**Version 1.0**

This document contains a collection of HârnMaster Advanced (HMA) rules that are intended to be used together with HârnMaster 3rd Edition (HM3). Some of these rules expand on existing rules; others replace them. All rules marked with ❏ are optional.

# CHARACTER 7
## STRENGTH – Extended Table

Modify the Strength attribute for weight as follows. Modified Strength should never be allowed to fall below one (1).

| Weight | |
|---|---|
| -5 | 21-55 |
| -4 | 56-85 |
| -3 | 86-110 |
| -2 | 111-130 |
| -1 | 131-145 |
| +0 | 146-155 |
| +1 | 156-170 |
| +2 | 171-190 |
| +3 | 191-215 |
| +4 | 216-245 |
| +5 | 246-280 |
| +6 | 281-320 |

## STAMINA vs. ENDURANCE

Replace the STAMINA (STA) Key Attribute with ENDURANCE (END). The definition of the attribute remains unchanged.

Consequently, the derived attribute ENDURANCE in HM3 is not used in HMA (see COMBAT 2). Instead, it is replaced with the CONDITION skill (see SKILLS 9). Tests that were previously made against ENDURANCE using d6s are now made using 1d100 against CONDITION EML.

# CHARACTER 16
## Truncated OML

It is technically possible for a starting character with very high attributes to begin play with excessively high Mastery Levels. To help balance the game, if the OML of any skill other than a Script or Language exceeds 70, it should be truncated as follows:

| Original OML | Truncated OML |
|---|---|
| 71-72 | 71 |
| 73-74 | 72 |
| 75-76 | 73 |
| 77-78 | 74 |
| 79-80 | 75 |
| 81-82 | 76 |
| 83-84 | 77 |
| 85-86 | 78 |
| 87-88 | 79 |
| 89-90 | 80 |
| 91-94 | 81 |
| 95-98 | 82 |
| 99-102 | 83 |
| 103-106 | 84 |
| 107-110 | 85 |
| 111-114 | 86 |
| 115-118 | 87 |
| 119-120 | 88 |

OML truncation *only* applies to starting characters. It does not affect in-game skill development.

# CHARACTER 21
## Character Design – Height

Players choose one of three height averages: Short (-3), Average (+0), or Tall (+3). Generate height normally, except the modifier for Short is 2d6+2 and Tall is 2d6+12 (Average is 4d6).

# CHARACTER 27
## Military Recruitment

Replace END with CONDITION SB for recruitment tests.

# SKILLS 1
## Maximum ML

The maximum ML for a skill is the lower of SBx10 and 100+SB. The only exceptions to this are CONDITION and MOBILITY, both of which have a maximum ML of the lower of SBx7 and 100+SB.

For example, a character with SB 16 in *Longswords* can develop it to ML116, while a character with only SB 8 can develop it to a maximum of 80.

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## SKILLS 3 – SKILLS TABLE

**AUTOMATIC SKILLS:** The skills listed in CAPITAL letters are automatic skills.

| | SKILL | ATTRIBUTES | | | SUNSIGN | OML | SPECIALTIES |
|---|---|---|---|---|---|---|---|
| **PHYSICAL** | Acrobatics | STR | AGL | AGL | Nad+2; Hir+1 | SBx2 | *Balancing, Bars, Rings, Trapeze, Tumbling, Vaulting.* |
| | CLIMBING | STR | DEX | AGL | Ula/Ara+2 | SBx4 | *None.* |
| | CONDITION | STR | END | WIL | Ula/Lad+1 | SBx5 | *None.* |
| | Dancing | DEX | AGL | AGL | Tar+2; Hir/Tai+1 | SBx2 | *Different styles may be treated as specialties.* |
| | DODGE | AGL | AGL | AGL | Hir/Tar/Tai+1 | SBx4 | *None.* |
| | JUMPING | STR | AGL | AGL | Nad/Hir+2 | SBx4 | *High Jump, Long Jump, etc.* |
| | Legerdemain | DEX | DEX | WIL | Tar/Tai/Sko+2 | SBx1 | *Purse-cutting, Prestidigitation, etc.* |
| | MOBILITY | AGL | AGL | AGL | Hir/Tar+1 | SBx5 | *None.* |
| | Riding | DEX | AGL | WIL | Ula/Ara+1 | SBx1 | *Horse, Pony, etc.* |
| | Skiing | STR | DEX | AGL | Mas+2; Sko/Lad+1 | SBx1 | *None.* |
| | STEALTH | AGL | HRG | WIL | Hir/Tar/Tai+2 | SBx3 | *None.* |
| | Swimming | END | DEX | AGL | Mas/Lad+3; Sko+1 | SBx1 | *Different styles/strokes may be treated as specialties.* |
| | THROWING | STR | DEX | EYE | Hir+2; Nad/Tar+1 | SBx4 | *None.* |

| | SKILL | ATTRIBUTES | | | SUNSIGN | OML | SPECIALTIES |
|---|---|---|---|---|---|---|---|
| **COMMUNICATION** | Acting | AGL | VOI | INT | Tar/Tai+1 | SBx2 | *Different styles may be treated as specialties.* |
| | AWARENESS | EYE | HRG | SML | Hir/Tar+2 | SBx4 | *None.* |
| | INTRIGUE | INT | AUR | WIL | Tar/Tai/Sko+1 | SBx3 | *None.* |
| | Language - Foreign | VOI | INT | WIL | Tai+1 | SBx1-2 | *Each Language is a separate skill.* |
| | LANGUAGE - NATIVE | VOI | INT | WIL | Tai+1 | Base+SB | *None.* |
| | Lovecraft | CML | AGL | VOI | Ang/Mas+1 | SBx3 | *Seduction, etc.* |
| | Mental Conflict | AUR | WIL | WIL | None | SBx3 | *None.* |
| | Musician | DEX | HRG | HRG | Ang/Mas+1 | SBx1 | *Each instrument is a specialty or separate skill.* |
| | ORATORY | CML | VOI | INT | Tar+1 | SBx2 | *None.* |
| | RHETORIC | VOI | INT | WIL | Tar/Tai/Sko+1 | SBx3 | *Command, Diplomacy, Interrogation, Intimidation, etc.* |
| | Ritual - Adaenum | DEX | VOI | INT | Lad+2; Hir/Sko+1 | SBx1 | *None.* |
| | Ritual - Agrik | STR | VOI | INT | Nad+2; Ahn/Ang+1 | SBx1 | *Liturgy, Scriptor, Theology.* |
| | Ritual - Anoa | VOI | INT | AUR | Sko+2; Tai/Ula+1 | SBx1 | *None.* |
| | Ritual - Bujoc | VOI | INT | AUR | None | SBx1 | *None.* |
| | Ritual - Chelni | VOI | INT | AUR | Ahn+2; Fen/Tai+1 | SBx1 | *None.* |
| | Ritual - Chymak | DEX | VOI | INT | Lad+2; Fen/Sko+1 | SBx1 | *None.* |
| | Ritual - Equani | VOI | INT | AUR | Ara+2; Ang/Fen+1 | SBx1 | *None.* |
| | Ritual - Gozyda | VOI | INT | WIL | Ahn+2; Tai/Tar+1 | SBx1 | *None.* |
| | Ritual - Halea | CML | VOI | INT | Tar+2; Hir/Mas+1 | SBx1 | *Liturgy, Scriptor, Theology.* |
| | Ritual - Ilvir | VOI | INT | AUR | Sko+2; Tai/Ula+1 | SBx1 | *Liturgy, Scriptor, Theology.* |
| | Ritual - Kabloqui | VOI | INT | AUR | Ara+2; Ang/Fen+1 | SBx1 | *None.* |
| | Ritual - Kamaki | DEX | VOI | INT | Lad+2; Ahn/Ula+1 | SBx1 | *None.* |
| | Ritual - Kath | VOI | INT | AUR | Hir+2; Ahn/Ula+1 | SBx1 | *None.* |
| | Ritual - Kubora | VOI | INT | AUR | Ara+2; Ula/Tar+1 | SBx1 | *None.* |
| | Ritual - Larani | VOI | INT | WIL | Ang+2; Ahn/Fen+1 | SBx1 | *Liturgy, Scriptor, Theology.* |
| | Ritual - Morgath | VOI | INT | WIL | Lad+2; Ahn/Mas+1 | SBx1 | *Liturgy, Scriptor, Theology.* |
| | Ritual - Naveh | VOI | INT | WIL | Mas+2; Sko/Tar+1 | SBx1 | *Liturgy, Scriptor, Theology.* |
| | Ritual - Pagaelin | VOI | INT | AUR | None | SBx1 | *None.* |
| | Ritual - Peoni | DEX | VOI | INT | Ara+2; Ula/Ahn+1 | SBx1 | *Liturgy, Scriptor, Theology.* |
| | Ritual - Sarajin | STR | VOI | INT | Fen+2; Ara/Lad+1 | SBx1 | *Liturgy, Scriptor, Theology.* |
| | Ritual - Save-K'nor | VOI | INT | INT | Tai+2; Tar/Sko+1 | SBx1 | *Liturgy, Scriptor, Theology.* |
| | Ritual - Siem | VOI | INT | AUR | Hir+2; Ula/Fen+1 | SBx1 | *Liturgy, Scriptor, Theology.* |
| | Ritual - Solori | VOI | INT | INT | Ang+2; Nad/Tai+1 | SBx1 | *None.* |
| | Ritual - Taelda | VOI | INT | AUR | Ula+2; Hir/Tai+1 | SBx1 | *None.* |
| | Ritual - Tulwyn | STR | VOI | INT | Hir+2; Ang/Sko+1 | SBx1 | *None.* |
| | Ritual - Urdu | VOI | INT | AUR | Ara+2; Mas/Tai+1 | SBx1 | *None.* |

| | SKILL | ATTRIBUTES | | | SUNSIGN | OML | SPECIALTIES |
|---|---|---|---|---|---|---|---|
| | Ritual - Ymodi | VOI | INT | AUR | None | SBx1 | *None.* |
| | Scripts | DEX | EYE | INT | Tar/Tai+1 | 70+SB | *Each Script is a separate skill.* |
| | SINGING | HRG | VOI | VOI | Mas+1 | SBx3 | *Different styles may be treated as specialties.* |

| | SKILL | ATTRIBUTES | | | SUNSIGN | OML | SPECIALTIES |
|---|---|---|---|---|---|---|---|
| **COMBAT** | Axes | STR | DEX | DEX | Fen/Ahn/Ang+1 | SBx3 | *Handaxe, Hatchet, Shorkana, Sickle.* |
| | Battleaxes | STR | STR | DEX | Fen/Ahn/Ang/Nad+1 | SBx2 | *Battleaxe, Pickaxe, Warhammer.* |
| | Blowguns | END | DEX | EYE | Hir+2; Nad/Tar+1 | SBx3 | *Blowgun.* |
| | Bows | STR | DEX | EYE | Nad/Hir/Tar+1 | SBx2 | *Hartbow, Longbow, Shortbow.* |
| | Clubs | STR | STR | DEX | Ula/Ara+1 | SBx3 | *Club, Mace, Maul, Morningstar, Stick.* |
| | Crossbows | DEX | DEX | EYE | Hir/Ula/Fen+1 | SBx3 | *Heavy Crossbow, Light Crossbow, Siege Crossbow.* |
| | Daggers | DEX | DEX | EYE | Ang/Nad+2 | SBx3 | *Dagger, Keltan, Knife, Taburi* |
| | Flails | DEX | DEX | DEX | Nad/Hir/Tar+1 | SBx1 | *Ball & Chain, Grainflail, Nachakas, Warflail.* |
| | INITIATIVE | AGL | WIL | WIL | Ahn/Ang/Nad+1 | SBx4 | *None.* |
| | Longswords | STR | STR | DEX | Ang+3; Ahn/Nad+1 | SBx3 | *Bastard Sword, Battlesword, Broadsword, Estoc, Mang.* |
| | Nets | DEX | DEX | EYE | Sko/Mas/Lad+1 | SBx1 | *Blanket, Cloak, Net, etc.* |
| | Polearms | STR | STR | DEX | Ara/Ang+1 | SBx2 | *Bill, Falcastra, Glaive, Jousting Pole, Lance, Pike, Poleaxe.* |
| | Shields | STR | DEX | DEX | Ula/Lad/Mas+1 | SBx3 | *Buckler, Kite, Knight (Heater), Round, Tower Shield.* |
| | Shortswords | STR | DEX | DEX | Ang+3; Ahn/Nad+1 | SBx3 | *Falchion, Longknife, Mankar, Shortsword.* |
| | Slings | DEX | DEX | EYE | Nad/Hir/Tar+1 | SBx1 | *Sling, Staffsling.* |
| | Spears | STR | DEX | DEX | Ula/Ara/Fen+1 | SBx3 | *Javelin, Pitchfork, Spear, Staff, Trident.* |
| | UNARMED | STR | DEX | AGL | Ula/Mas/Lad+2; Ahn/Nad+1 | SBx3 | *Classical Wrestling, Kamtola, Sashata, etc.* |
| | Whips | DEX | DEX | EYE | Hir/Nad+1 | SBx1 | *Isagara, Whip.* |

| | SKILL | ATTRIBUTES | | | SUNSIGN | OML | SPECIALTIES |
|---|---|---|---|---|---|---|---|
| **CRAFT / LORE** | Agriculture | STR | END | WIL | Ula/Ara+2 | SBx2 | *Different crops may be treated as specialties.* |
| | Alchemy | SML | INT | AUR | Sko+3; Tai/Mas+2 | SBx1 | *Dyecraft, Inkcraft, etc. Each Menstrum (recipe) is a discrete skill.* |
| | Animalcraft | AGL | VOI | WIL | Ula/Ara+1 | SBx1 | *Birdcraft, Cattlecraft, Dogcraft, Horsecraft, Ivashucraft, Oxcraft, Pigcraft, Ratcraft, Sheepcraft, Wolfcraft, etc.* |
| | Arcane Discipline | INT | AUR | WIL | None | SBx2 | *Alchemy, Magic, etc.* |
| | Arcane Lore | INT | INT | WIL | None | SBx2 | *Alchemy, Magic, etc.* |
| | Astrology | EYE | INT | AUR | Tar+1 | SBx1 | *Astromancy, Astronomy, etc.* |
| | Brewing | DEX | SML | SML | Sko+3; Tai/Mas+2 | SBx2 | *Ale / Beer, Brandy, Cider, Mead, Wine, etc.* |
| | Ceramics | DEX | DEX | EYE | Ula/Ara+2 | SBx2 | *Different artistic styles may be considered specialties.* |
| | Cookery | DEX | SML | SML | Sko+1 | SBx3 | *Cultural, religious and regional specialties.* |
| | Drawing | DEX | EYE | EYE | Sko/Tai+1 | SBx2 | *Cartography, Painting, Sketching, etc.* |
| | Embalming | DEX | EYE | SML | Ula/Sko+1 | SBx1 | *Cultural, religious and regional specialties.* |
| | Engineering | DEX | INT | INT | Ula/Ara+2; Fen+1 | SBx1 | *Fortifications, Gates, Large Engines, Mills, Sapping, Siege Engines, etc.* |
| | Fishing | DEX | EYE | WIL | Mas/Lad+2 | SBx3 | *Hook & Line, Net-Fishing, Spear-Fishing, etc.* |
| | Fletching | DEX | DEX | EYE | Hir+2; Nad/Tar+1 | SBx1 | *Bowyer, Fletcher.* |
| | Folklore | VOI | INT | INT | Tai+2 | SBx3 | *Cultural and/or regional specialties.* |
| | Foraging | DEX | SML | INT | Ula/Ara+2 | SBx3 | *Different climate/terrain types may be considered specialties.* |
| | Glasswork | DEX | EYE | WIL | Fen+2 | SBx1 | *Different styles may be considered artistic specialties.* |
| | Heraldry | DEX | EYE | WIL | Tai/Sko+1 | SBx1 | *Cultural and/or regional specialties.* |
| | Herblore | EYE | SML | INT | Ula+3; Ara+2 | SBx1 | *Food Crop, Medicinal, Poisons, etc.* |
| | Hidework | DEX | SML | WIL | Ula/Ara+1 | SBx1 | *Curing / Tanning, Furrier, Leatherworking, Parchment, Stitching, Taxidermy, Tooling, Vellum, etc.* |
| | Jewelcraft | DEX | EYE | WIL | Fen+3; Ara/Tar+1 | SBx1 | *Designer, Gemcutter, Goldsmith, Silversmith, etc.* |
| | Law | VOI | INT | WIL | Tar/Tai+1 | SBx1 | *Cultural and/or regional specialties.* |
| | Lockcraft | DEX | EYE | WIL | Fen+1 | SBx1 | *Lockmaker, Lockpicker, Fine Mechanics, etc.* |
| | Masonry | STR | DEX | INT | Ula/Ara+2 | SBx1 | *Architect, Builder, Construction, Quarrying, Sculptor, Stonecarving, Stonecutter, Stonelaying, etc.* |
| | Mathematics | INT | INT | WIL | Tai+3; Tar/Sko+1 | SBx1 | *Accountancy, Algebra, Bookkeeping, Geometry, etc.* |

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| SKILL | ATTRIBUTES | | | SUNSIGN | OML | SPECIALTIES |
|---|---|---|---|---|---|---|
| Mercantilism | EYE | INT | INT | Tar/Tai+2; Sko+1 | SBx1 | *Each trade is a discrete skill (e.g. Cloth, Hides, Metalware, Pottery, etc.), each with their own specialties (e.g. Cotton, Linen, Silk, Wool, etc.).* |
| Metalcraft | STR | DEX | WIL | Fen+3; Ahn/Ang+1 | SBx1 | *Blacksmith, Brass-smith, Bronzesmith, Coppersmith, Lead-Smith, Pewter-Smith, Tinsmith, etc.* |
| Milling | STR | DEX | SML | Ula+1 | SBx2 | *Baking, etc.* |
| Mining | STR | EYE | INT | Ula/Ara+2; Fen+1 | SBx1 | *Geology, Mineralogy, Prospecting, etc.* |
| Perfumery | SML | SML | INT | Hir/Tar/Sko+1 | SBx1 | *Incense, Perfume, Scented Oils, Soap, etc.* |
| Physician | DEX | EYE | INT | Mas+2; Tai/Sko+1 | SBx1 | *Homeopathy, Medicine, Surgery, Torture, etc.* |
| Piloting | DEX | EYE | INT | Lad+3 Mas+1 | SBx1 | *Sea Navigation, Sailing, Specific Waterways, etc.* |
| Runecraft | INT | AUR | AUR | Tai+2; Sko+1 | SBx1 | *Regional styles may be specialties.* |
| Seamanship | STR | DEX | AGL | Lad+3; Sko/Mas+1 | SBx2 | *Rowing, Sailing (small boats), Sculling, etc.* |
| Shipwright | STR | DEX | INT | Lad+3; Mas+1 | SBx1 | *Naval Architecture, Sailmaking, etc.* |
| Survival | STR | DEX | INT | Ula+2; Ara+1 | SBx3 | *Different climate/terrain types may be considerd specialties.* |
| Tarotry | INT | AUR | WIL | Tar/Tai+2; Hir/Sko+1 | SBx1 | *Regional styles may be considered specialties.* |
| Textilecraft | DEX | DEX | EYE | Ula/Ara+1 | SBx2 | *Embroidery, Needlework, Sewing, Spinning, Tailoring, Tentmaking, Weaving, etc.* |
| Timbercraft | STR | DEX | AGL | Ula+3; Ara+1 | SBx2 | *Cutting, Felling, Tree Care, etc.* |
| Tracking | EYE | SML | WIL | Ula/Ara+3 | SBx2 | *Specialist for any race or creature type.* |
| Trapping | DEX | AGL | EYE | Ula/Ara+2 | SBx2 | *Different creature types may be specialties.* |
| Weaponcraft | STR | DEX | WIL | Fen+3; Ahn/Ang+1 | SBx1 | *Weapon Group (e.g. Swordsmith) or Armour type (e.g. Mailcraft).* |
| Weatherlore | EYE | SML | INT | Hir/Tar/Mas/Lad+1 | SBx3 | *Different climate types may be specialties.* |
| Woodcraft | DEX | DEX | WIL | Ula+2; Ara/Lad+1 | SBx2 | *Cabinetry, Carpentry, Carving, Cooper, Thatching, Toy-maker, Wheelwright* |

| | SKILL | ATTRIBUTES | | | SUNSIGN | OML | SPECIALTIES |
|---|---|---|---|---|---|---|---|
| **PSIONICS** | Amplification | AUR | AUR | WIL | Fen/Ang+1 | SBx1 | *None.* |
| | Charm | AUR | AUR | WIL | Nad/Tar/Tai+1 | SBx1 | *None.* |
| | Clairvoyance | AUR | AUR | WIL | Tai+1 | SBx1 | *None.* |
| | Disembodiment | AUR | AUR | WIL | Hir/Nad+1 | SBx1 | *None.* |
| | Extratemporality | AUR | AUR | WIL | Hir/Had/Tai+1 | SBx1 | *None.* |
| | Healing | AUR | AUR | WIL | Mas/Sko+1 | SBx1 | *None.* |
| | Hex | AUR | AUR | WIL | Ahn+1 | SBx1 | *None.* |
| | Medium | AUR | AUR | WIL | Tai+1 | SBx1 | *None.* |
| | Mental Bolt | AUR | AUR | WIL | Ahn+1 | SBx1 | *None.* |
| | Negation | AUR | AUR | WIL | Fen+1 | SBx1 | *None.* |
| | Prescience | AUR | AUR | WIL | Tai/Tar+1 | SBx1 | *None.* |
| | Psychometry | AUR | AUR | WIL | Tai/Mas+1 | SBx1 | *None.* |
| | Pyrokinesis | AUR | AUR | WIL | Ang/Ahn/Nad+1 | SBx1 | *None.* |
| | Sensitivity | AUR | AUR | WIL | Tar/Tai+1 | SBx1 | *None.* |
| | Telekinesis | AUR | AUR | WIL | Nad/Ahn+1 | SBx1 | *None.* |
| | Telepathy | AUR | AUR | WIL | Tar/Tai/Sko+1 | SBx1 | *None.* |
| | Transference | AUR | AUR | WIL | Tar/Tai+1 | SBx1 | *None.* |
| | Transmutation | AUR | AUR | WIL | Tar/Tai+1 | SBx1 | *None.* |

| | SKILL | ATTRIBUTES | | | SUNSIGN | OML | SPECIALTIES |
|---|---|---|---|---|---|---|---|
| **SHEK-PVAR** | Lyahvi | INT | AUR | AUR | Hir+3; Nad/Tar+2; Ang/Tai+1; Ahn/Sko+0; Fen/Mas-1; Ara/Lad-2; Ula-3 | SBx1 | *None.* |
| | Peleahn | INT | AUR | AUR | Ang+3; Ahn/Nad+2; Fen/Hir+1; Ara/Tar+0; Ula/Tai-1; Sko/Lad-2; Mas-3 | SBx1 | *None.* |
| | Jmorvi | INT | AUR | AUR | Fen+3; Ara/Ahn+2; Ula/Ang+1; Nad/Lad+0; Hir/Mas-1; Tar/Sko-2; Tai-3 | SBx1 | *None.* |

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| SKILL | ATTRIBUTES | | | SUNSIGN | OML | SPECIALTIES |
|---|---|---|---|---|---|---|
| Fyvria | INT | AUR | AUR | Ula+3; Ara/Lad+2; Fen/Mas+1; Ahn/Sko+0; Ang/Tai-1; Nad/Tar-2; Hir-3 | SBx1 | *None.* |
| Odivshe | INT | AUR | AUR | Mas+3; Sko/Lad+2; Ula/Tai+1; Ara/Tar+0; Fen/Hir-1; Ahn/Nad-2; Ang-3 | SBx1 | *None.* |
| Savorya | INT | AUR | AUR | Tai+3; Tar/Sko+2; Hir/Mas+1; Nad/Lad+0; Ula/Ang-1; Ara/Ahn-2; Fen-3 | SBx1 | *None.* |
| Neutral | INT | AUR | AUR | None | SBx1 | *None.* |

## New Skills

The following describes new skills used in HMA that are not included in HM3:

### Physical Skills

**MOBILITY:** Automatic skill; this represents a character's base movement speed. The number of hexes that a character can move in combat is equal to *Move*, which is one fifth of Mobility ML less Physical Penalty.

**Riding:** Formerly a Combat skill, Riding is now considered a Physical skill.

### Combat Skills

**Axes / Battleaxes:** The *Axe* skill is now split into two separate skills. *Axes* (OML SBx3) is the ability to use substantially one-handed unidirectional and/or bi-directional swung weapons. *Battleaxes* (OML SBx2) is the ability to use large (hand-and-a-half or two-handed) unidirectional and/or bi-directional swung weapons.

**Bows / Crossbows:** The *Bow* skill is now split into two separate skills. *Bows* (OML SBx2) is the ability to use normal bows. *Crossbows* (OML SBx3) is the ability to use crossbows.

**Shortswords / Longswords:** The *Sword* skill is now split into two separate skills. *Shortswords* (OML SBx3) is the ability to use shorter bladed swords. *Longswords* (OML SBx3) is the ability to use long-bladed swords.

### Craft / Lore Skills

**Arcane Discipline:** An occupational 'meta' skill for all Shek-Pvar, opened at OML SBx2. This is the ability to effectively focus one's being. It is not the exclusive preserve of mages, but the Shek-Pvar practice a unique style, and it is an essential skill for spell research. To open *Arcane Discipline*, the student must study meditation and meditate on various arcane principles under a qualified teacher (*Arcane Discipline* SI 5+) for approximately (25-SB)x120 hours.

*Arcane Discipline* is tested whenever a character attempts to research and learn a new spell. Each time a character opens a new spell, he is awarded one *Arcane Discipline* development roll per complexity level.

**Arcane Lore:** An occupational 'meta' skill for all Shek-Pvar, opened at OML SBx2. This represents general grasp of knowledge associated with the various arcane arts (including but not limited to magic, arcane philosophy, astrology and alchemy). Someone with *Arcane Lore* has broad understanding of esoteric matters, and a somewhat more detailed knowledge of his particular area of specialty. *Arcane Lore* is typically acquired and developed through teachers and the study of written works.

*Arcane Lore* is tested whenever a character examines a written work, artefact or esoteric problem. The skill may be developed whenever the character opens a new spell, studies a substantive scholarly work, or undertakes a reasonable period of study (120+ hours) under a qualified teacher or through research.

**Mercantilism:** The ability to analyse the quality and value of merchandise. There is a separate skill for each type of merchandise, such as cloth, metalware, hides and pottery. A *Mercantilism* skill in a specific commodity is referred to as *Trade (Commodity)*, such as *Trade Cloth*, *Trade Wine*, etc. In addition, each of these skills is usually broken down into specialties. For example *Trade Pottery* could be broken down further into clay utensils, ceramics and glazes. *[Many thanks to Roy Denton for his Mercantilism article.]*

**Trapping:** A skill used to set traps and check them. Traps are suitable for small mammals (not larger than a fox or badger). It takes one daylight watch to deploy/harvest a one-mile trapline.

The trapper sets out a trapline and then checks it every few days.

| | |
|---|---|
| **CS** | 1d6 pelts per mile of trapline. |
| **MS** | 1d2 pelts per mile of trapline. |
| **MF** | No pelts. |
| **CF** | Traps destroyed by animals, gargun or rivals. |

For every day that a trapline goes unchecked, there is a 20% chance that local predators will get to the trapped animals first – the remains are worthless as pelts (see: BARBARIANS 6).

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## SKILLS 6
### Encumbrance Penalty

*Encumbrance Penalty* (EP) is the effect of *Load* on a character's physical activities. It is calculated as follows:

$$EP = (Load - (n \times STR)) / END$$

The minimum EP is zero. The formula (n × STR) is also called the *Load Rating*: for humanoids, n = 2. For birds in flight, n = 0. For most quadrupeds (e.g. dogs), n = 4 but for beasts of burden (including horses), n = 8.

For example, Dran has 9 STR and 13 END, and is carrying a Load of 30 lbs. His EP is therefore 1 (i.e. -5 EML penalty to physical skills).

## COMBAT 2
### Weapon Class

*(Note that this replaces the HM3 rule for AML and DML calculation.)*

Weapons perform differently on attack and defence, and have been given at Attack and Defence class as noted on the *Weapon Data Table* (see below). If a weapon is being used to Attack or Counterstrike, the ATTACK class is used. When a weapon is used to Block, its DEFENCE class issued used.

Note: GRAPPLE has an Attack class of 0. DODGE has a Defence class of 0 (*Duck & Weave* – remain in hex) or 3 (*Evasion* – must move 1 hex out of all Engagement Zones).

Weapon Attack/Defence class may be modified as follows: cross-index the attacker's Attack class and the defender's Defence class on the *Weapon Comparison Table*.

| WEAPON COMPARISON TABLE | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | Defending Weapon | | | | | | Shield Class | | |
| | | 0 | 1 | 2 | 3 | 4 | 5 | B | H/R | K | T |
| Attacking Wpn | 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 |

The results are: (•) neither the attacker's nor defender's ML is adjusted; (A) the attacker increases his ML by the number given; (D) the defender increases his ML by the number given.

For example, a teamster is attacked by a Tulwyn warrior while travelling with a caravan on the Salt Route. The barbarian attacks with a spear (Attack class 4). The teamster attempts to Dodge (*Evasion* – Defence class 3). Therefore, according to the *Weapon Comparison Table*, the Tulwyn warrior gains a +5 ML bonus to his attack (A05).

### Open/Close Mode

A battlesword is superior to a dagger when fighting outdoors, but in a narrow passageway or crowded melee, it may become a liability.

A character significantly obstructed by an adjacent wall, tree, friendly character, etc., is in Close Mode. The relevance of an obstruction is a matter of GM discretion. If the obstruction is, for example, behind one of the characters, it may not interfere with action. On the other hand, an obstruction which is adjacent to both the attacker and defender is usually relevant.

When a weapon is used (for attack or defence) in Close Mode, apply a -10 Special Penalty. Generally, this applies only to the weapon with the higher Attack class or to a weapon that is being swung.

For example, in a fierce battle at close quarters at the entrance to a keep, an invading knight swings his battleaxe (Attack class 4) at a man-at-arms, who is Blocking with a round shield (Defence class R). The GM declares that the knight is in Close Mode. According to the *Weapon Comparison Table*, in Open Mode a Battleaxe vs. Round Shield would yield a +10 ML bonus to the man-at-arms (defender); but in Close Mode not only does the defender retain this bonus but the attacker also suffers a -10 ML penalty.

The Close Mode penalty does not apply to shields.

If a character is impeded only by friendly characters, he has the option to Attack or Counterstrike in Open Mode; if, however, he does so there is a 30% chance that the attack will be directed at the nearest friendly character (it is otherwise normally resolved – the friendly target may defend himself).

## COMBAT 3 – WEAPON DATA TABLE

| WEAPON | SKILL | OML | WT | WQ | A/D | HM | B | E | P | PRICE |
|---|---|---|---|---|---|---|---|---|---|---|
| Hand/Forearm | Unarmed | SBx3 | • | • | 0/3 | --/05 | 0 | • | • | n/a |
| Foot/Leg/Knee | Unarmed | SBx3 | • | • | 1/1 | --/05 | 1 | • | • | n/a |
| Headbutt | Unarmed | SBx3 | • | • | 0/0 | n/a | 1 | • | • | n/a |
| Bite | Unarmed | SBx3 | • | • | 0/0 | n/a | • | 0 | • | n/a |
| *Fighting Claw | Unarmed | SBx3 | Tr | 9 | 1/2 | --/05 | • | 1 | • | 12d |
| Buckler | Shields | SBx3 | 3 | 12 | 1/B | --/-- | 1 | • | (2) | 24d |
| † Knight Shield | Shields | SBx3 | 5 | 13 | 1/H | --/-- | 2 | • | (3) | 60d |
| Round Shield | Shields | SBx3 | 6 | 13 | 1/R | --/-- | 2 | • | (3) | 42d |
| † Kite Shield | Shields | SBx3 | 7 | 14 | 1/K | --/-- | 3 | • | (3) | 72d |
| Tower Shield | Shields | SBx3 | 8 | 14 | 1/T | --/-- | 3 | • | (3) | 96d |
| # Knife | Daggers | SBx3 | 1 | 10 | 1/0 | --/05 | 0 | 1 | 4 | M/6d |
| Dagger | Daggers | SBx3 | 1 | 11 | 1/1 | --/05 | 1 | 2 | 5 | 24d |
| ▲Taburi | Daggers | SBx3 | 1 | 10 | 1/0 | --/05 | 0 | • | 4 | 20d |
| Keltan | Daggers | SBx3 | 2 | 12 | 1/2 | --/05 | 2 | 0 | 3 | 36d |
| Longknife (S) | Shortswords | SBx3 | 1 | 12 | 2/2 | --/05 | 1 | 3 | 5 | 96d |
| Shortsword | Shortswords | SBx3 | 2 | 12 | 2/1 | --/10 | 2 | 4 | 4 | 90d |
| Mankar (G) | Shortswords | SBx3 | 2 | 11 | 2/1 | --/10 | 2 | 5 | 0 | 84d |
| Falchion | Shortswords | SBx3 | 4 | 12 | 3/1 | --/15 | 4 | 6 | 1 | 120d |
| Mang (G) | Longswords | SBx3 | 3 | 11 | 3/2 | 05/20 | 3 | 6 | 0 | 110d |
| † Broadsword | Longswords | SBx3 | 3 | 12 | 3/2 | --/15 | 3 | 5 | 3 | 150d |
| † Estoc | Longswords | SBx3 | 3 | 11 | 3/2 | --/15 | 3 | 0 | 6 | 150d |
| † Bastard Sword | Longswords | SBx3 | 5 | 12 | 4/2 | 10/20 | 4 | 7 | 4 | 180d |
| † Battlesword | Longswords | SBx3 | 8 | 13 | 5/2 | 20/30 | 5 | 8 | 4 | 230d |
| # Stick (2′) | Clubs | SBx3 | 2 | 9 | 2/1 | --/05 | 2 | • | (2) | n/a |
| # Club | Clubs | SBx3 | 3 | 10 | 3/1 | --/10 | 4 | • | (3) | W/12d |
| † Mace | Clubs | SBx3 | 4 | 11 | 3/1 | --/10 | 6 | • | • | 84d |
| Morningstar | Clubs | SBx3 | 5 | 11 | 4/1 | 10/20 | 0 | • | 5 | 48d |
| # Maul | Clubs | SBx3 | 7 | 9 | 4/1 | 20/30 | 7 | • | • | W/24d |
| # Sickle | Axes | SBx3 | 1 | 9 | 1/1 | --/05 | 1 | 4 | 3 | M/10d |
| ▲Shorkana | Axes | SBx3 | 2 | 10 | 1/1 | --/10 | 3 | 5 | • | 48d |
| # Billhook | Axes | SBx3 | 2 | 9 | 1/1 | --/10 | 3 | 4 | • | M/12d |
| # Hatchet | Axes | SBx3 | 2 | 9 | 1/1 | --/10 | 3 | 4 | • | M/12d |
| Handaxe | Axes | SBx3 | 3 | 11 | 2/1 | --/10 | 4 | 6 | (4) | 72d |
| † Battleaxe | Battleaxes | SBx2 | 6 | 12 | 4/2 | 15/25 | 6 | 9 | (6) | 100d |
| Pickaxe | Battleaxes | SBx2 | 7 | 9 | 4/2 | 20/30 | 5 | • | 7 | M/15d |
| † Warhammer | Battleaxes | SBx2 | 5 | 12 | 3/1 | 05/15 | 6 | • | (5) | 90d |
| *Nachakas | Flails | SBx1 | 1 | 10 | 3/2 | --/05 | 4 | • | • | 12d |
| # Grainflail | Flails | SBx1 | 2 | 9 | 4/1 | --/10 | 5 | • | • | W/12d |
| † Ball & Chain | Flails | SBx1 | 4 | 12 | 4/2 | --/15 | 8 | • | (6) | 60d |
| Warflail | Flails | SBx1 | 5 | 11 | 5/2 | 20/30 | 9 | • | (6) | 60d |
| # Staff | Spears | SBx3 | 4 | 11 | 4/3 | 10/20 | 4 | • | • | W/36d |
| ▲Javelin | Spears | SBx3 | 3 | 10 | 3/1 | --/15 | 2 | • | 6 | 48d |
| ▲Spear (6′) | Spears | SBx3 | 5 | 11 | 4/2 | 10/20 | 4 | • | 7 | 60d |
| # Pitchfork | Spears | SBx3 | 5 | 9 | 4/3 | 10/20 | 3 | • | 4 | W/8d |
| Trident | Spears | SBx3 | 6 | 12 | 4/3 | 10/20 | 4 | • | 5 | 72d |
| † Lance (10′) | Polearms | SBx2 | 8 | 11 | 5/1 | 15/25 | 4 | • | 8 | 120d |
| Glaive | Polearms | SBx2 | 8 | 11 | 5/2 | 20/35 | 6 | 7 | 6 | 84d |
| Bill | Polearms | SBx2 | 8 | 12 | 5/2 | 20/35 | 6 | 7 | (6) | 84d |
| † Jousting Pole | Polearms | SBx2 | 8 | 8 | 5/1 | 15/25 | 3 | • | • | 40d |
| † Poleaxe (10′) | Polearms | SBx2 | 8 | 11 | 5/1 | 20/35 | 6 | 9 | (6) | 96d |
| # Falcastra | Polearms | SBx2 | 7 | 9 | 4/1 | 20/35 | 3 | 5 | 6 | M/60d |
| *Pike (12′) (L) | Polearms | SBx2 | 12 | 12 | 5/1 | 25/40 | 4 | • | 8 | 96d |

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| WEAPON | SKILL | OML | WT | WQ | A/D | HM | B | E | P | PRICE |
|--------|-------|-----|----|----|-----|----|----|----|----|-------|
| Net | Nets | SBx1 | 4 | 9 | 4/0 | 05/10 | 2 | • | (1) | 48d |
| Whip | Whips | SBx1 | 2 | 9 | 5/1 | --/10 | 2 | 1 | • | H/12d |
| *Isagara (L) | Whips | SBx1 | 4 | 11 | 5/1 | --/10 | 3 | 3 | • | H/20d |
| ▲*Crossbow, 80 lbs | Crossbows | SBx3 | 5 | 10 | 1/1 | n/a | 3 | • | • | 60d |
| ▲Shortbow, 60 lbs | Bows | SBx2 | 1 | 10 | 1/1 | n/a | 1 | • | • | F/24d |
| ▲Longbow, 80 lbs | Bows | SBx2 | 2 | 11 | 1/1 | n/a | 2 | • | • | F/36d |
| ▲Hartbow, 90 lbs (S) | Bows | SBx2 | 1 | 13 | 1/1 | n/a | 1 | • | • | F/96d |
| ▲*Blowgun | Blowguns | SBx3 | 1 | 8 | 1/1 | n/a | 1 | • | • | 12d |
| ▲#Sling | Slings | SBx1 | Tr | 9 | n/a | --/35 | • | • | • | H/6d |
| ▲Staff Sling | Slings | SBx1 | 1 | 10 | 1/0 | 20/40 | 1 | • | • | W/12d |

**WEAPON:** Some weapons are restricted by region, race, and custom.

†     Chivalric (noble) Weapon.

#     Tool/Peasant Weapon.

▲     Also missile weapon. Data given here is for use as *Melee* weapon. Data for use as Missile weapon is given below.

\*     Rare Weapon (on Hârn).

(G)   Gargun Weapon.

(S)   Sindarin Weapon.

(L)   Long Weapon. Attacks at one hex range and cannot Attack adjacent enemy.

| MISSILE DATA TABLE | | | | |
|---|---|---|---|---|
| **Weapon** | **Short** EML +0 | **Medium** EML -20 | **Long** EML -40 | **Extreme** EML -80 |
| **Shortbow**, 40lb | 20 / 4 | 40 / 3 | 80 / 2 | 160 / 2 |
| **Shortbow**, 60lb | 20 / 6 | 40 / 5 | 80 / 4 | 160 / 3 |
| **Longbow**, 80lb | 25 / 8 | 50 / 7 | 100 / 6 | 200 / 5 |
| **Longbow**, 100lb | 25 / 10 | 50 / 9 | 100 / 8 | 200 / 7 |
| **Hartbow**, 90lb | 30 / 9 | 60 / 8 | 120 / 7 | 240 / 6 |
| **Hartbow**, 120lb | 30 / 12 | 60 / 11 | 120 / 10 | 240 / 8 |
| **Crossbow**, 80lb | 20 / 7 | 40 / 6 | 80 / 5 | 160 / 4 |
| **Crossbow**, 140lb | 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% |

‡ Throwing Weapon (Low Velocity)

**SKILL:** Combat Skill to use this weapon.

**OML:** Opening Mastery Level for this weapon, noted as a multiple of the character's Skill Base (see: SKILLS 2).

**WT:** Weight of the weapon in pounds. Trace (Tr) items (arrows, slingstones, etc) are presumed to weigh 0.1 lbs each.

**WQ:** Weapons are rated for quality. Sturdy all-metal weapons like swords have higher ratings than hafted weapons like spears. Weapon Quality (WQ) is used to test if a weapon breaks in certain combat situations. Higher quality weapons cost more. See: *Price* below.

**A/D:** Weapons may give bonuses to combat skills based on their effectiveness to attack or defend. The first number is the weapon's Attack Class; the second is its Defence Class. The A/D values are compared against an opposing weapon to determine who receives an Attack or Defence bonus. See: *Weapon Class* above.

**HM:** Hand Mode penalties. The first value is the penalty for wielding the weapon in the primary hand (right hand for most); the second value applies to using the weapon in the secondary (off-) hand. There is no bonus for two-handed use – note that some weapons, such as Blowguns and Bows, can only be used two-handed.

**B/E/P:** The base impact (damage) of a weapon when it strikes. Weapons may have impact ratings for two or more *Aspects*: Blunt (B), Edge (E) and Point (P). A • rating indicates the weapon does not have this Aspect. A zero (0) rating means the weapon has the Aspect, but impact is +0. Point Aspects in brackets are optional: if chosen, reduce WQ by one (1).

**PRICE:** The retail price for average quality weapons. Higher quality weapons roughly double in price for each +1 WQ. The source for weapons is a Weaponcrafter, except F (Fletcher), H (Hideworker), M (Metalsmith) or W (Woodcrafter). Characters with related skills can make/repair their own weapons, but rarely with WQs as high as listed.

**CUSTOM WEAPONS:** Weapons weighing 3 or more pounds may exist in a *Light* (25% less weight) or *Heavy* (25% more weight) version. Modify weapon weights and impacts for weight class and user Strength:

| Strength | Light | Average | Heavy |
|----------|-------|---------|-------|
| 01-05 | 60% | 80% | 100% |
| 06-08 | 70% | 90% | 110% |
| 09-12 | 80% | 100% | 120% |
| 13-15 | 90% | 110% | 130% |
| 16+ | 100% | 120% | 140% |

❑ **Heavy Shortswords:** Weapons weighing 2 pounds may exist in a *Heavy* version (but not *Light*).

# COMBAT 5

## Armour Protective Values

The Armour Protective Value (APV) Table below shows the level of protection against each of the four impact aspects (Blunt, Edge, Point and Fire/Frost).

| ARMOUR | WT | PR | B | E | P | F |
|---|---|---|---|---|---|---|
| Leather/Hide | 18 | 300 | 1 | 3 | 2 | 3 |
| Quilt | 25 | 400 | 5 | 2 | 1 | 4 |
| Kurbul | 22 | 500 | 4 | 4 | 3 | 3 |
| Ring | 38 | 700 | 3 | 6 | 3 | 3 |
| Mail | 50 | 1500 | 2 | 8 | 6 | 1 |
| Scale | 63 | 1000 | 5 | 9 | 4 | 4 |
| Plate | 70 | 2000 | 7 | 10 | 8 | 5 |

| GARMENT | WT | PR | B | E | P | F |
|---|---|---|---|---|---|---|
| Cloth – Linen | 4 | 100 | ¼ | ½ | ¼ | ½ |
| Cloth – Buckram | 5 | 120 | ½ | 1 | ½ | 1 |
| Cloth – Serge | 7 | 150 | ½ | 1 | ½ | 1 |
| Cloth – Russet | 7 | 300 | ½ | 1 | ½ | 1 |
| Cloth – Worsted | 8 | 450 | ½ | 1 | ½ | 1 |
| Cloth – Emelrene Linen | 3 | 700 | ¼ | ½ | ¼ | ½ |
| Cloth – Silk | 6 | 900 | ½ | 1 | ½ | 1 |
| Fur – Beaver | 17 | 450 | 3½ | 1½ | 1 | 4 |
| Fur – Sealskin | 13 | 500 | 3 | 1½ | 1 | 4 |
| Fur – Ermine | 13 | 1000 | 3 | 1½ | 1 | 5 |

WT is the weight of the material in pounds, and PR is the price in pence, for each percentage of the body covered:

| | | | |
|---|---|---|---|
| Skull | 4% | Thorax | 12% |
| Face/Eyes | 3% | Abdomen | 12% |
| Neck | 2% | Both Hips | 9% |
| Both Shoulders | 3% | Groin | 1% |
| Both Upper Arms | 6% | Both Thighs | 14% |
| Both Elbows | 2% | Both Knees | 3% |
| Both Forearms | 5% | Both Calves | 12% |
| Both Hands | 5% | Both Feet | 7% |

❑ **Cloth is Cloth:** If using generic Cloth instead of specific materials, use serge cloth as the base for weight, price and protective values.

## Overlapping Armour

For layered armour, add together the squares of the protective values for each aspect. Then take the square root of the total, rounding up. The formula is as follows:

$$APV = (Layer\ 1^2 + Layer\ 2^2 + \ldots + Layer\ n^2)^{0.5}$$

Round up to the nearest integer. Since impact in Hârn-Master is not linear (doubling the weight of a sword does not double its impact), this method of generating armour values is fairer than HM3's method.

# COMBAT 6

## Movement Fatigue

A Fatigue penalty may apply for extended character movement. See *Combat Fatigue* below for a definition of FR.

| Speed | Hexes | FR |
|---|---|---|
| Walk | Move / 2 | FR x 100 |
| Jog | Move | FR x 1 |
| Run | Move x 2 | FR x 0.4 |
| Sprint | Move x 3 | FR x 0.2 |

*Move* is equal to (Mobility ML / 5), less Physical Penalty (PP).

For example, Nerel sprints after a pickpocket through the streets of Tashal. Her Mobility ML is 75, PP is 2 and FR is 13. Her effective Move is therefore 13; she can sprint up to 39 hexes in each round. However, she will accumulate 1 Fatigue Level after 3 rounds of sprinting, which will slow her down.

# COMBAT 7

## Combat Fatigue

Combat Fatigue is already allowed for in the Encumbrance Penalty and may generally be ignored. However, extended strenuous activity (such as fighting in a lengthy battle) can impact physical skills.

## Fatigue Rate

*Fatigue Rate* (FR) is a measure of how quickly the character tires through prolonged physical exertion. It indicates the number of 10-second rounds of strenuous activity for the character to accumulate 1 Fatigue Level (FL). Characters with low END and high Load will find themselves becoming fatigued very quickly. The formula:

$$FR = (END \times 30) / (Load - (2 \times STR))$$

The maximum FR is 30 rounds (5 minutes) and the minimum is 1 round.

For example, Esoard has 13 STR and 12 END, and is carrying a Load of 50 lbs. His FR would therefore be 15 rounds (i.e. accumulate 1 FL after 15 rounds of strenuous activity).

❑ **Maximum FR:** Instead of using a fixed limit of 30, the maximum FR is equal to (END x 3) rounds.

## FL Recovery

*FL Recovery* is a measure of how many minutes the character must rest in order to reduce his Fatigue penalty by 1 FL. Characters with high END will recover quickly. The formula:

$$FL\ Recovery = (30 / END)$$

The minimum FL Recovery is 1 minute. For example, Esoard's FL Recovery is 3 minutes (i.e. recover 1 FL after 3 minutes of rest).

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## COMBAT 8
### ❑ Advanced Grappling Rules

If the grappler achieves any "strike" result (e.g. A★1), a hold on the opponent has been gained. Each character then rolls:

> **3d6 + STR – Physical Penalty**

The grappler adds any A★ or B★ dice to his roll; if the opponent makes a Grapple defence, he can add any D★ or B★ dice to his own roll.

A wrestler who exceeds his opponent's score by at least five (5) points is assumed to have thrown the other to the ground – otherwise, the hold is broken.

For example, Grondal makes a Grapple attack against Huren, who attempts to Dodge. Grondal achieves CS and Huren only MF: an A★2 result. Thus, Grondal adds 5d6 to his effective Strength, whereas Huren adds only 3d6. Grondal's total score is 31; Huren scores 28. Since Grondal's score is less than 5 points higher than Huren's, the hold is broken.

If a character exceeds his opponent's score by at least 10 points, the opponent suffers 1d6 blunt impact to a random (Mid Zone) location from being thrown. If the character's score exceeds his opponent's by at least 15 points, the impact is 2d6.

## COMBAT 12
### Weapon Damage

Weapon damage is checked by rolling 1d100 against Weapon Quality x 5. See the HMA GM SCREEN for the effects of the roll.

If the WQs of the clashing weapons are five (5) or more points apart, there is a significantly greater likelihood of the weaker weapon breaking.

## COMBAT 13
### Combat Tables

See the HMA GM SCREEN for new Melee Attack and Missile Attack matrices. Also, the injury break points on the Injury Table now differ according to the impact aspect.

## COMBAT 14
### Shock Rolls

Shock Rolls are made by rolling 1d100 against CONDITION EML. They must be made any time a character sustains an injury (regardless of location), and when forced by fatigue. See the HMA GM SCREEN for the effects of the roll.

Effects are less for minor wounds and worse for grievous wounds. For minor (M1) injuries, it is even possible for a Shock Roll to negate the injury.

## Fumble/Stumble Rolls

Fumble Rolls are made by rolling 1d100 against Weapon EML (or DEXx5 if the item held is not a weapon). Stumble Rolls are made by rolling 1d00 against DODGE EML. See the HMA GM SCREEN for the effects of the roll.

As with Shock Rolls, effects increase in severity according to the level of injury.

Always make the Shock Roll (if applicable) *before* making a Fumble/Stumble Roll.

## Mortal Wounds (K)

Kill rolls are made on 1d100 against Condition ML, reduced by 5 times the 'K' value (e.g. K4 = Condition ML –20). The character dies on any MF/CF result. If the roll succeeds, a Shock Roll is required to remain conscious.

## COMBAT 15-17
### Missile Combat

Replace these rules with HMA MISSILE COMBAT.

## PHYSICIAN 2
### Healing Rolls

Healing Rolls are made against a multiple of Endurance. For example, a H5 injury will heal at END×5.

Healing Rolls are made *daily* and a tally is kept. MS counts as one success and CS as two successes. Once the tally reaches 5 successes, the injury is reduced by 1 IL.