased to 50.

Melee Attack vs. Counterstrike result: 39 vs. 66 = MS vs. MF = A\*2 Strike. This time, Uldien proves to be quicker, and he stabs Goresch with his Javelin.

A 75 is rolled for Strike Location (Mid Zone) – Goresch is struck in his left Hip. The base Impact from a Javelin IV is 7 (Point), and the result of the 2d6 roll is 9. Therefore, Uldien hits Goresch for  $(7 + 9 =) 16$  Point Strike Impact.

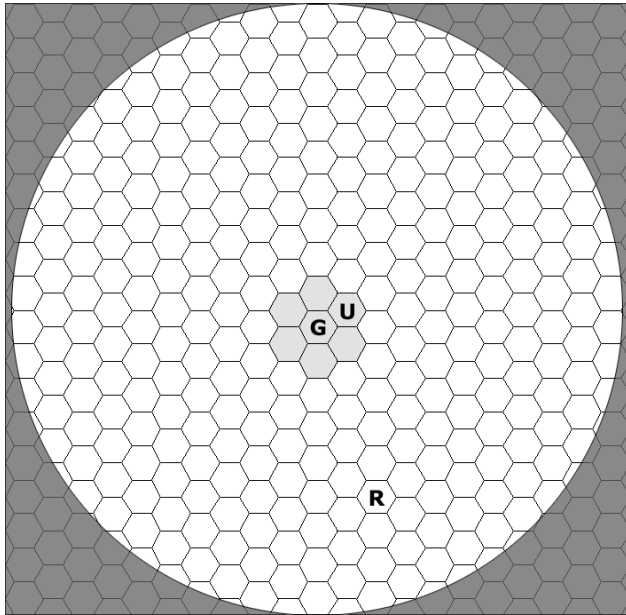
Goresch is wearing his Scale Hauberk and Leather Leggings over this location. The total Armour Protective Value is only 5 against Point strikes. Therefore, Goresch suffers a stab wound of  $(16 - 5 =) 11IP$ .

Uldien's bonus Turn ends.

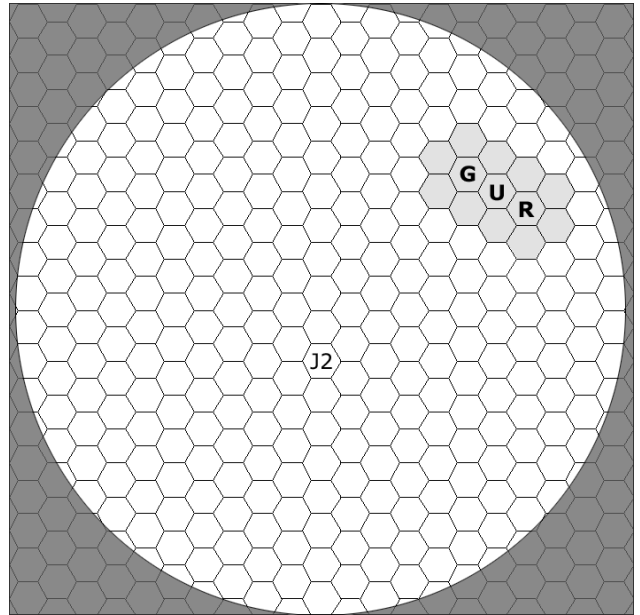
### **Rathal's Turn**

Rathal makes an Engage move of one hex and enters Uldien's Engagement Zone. His Turn ends.

**Positions at end of Round 9**



**Positions at end of Round 9**



## ROUND 10

HMC RULES	HMG RULES
<p>The prone Uldien acts first yet again, with an Initiative of <math>(70 - ((3EP + 3IP) \times 5) =) 40</math>. The re-armed Goresh is next with an Initiative of <math>(70 - ((4EP + 4IP) \times 5) =) 30</math>.</p> <p><b>Uldien's Turn</b></p> <p>Uldien makes another Rise attempt. Since Uldien is still engaged by Goresh, a 3d6 roll is made against effective Agility.</p> <p>Uldien's effective Agility is <math>(19 - 3EP - 3IP =) 13</math>. 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.</p> <p><b>Goresh's Turn</b></p> <p>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.</p> <p>Since Uldien is prone, Goresh receives an EML +20 bonus to his attack skill. Therefore, Goresh's Glaive EML is <math>(70 - ((4EP + 4IP) \times 5) + (WAC 5 \times 5) - 10 \text{ (High Zone)} + 20 \text{ (Prone Opponent)} =) 65</math>. Uldien's Dodge EML is <math>(95 - ((3EP + 3IP) \times 5) =) 65</math> as well.</p> <p>Melee Attack vs. Dodge result: 11 vs. 49 = MS vs. MS = Miss. Uldien rolls out of the way.</p> <p>Goresh's Turn ends.</p>	<p>The Turn sequence is now: Uldien first, with an Initiative of <math>(90 - 15IP - 2FP =) 73</math>, then Rathal with <math>(78 - 9IP - 5FP =) 64</math>, and lastly Goresh with <math>(90 - 27IP - 4FP =) 59</math>.</p> <p><b>Uldien's Turn</b></p> <p>Uldien now finds himself boxed in – he is unable to make a Disengage move even if he wanted to do so. He therefore concentrates on wounding Goresh. He attacks with his Javelin again. Goresh, badly weakened by his wounds, prudently attempts to dodge.</p> <p>Uldien is currently outnumbered 2:1, hence his skill is reduced by 10 points. His Javelin EML is therefore <math>(56 - 15IP - 2FP - 10 \text{ (Outnumbered 2:1)} =) 29</math>. Goresh's Dodge EML is <math>(72 - 27IP - 4FP =) 41</math>.</p> <p>A Weapon Comparison is made between the Javelin (WAC 3) and Dodge (DC 3). Neither gladiator receives a bonus.</p> <p>Melee Attack vs. Dodge result: 84 vs. 53 = MF vs. MF = Miss. Uldien's Javelin thrust is weak and fails to connect.</p> <p>Uldien's Turn ends.</p> <p><b>Rathal's Turn</b></p> <p>Rathal attacks Uldien with his Club. Uldien tries to dodge.</p> <p>Rathal's Club EML is <math>(96 - 9IP - 5FP =) 82</math>. Uldien's Dodge EML is <math>(108 - 15IP - 2FP - 10 \text{ (Outnumbered 2:1)} =) 81</math>.</p> <p>A Weapon Comparison is made between the Club (WAC 3) and Dodge (DC 3). Neither gladiator receives a bonus.</p> <p>Melee Attack vs. Dodge result: 80 vs. 58 = CS vs. MS = A*1 Strike. Rathal's Club smites Uldien.</p> <p>A 94 is rolled for Strike Location (Mid Zone) – the Club strikes Uldien's right Thigh. Rathal's Club V has a base Impact of 5 (Blunt). A 4 is rolled on 1d6, so the Strike Impact is <math>(5 + 4 =) 9</math> Blunt.</p> <p>Uldien is wearing Leather Leggings over this location, which provide Armour Protection worth 2 points against Blunt strikes. Uldien therefore suffers a <math>(9 - 2 =) 7IP</math> concussion injury.</p> <p>Rathal's Turn ends.</p>

### Goresh's Turn

Inspired by seeing Uldien further weakened by Rathal's pounding, Goresh savagely swings his Glaive at Uldien. Uldien attempts to dodge again.

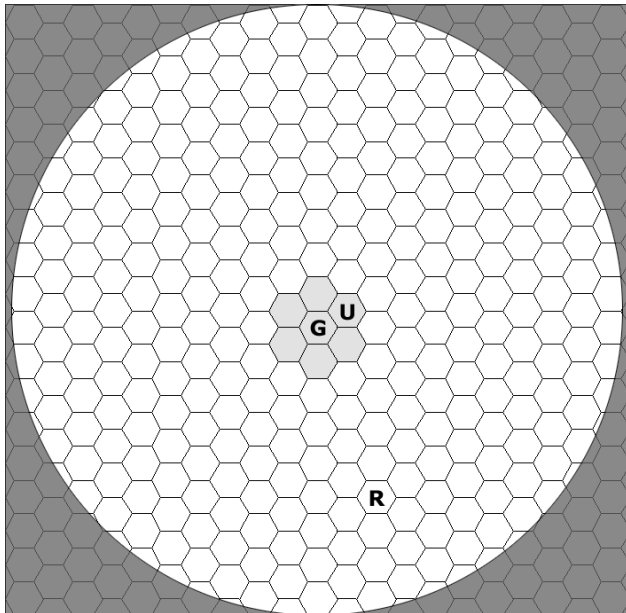
Goresh's Glaive EML is  $(60 - 27IP - 4FP =) 29$ . Uldien's Dodge EML is now  $(108 - 22IP - 2FP - 10 \text{ (Outnumbered 2:1)} =) 74$ .

A Weapon Comparison is made between the Glaive (WAC 5) and Dodge (DC 3). Goresh receives an EML +10 bonus, so his Glaive EML increases to 39.

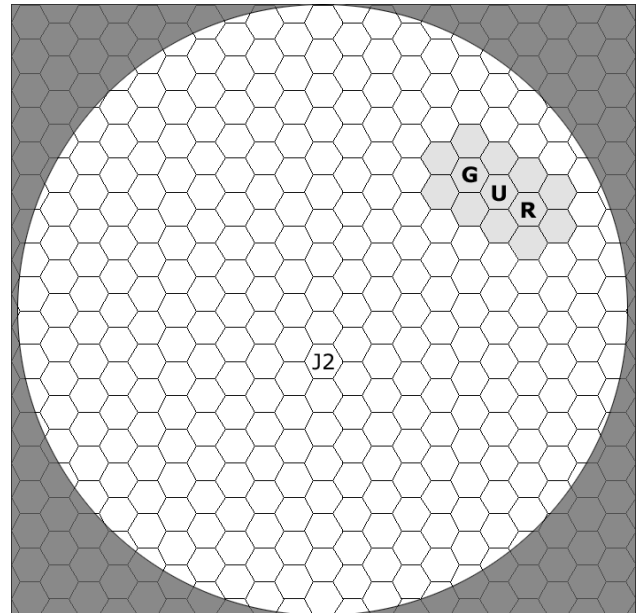
Melee Attack vs. Dodge result: 56 vs. 21 = MF vs. MS = Miss. Goresh's swing lacks strength and is easily avoided by Uldien.

Goresh's Turn ends.

**Positions at end of Round 10**



**Positions at end of Round 10**



## ROUND 11

HMC RULES	HMG RULES
<p>The prone Uldien acts first once again, with an Initiative of <math>(70 - ((3EP + 3IP) \times 5) =) 40</math>. Goresh is next with an Initiative of <math>(70 - ((4EP + 4IP) \times 5) =) 30</math>.</p> <p><b>Uldien's Turn</b></p> <p>Uldien makes a third Rise attempt. Since Uldien is still engaged by Goresh, a 3d6 roll is made against effective Agility.</p> <p>Uldien's effective Agility is <math>(19 - 3EP - 3IP =) 13</math> and a 4 is rolled on 3d6. Uldien leaps to his feet and his Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Goresh attacks Uldien with his Glaive, and Uldien attempts to dodge.</p> <p>Goresh's Glaive EML is <math>(70 - ((4EP + 4IP) \times 5) + (WAC 5 \times 5) =) 55</math>. Uldien's Dodge EML is <math>(95 - ((3EP + 3IP) \times 5) =) 65</math>.</p> <p>Melee Attack vs. Dodge result: 62 vs. 83 = MF vs. MF = Miss. Goresh's Glaive misses its mark.</p> <p>Goresh's Turn ends.</p>	<p>Uldien still acts first, with an Initiative of <math>(90 - 22IP - 2FP =) 66</math>. He is followed by Rathal with <math>(78 - 9IP - 5FP =) 64</math>, and lastly Goresh with <math>(90 - 27IP - 4FP =) 59</math>.</p> <p><b>Uldien's Turn</b></p> <p>Although he was struck by Rathal in the previous Round, Uldien maintains his attack on Goresh and stabs again with his Javelin. Goresh, having noticed how weak Uldien's attack was in the last Round, attempts to counterstrike with his Glaive.</p> <p>Uldien's Javelin EML is <math>(56 - 22IP - 2FP - 10 \text{ (Outnumbered 2:1)} =) 22</math>. Goresh's Glaive EML is <math>(60 - 27IP - 4FP =) 29</math>.</p> <p>A Weapon Comparison is made between the Javelin (WAC 3) and the Glaive (WAC 5). Once again, Goresh receives an EML +10 bonus, so his Glaive EML is raised to 39.</p> <p>Melee Attack vs. Counterstrike result: 73 vs. 45 = MF vs. CF = A*1 Strike. Goresh stumbles and steps in the path of Uldien's Javelin.</p> <p>A 05 is rolled for Strike Location (Mid Zone) – the Javelin pierces Goresh's Face. A second roll of 26 indicates that the right Cheek has been struck. The base Impact for a Javelin IV is 7 (Point), and a 5 is rolled on 1d6. The Strike Impact is therefore <math>(7 + 5 =) 12</math> Point.</p> <p>Goresh's face is unarmoured; hence he suffers a 12IP stab wound.</p> <p>Uldien's Turn ends.</p> <p><b>Rathal's Turn</b></p> <p>Rathal swings his Club again at Uldien, who tries dodging out of the way.</p> <p>Rathal's Club EML is <math>(96 - 9IP - 5FP =) 82</math>. Uldien's Dodge EML is <math>(108 - 15IP - 2FP - 10 \text{ (Outnumbered 2:1)} =) 81</math>.</p> <p>A Weapon Comparison is made between the Club (WAC 3) and Dodge (DC 3). Neither gladiator receives a bonus.</p> <p>Melee Attack vs. Dodge result: 18 vs. 37 = MS vs. MS = Miss. Uldien evades Rathal's Club.</p> <p>Rathal's Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Furious at having been struck again, Goresh</p>

lashes out with his Glaive. Uldien attempts to dodge this too.

Goresh's Glaive EML is now  $(60 - 39IP - 4FP =) 17$ . Uldien's Dodge EML is  $(108 - 22IP - 2FP - 10 \text{ (Outnumbered 2:1)} =) 74$ .

A Weapon Comparison is made between the Glaive (WAC 5) and Dodge (DC 3). Goresh receives an EML +10 bonus, so his Glaive EML increases to 27.

Melee Attack vs. Dodge result: 35 vs. 76 = CF vs. MF = Attacker Fumble. Goresh must succeed in a 1d100 Fumble Roll against his Dexterity of  $((13 \times 5) - 39IP - 4FP + 13 \text{ (DEX bonus for holding the weapon in two hands)} =) 35$  to avoid dropping his polearm. A 97 is rolled; the Glaive falls and clatters on the ground

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

Because Goresh has fumbled his weapon, Uldien receives a Tactical Advantage.

### **Uldien's Tactical Advantage**

Uldien presses his advantage and stabs again at Goresh with his Javelin. Goresh, now weaponless, attempts to dodge.

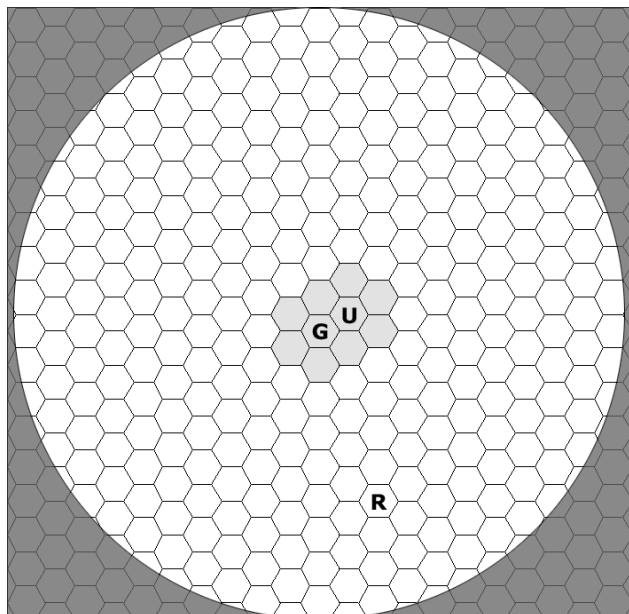
Uldien's Javelin EML is  $(56 - 22IP - 2FP - 10 \text{ (Outnumbered 2:1)} =) 22$ . Goresh's Dodge EML is  $(72 - 39IP - 4FP =) 29$ .

A Weapon Comparison is made between the Javelin (WAC 3) and Dodge (DC 3). Neither party receives a bonus.

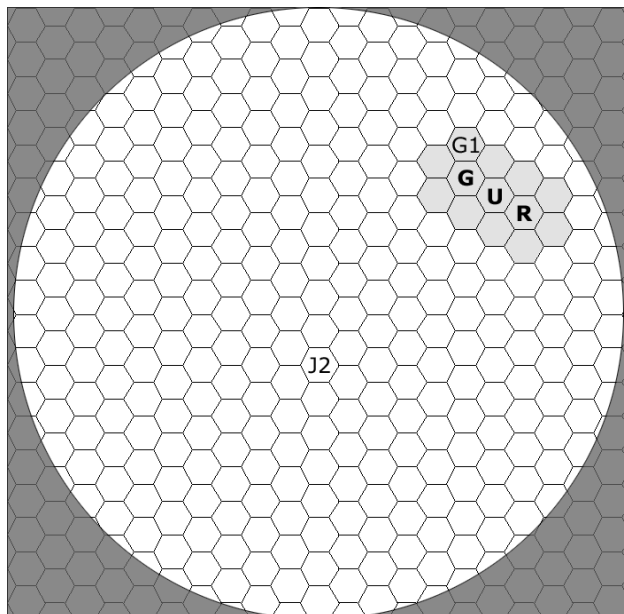
Melee Attack vs. Dodge result: 39 vs. 69 = MF vs. MF = Miss. Uldien's attack fails.

Uldien's bonus Turn ends.

**Positions at end of Round 11**



**Positions at end of Round 11**





## ROUND 12

HMC RULES	HMG RULES
<p>Uldien acts first as always, with an Initiative of <math>(70 - ((3EP + 3IP) \times 5) =) 40</math>. Goresh is next with an Initiative of <math>(70 - ((4EP + 4IP) \times 5) =) 30</math>.</p> <p><b>Uldien's Turn</b></p> <p>Now that he is standing, Uldien thrusts at Goresh with his Javelin. Goresh attempts to block the attack with his Glaive.</p> <p>Uldien's Javelin EML is <math>(70 - ((3EP + 3IP) \times 5) + (WAC 3 \times 5) =) 55</math>. Goresh's Glaive EML is <math>(70 - ((4EP + 4IP) \times 5) + (WAC 2 \times 5) =) 40</math>.</p> <p>Melee Attack vs. Block result: 53 vs. 67 = MS vs. MF = A*1 Strike. Uldien stabs Goresh.</p> <p>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 <math>(6 + 3 =) 9</math> Point.</p> <p>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 <math>(9 - 7 =) 2</math> 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.</p> <p>Goresh's END is 17, but 20 is rolled on 5d6. Goresh can take the pain no more – he collapses unconscious!</p> <p><b>Goresh's Turn</b></p> <p>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.</p>	<p>Uldien acts first yet again, with an Initiative of <math>(90 - 22IP - 2FP =) 66</math>. He is followed by Rathal with <math>(78 - 9IP - 5FP =) 64</math> and then Goresh with <math>(90 - 39IP - 4FP =) 47</math>.</p> <p><b>Uldien's Turn</b></p> <p>With Goresh disarmed and badly injured, Uldien attacks again with his Javelin to take Goresh out of the fight. Goresh tries to dodge once more.</p> <p>Uldien's Javelin EML is <math>(56 - 22IP - 2FP - 10 \text{ (Outnumbered 2:1)} =) 22</math>. Goresh's Dodge EML is <math>(72 - 39IP - 4FP =) 29</math>.</p> <p>A Weapon Comparison is made between the Javelin (WAC 3) and Dodge (DC 3). Neither gladiator receives a bonus.</p> <p>Melee Attack vs. Dodge result: 25 vs. 75 = CF vs. CF = Both Stumble. Tired and wounded, Uldien overextends and trips, while Goresh stumbles as he tries to avoid the Javelin thrust.</p> <p>Both combatants must make 1d100 Stumble rolls to avoid falling prone. Uldien's Target Level is <math>((19 \times 5)^{62} - 22IP - 2FP =) 71^{63}</math>. Goresh's is <math>((11 \times 5) - 39IP - 4FP =) 11</math>.</p> <p>Uldien's Stumble Roll is 60 (CS) – he remains on his feet. Goresh's roll is 28 (MF) – he falls prone! At last, Uldien is no longer treated as being outnumbered<sup>64</sup>.</p> <p>Because Goresh has stumbled, Uldien receives yet another Tactical Advantage.</p> <p><b>Uldien's Tactical Advantage</b></p> <p>Uldien uses his TA to stab the prone Goresh with his Javelin. Goresh tries to roll out of the way.</p> <p>Uldien's Javelin EML is <math>(56 - 22IP - 2FP + 20 \text{ (Prone Opponent)}^{65} =) 52</math>. Goresh's Dodge EML is <math>(72 - 39IP - 4FP =) 29</math>.</p> <p>A Weapon Comparison is again made between</p>

<sup>62</sup> The base Target Level for a Stumble Roll in HMG can be either  $AGL \times 5$  or Dodge ML. We shall use  $AGL \times 5$  here, to remain consistent with the way Fumble Rolls are handled ( $DEX \times 5$ ).

<sup>63</sup> It is not indicated in HMG's rules whether a Stumble Roll is affected by the Outnumbering modifier. We shall assume that it is not.

<sup>64</sup> Prone opponents do not count when determining the Outnumbering modifier.

<sup>65</sup> HMG has two sets of rules regarding prone opponents. One set of rules states that a character who is attacking or is attacked by a prone enemy increases EML by 20 (same as HMC). However, another set (in HMG's GlossDex) states that prone characters suffer 20 point penalties when attacking or defending. Should both rules be used, or only one of them (but which one)? For the sake of this combat, we shall use the same rule as in HMC, to remain consistent.

the Javelin (WAC 3) and Dodge (DC 3). There is no bonus awarded to either party.

Melee Attack vs. Dodge result: 21 vs. 94 = MS vs. MF = A\*1 Strike. Uldien drives his Javelin into Goresh.

A 97 is rolled for Strike Location (Mid Zone) – the Javelin strikes Goresh's left Knee. The base Impact for the Javelin IV is 7 (Point), and a 2 is rolled on 1d6. The Strike Impact is therefore (7 + 2 =) 9 Point.

Goresh's knee is protected by his Leather Leggings, which provides an Armour Protection Value of just 1 against Point strikes. Goresh therefore suffers a (9 – 1 =) 8IP stab wound.

Uldien's bonus Turn ends.

### **Rathal's Turn**

Rathal swings at Uldien again with his Club. Uldien tries to dodge him.

Rathal's Club EML is (96 – 9IP – 5FP =) 82. Uldien's Dodge EML is (108 – 15IP – 2FP =) 91.

A Weapon Comparison is made between the Club (WAC 3) and Dodge (DC 3). Neither opponent receives a bonus.

Melee Attack vs. Dodge result: 88 vs. 45 = MF vs. CS = DTA. Uldien avoids Rathal's Club and launches a counter-attack!

### **Uldien's Tactical Advantage**

Uldien rapidly thrusts his Javelin at Rathal, who attempts to block with his Roundshield.

Uldien's Javelin EML is (56 – 22IP – 2FP =) 32. Rathal's Roundshield EML is (80 – 9IP – 5FP =) 66.

A Weapon Comparison is again made between the Javelin (WAC 3) and the Roundshield (WDC R/H). Rathal gains an EML +20 bonus to his defence, so his Roundshield EML is increased to 86.

Melee Attack vs. Block result: 68 vs. 03 = MF vs. MS = Block. Rathal blocks Uldien's attack.

Uldien's bonus Turn ends.

### **Goresh's Turn**

Goresh attempts to Rise. As he is seriously injured, the attempt is not automatic and instead Goresh must succeed in a Stumble Roll to stand up.

---

<sup>66</sup> The minimum EML is always 05.

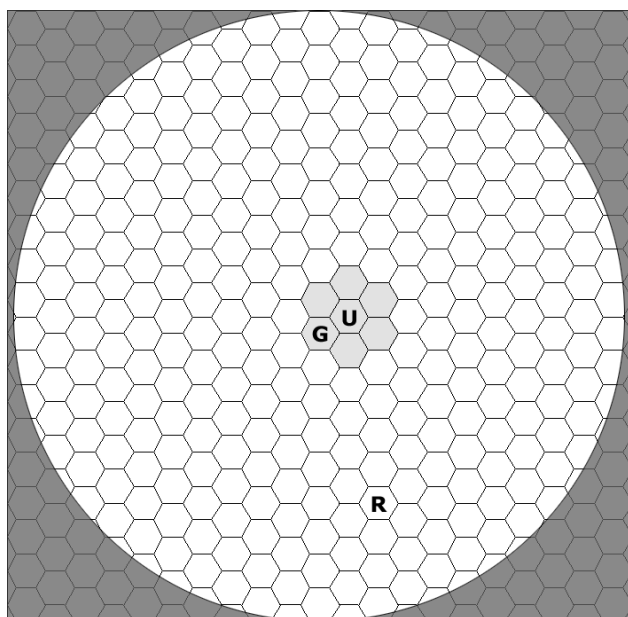
<sup>67</sup> Goresh's Fatigue Rate has fallen from 4 to 3 because he had dropped his Glaive.

Goresh's Target Level is now  $((11 \times 5) - 47IP - 4FP =) 05^{66}$ . A 36 is rolled – MF. Not surprisingly, Goresh fails to rise to his feet.

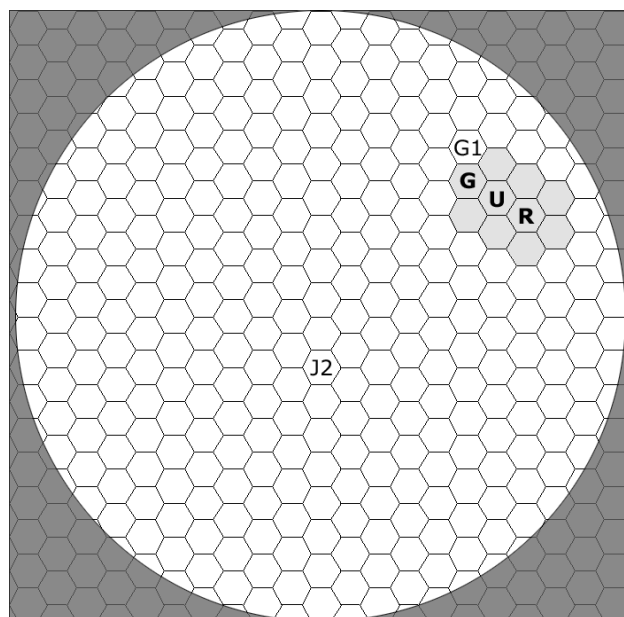
Goresh's Turn ends.

At the end of this Round, each of the gladiators accumulates a Fatigue Penalty equal to his Fatigue Rate. Uldien suffers 2FP, Goresh gains 3FP<sup>67</sup> and Rathal 5FP.

### Positions at end of Round 12



### Positions at end of Round 12

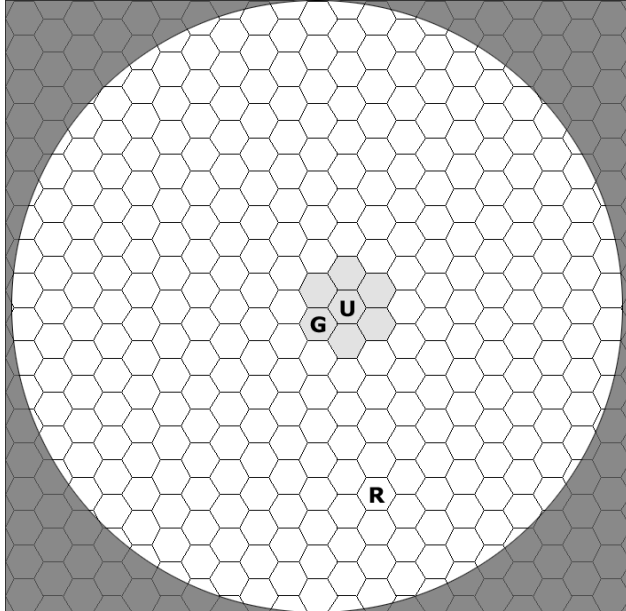


## ROUND 13

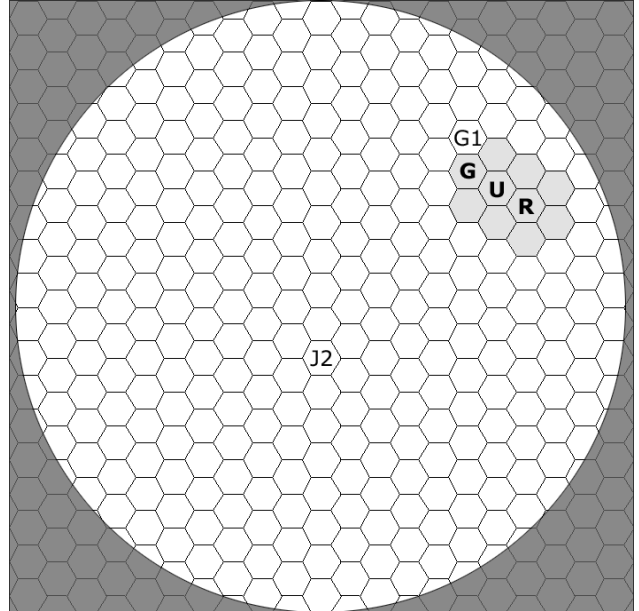
HMC RULES	HMG RULES
<p>Uldien acts first again, with an Initiative of <math>(70 - ((3EP + 3IP) \times 5) =) 40</math>. The unconscious Goresh is next with an Initiative of <math>(70 - ((4EP + 5IP) \times 5) =) 25</math>.</p> <p><b>Uldien's Turn</b></p> <p>Uldien stands ready, waiting to see whether Goresh regains consciousness. He Rests in this Turn.</p> <p><b>Goresh's Turn</b></p> <p>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.</p> <p>Uldien lasts the entire Round as the only gladiator able to fight. <b><i>Uldien is the winner!</i></b></p>	<p>Uldien acts first as before, with an Initiative of <math>(90 - 22IP - 4FP =) 64</math>. He is followed by Rathal with <math>(78 - 9IP - 10FP =) 59</math> and then Goresh with <math>(90 - 47IP - 7FP =) 36</math>.</p> <p><b>Uldien's Turn</b></p> <p>Uldien thrusts again with his Javelin at Rathal, and Rathal blocks once more with his Roundshield.</p> <p>Uldien's Javelin EML is <math>(56 - 22IP - 4FP =) 30</math>. Rathal's Roundshield EML is <math>(80 - 9IP - 10FP =) 61</math>.</p> <p>A Weapon Comparison is again made between the Javelin (WAC 3) and the Roundshield (WDC R/H). Rathal gains an EML +20 bonus to his defence, so his Roundshield EML is increased to 81.</p> <p>Melee Attack vs. Block result: 44 vs. 72 = MF vs. MS = Block. Rathal blocks Uldien's attack.</p> <p>Uldien's Turn ends.</p> <p><b>Rathal's Turn</b></p> <p>Getting rather tired now in his heavy armour, Rathal launches another attack with his Club, while Uldien tries to dodge.</p> <p>Rathal's Club EML is <math>(96 - 9IP - 10FP =) 77</math>. Uldien's Dodge EML is <math>(108 - 15IP - 4FP =) 89</math>.</p> <p>A Weapon Comparison is made between the Club (WAC 3) and Dodge (DC 3). Neither combatant receives a bonus.</p> <p>Melee Attack vs. Dodge result: 28 vs. 53 = MS vs. MS = Miss. Uldien avoids Rathal's Club.</p> <p>Rathal's Turn ends.</p> <p><b>Goresh's Turn</b></p> <p>Goresh makes another Rise attempt. His Target Level is at the minimum, 05. A 64 is rolled – MF. Once again, Goresh fails to rise to his feet.</p> <p>Goresh's Turn ends.</p> <p>From this point, the battle becomes very tedious. Since none of the gladiators can actually die or even fall unconscious, the fight becomes a boring exercise of thrust-block, swing-dodge, and rise-fall. Round after Round, the battle rages, even after all three gladiators' EMLs have fallen to 05 from</p>

cumulative injuries and fatigue. We shall leave these three warriors to continue their fight, although it is an ultimately pointless one, since none of them can emerge as the victor...

**Positions at end of Round 13**



**Positions at end of Round 13**



## **CONCLUSION**

You have now seen the basic combat rules of both HMC and HMG in action. It is clear that both systems have their shortcomings, but HMG's system in particular has many fundamental (and, in my opinion, unforgivable) problems with it. It is difficult to justify HårnMaster as a sophisticated and common-sense set of rules when warriors in battle are not even affected by the weight of their armour and can never be killed or otherwise rendered out of action, no matter how many times or how hard their enemies strike them.

Both sets of basic combat rules are flawed for sure, but they are really designed to help GMs and Players become quickly accustomed to HårnMaster's combat system. Both HMC and HMG present a long list of optional rules to add detail and realism to the system – once comfortable with the basics, GMs can feel free to add some, none or all of them to suit their style.