

BRUTE FORCE & IGNORANCE - COMMON OBJECTS

By Bill Gant, April 2001

Sometimes, the best way to get past an object is to smash it apart. Can't unlock the door? Bash it down! The Brute Force & Ignorance (BF&I) rules are used in such situations - see the *HårnMaster Gold House Rules - Combat*.

BF&I can be used on a variety of objects. See the table below for a list of the more common obstacles:

Object	APV		DF	DF	Force TL *
	Blunt	Edge		Avg	
Rope (1 in. diam.)	15	0	1d6	4	80
Hedge wall	10	0	9d6	32	40
Wattle & daub wall	12	10	4d6	14	55
Small chest	15	13	1d6	4	55
Simple wooden door	15	13	2d6	6	40
Average wooden door	15	13	4d6	14	60
Strong wooden door	15	13	6d6	21	80
Treasure chest	16	16	4d6	14	80
Iron-bound wooden door	16	16	9d6	32	85
Masonry wall (1 ft thick)	24	24	35d6	123	130
Hewn stone (3 ft thick)	24	24	210d6	735	300
Iron chain	30	30	1d6	4	95
Manacles	30	30	2d6	7	95
Iron door (2 in. thick)	30	30	25d6	88	100

* Force TL:

Often, it is easier to apply constant force to an object rather than attack it with a weapon. For example, an iron-bound wooden door with a weak lock can be forced open much more easily than it can be hacked down.

The Force TL is the value that must be *exceeded* to break/burst/bend a typical object in good condition. Roll against Strength \times 5 on 1d100. Then, multiply Strength by the success level achieved:

- CS: 4 \times
- MS: 3 \times
- MF: 2 \times
- CF: 1 \times

For example, a character with 14 Strength attempts to force open a simple wooden door (Force TL 40). Assuming he achieved MS, his total Force score is (14 \times 3=) 42, which is sufficient to break it down.

At GM discretion, more than one person can attempt to force the same object. Make a single Force roll using the strongest character's Strength plus *half* the Strength attributes of everyone assisting directly.

If the object's DF is reduced to half its original value, the Force TL is reduced by 10 points.