

HÂRNMASTER

COMBAT TABLES

MELEE ATTACK

		BLOCK				COUNTERSTRIKE				DODGE				IGNORE	DEF
		CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll	
ATTACKER	CF	BF	AF	DTA	DTA	BF	AF	D★2	D★3	BS	AS	DTA	DTA	DTA	ATTACKER
	MF	DF	Block	●	DTA	DF	●	D★1	D★2	DS	●	●	DTA	A★1	
	MS	A★2	A★1	Block	●	A★3	A★2	B★1	D★1	A★2	A★1	●	●	A★3	
	CS	A★3	A★2	A★1	Block	A★4	A★3	A★2	B★2	A★3	A★2	A★1	●	A★4	

KEY

A★	Attacker Strike
D★	Defender Strike
B★	Both Strike
AF	Attacker Fumble Roll
DF	Defender Fumble Roll
BF	Both Fumble Roll
AS	Attacker Stumble Roll
DS	Defender Stumble Roll
BS	Both Stumble Roll
Block	Weapon Damage Roll
●	Miss/Standoff
DTA	Defender Tactical Advantage
Wild	Random Hit or WQ Roll
M★	Missile Strike

MISSILE ATTACK

		BLOCK				DODGE				IGNORE	DEF
		CF	MF	MS	CS	CF	MF	MS	CS	No Roll	
ATTACKER	CF	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	ATTACKER
	MF	●	●	●	●	●	●	●	●	●	
	MS	M★2	M★1	Block	Block	M★2	M★1	●	●	M★3	
	CS	M★3	M★2	M★1	Block	M★3	M★2	M★1	●	M★4	

MISSILE EMLS

BLOCK

	PASSIVE		ACTIVE	
Shield	TL	LV	ML	HV
Tower	35	ML+20	ML - 10	
Kite	30	ML+15	ML - 15	
Knight	25	ML+10	ML - 20	
Round	25	ML+10	ML - 20	
Buckler	15	ML + 0	ML - 30	
Other	—	ML - 30	ML - 60	

DODGE

Low Velocity:	Full EML
High Velocity:	Half EML

AIMING ZONE						INJURY TABLE								
HIGH EML - 10		MID EML + 0		LOW EML - 10		STRIKE LOCATION ▼		EFFECTIVE IMPACT					ASPECT	
↘		↗		↘		▼		1+	7+	11+	15+	19+	BLUNT	
1+		5+		9+		13+		17+		21+		EDGE		
1+		5+		11+		16+		21+		21+		POINT		
1+		6+		11+		16+		21+		21+		FIRE		
M1		S2		S3		K4		K5				Notes: • For strikes to the Eye, use the Skull location to determine injury. • All G4+ wounds are Bleeders. • With any G4+ wound to a limb, the Fumble/Stumble Roll fails by default (no roll).		
M1		S2		S3		G4		K5						
M1		S2		S3		K4		K5 ▼						
♦ M1		♦ S2		♦ S3		♦ G4		♦ K4						
♦ M1		♦ M1		♦ S2		♦ S3		♦ G4 ▼						
♦ M1		♦ S2		♦ S3		♦ G4		♦ G5 ▼						
♦ M1		♦ M1		♦ S2		♦ S3		♦ G4 ▼						
♦ M1		♦ S2		♦ S3		♦ G4		♦ G5 ▼						
M1		S2		S3		G4		K5						
M1		S2		S3		K4		K5						
M1		S2		S3		G4		G5 ▼						
♦ M1		♦ S2		♦ S3		♦ G4		♦ K4						
♦ M1		♦ S2		♦ S3		♦ G4		♦ K4 ▼						
♦ M1		♦ S2		♦ S3		♦ G4		♦ G5 ▼						
♦ M1		♦ M1		♦ S2		♦ S3		♦ G4 ▼						
♦ M1		♦ S2		♦ S3		♦ G4		♦ G5 ▼						
† FACE: 01 – 05 Jaw 16 – 30 • Eye 31 – 65 • Cheek						•ODD Roll = Left •EVEN Roll = Right						MINOR Bruise/Cut/Stab/Burn		Kill/Mortal Wound
66 – 80 Nose 81 – 90 • Ear 91 – 00 Mouth												SERIOUS Fracture/Cut/Stab/Burn		▼ Amputation Roll (Edge only)
												GREVIOUS Crush/Cut/Stab/Burn		♦ Fumble or Stumble Roll

MISSILE DATA TABLE				
WEAPON	SHORT	MEDIUM	LONG	EXTREME
	Hexes/Imp EML + 0	Hexes/Imp EML – 20	Hexes/Imp EML – 40	Hexes/Imp EML – 80
Shortbow (40)	15/4	30/3	60/2	120/2
Shortbow (60)	20/6	40/5	80/4	160/3
Longbow (80)	25/8	50/7	100/6	200/5
Longbow (100)	30/10	60/9	120/8	240/7
Longbow (120)	30/12	60/11	120/10	240/9
Crossbow (40)	20/4	40/3	80/2	160/2
Crossbow (60)	20/6	40/5	80/4	160/3
Crossbow (80)	20/8	40/7	80/6	160/5
Staff Sling	25/5	50/4	100/3	200/3
Sling	15/4	30/3	60/2	120/2
Javelin *	8/100%	16/100%	32/50%	64/50%
Spear *	6/100%	12/100%	24/50%	48/50%
Blowgun	5/0	10/0	20/0	40/0
Taburi	4/3	8/2	16/2	32/2
Shorkana *	3/100%	6/100%	12/50%	24/50%
Melee Weapon *	2/100%	4/100%	8/50%	16/50%

- DW
- Bows are rated for Draw Weight (lbs). To determine the maximum DW (pull) that a character can draw and shoot, multiply the average of STR and Bow SI by 10 pounds.
- *
- Strength Requirement for these weapons determined by weapon weight from Weapon Data Table (Combat 3).
- Hexes
- The maximum distance within a range category. For example, a target is considered to be in Short Range of a Longbow (80) if it is within 25 hexes (125 feet) of the archer.
- Imp
- Impact determined by range. Arrow impact Shown is Point aspect; Blunt or Edge is 1 less than shown. If impact is given as a percentage, it is the percentage of the weapon's normal base melee impact value.
- EML
- The missile caster adjusts EML based on range.
- HV/LV
- Arrows, crossbow bolts and slingstones are High Velocity (HV) missiles. All thrown weapons are Low Velocity (LV) missiles.

PASSIVE COVER GUIDE

Best Available Cover	ARAKI (38")			HUMAN (68")			HRU (144")		
	High	Mid	Low	High	Mid	Low	High	Mid	Low
Light Woods	10%	40%	50%	10%	20%	30%	10%	20%	30%
Heavy Woods	20%	60%	80%	20%	40%	60%	20%	40%	50%
Light Undergrowth	10%	20%	40%	—	—	20%	—	—	%
Heavy Undergrowth	10%	20%	50%	—	10%	30%	—	—	%
Wall (3')	15%	80%	100%	—	25%	75%	—	—	15%
Wall (4')	80%	100%	100%	—	50%	100%	—	—	60%
Wall (5')	100%	100%	100%	50%	100%	100%	—	—	75%
Wall (6')	100%	100%	100%	100%	100%	100%	—	20%	90%
Battlements	100%	100%	100%	10%	60%	100%	—	20%	75%
Mantlet or Arrow Slit	100%	100%	100%	90%	95%	100%	—	50%	100%
Window	40%	80%	100%	20%	50%	80%	100%	75%	75%

The Passive Cover Guide give the percentage chance of striking cover according to the targeted Aiming Zone (High, Mid, or Low).

If, for example, the target is a human behind a 4' wall, and the Aiming Zone is Mid, there is a 50% chance the wall will intercept the missile

If the target is protected by multiple covers, apply whichever single value is greatest.

Note that missiles may penetrate certain types of cover. The GM should assign Armour Protective Values for flimsy cover.

The table shows a range of examples but is by no means exhaustive; other cover/target types are left to GM discretion.

FUMBLE ROLL
<ul style="list-style-type: none"> Roll 3d6 Add Physical Penalty Subtract two (2) if item held in both hands Subtract five (5) if item tied on (like a shield). If result exceeds DEXTERITY, item has been fumbled.

STUMBLE ROLL
<ul style="list-style-type: none"> Roll 3d6 Add Physical Penalty Add any modifiers from table at right If result exceeds AGILITY, the character has stumbled. <p>[Note: <i>Light</i> obstructions are low bushes, prone bodies. <i>Heavy</i> obstructions are low walls, tables. Modifiers are cumulative.]</p>

STUMBLE TABLE	
Condition	Modifier
Character running	+1
Character moving backwards	+2
Poor Light	+1
Darkness	+2
Light Obstruction	+1
Heavy Obstruction	+2

BLOOD REGENERATION TABLE	
Bloodloss Healing Rate is always HR6	
Test HR x Endurance, once per FIVE (5) days.	
CF:	No Effect.
MF:	No Effect.
MS:	Reduce Bloodloss by one.
CS:	Reduce Bloodloss by two.
Bloody supply is normal when total Bloodloss is reduced to zero.	

HEALING TABLE	
Test HR x Endurance, once per five (5) days, for each wound	
CF:	If this is an <i>open</i> wound, it is now <i>infected</i> .
MF:	No healing.
MS:	Reduce Injury Levels by one.
CS:	Reduce Injury Levels by two.
A single wound is healed when its Injury Levels are reduced to zero (or less).	

SHOCK RECOVERY TABLE	
Shock Healing Rate is always HR5	
Test HR x Endurance, once per WATCH (4 hours).	
CF:	Reduce HR by two.
MF:	Reduce HR by one.
MS:	Increase HR by one.
CS:	Increase HR by two.
Shock abates at HR6; Patient is dead at HR0.	

INFECTION TABLE	
Test HR x Endurance, once per DAY, for each infected injury.	
CF:	Reduce HR by two.
MF:	Reduce HR by one.
MS:	Increase HR by one.
CS:	Increase HR by two.
A wound's Infection is defeated at HR6; Patient is dead at HR0.	