

HÄRNMASTER ADVANCED COMBAT TABLES

WEAPON COMPARISON TABLE

ATTACKING WEAPON		DEFENDING WEAPON						SHIELD CLASS			
		0	1	2	3	4	5	B	R/H	K	T
		●	D05	D10	D15	D20	D25	D15	D10	D05	●
0	●	D05	D10	D15	D20	D25	D15	D10	D05	●	
1	A05	●	D05	D10	D15	D20	D20	D15	D10	D05	
2	A10	A05	●	D05	D10	D15	D15	D20	D15	D10	
3	A15	A10	A05	●	D05	D10	D10	D15	D20	D15	
4	A20	A15	A10	A05	●	D05	D05	D10	D15	D20	
5	A25	A20	A15	A10	A05	●	●	D05	D10	D15	

Cross-index Attacking and Defending Weapon Classes.
A: Attacker Bonus D: Defender Bonus

Dodge: Treat Dodge as having a Defence Class of 0 (*Duck & Weave* – remain in hex) or 3 (*Evasion* – move 1 hex out of all Engagement Zones).

Close Combat Modifier: Apply a Special Penalty of -10 on the weapon with the higher Attack Class. Generally applies only to weapons that are swung. Never applies to shields.

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)	20 / 4	40 / 3	80 / 2	160 / 2
Shortbow (60)	20 / 6	40 / 5	80 / 4	160 / 3
Longbow (80)	25 / 8	50 / 7	100 / 6	200 / 5
Longbow (100)	25 / 10	50 / 9	100 / 8	200 / 7
Hartbow (90)	30 / 9	60 / 8	120 / 7	240 / 6
Hartbow (120)	30 / 12	60 / 11	120 / 10	240 / 8
Crossbow (80)	20 / 7	40 / 6	80 / 5	160 / 4
Crossbow (140)	25 / 11	50 / 10	100 / 9	200 / 8
Staff Sling	25 / 5	50 / 4	100 / 3	200 / 3
Sling	15 / 4	30 / 3	60 / 2	120 / 2
Javelin *	8 / 6	16 / 5	32 / 4	64 / 3
Spear *	6 / 7	12 / 6	24 / 5	48 / 4
Blowgun	5 / 0	10 / 0	20 / 0	40 / 0
Taburi *	4 / 4	8 / 3	16 / 2	32 / 2
Shorkana *	3 / 5	6 / 4	12 / 3	24 / 2
Melee Weapon *	2 / 100%	4 / 100%	8 / 50%	16 / 50%

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%	–	–	10%
Heavy Undergrowth	10%	20%	50%	–	10%	30%	–	–	20%
Wall (3')	15%	80%	100%	–	25%	75%	–	–	15%
Wall (4')	100%	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%

ARMOUR PROTECTIVE VALUES

MATERIAL	Blunt	Edge	Point	Fire
CLOTH/HAIR	1/2	1	1/2	1
LEATHER/HIDE	1	3	2	3
QUILT/FUR	5	2	1	4
KURBUL	4	4	3	3
RING	3	6	3	3
MAIL	2	8	6	1
SCALE	5	9	4	4
PLATE	7	10	8	5

Squeeze = Blunt
Tear = Edge

Bite = Point
Frost = Fire

Overlapping Armour: Add together the squares of the protective values for each aspect. Then take the square root of the total, rounding up.

Superior / Inferior Armour: Protective values shown apply to Standard Quality (+0) materials. Modify for armour quality (AQ). The AQ modifier applies to all aspects. No armour aspect can be reduced below 0, nor increased above double its +0 quality.

Ring & Scale: These materials include a *Leather* base.

Flammable Armour: Cloth and Quilt may ignite when total Fire Impact is 16+ (50% chance + 10% per Fire Impact above 16). If this occurs, victim suffers M1 (Cloth) and S2 (Quilt) burn injury for the next 3 Turns, unless the fire is extinguished.

DW Bows are rated for Draw Weight (lbs). To determine the maximum DW (pull) that a character can draw and shoot, add STR and Bow SI together and multiply by 5 lbs.

* Thrown weapon.

Hexes The maximum distance within a range category. For example, a target is considered to be in Short Range of a Longbow (100) 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.

The Passive Cover Guide gives 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 that 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.

MELEE ATTACK

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

MISSILE ATTACK

		BLOCK				DODGE				IGNORE		
DEF ▶		CF	MF	MS	CS	CF	MF	MS	CS	No Roll	◀ DEF	
ATTACKER	CF	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	CF	ATTACKER
	MF	●	●	●	●	●	●	●	●	●	MF	
	MS	M★2	M★2	Block	Block	M★2	M★2	●	●	M★2	MS	
	CS	M★2	M★2	M★2	Block	M★2	M★2	M★2	●	M★2	CS	

MISSILE EMLs

BLOCK

	Passive	Active	
Shield	TL	LV	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

LV: Full EML
HV: Half EML

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★2	Missile Strike (Base + 2d6)
M★2	Missile Strike (Max roll = SI)†

† Applies only to thrown weapons. Otherwise, treat as normal M★2.

AIMING ZONE

HIGH EML -10	MID EML +0	LOW EML -10
01 - 15	01 - 05	●
16 - 30	06 - 10	●
31 - 45	11 - 15	●
46 - 57	16 - 27	●
58 - 69	28 - 33	●
70 - 73	34 - 35	●
74 - 81	36 - 39	01 - 06
82 - 85	40 - 43	07 - 12
86 - 95	44 - 60	13 - 19
96 - 00	61 - 70	20 - 29
●	71 - 74	30 - 35
●	75 - 80	36 - 49
●	81 - 88	50 - 70
●	89 - 90	71 - 78
●	91 - 96	79 - 92
●	97 - 00	93 - 00

STRIKE LOCATION

SKULL
FACE ‡
NECK
• SHOULDER
• UPPER ARM
• ELBOW
• FOREARM
• HAND
THORAX
ABDOMEN
GROIN
• HIP
• THIGH
• KNEE
• CALF
• FOOT

INJURY TABLE

EFFECTIVE IMPACT					ASPECT
1+	7+	13+	19+	25+	BLUNT
1+	5+	9+	13+	17+	EDGE
1+	6+	11+	16+	21+	POINT
1+	8+	15+	22+	29+	FIRE

M1	S2	S3	K4	K5
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▼

Notes:
• For strikes to the Eye, use the Skull location to determine injury.
• All G4+ wounds are Bleeders: Victim suffers 1 BP per minute, and dies if total BPs exceed Endurance.

‡ FACE:	01 - 15 Jaw	66 - 80 Nose
	16 - 30 • Eye	81 - 90 • Ear
	31 - 65 • Cheek	91 - 00 Mouth

• ODD Roll = Left
• EVEN Roll = Right

MINOR Bruise/Cut/Stab/Burn	Kill/Mortal Wound
SERIOUS Fracture/Cut/Stab/Burn	▼ Amputation Roll (Edge only)
GRIEVOUS Crush/Cut/Stab/Burn	♦ Fumble or Stumble Roll

SHOCK ROLLS FROM INJURY

1d100	M1	S2 / S3	G4 / G5
CS	Zero	•	•
MS	•	•	OTA
MF	OTA	Stun	KO
CF	Stun	KO	KO

Shock Roll: Roll 1d100 vs. Condition EML.

Zero *Zero Injury.* The character is wounded but not affected by the pain – otherwise treat as No Effect below. Record the (0 IL) wound only for the purpose of checking for infection (applies to cuts and stabs only).

- **No Effect.** The character is wounded but is not Stunned or rendered unconscious from the injury. Other injury effects (e.g. Fumble) can still apply.

OTA *Opponent's Tactical Advantage.* The character is not Stunned or knocked out, but is momentarily disoriented from the blow. The opponent gains a TA, against which the character can defend normally.

Stun *Stunned.* The character is temporarily blinded by the pain. The opponent gains a TA, but the character's next action (only) must be Ignore or Pass.

KO *Knocked Out.* The character is rendered unconscious and falls prone, and the opponent gains a TA. The character remains unconscious until a successful Shock Roll is made (one roll per Round, starting in the following Round). If the character regains consciousness, a second roll must be made to determine whether the character goes into Shock.

Shock Rolls from Fatigue: If a Shock Roll is forced by fatigue (e.g. F3 from a miscast spell), use the same column as the equivalent injury (i.e. F3 = roll on the S3 column). Subtract the Fatigue Levels from Condition before making the roll.

F / S ROLLS FROM INJURY

1d100	M1	S2 / S3	G4 / G5
CS	•	•	OTA
MS	•	•	F / S
MF	OTA	F / S	F / S
CF	F / S	F / S	F / S

Fumble (F): Roll 1d100 vs. Weapon EML (or DEX × 5 if the item held is not a weapon).

Stumble (S): Roll 1d100 vs. Dodge EML.

- **No Effect.** The character is wounded but does not Fumble or Stumble.

OTA *Opponent's Tactical Advantage.* The character does not Fumble or Stumble, but is momentarily thrown off-balance. The opponent gains a TA, against which the character can defend normally.

F / S *Fumble / Stumble.* The character drops the item held (Fumbles) or falls prone (Stumbles). The opponent gains a TA, against which the character can defend normally.

Fumble & Stumble Rolls not from injury: Use the middle (S2 / S3) column as the default column, modified by situational bonuses and penalties (e.g. object held in two hands, character running in darkness, etc).

EXHAUSTION: If the character's Physical Penalty exceeds his or her Condition S1 × 2, the character is Exhausted. Shift the effects of the Shock, Fumble and/or Stumble Roll by one column to the right.

LAYERED ARMOUR PROTECTION TABLE

ARMOUR LAYERS	B	E	P	F
Cloth + Cloth	1	2	1	2
Leather + Cloth	2	4	3	4
Quilt + Cloth	6	3	2	5
Quilt + Leather	6	4	3	5
Kurbul + Cloth	5	5	4	4
Kurbul + Leather + Cloth	5	6	4	5
Kurbul + Quilt	7	5	4	5
Kurbul + Quilt + Leather	7	6	4	6
Ring + Cloth	4	7	4	4
Ring + Quilt	6	7	4	5
Ring + Kurbul	5	8	5	5
Ring + Kurbul + Cloth	6	8	5	5
Ring + Kurbul + Quilt	8	8	5	6
Mail + Leather	3	9	7	4
Mail + Quilt	6	9	7	5
Mail + Kurbul + Cloth	5	9	7	4
Mail + Kurbul + Leather	5	10	7	5
Mail + Kurbul + Quilt	7	10	7	6
Mail + Mail	3	12	9	2
Mail + Mail + Quilt	6	12	9	5
Mail + Mail + Kurbul	5	12	9	4
Mail + Mail + Kurbul + Cloth	5	13	10	4
Mail + Mail + Kurbul + Quilt	7	13	10	6
Mail + Mail + Kurbul + Quilt + Cloth	8	13	10	6
Scale + Cloth	6	10	5	5
Scale + Quilt	8	10	5	6
Plate + Cloth	8	11	9	6
Plate + Quilt	9	11	9	7
Plate + Ring	8	12	9	6
Plate + Mail + Cloth	8	13	11	6
Plate + Mail + Leather	8	14	11	6
Plate + Mail + Quilt	9	13	11	7
Plate + Mail + Mail + Leather	8	16	12	6
Plate + Mail + Mail + Quilt	10	16	12	7
Plate + Scale	9	14	9	7
Plate + Plate	10	15	12	8

WEAPON DAMAGE ROLLS

1d100	Superior	Even	Inferior
CS	•	•	•
MS	•	•	•
MF	-1	-1	Break
CF	-1	Break	Break

Weapon Damage: Roll 1d100 vs. WQ × 5.

- **No Effect.** The weapon remains intact.

-1 *Weapon Damaged.* The weapon is damaged; reduce WQ by 1.

Break *Weapon Broken.* The weapon breaks. At GM discretion, it might still be usable in a different form (e.g. a broken spear may still be used as a staff or stick, etc).

Superior: The weapon's current WQ is 5+ points greater than the opposing weapon's WQ (e.g. WQ 14 vs. WQ 9).

Even: Both weapons' current WQ values are within 4 points of each other (e.g. WQ 13 vs. WQ 12), or the weapon is blocking a missile that inflicts 5+ Impact.

Inferior: The weapon's current WQ is 5+ points lower than the opposing weapon's WQ (e.g. WQ 9 vs. WQ 14).