

WEAPON CLASS 1

OPEN VS. CLOSE MODE

By Bill Gant, June 2002

In an ideal combat situation, a character is able to wield his or her weapon freely – this is called *Open Mode*. The weapon's normal Weapon Attack Class (WAC) and Weapon Defence Class (WDC) are used in Weapon Comparison.

However, a character significantly obstructed by an adjacent wall, tree, friendly character, etc, is in *Close Mode*. The effect of Close Mode depends on the length of the weapon and the nature of the obstruction. Whereas a long weapon such as a battlesword holds a substantial reach advantage over a dagger in Open Mode, it may become a liability in a narrow passageway or crowded melee. It is possible for the attacker to be in Close Mode while the defender is in Open Mode, and *vice versa*. Refer to the table below for changes in WAC and WDC due to Close Mode.

HMC Note: The table below is intended for use with HårnMaster Gold (HMG) rules. If using the HårnMaster 2nd Edition (HMC) rules, replace the WDCs of the shields with the appropriate values (e.g. Roundshield has WDC 4) and note that shields are *never* affected by Close Mode.

Weapon	OPEN		CLOSE	
	WAC	WDC	WAC	WDC
Ball & Chain	4	2	1	0
Bastard Sword	4	2	1	1
Battleaxe	4	2	1	1
Battlesword	5	2	0	0
Broadsword	3	2	2	1
Buckler	1	B	1	B
Club	3	1	2	0
Dagger	1	1	4	2
Dodge	-	3	-	0
Estoc	3	2	2	1
Falcastra	4	1	1	0
Falchion	3	1	2	0
Foot/Leg/Knee/Tail	1	1	4	2
Glaive	5	2	0	0
Grainflail	4	1	1	0
Grapple	0	0	5	3
Hand/Paw/Forearm	0	3	5	2
Handaxe	2	1	3	1
Hatchet	1	1	4	2
Head/Gore/Bite	0	0	5	2
Isagara	5	1	0	0
Javelin	3	1	2	0
Keltan	1	2	4	2
Kite Shield	1	K	1	K
Knife	1	0	4	2

Weapon	OPEN		CLOSE	
	WAC	WDC	WAC	WDC
Knight's Shield	1	H	1	H
Lance	5	1	0	0
Longknife	2	2	3	1
Mace	3	1	2	0
Mang	3	2	2	1
Mankar	2	1	3	1
Maul	4	1	1	0
Morningstar	4	1	1	0
Nachakas	3	2	2	1
Net	4	0	1	0
Pike	5	1	0	0
Poleaxe	5	1	0	0
Roundshield	1	R	1	R
Shorkana	1	1	4	2
Shortsword	2	1	3	1
Sickle	1	1	4	2
Spear	4	2	1	1
Staff	4	3	1	1
Stick	2	1	3	1
Taburi	1	0	4	2
Tower Shield	1	T	1	T
Trident	4	3	1	1
Warflail	5	2	0	0
Warhammer	3	1	2	0
Whip	5	1	0	0