

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	●
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 Mode: Close Mode Attack Class = 5 – Attack Class. Generally applies only to weapons that are swung. Does not affect Defence Class.

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	LV★1 HV★2	Block	•	M★2	LV★1 HV★2	•	•	M★2	MS	
	CS	M★3	M★2	LV★1 HV★2	Block	M★3	M★2	LV★1 HV★2	•	M★3	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 Wpn Dmg Roll
M★	Missile Strike (LV or HV)
LV/HV★	LV/HV Missile Strike

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

Each time a character takes a new injury, roll **1d6** for each level of severity of the wound:

INJURY	SHOCK ROLL
M1	1d6
S2	2d6
S3	3d6
G4	4d6
G5	5d6

Universal Penalty is added to this roll, but do **not** include the new injury that triggered the Shock Roll.

If the total exceeds ENDURANCE by **1 to 3 points**, the character is *Stunned* from the trauma or pain. A *Stunned* character is temporarily blinded by the pain. The opponent gains a **Tactical Advantage** (TA) and the character's next action (only) must be IGNORE or PASS. Thereafter, the character may act normally.

If the total exceeds ENDURANCE by **4 or more points**, the character is rendered unconscious. An unconscious character falls prone and the opponent gains a **TA**.

Any action that the character was performing at the time of being *Stunned* or knocked unconscious (e.g. casting a spell) aborts/fails critically.

- Knockout Punches:** Increase the Shock Roll by +1d6 for blunt strikes to the *Skull* and *Face* (only).

REGAINING CONSCIOUSNESS

An unconscious character tests CONDITION EML on each subsequent **Turn**. **Universal Penalty** applies, which includes the new injury's IL.

CS	Character is conscious (not in SHOCK)
MS	Character is conscious and in SHOCK
MF	Character remains unconscious (roll again next Turn)
CF	Character falls into a comatose state & is in SHOCK

A comatose character remains unconscious indefinitely until he has recovered from Shock (or dies).

FUMBLE / STUMBLE ROLLS

Unless forced by injury (see below), a Fumble Roll is resolved by rolling 3d6 against DEXTERITY, and a Stumble Roll by rolling 3d6 against AGILITY.

If a Fumble / Stumble Roll is forced by injury, roll **1d6** for each level of severity of the wound:

INJURY	F / S ROLL
M1	1d6
S2	2d6
S3	3d6

Note: A G4/G5 injury disables the limb; this causes an *automatic* fumble / stumble.

The character's **Physical Penalty** may be added to a Fumble Roll at GM discretion, but *must* be added to a Stumble Roll. Do **not** include the new injury that triggered the Fumble / Stumble Roll.

In combat, a fumble / stumble results in the opponent gaining a **Tactical Advantage**.

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 + Leather	4	7	4	5
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 + Quilt + Leather	6	9	7	6
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 + Cloth	3	12	9	2
Mail + Mail + Leather	3	12	9	4
Mail + Mail + Quilt	6	12	9	5
Mail + Mail + Quilt + Leather	6	12	9	6
Mail + Mail + Kurbul	5	12	9	4
Mail + Mail + Kurbul + Cloth	5	13	10	4
Mail + Mail + Kurbul + Leather	5	13	10	5
Mail + Mail + Kurbul + Quilt	7	13	10	6
Mail + Mail + Kurbul + Quilt + Cloth	8	13	10	6
Scale + Cloth	6	10	5	5
Scale + Leather	6	10	5	5
Scale + Quilt	8	10	5	6
Plate + Cloth	8	11	9	6
Plate + Leather	8	11	9	6
Plate + Quilt	9	11	9	7
Plate + Kurbul	9	11	9	6
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

Roll 3d6 vs. WQ.

The weapon with the **lowest** WQ must check for damage first; if both weapons have equal WQs, the Attacker checks first. The second weapon checks only if the first weapon is undamaged. If the number generated exceeds WQ, the attacker gains a **Tactical Advantage** and the weapon is damaged or is (functionally) destroyed, depending on by how much WQ was exceeded:

3d6 > WQ	EFFECT
By 1 to 3 points	WQ -1
By 4+ points	Destroyed

Destroyed weapons may turn into other types of weapon: a Spear may become a Staff or Stick; a Battlesword may become a Shortsword with no point, and so on.