

HÂRNMASTER™

House Rules

Version 3.2

By Bill Gant, June 1998

CHARACTER	3
<input type="checkbox"/> PERSONALITY ATTRIBUTES [CHARACTER 10]	3
AURA	3
<input type="checkbox"/> ASSIGNMENT OF SKILLS [CHARACTER 19]	3
AUTOMATIC SKILLS	3
MILITIA SKILLS	3
<input type="checkbox"/> EQUIPMENT AND FUNDS [CHARACTER 20]	3
CLOTHING & POSSESSIONS	3
<input type="checkbox"/> CHARACTER POINT SYSTEM [CHARACTER 23]	5
ASSIGNING CHARACTER POINTS TO ATTRIBUTES	5
<input type="checkbox"/> ROLE-PLAY INCENTIVE POINT (RIP) SYSTEM	6
SKILLS	7
<input type="checkbox"/> OPENING MASTERY LEVEL (OML) [SKILLS 2]	7
TRUNCATED OML	7
<input type="checkbox"/> SPECIALTIES [SKILLS 2]	7
STAR RATINGS AND SPECIALTIES	7
<input type="checkbox"/> VALUE ENHANCEMENT [SKILLS 7]	8
<input type="checkbox"/> PHYSICAL SKILLS [SKILLS 9]	8
CLIMBING: FALLING DAMAGE	8
<input type="checkbox"/> COMMUNICATION SKILLS [SKILLS 11]	9
LANGUAGES	9
<input type="checkbox"/> LORE/CRAFT SKILLS [SKILLS 16]	10
FORAGING: STARVATION	10
<input type="checkbox"/> COMBAT SKILLS [SKILLS 19]	10
DEVELOPMENT LIMITATIONS	10
<input type="checkbox"/> GROPE ROLL (DEXTERITY TEST) [SKILLS 21]	11
<input type="checkbox"/> RISE ROLL (AGILITY TEST)	11
<input type="checkbox"/> CONTEST OF STRENGTH (STRENGTH TEST)	12
<input type="checkbox"/> SHOCK ROLL (ENDURANCE TEST) [SKILLS 22]	12
<input type="checkbox"/> LUCK ROLL	12
COMBAT	13
<input type="checkbox"/> SCALE AND COMPONENTS [COMBAT 1]	13
<input type="checkbox"/> COMBAT PROFILE [COMBAT 2]	13
MOVE	13
<input type="checkbox"/> WEAPON DATA TABLE [COMBAT 3]	13
ONE-HANDED VS. TWO-HANDED IMPACT	13
EXTRA SHARP BLADES	13
MANUFACTURE TIME	14

❑	ARMOUR DATA TABLE [COMBAT 4]	14
	BODY PARTS	14
	ARMOUR WEIGHT & PRICE	14
	ARMOUR SIZE	15
	ARMOUR TYPES	15
❑	ACTION OPTIONS [COMBAT 7]	16
	PHASE-BY-PHASE MOVEMENT	16
	DISENGAGE	16
❑	ATTACK DECLARATION [COMBAT 9]	17
	SPECIAL ATTACKS	17
❑	SKILL TESTS [COMBAT 11]	18
	CLOSE MODE	18
	FIGHTING IN DARKNESS	18
	MOUNTED COMBAT	18
❑	ADVANCED COMBAT	19
	JOUSTING	19
	UNARMED COMBAT	21
❑	MELEE COMBAT RESULTS [COMBAT 12]	24
	TACTICAL ADVANTAGES	24
	WEAPON DAMAGE	24
❑	INJURY DETERMINATION [COMBAT 13]	24
	BLUNT TRAUMA	24
❑	THE INJURY TABLE [COMBAT 14]	25
	EYE LOCATION	25
	BLEEDERS	25

PHYSICIAN **26**

❑	INJURY RECOVERY [PHYSICIAN 2]	26
	TREATMENT BY NON-PHYSICIANS	26
	DAILY HEALING ROLLS	26

PRICES **27**

❑	PRICE LIST [ADAPTED FROM HÂRNMASTER 1ST EDITION]	27
	VALUES	27
	UNITS OF MEASURE	27
	FOOD & LIVESTOCK	27
	SOURCE	27
	WEAPONS & ARMOUR	28
	MEDICINES/POTIONS	28
	CONSTRUCTION COSTS	28
	GENERAL PRICE LIST	28
	GLOSSARY	31

APPENDIX: ARMOUR TABLES **34**

❑	FEUDAL & IMPERIAL ARMOUR TYPES	39
❑	VIKING ARMOUR TYPES	40
❑	TRIBAL ARMOUR TYPES	42
❑	ARMOUR TYPES FOR MASS COMBAT	44
	AVERAGE APV	44
	BODY AREA APV	44

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CHARACTER

☐ PERSONALITY ATTRIBUTES

[Character 10]

AURA

The Aura attribute not only represents a character's immortal spirit and the level of his/her innate psychic ability; it is also a measure of a character's intangible *presence*. People are naturally attracted to characters with high Aura, and subconsciously repelled by those with low Aura. The Aura attribute is therefore very closely linked to a character's *charisma*.

Possessing a very high Aura is not necessarily a good thing: ordinary folk tend to fear the strong magnetism exuded by a powerful mage or Sindarin (although perhaps not while the mage or elf is present). A very high Aura could be mistaken for some inimical charm magic – this might lead to a witch-hunt!

People tend to think the worst of characters with very low Aura and naturally draw away from them. Characters with low Aura may find it extremely difficult to make friends or allies.

☐ ASSIGNMENT OF SKILLS

[Character 19]

AUTOMATIC SKILLS

In addition to the 4 Physical, 7 Communication (including Intrigue) and 2 Combat skills granted as Automatic Skills during character generation, each PC may also have *one* of the following Lore/Craft skills as an Automatic Skill: *Cookery* (OML SB3); *Folklore* (OML SB2); and *Physician* (OML SB1).

MILITIA SKILLS

Many non-military occupations allow time to undertake militia training. These are: Animal Trainer; Apothecary; Chandler; Charcoaler; Clothier; Cook; Embalmer; Farmer; Glassworker; Herdsman; Hideworker; Jeweller; Lexigrapher; Locksmith; Longshoreman; Mason; Metalsmith; Miller; Ostler; Perfumer; Potter; Salter; Teamster; Tentmaker; Timberwright; Toymaker; Weaponcrafter; and Woodcrafter. Militiamen may open 2 Combat skills as Optional Skills (typically Spear and Roundshield) to OML+SB for 1 OP each, but cannot improve them until later in the game.

☐ EQUIPMENT AND FUNDS

[Character 20]

CLOTHING & POSSESSIONS

Most Player Characters will probably begin play with equipment similar to the following:

Heavy Cloth cap, tunic and leggings (B1 E1 P1 F1)	9.2 lbs.
Leather shoes (B2 E4 P3 F3)	1.2 lbs.
Leather belt and money purse	0.8 lbs.
Knife and sheath	1.3 lbs.
Light Cloth cloak with hood (B0 E0 P0 F0)	3.7 lbs.
Leather backpack (50-lbs. capacity)	4.0 lbs.
Woollen blanket	6.0 lbs.
Spare Heavy Cloth tunic <i>or</i> leggings (B1 E1 P1 F1) (<i>or</i> Light Cloth tunic <i>and</i> leggings; B0 E0 P0 F0)	4.4 lbs.
Wooden bowl, cup and spoon	0.9 lbs.
Razor and strop (<i>or</i> comb and small mirror)	0.5 lbs.
Coarse cloth sack (25-lbs. capacity)	0.5 lbs.
Strips of cloth (for towels, bandages and/or arm-slings)	0.5 lbs.
	<u><u>33.0 lbs.</u></u>

The character is also likely to possess some bread, cheese and dried meat (2.0 lbs. per manday) for a few days and portable tools of the character's trade (if appropriate). Below is a list of miscellaneous items that the character may carry in addition to basic equipment:

Adze	4.0 lbs.	Horseshoe	2.5 lbs.
Apron, Smith's Leather	5.0 lbs.	Keg, Mail-Polishing (6-gal capacity)	6.0 lbs.
Astrolabe, Brass	4.0 lbs.	Partially full (sand)	36.0 lbs.
Auger, Boring	3.0 lbs.	Ladder, 8 ft	12.0 lbs.
Axe, Wood	5.0 lbs.	Ladle, Wooden	0.2 lbs.
Backpack (50-lbs. capacity)	4.0 lbs.	Lantern ¹	2.0 lbs.
Barrel, Hogshead (50-gal capacity)	50.0 lbs.	Lock picks	1.0 lbs.
Bellows, Small	5.0 lbs.	Lute	8.0 lbs.
Bells, Small	0.3 lbs.	Lyre	5.0 lbs.
Belt/Baldric	0.5 lbs.	Maul	7.0 lbs.
Blanket, Saddle	3.0 lbs.	Mirror, Small	0.3 lbs.
Blanket, Woollen	6.0 lbs.	Nails, 40	1.0 lbs.
Bowl, Ceramic (1-pt capacity)	1.0 lbs.	Oar, Pinda	6.0 lbs.
Bowl, Wooden (1-pt capacity)	0.5 lbs.	Pan/Pot, Copper (2-gal capacity)	3.0 lbs.
Branding Iron	4.0 lbs.	Pick	7.0 lbs.
Bridle & Bit	2.0 lbs.	Pipes, Musical	3.0 lbs.
Broom, Besom	3.0 lbs.	Plate, Tin/Pewter	1.0 lbs.
Brush, Bristle	0.5 lbs.	Pliers	2.0 lbs.
Bucket, Wooden (5-gal capacity)	2.0 lbs.	Quiver, Arrow	1.0 lbs.
Candle, Tallow	0.3 lbs.	Rake	3.0 lbs.
Cauldron, Small (8-gal capacity)	45.0 lbs.	Razor & Strop	0.5 lbs.
Chisel, Carpenter's	1.0 lbs.	Rope, 10 fm (1-ton capacity)	6.0 lbs.
Chisel, Mason's	2.0 lbs.	Sack, Buckram (25-lbs. capacity)	0.5 lbs.
Comb	0.2 lbs.	Saddle, Riding	20.0 lbs.
Comb, Horse	0.5 lbs.	Saddle, War	30.0 lbs.
Crowbar	5.0 lbs.	Saddle Bag (25-lbs. capacity)	2.0 lbs.
Cup, Ceramic (½-pt capacity)	0.5 lbs.	Saw, Wood	3.0 lbs.
Cup, Wooden (½-pt capacity)	0.3 lbs.	Scabbard, Sword	1.0 lbs.
Dice, Pair	0.2 lbs.	Scales, Merchant's	5.0 lbs.
Drum, Musical	8.0 lbs.	Scraper	1.0 lbs.
Fetters	2.0 lbs.	Scroll Case, Leather	0.5 lbs.
File, Coarse	1.0 lbs.	Scythe	6.0 lbs.
Flagon, Ceramic (1-gal capacity)	6.0 lbs.	Shears	2.0 lbs.
Full (water/wine)	16.0 lbs.	Sickle	1.0 lbs.
Flask, Ceramic (1-pt capacity)	1.0 lbs.	Soap, Tallow	1.0 lbs.
Full (water/wine)	2.3 lbs.	Spade/Shovel	5.0 lbs.
Full (oil)	2.1 lbs.	Spike/Piton, 6-inch	0.2 lbs.
Flute	1.0 lbs.	Spoon, Wooden	0.1 lbs.
Goblet, Pewter (½-pt capacity)	0.5 lbs.	Spurs, Iron	0.5 lbs.
Grainflail	2.0 lbs.	Tankard (1-pt capacity)	1.0 lbs.
Grapple, 3-pronged	3.0 lbs.	Tent, Pavilion	100.0 lbs.
Hammer, Carpenter's	3.0 lbs.	Tent, Two-Man Leather	30.0 lbs.
Hammer, Mason's	4.0 lbs.	Tinderbox ²	1.0 lbs.
Hammer, Smith's	5.0 lbs.	Tongs	5.0 lbs.
Harp	30.0 lbs.	Torch, Candlewood ³	2.0 lbs.
Hatchet	2.0 lbs.	Whetstone	0.5 lbs.
Hoe	3.0 lbs.	Wineskin (1-gal / 8-pt capacity)	1.0 lbs.
Horn, Hunting	2.0 lbs.	Full (water/wine)	11.0 lbs.
Horn, Musical	3.0 lbs.	Full (oil)	10.0 lbs.

1. A candle lantern requires one candle, which burns for approximately 4 hours. An oil lantern requires a flask of oil with a wick, which burns for approximately 12 hours. Lanterns shed good light in a 3-hex diameter at night; for every hex beyond this, apply a cumulative special darkness penalty of EML -5 as appropriate, to a maximum penalty equalling the surrounding darkness penalty (see page 18).
2. A tinderbox includes flint and steel. It takes about 30 seconds to start a small fire, but there is generally only enough tinder to start about 10 fires. Using just flint and steel, it can take up to 3 minutes to set something alight.
3. A torch burns for approximately 4 hours. Without cloth-wrapped pitch (or similar flammable material), a torch would only burn for about a minute. Torches shed good light in a 3-hex diameter at night; for every hex beyond this, apply a cumulative special darkness penalty of EML -5 as appropriate, to a maximum penalty equalling the surrounding darkness penalty (see page 18).

❑ CHARACTER POINT SYSTEM

[Character 23]

Three methods of generating a Player Character are available to players:

- *The fully expanded Character Point allocation system.* The Character Point pool is 50 CPs, which can be allocated as desired. No attribute can be increased beyond the species maximum (18 before modifiers). Also, see below for the rule on assigning CPs to attributes.
- *The limited Character Pool allocation system.* The Character Point pool is 30 CPs, which can be allocated to the Key Attributes (only). Other attributes are randomly determined, but can be adjusted by subtracting from one attribute and adding to another. Note that no attribute can be increased beyond the species maximum (18 before modifiers). Also, see below for the rule on assigning CPs to attributes.
- *Random generation.* Key Attributes are generated by rolling 4d6 and discarding the lowest die; Comeliness, Eyesight, Hearing, Smell and Voice are generated by rolling 3d6. Players may adjust these attributes by subtracting from one attribute and adding to another, providing the species maximum (18 before modifiers) is not exceeded. Also, see below for the rule on trading points between attributes.

ASSIGNING CHARACTER POINTS TO ATTRIBUTES

Character Points can be assigned to attributes on a point-for-point basis if the final value is 15 or less; it costs more Character Points to raise an attribute to 16 or higher.

- To raise an attribute by 1 point (to a maximum of 15), the cost is 1 Character Point.
- To raise an attribute from 15 to 16, the cost is 2 Character Points.
- To raise an attribute from 16 to 17, the cost is 3 Character Points.
- To raise an attribute from 17 to 18, the cost is 4 Character Points.

The above applies to the *basic* 3d6 attribute, prior to adjustment by modifiers for race, frame, weight, etc.

Note: Disregard the rule on Character 24 concerning the allocation of CPs to the four non-Key Attributes. The assignment of CPs is now exactly the same for *Strength, Stamina, Dexterity, Agility, Eyesight, Hearing, Smell, Voice, Intelligence, Aura* and *Will*.

For example, a character is being generated using a Character Point allocation system. The Player wants to have an extremely strong character, so he decides to increase the character's Strength to 18 before modifiers. The basic attribute using the CP allocation system is 8, so he would need to allocate:

- 7 CPs to increase Strength to 15;
- +2 CPs to raise it from 15 to 16;
- +3 CPs to raise it from 16 to 17; and
- +4 CPs to raise it from 17 to 18.

This means that the Player must expend 16 CPs for his character to have 18 Strength before modifiers.

The same arrangement applies when trading points between attributes. Raising an attribute from 16 to 17 would require 3 points to be sacrificed from other attributes; conversely, lowering an attribute from 17 to 16 would yield 3 Character Points that can be distributed amongst other attributes.

Note: It is *strongly* recommended that Player Characters have an overall value of **8** or more for each Key Attribute. Although Intelligence and Aura do not play a significant role in combat skills, for example, these attributes are vital in role-play. Very low Key Attributes can lead to interesting and entertaining situations, but may become a major hindrance to the Player Character in the long term.

❑ ROLE-PLAY INCENTIVE POINT (RIP) SYSTEM

The purpose of HårnMaster (and these House Rules!) is to provide a set of commonsense rules that help Player Characters realistically interact with their game environment and other characters. However, the main purpose of the game is to gain maximum enjoyment through *role-playing*. Rules should not get in the way of role-playing – rather, they should facilitate it.

The ***Role-play Incentive Point (RIP)*** system is a way of promoting excellent role-play in a game. The GM rewards players who add value to the game through outstanding role-playing, by granting a RIP when appropriate. The PC can later use his/her RIP(s) to perform feats that are worthy of the term heroic.

Using a RIP: A RIP is used to boost the success level of a 1d100 roll by one level (e.g. MS to CS). The RIP must be spent *before* rolling the dice, so the player must decide whether a situation truly warrants the use of a hard-earned RIP. More than one RIP may be used on the same roll to ensure success (e.g. 1 RIP would boost a MF to MS, but 2 RIPs would boost it to CS).

If a RIP is spent and a Critical Success is rolled, the RIP is effectively wasted: there is no higher success level than CS.

Note that RIPs can be accumulated and spent at any time. However, they cannot be spent on other players' dice rolls, nor can they be used to boost non-1d100 rolls.

The difficulty associated with earning a RIP is proportionate to the player's role-playing ability. It should be relatively easy for a new player who has trouble 'getting into character' to earn a RIP for simply role-playing well, whereas a veteran role-player would have to contribute to developing the plot as well as give an outstanding role-playing performance to earn a RIP.

SKILLS

❑ OPENING MASTERY LEVEL (OML)

[Skills 2]

TRUNCATED OML

It is possible for a character with high attributes to begin play with excessively high Mastery Levels. To help balance the game, if the OML of a skill (other than Scripts and Languages) is above 60, it is truncated:

If the Opening Mastery Level of the *basic* skill (i.e. not a Specialty) exceeds **60**, halve the excess. If the new total is greater than **70**, halve the excess again, and so on.

For example, Dursten the Mercenary opens his Falchion skill at SB5. Assuming a Skill Base of 19, Dursten can theoretically begin with a Sword ML of $(19 \times 5 =) 95$, plus 10 for Specialisation, for a Falchion ML of 105. Using the Truncation method, his Sword skill is reduced to $((95-60)/2)+60 = 78$, $((78-70)/2)+70 = 74$, so the total Falchion ML becomes a more reasonable $(74+10 =) 84$.

The Truncation rule applies to OMLs; it does not affect skill development during the game.

❑ SPECIALTIES

[Skills 2]

During character generation, a Specialty is automatically chosen for all *Occupational Skills*, as long as the skill is being opened at OML+SB or higher.

For example, a starting Legionnaire PC may open Foraging skill (SB3) with a Specialty in Mixed Forests, but may not start with a Specialty for the Heraldry skill (SB1) because it is being opened at OML.

If the basic skill reaches SI 7 later in the game, an additional Specialty may be selected. Thereafter, an extra Specialty can be chosen for every increase in the skill's SI.

A Specialty can only be chosen for *Automatic* and *Optional Skills* if ML is **70** or greater after Truncation (see above). Note that certain skills, such as Initiative, do not have any Specialties available. This rule applies to weapon skills as well; a character who picks up a Broadsword for the first time in the game must use the weapon at Sword EML – without any Specialty bonus – until ML reaches 70.

Whenever a character uses a Specialty, the ML of the skill is considered to be 10 points higher. This means that SI is also considered 1 point higher than normal. Any skill development rolls are made against the *basic* ML, but the GM may increase the SMP cost if Specialties are used exclusively.

STAR RATINGS AND SPECIALTIES

A craftsman's *Star Rating* (Skills 5) shows the basic Mastery Level of his primary skill (e.g. Textilecraft for a Clothier, Weaponcraft for a Weaponcrafter). The Specialty bonus is added to this ML when applicable – this will probably increase the quality of the work, and hence the price.

All craftsmen have at least one appropriate Specialty in their primary skill. The number of Specialties is equal to the craftsman's SI minus 5, with a minimum of one Specialty. The following table shows the number of Specialties permitted for each Star Rating:

Rating	ML	Generation	No. of Specialties
☆	51-60	(50 + 1d10)	1
☆☆	61-70	(60 + 1d10)	1-2
☆☆☆	71-80	(70 + 1d10)	2-3
☆☆☆☆	81-100	(80 + 1d20)	3-5
☆☆☆☆☆	101-120	(100 + 1d20)	5-7

❑ VALUE ENHANCEMENT

[Skills 7]

Success and failure can have varying degrees of outcome depending on the character's skill level. The following General Outcome table can be used in conjunction with the Value Enhancement Table, to help describe the level of success of a Lore/Craft skill achieved by the character:

SI	GENERAL OUTCOME			
	CS	MS	MF	CF
0	Very Poor	Terrible	Terrible	Disaster
1	Poor	Terrible	Terrible	Disaster
2	Average	Very Poor	Terrible	Disaster
3	Average	Very Poor	Terrible	Disaster
4	Good	Poor	Terrible	Disaster
5	Good	Average	Terrible	Disaster
6	Very Good	Average	Terrible	Disaster
7	Very Good	Good	Very Poor	Disaster
8	Very Good	Good	Very Poor	Terrible
9	Excellent	Good	Poor	Terrible
10	Excellent	Very Good	Poor	Terrible
11	Flawless	Very Good	Average	Terrible
12	Flawless	Very Good	Average	Terrible

- Disaster The work is a complete failure. Any materials used in the process that could be destroyed have been destroyed or reduced in value; indestructible materials retain their base value.
- Terrible The work is a failure, ruined by total incompetence and/or sheer misfortune. The quality of the work is so awful that no value is added whatsoever.
- Very Poor The work is very unsatisfactory, with many serious flaws that overshadow any redeeming characteristics.
- Poor The work is of inferior quality. It would be barely passable but for a number of very obvious, significant flaws.
- Average The work is only marginally acceptable, showing basic competence but no more. There are still some minor yet obvious flaws in the quality.
- Good The work is accomplished satisfactorily and to a professional standard. There are still a few very minor flaws evident, although nothing important.
- Very Good The work is accomplished very competently and to a high standard. It delivers all that was expected and hence brings no cause for complaint.
- Excellent The work is of superior quality, displaying a very high level of mastery. It delivers all that was expected and more.
- Flawless The work is a masterpiece. It is a perfect demonstration of the technical brilliance of the master craftsman who produced this outstanding product.

❑ PHYSICAL SKILLS

[Skills 9]

CLIMBING: FALLING DAMAGE

The official Falling Damage rule does not take into account uniform acceleration. For a more realistic system, use the tables below to determine the base Blunt Impact sustained from a fall:

FALL (FEET)	VELOCITY (km/h)	BLUNT IMPACT
1'+	5	1d3
5'+	10	1d6
12'+	15	2d6
20'+	20	3d6
30'+	25	4d6
45'+	30	5d6
65'+	35	6d6
85'+	40	7d6
105'+	45	8d6
130'+	50	9d6
155'+	55	10d6
185'+	60	11d6
220'+	65	12d6
255'+	70	13d6
295'+	75	14d6

FALL (FEET)	VELOCITY (km/h)	BLUNT IMPACT
335'+	80	15d6
375'+	85	16d6
420'+	90	17d6
470'+	95	18d6
520'+	100	19d6
570'+	105	20d6
630'+	110	21d6
685'+	115	22d6
745'+	120	23d6
810'+	125	24d6
875'+	130	25d6
945'+	135	26d6
1015'+	140	27d6
1090'+	145	28d6
1165'+	150	29d6

FALL (FEET)	VELOCITY (km/h)	BLUNT IMPACT
1245'+	155	30d6
1330'+	160	31d6
1415'+	165	32d6
1500'+	170	33d6
1590'+	175	34d6
1680'+	180	35d6
1775'+	185	36d6
1875'+	190	37d6

Falling Impact is applied to **1** (1-3 on 1d6), **2** (4-5 on 1d6) or **3** (6 on 1d6) *reasonable* body locations, with the first location suffering *full* Impact, the second sustaining *half* Impact (round down), and the third location receiving *one quarter* Impact (round down). All Impact modifiers for the type of landing surface and other factors listed in Skills 9 still apply.

❑ COMMUNICATION SKILLS

[Skills 11]

LANGUAGES

The culture where a Hârníc character was born and brought up determines the native language(s) he/she speaks. The list below shows the spoken languages a Player Character from a particular culture automatically opens. These are opened at SB+n, where *n* is 50, 60, 70 or 80, depending on social class or occupation.

PC IS FROM...	NATIVE LANGUAGE(S)
Adaenum tribal nation	Jarinese
Anoa tribal nation	Jarinese
Araka-Kalai	Hârníc, Ivashi (= Ritual [Ilvir])
Azadmere & is Jarin	Jarinese ¹
Azadmere & is Khuzdul	Khuzan, Jarinese, Hârníc ²
Bujoc tribal nation	Hârníc
Chelni tribal nation	Hârníc
Chybisa	Hârníc
Chymak tribal nation	Hârníc
Equani tribal nation	Jarinese
Erael & is Jarin	Jarinese ¹
Erael & is Sindarin	Sindarin, Jarinese, Hârníc ²
Gozyda tribal nation	Hârníc
Hodiri tribal nation	Hârníc
Kabloqui tribal nation	Jarinese
Kaldor	Hârníc
Kamaki tribal nation	Kamakin (Old Jarinese variant)
Kanday	Hârníc
Kath tribal nation	Hârníc

PC IS FROM...	NATIVE LANGUAGE(S)
Kubora tribal nation	Jarinese ³
Melderyn	Hârníc
Mendar-Haruchi tribe	Hârníc
Noron's Keep	Jarinese
Orbaal & is Ivinian	Ivinian, Orbaalese
Orbaal & is Jarin	Jarinese, Orbaalese ⁴
Pagaelin tribal nation	Hârníc
Rethem	Hârníc
Solori tribal nation	Hârníc
Taelda tribal nation	Jarinese ³
Thardic Republic	Hârníc
Trobridge	Hârníc
Tulwyn tribal nation	Hârníc
Urdu tribal nation	Jarinese
Ymodi tribal nation	Jarinese ⁵

1. Jarinese residents of Pedwar (near Zerhun) and Ulfshafen who regularly trade with Hârnícians may open Hârníc at SB3 (instead of SB2) with 1 Option Point.
2. Khuzdul and Sindarin PCs speak Jarinese and Hârníc at 10 points below their own native language.
3. Depending on how closely their particular tribe interacts with "civilised" Hârnícians, Kuboran and Taeldan PCs may – at GM discretion – open Hârníc at SB3 (instead of SB2) with 1 Option Point.
4. Leriél residents who regularly trade with Hârnícians may open Hârníc at SB3 (instead of SB2) with 1 Option Point.
5. Certain Ymodi tribes have regular contact with Orbaal; PCs from these tribes may – at GM discretion – open Orbaalese at SB3 (instead of SB2) with 1 Option Point.

Note that although *Hârníc* is widely spoken in Hârn, there are regional dialects (e.g. Western Hârníc). Even within a kingdom, there may be different dialects (e.g. north and south Kanday). Each Hârníc-speaking tribal nation will have its own dialect as well. For game purposes, however, the Hârníc dialects are considered similar enough to be understood by other Hârníc-speakers, perhaps with a penalty to ML.

Jarinese also has its regional variants. A tribesman from the Adaenum tribal nation would speak a very different form of Jarinese from an Anoa tribesman. For game purposes, however, the Jarinese dialects are considered similar enough to be understood by other Jarinese-speakers, perhaps with a penalty to ML.

If a language is not listed as automatic, it may still be opened at the cost of 1 Option Point during character creation. Generally, the only languages that can be opened using Option Points for Hârníc PCs are *Hârníc*, *Orbaalese* and *Jarinese* (as applicable); 1 Option Point will allow the language to be opened at SB2 because these languages are from the same language family.

Some professions (e.g. Herald) open a second language as an Occupational Skill. Any reasonable language may be opened either at the same ML as the character's native tongue(s) if the language is from the same family, or at the native tongue ML minus 10 if the language is from an alien family.

☐ LORE/CRAFT SKILLS

[Skills 16]

FORAGING: STARVATION

Starvation is a very serious threat that has claimed many people's lives. As a character starves, he/she gradually begins to suffer from malnutrition, a condition that rapidly worsens unless treated.

The Malnutrition Roll: At the end of each full day without food, a character must roll **1d6** per consecutive day of starvation. The starving character acquires 1 Malnutrition Injury Level for each multiple of his/her END that the Malnutrition Roll exceeds (e.g. if the roll exceeds $END \times 2$, the character acquires 2 Malnutrition I.Ls). Malnutrition injury is *not* cumulative; *record only the highest Malnutrition Injury Level*.

Note: If the character has no access to water, add **2d6 per day** to the Malnutrition Roll!

Once a character begins accumulating Malnutrition Injury Levels, he/she must make a **K1** roll immediately after the daily Malnutrition Roll, and add the Malnutrition Injury Level(s) to the roll – if the roll exceeds his/her END, the character dies. If the character survives, a **1d6 Shock Roll** must be made, adding the Universal Penalty to the roll – if this roll exceeds his/her END, the character falls into a coma (treat this in the same way as Shock, but the Healing Rate is only H3).

Characters do not have to be starving to suffer from malnutrition: if a full day's worth of food is not consumed, a daily Malnutrition Roll must be made as well. The type of dice used in the Malnutrition Roll depends on the effective quantity of food eaten: **1** for $\frac{3}{4}$ rations; **1d2** for $\frac{1}{2}$ rations; and **1d3** for $\frac{1}{4}$ rations. Hence, the effects of malnutrition are slowed when at least *some* food is consumed.

For example, Rinstaup the Mad Monk is lost in the wilderness. He only has two days' worth of provisions, which he decides to split into half-rations. At the end of the first day, a 1d2 Malnutrition Roll is made; since Rinstaup's Endurance is 13, the hunger does not unduly affect him. By the end of the fourth day the Malnutrition Roll is 4d2, but the hunger pains still do not hinder Rinstaup's abilities. From the fifth day, however, Rinstaup begins to *starve*; at the end of the day the Malnutrition Roll is 4d2+1d6, and if this roll exceeds his Endurance, Rinstaup will acquire 1 Malnutrition Injury Level.

If a starving character begins to eat a full day's food, further Malnutrition Rolls are frozen. While a starving character eats food, the Malnutrition Injury Level heals at H5 (modified by the quality of food if necessary). If the character begins to starve again, the healing stops and the Malnutrition Rolls resume, minus a number of dice equal to the number of days the character had been eating (deduct the largest dice first).

For example, Rinstaup, who is starving, stumbles across an abandoned camp after 19 days of being lost in the wilderness, and finds good food. By this time he has accumulated 4 Malnutrition Injury Levels and the last Malnutrition Roll was 4d2+15d6. After 5 days of feasting, the Malnutrition Injury drops to 3 through successful Healing Rolls. However, on the next day Rinstaup finds himself eating only $\frac{3}{4}$ rations – thus a 1+4d2+10d6 Malnutrition Roll must be made that night.

☐ COMBAT SKILLS

[Skills 19]

DEVELOPMENT LIMITATIONS

Note the following limitations on weapon skill development:

- Weapon skills may not be developed beyond $SB \times 5$ except by combat experience.
- Basic weapon skills (e.g. Sword, Axe) may not be developed beyond Initiative ML. Specialties (e.g. Broadsword, Battleaxe) can go no higher than 10 points above Initiative ML. This applies even if the skill is being developed through combat experience.

Combat experience can be gained through tournament contests, gladiatorial combat, duels, etc. That is, as long as the fight is stressful enough, the character does not need to be engaged in mortal combat to gain combat experience.

❑ GROPE ROLL (Dexterity Test)

[Skills 21]

If the character attempts to grab an object under difficult circumstances, a Grope roll is required. If the player rolls **3d6 + Physical Penalty** equal to or less than the character's Dexterity, the object is seized.

However, if the character is engaged with an opponent, the opponent may contest the Grope by attempting to seize the object first, or by attacking the character in a bid to prevent him or her from taking the object.

If both parties choose to seize the object, a Grope roll is made for each character:

- If both rolls succeed, possession is determined by a contest of strength (see page 12).
- If one roll succeeds and the other fails, the winner has the item.
- If both rolls fail, the item is fumbled; roll 1d10 to see where the item ends up (1=N, 2=NE, 3=SE, 4=S, 5=SW, 6=NW, 7-10= same hex).

If the character attempts to grab the item but the opponent chooses to *counter* this action, the opponent may make a Melee Attack and the character must defend prior to the Grope attempt:

- If the attack connects, the character is *not* permitted a Grope roll, regardless of whether he/she is injured by the strike. The Attacker is granted a Tactical Advantage.
- If the attack misses, the character may make a Grope roll, but the roll is modified by the difference in success levels. If the character achieved a higher success level, a bonus is added (e.g. if the opponent rolled MF and the character rolled MS, a +1 bonus is granted to Dexterity). If the Grope roll succeeds, the item is obtained and the turn ends.
- If the attack results in a Defender's Tactical Advantage, the Defender may make the Grope roll as above, but on 2d6 instead of 3d6.

Even if the opponent chooses not to counter the character's Grope attempt, a Grope roll is still needed; if the roll fails, the opponent receives a Tactical Advantage.

❑ RISE ROLL (Agility Test)

If the character attempts to rise from a prone position under difficult circumstances, a Rise roll is required. If the player rolls **3d6 + Physical Penalty** equal to or less than the character's Agility, the character stands up; otherwise, he/she remains prone.

If the Rise roll fails by only **1** point, the character rises to a *kneeling* position. The opponent gains only an EML +10 bonus (instead of +20) to attack and defend against the character.

If an opponent engages the character, the opponent may wish to contest the Rise by attacking the character in a bid to prevent him/her from standing up. If the character attempts to rise and the opponent chooses to *counter* this action, the opponent may make a Melee Attack and the character must defend prior to the Rise attempt:

- If the attack connects, the character is *not* permitted a Rise roll, regardless of whether he/she is injured by the strike. The Attacker is granted a Tactical Advantage.
- If the attack misses, the character may make a Rise roll, but the roll is modified by the difference in success levels. If the character achieved a higher success level, a bonus is added (e.g. if the opponent rolled MS and the character rolled CS, a +1 bonus is granted to Agility). If the Rise roll succeeds, the character stands up and the turn ends.
- If the attack results in a Defender's Tactical Advantage, the Defender may make the Rise roll as above, but on 2d6 instead of 3d6.

Even if the opponent chooses not to counter the character's Rise attempt, a Rise roll is still needed; if the roll fails, the opponent receives a Tactical Advantage.

❑ CONTEST OF STRENGTH (Strength Test)

When two characters engage in a contest of strength – perhaps through arm-wrestling or a tug of war – a comparison is made between their Strength attributes. The relative difference determines each character's 1d100 Target Level:

- If the opponent's Strength is equal to or less than the character's, roll STR×5.
- If the opponent's Strength is 1% to 40% greater, roll STR×4.
- If the opponent's Strength is 41% to 70% greater, roll STR×3.
- If the opponent's Strength is 71% to 90% greater, roll STR×2.
- If the opponent's Strength is 91% to 100% greater, roll STR×1. If the opponent is more than twice as strong as the character, the character automatically loses the contest.

Note that the Strength roll is affected by Physical Penalty.

Whoever achieves the highest level of success wins the contest. In the event of a tie, the contest may be continued in the following turn.

❑ SHOCK ROLL (Endurance Test)

[Skills 22]

Roll 1d6 per Injury Level of the most recent wound suffered, adding the *Universal Penalty* (excluding the new injury) to the roll.

For example, Brink the Warrior, who is suffering an S3 injury, is attacked by an enemy and suffers an S2 wound; he must therefore roll 2d6+3 equal to or less than Endurance or fall unconscious. Had the wound been a G4 instead, he would have needed to roll 4d6+3 vs. Endurance.

If the Shock Roll does not exceed the character's Endurance, there is no further effect. If the roll exceeds Endurance, the character falls unconscious and falls prone in the hex occupied; any skill, psionic talent or spell the character was engaged in fails critically.

UNCONSCIOUS

In a crisis/combat situation, the unconscious character's player rolls **3d6 + Universal Penalty** (including the new injury) on each subsequent turn. If the roll does not exceed the character's Endurance, the character has regained consciousness. If someone attempts to revive the character (e.g. water, slapping, tonic, etc.) the chance of success may be increased at GM discretion.

In a non-crisis situation, the character regains consciousness in **(2d6 + Universal Penalty)** minutes.

When the character recovers consciousness, the player rolls **3d6 + Universal Penalty**. If this roll exceeds the character's Endurance, the character is in *Shock*; otherwise, he/she functions normally.

❑ LUCK ROLL

There are times when a character is placed in critical situations that depend entirely on factors outside his/her control. Rather than the GM arbitrarily deciding the outcome, the player may make a *Luck roll*.

The Luck roll: The player rolls **1d100 twice**. If the second roll is equal to or less than the first roll, the character is lucky and the outcome is beneficial. Otherwise, the outcome is adverse. If necessary, the success levels may be divided further so that a character can be Critically Lucky or Unlucky.

For example, Suran the Lia-Kavair falls off a cliff that she had been climbing. With luck, she may simply land on the grassy earth, otherwise she might land on jagged rocks, which probably would prove fatal. Since no skill can determine on what surface Suran will fall, a Luck roll is made. The first roll is 26, but the second is 17; Suran lands on the earth instead of the rocks.

COMBAT

☐ SCALE AND COMPONENTS

[Combat 1]

In Game terms, a distance of 5 feet is referred to as a *hex*, but Hârnian characters call this measurement a *pace*. It is not uncommon for archers to boast of being able to drop a man at a hundred paces, etc. A pace comprises two steps, and 2,400 paces equal one Hârnian League (12,000 Hârnian feet).

☐ COMBAT PROFILE

[Combat 2]

MOVE

A PC's Move is equal to Agility, but the player can vary this during character generation by rolling 3d6:

3d6	MOVE =	3d6	MOVE =	3d6	MOVE =
3-4	AGL × 0.8	8-13	AGL × 1.0	14-16	AGL × 1.1
5-7	AGL × 0.9			17-18	AGL × 1.2

Note that Move cannot differ from Agility by more than 4 points for humanoid characters.

Note also that Move is reduced by only *half* the character's total Encumbrance Penalty (round up), plus all of the Universal Penalty, if any. This is contrary to the official rule, which subtracts all of the character's Physical Penalty and hence overly penalises Move.

☐ WEAPON DATA TABLE

[Combat 3]

ONE-HANDED VS. TWO-HANDED IMPACT

The base Impact values listed on the Weapon Data Table assume the weapon is wielded in the manner intended, but if a two-handed weapon is used in one hand, it becomes more difficult to use and the force of its impact is reduced. The reduction in the weapon's base Impact is equal to *one-tenth* the Hand Mode penalty (round up), with a minimum adjusted Impact of zero.

For example, a heavy Bastard Sword's Hand Mode penalty is -10 if wielded in the primary hand and -20 in the secondary hand of a character with at least 14 Strength. If the sword is used in both hands, the base Impact values are *5b 8e 5p*, but in the primary hand alone, they fall to *4b 7e 4p* and in the secondary hand the values drop further to *3b 6e 3p*.

Note that there is *no* benefit if a one-handed weapon (such as a Broadsword) is wielded in two hands.

EXTRA SHARP BLADES

The blade of a melee weapon (*not* arrows) can be made *extra sharp* at the cost of durability. Finely sharpening a weapon increases the *Edge* and *Point* Impact of the weapon (as applicable) by +1, but WQ is also reduced by -1. The sharpening bonus may *not* exceed the weapon's original base Impact, however.

A weapon can be made *razor sharp*, increasing the E and P Impact by an extra +1, but Weapon Quality is reduced by a further -2. Acuminating the blade any more will not produce additional Impact bonuses.

For example, Aeron finely hones his Broadsword, increasing its base Impact from *3b 5e 3p* to *3b 6e 4p*, but at the cost of reducing its WQ from 12 to 11. If he wished, he could sharpen the blade further to yield a base Impact of *3b 7e 5p*, but WQ would drop to 9.

If an exceptionally sharp weapon fails a Weapon Damage roll, the Impact bonus is immediately lost, even if the weapon is later repaired. The weapon can be re-sharpened, but at the cost of a further reduction in WQ.

There is generally no charge for sharpening a weapon; it is a simple process that can be performed on a grindstone or (more slowly) a whetstone.

MANUFACTURE TIME

Below is a guide to how long it generally takes a Weaponcrafter to produce a weapon, assuming a 10-hour working day and that the materials needed for manufacture are readily available. Various factors – such as the crafting of a lighter or heavier version of a weapon – can significantly hasten or prolong the manufacturing time, but the following should provide a rough idea:

WEAPON	TIME
Buckler	2 days
Knight Shield	5 days
Round Shield	3 days
Kite Shield	6 days
Tower Shield	8 days
Boss Gore	+1 day
Knife	4 hours
Dagger	2 days
Taburi	2 days
Keltan	3 days
Longknife	9 days
Shortsword	9 days
Mankar	8 days
Mang	9 days

WEAPON	TIME
Broadsword	14 days
Estoc	14 days
Falchion	11 days
Bastard Sword	16 days
Battlesword	20 days
Club	4 hours
Mace	7 days
Morningstar	3 days
Maul	8 hours
Sickle	6 hours
Shorkana	4 days
Hatchet	3 hours
Handaxe	6 days
Warhammer	7 days

WEAPON	TIME
Battleaxe	7 days
Nachakas	8 hours
Grainflail	4 hours
Ball & Chain	4 days
Warflail	5 days
Staff	2 days
Javelin	3 days
Spear	5 days
Trident	6 days
Lance	9 days
Falcastra	4 days
Glaive	3 days
Poleaxe	5 days

WEAPON	TIME
Pike	8 days
Net	4 days
Whip	6 hours
Isagra	2 days
Crossbow	4 days
Shortbow	2 days
Longbow	2 days
Blowgun	8 hours
Sling	4 hours
Staff Sling	6 hours

❑ ARMOUR DATA TABLE

[Combat 4]

BODY PARTS

The following table shows the surface area of human body parts as a percentage of the whole. These percentages do *not* reflect the probability of a given part being struck in combat.

Skull	4%	Thorax	12%
Face	3%	Abdomen	12%
Neck	4%	Groin	1%
Both Shoulders	4%	Both Hips	9%
Both Upper Arms	6%	Both Thighs	15%
Both Elbows	2%	Both Knees	3%
Both Forearms	5%	Both Calves	10%
Both Hands	4%	Both Feet	6%

The Face location can be subdivided into Eyes (0.45%), Nose (0.45%), Ears (0.30%), Cheeks (1.05%), Mouth (0.30%) and Jaw (0.45%).

ARMOUR WEIGHT & PRICE

Each material is rated for its relative weight and retail price:

MATERIAL	WEIGHT	PRICE	TIME
Cloth	0.10 lbs.	2d	1 hr
Quilt	0.30 lbs.	4d	4 hrs
Leather	0.20 lbs.	4d	2 hrs
Kurbul	0.25 lbs.	5d	5 hrs
Ring	0.40 lbs.	7d	9 hrs
Mail	0.50 lbs.	15d	13 hrs
Scale	0.70 lbs.	10d	20 hrs
Plate	0.80 lbs.	25d	30 hrs

The weight, asking price and approximate manufacture time of any piece of armour can be calculated by multiplying the weight/price factor of its material by the percentage of the body it covers. For example, a leather tunic covers 44% of the body (Shoulders 4% + Upper Arms 6% + Thorax 12% + Abdomen 12% + Groin 1% + Hips 9%); it would therefore weigh $(44 \times 0.20 =)$ 8.8 lbs., and cost $(44 \times 4 =)$ 176d. The time to produce the tunic would be $(44 \times 2 =)$ 88 hours, or 9 days assuming a 10-hour working day.

ARMOUR SIZE

The character's Height and Frame will affect the weight and price of armour as follows:

HEIGHT		FRAME				
		Scant	Light	Medium	Heavy	Massive
4'03" – 4'09"	Very Short	×0.6	×0.7	×0.8	×0.9	×1.0
4'10" – 5'04"	Short	×0.7	×0.8	×0.9	×1.0	×1.1
5'05" – 5'11"	Average	×0.8	×0.9	×1.0	×1.1	×1.2
6'00" – 6'06"	Tall	×0.9	×1.0	×1.1	×1.2	×1.3
6'07" – 7'01"	Very Tall	×1.0	×1.1	×1.2	×1.3	×1.4

In general, a character may comfortably wear armour that matches his/her Height and Frame factors. However, at GM discretion, a character *could* wear armour that is larger by *one* Height *or* Frame factor.

Found Armour: Roll 3d6 to determine the Height factor: 3-7 = *Short*; 8-13 = *Average*; 14-18 = *Tall*. Then roll 3d6 for the Frame factor: 3-5 = *Scant*; 6-8 = *Light*; 9-12 = *Medium*; 13-15 = *Heavy*; 16-18 = *Massive*.

ARMOUR TYPES

CLOTH	WT	PR	COVERAGE
Cap/Hat	0.4	8	Sk
Hood	0.8	17	Sk Ears Nk
Tunic	4.4	88	Ua Sh Tx Ab Gr Hp
Tunic/Ls	5.1	102	Fo El Ua Sh Tx Ab Gr Hp
Tunic/Lg	6.6	132	Fo El Ua Sh Tx Ab Gr Hp Th
Surcoat	5.3	106	Sh Tx Ab Gr Hp Th
Robe	7.9	158	Tunic/Lg + Kn Ca
Leggings	4.4	88	Gr Hp Th Kn Ca Ft

QUILT	WT	PR	COVERAGE
Arming Cap	1.2	16	Sk
Cowl	2.6	35	Sk Jaw Ears Nk
Tunic	13.2	176	Ua Sh Tx Ab Gr Hp
Gambeson	19.8	264	Fo El Ua Sh Tx Ab Gr Hp Th
Leggings	13.2	176	Gr Hp Th Kn Ca Ft
Mittens	1.2	16	Ha

LEATHER	WT	PR	COVERAGE
Cap/Hat	0.8	16	Sk
Hood	1.7	33	Sk Ears Nk
Tunic	8.8	176	Ua Sh Tx Ab Gr Hp
Tunic/Ls	10.2	204	Fo El Ua Sh Tx Ab Gr Hp
Hauberk	13.2	264	Fo El Ua Sh Tx Ab Gr Hp Th
Leggings	8.8	176	Gr Hp Th Kn Ca Ft
Shoes	1.2	24	Ft
Calf Boots	3.2	64	Ca Ft
Knee Boots	3.8	76	Kn Ca Ft
Gauntlets	0.8	16	Ha

KURBUL	WT	PR	COVERAGE
Half-Helm	1.0	20	Sk
Cuirass	6.0	120	Ch Bk
Ailettes/2	1.0	20	Sh
Rerebraces/2	1.5	30	Ua
Coudes/2	0.5	10	El
Vambraces/2	1.3	25	Fo
Kneecops/2	0.8	15	Kn
Greaves/2	2.5	50	Ca

RING	WT	PR	COVERAGE
Half-Helm	1.6	28	Sk
Nasal Helm	1.8	31	Sk Nose
Vest	11.2	196	Sh Tx Ab
Byrnie	17.6	308	Ua Sh Tx Ab Gr Hp
Hauberk/Sh	20.4	357	Fo El Ua Sh Tx Ab Gr Hp
Hauberk	26.4	462	Fo El Ua Sh Tx Ab Gr Hp Th
Leggings	17.6	308	Gr Hp Th Kn Ca Ft
Gauntlets	1.6	28	Ha

MAIL	WT	PR	COVERAGE
Coif	4.4	131	Sk Jaw Ears Nk
Vest	14.0	420	Sh Tx Ab
Byrnie	22.0	660	Ua Sh Tx Ab Gr Hp
Hauberk/Sh	25.5	765	Fo El Ua Sh Tx Ab Gr Hp
Hauberk	33.0	990	Fo El Ua Sh Tx Ab Gr Hp Th
Hauberk/Lg	34.5	1035	Hauberk + Kn
Chausses	21.5	645	Hp Th Kn Ca Ft
Mittens	2.0	60	Ha

SCALE	WT	PR	COVERAGE
Coif	6.1	88	Sk Jaw Ears Nk
Vest	19.6	280	Sh Tx Ab
Byrnie	30.8	440	Ua Sh Tx Ab Gr Hp
Hauberk/Ss	41.3	590	Ua Sh Tx Ab Gr Hp Th

PLATE	WT	PR	COVERAGE
Half-Helm	3.2	100	Sk
Nasal Helm	3.6	111	Sk Nose
¾-Helm	5.4	168	Sk Fa (except Ears)
Great Helm	8.8	275	Sk Fa Nk
Breastplate	9.6	300	Ch
Backplate	9.6	300	Bk
Ailettes/2	3.2	100	Sh
Rerebraces/2	4.8	150	Ua
Coudes/2	1.6	50	El
Vambraces/2	4.0	125	Fo
Kneecops/2	2.4	75	Kn
Greaves/2	8.0	250	Ca

PHASE-BY-PHASE MOVEMENT

HårnMaster’s movement system involves each character making all of his/her movement in his/her turn. However, in certain combat situations (e.g. chases), characters may wish to change direction in response to each other’s movement. In such instances, a more detailed system for handling movement is required.

The following Phase-By-Phase movement system breaks a combat round into ten *movement phases*. Each phase is completed in order of Initiative before beginning the next phase. In this manner, a more realistic method of movement is achieved. The GM will announce the beginning of each phase (e.g. Phase 2); if a character is permitted to move during this phase (see the table below), movement is made with the character with the highest Initiative moving first.

		PHASE									
		1	2	3	4	5	6	7	8	9	10
MOVE	1-2					*					
	3-4			*				*			
	5-6		*			*			*		
	7-8		*		*		*		*		
	9-10	*		*		*		*		*	
	11-12	*	*		*		*		*	*	
	13-14	*	*		*	*		*	*		*
	15-16	*	*		*	*	*		*	*	*
	17-18	*	*	*	*	*		*	*	*	*
	19-20	*	*	*	*	*	*	*	*	*	*

* = Character may travel 1 (Half-Move), 2 (Full-Move) or 4 (Double-Move) hexes during this phase. If Move is an odd number, the final phase movement is 1 (Half- or Full-Move) or 2 hexes (Double-Move).

Changing Direction: When *Engaging* or *Engaged*, a character travelling at Half-Move may pivot in any direction for each hex moved, but a character travelling at Full-Move may only pivot 1 hex (60 degrees) for every hex moved. If the character is *Unengaged*, however, he/she may pivot freely at Half- and Full-Move, but may only pivot 1 hex for every hex travelled at Double-Move.

Reaction & Engagement Zones: When using the Phase-By-Phase movement system, the Reaction Zones of unengaged opponents (which extends 3 hexes in every direction) are ignored. However, Engagement Zones are still in effect – if a character moves into an enemy Engagement Zone during a phase, he/she may not move any further for the remainder of the movement phases.

Combat actions (such as Melee Attack) are taken in the last phase of movement. For example, Curnach the Brigand moves to Engage an opponent in Phase 6 of movement. Since he may not move any further (because he is now Engaged), he may immediately proceed to make a Melee Attack against the opponent.

DISENGAGE

A Disengage action can only be attempted if the character is able to leave *all* his/her opponents’ Engagement Zones in a *single* hex move. If this is possible, he/she may attempt to Disengage during his/her turn by rolling against Initiative EML; each opponent that is engaged with the character may also test his/her Initiative EML.

If the Disengaging character obtains a *higher* success level, he/she may move one hex out of all opponents’ Engagement Zones, then make a Half-Move. This move terminates if another enemy Engagement Zone is entered, but no Melee or Missile Attack is allowed.

If the Disengaging character obtains an *equal* or *lower* success level, he/she may still move one hex out of all opponents’ Engagement Zones, but must then stop. If a CF was rolled, a Stumble Roll may be required.

SPECIAL ATTACKS

A character may attempt a special attack to try to subdue an opponent *without injury*, such as:

BARGE

The character attempts to barge an opponent and knock him/her down. This method of attack can be referred to as a Slam if the Attacker is unarmed, or a Shield Rush if he/she is using a medium or large Shield (WDC = 4+). A Charge Attack (re: Combat 7) is required, using Unarmed Combat EML or Shield EML.

The Barge roll: If the attack result is a *Strike*, the Defender must roll a number of d6 equal to the (A*) strike (e.g. (A*1) = roll 1d6). For every 6 points of the Attacker's *Strength*, a further 1d6 is added to the roll. Finally, the Barge roll is affected by the Defender's Physical Penalty.

If the Barge roll exceeds the Defender's *Strength*, he/she is pushed back one hex and falls prone, and the Attacker gains a Tactical Advantage. Otherwise, the Defender is unaffected and the turn ends.

If the Defender was *not* static (i.e. remaining in the same hex) or *not* moving directly towards the Attacker in his/her last turn, he/she suffers a -1d6 penalty against the Barge roll. In addition, if the Defender is unaware of the attack, he/she suffers another -1d6 penalty.

If the Barge attack misses or is Dodged, the Attacker rushes *through* the Defender's hex and beyond for another 1d3 hexes (if Move allows), and must make a 3d6 Stumble roll or fall.

Note: Ramming attacks from certain large creatures (e.g. a charging bull) will cause a Barge roll *in addition* to normal Impact. (The Barge roll is made *before* determining injury.) Note that if the creature is a quadruped, it gains a +6 bonus to its Stumble roll should the charge miss.

DISARM

The character attempts to disarm an opponent by twisting or bashing the opponent's weapon out of his/her grip. A Melee Attack is made against the target's weapon (EML -10 Aiming Zone modifier).

The Disarm roll: If the attack result is a *Strike*, the Defender must roll a number of d6 equal to the (A*) strike (e.g. (A*2) = roll 2d6). The Defender's Physical Penalty is also added to the roll.

If the Disarm roll exceeds the Defender's *Dexterity*, the Defender drops his/her weapon and the Attacker obtains a Tactical Advantage. Roll 1d10 to determine in which hex the dropped weapon falls: 1=N, 2=NE, 3=SE, 4=S, 5=SW, 6=NW, 7-10= same hex. If the Disarm roll does not exceed the Defender's Dexterity, the Defender retains his/her weapon and the turn ends.

If the Defender's weapon is held in both hands, the Defender receives a +2 bonus against the Disarm roll. If the weapon is tied on (as is the case with most Shields), the bonus is +5.

SWEEP

The character attempts to sweep the legs out from under an opponent. This is a useful tactic when the opponent is heavily armoured. A Melee Attack with a leg, or a weapon from the *Spear* or *Polearm* group, is made against the target's legs (Low Aiming Zone: EML -10).

The Sweep roll: If the attack result is a *Strike*, the Defender must roll a number of d6 equal to the (A*) strike (e.g. (A*3) = roll 3d6). The Defender's Physical Penalty is also added to the roll.

If the Sweep roll exceeds the Defender's *Agility*, the Defender falls prone and the Attacker gains a Tactical Advantage. Otherwise, the Defender remains upright and the turn ends.

If the Defender is unaware of the Sweep attempt, he/she incurs a -1d6 penalty against the Sweep roll. If the Defender is a quadruped, a +6 bonus is applied. Other modifiers apply as for a Stumble roll (re: Skills 22).

CLOSE MODE

Some weapons, especially *swung* weapons, are difficult to use in a restricted space. When a character fights in a narrow passageway or crowded melee, for example, the GM will impose a Close Mode penalty.

There are five *Close Mode Thresholds*, ranging from **0** to **4**. The lower the value, the more restrictive the space. If a WAC exceeds the CMT, AML is reduced by $((WAC-CMT) \times 10)$. Additionally, if the WDC exceeds the CMT, DML is reduced by $((WDC-CMT) \times 10)$, but this *never* applies to Shields.

For example, Raxxtrak the Khuzdul swings his heavy Battleaxe in a crowded melee. Since he is fighting shoulder-to-shoulder with his comrades, he is in Close Mode. The GM declares a CMT of 2; the WAC of Raxxtrak’s axe is 4, so the Khuzdul must attack with an EML –20 Close Mode penalty. However, since the axe’s WDC is 2, Raxxtrak may defend normally.

Generally, any *thrusting* weapon (such as a Spear or a Sword employing *Point* aspect) is considered to have *half* its Attack Class (but its full Defence Class) for purposes of calculating the Close Mode penalty. Hence, if Raxxtrak was using a Spear (A/D 4/2) in the above example, he would not suffer a Close Mode penalty.

Dodge: Although Dodge has no Defence Class because it is not a weapon, treat it as effectively having a DC of **3** when determining the Close Mode penalty.

FIGHTING IN DARKNESS

Darkness affects all combat skills. The Special Penalty for fighting in the dark depends on the level of light available. The table below lists the Darkness Special Penalties when outdoors at night:

	MOON		
SKY	FULL MOON	HALF MOON	NEW MOON
CLEAR	EML –10	EML –20	EML –40
CLOUDY	EML –20	EML –30	EML –50
OVERCAST	EML –40	EML –50	EML –70

The *Full Moon* (Yaelah) penalty applies between the 13th and 17th day of a month. The *Half Moon* penalty applies between the 3rd and 12th day of the month as well as between the 18th and 27th day. The *New Moon* (Yaelmor) penalty applies between the 1st and 2nd day of the month and also between the 28th and 30th day.

Note: It is generally more difficult to hit an opponent with a *thrusting* weapon in darkness than with a *swung* weapon. The WAC of any thrusting weapon used in combat in darkness is effectively *halved*.

MOUNTED COMBAT

Fighting from horseback is attractive to knights because of the increased mobility it offers. However, there are a few differences to the rider’s combat skills when mounted, as listed below:

- The rider’s Encumbrance is temporarily halved. This affects Physical Penalty.
- When fighting from horseback, the rider’s basic weapon ML cannot be higher than Riding ML before modifiers (e.g. Physical Penalty, Hand Mode penalty, WAC bonus, Specialty bonus, etc).
- If a Lance is couched under the (primary) arm, the EML –15 Hand Mode penalty is ignored.
- If moving at a Walk or Trot, the rider gains a +1 WAC bonus but also suffers a –1 WDC penalty. These modifiers do not apply to Shields. If moving at a Canter or Gallop, the +1 WAC bonus is negated and any weapon that is *not* couched under the arm incurs an EML –10 Special Penalty.
- A Riding skill roll is only required to control the steed under difficult circumstances, such as to calm a panicking or wounded horse.

❑ ADVANCED COMBAT

JOUSTING

A joust is where two mounted knights charge at one another with couched lances and attempt to unhorse each other. In tournaments, blunted lances are normally used but serious injuries are still common.

The knights charge on blindfolded horses from opposite ends of a 60-pace clearing known as a Jousting Run. On the final part of the charge, as the opponents close in, each knight ideally swings his/her lance to the left, aiming either for the opponent's shield, the top of the helm or the throat. If a knight strikes and unseats the opponent, he/she wins the joust.

A jousting contest is resolved by one knight making a *Melee Attack* and the other *Counterstriking* with the lance. The Attacker is the knight with the highest *Jousting Initiative*:

$$\text{Jousting Initiative} = \text{Rider's Effective Initiative} + \text{Steed's Effective Initiative}$$

Each knight's player may roll 1d100 against Jousting Initiative; if the knight with the *lower* Jousting Initiative achieves a *higher* success level, he/she Attacks and the other knight Counterstrikes. Otherwise, the jouster with the higher Jousting Initiative Attacks and the other Counterstrikes.

While mounted, the *Rider's Effective Initiative* is his/her basic Initiative minus the *Mounted Physical Penalty*, which is ($\frac{1}{2}$ Encumbrance Penalty + Universal Penalty + any appropriate Special Penalty). The EP returns to full when the knight fights on foot. The EML -5 Special Penalty for restricted vision when wearing $\frac{3}{4}$ -helms and great helms is ignored when jousting.

The *Steed's Effective Initiative* is its basic Initiative minus its Encumbrance Penalty, which is its ((total load in pounds - horse's Threshold) / horse's Endurance). A warhorse's Threshold is typically 300 lbs.

Example: Sir Ulrich, one of Chybis's finest knights, is about to joust an opponent at the Royal Chelebin Tournament of Chivalry in Olokand. His personal Initiative is 102, but his Encumbrance Penalty while mounted is 4 (EML -20) and he is nursing two bruises from a previous joust ($2 \times M1 = \text{EML} -10$ Injury Penalty). The *Rider's Effective Initiative* is therefore $(102 - 20 - 10) = 72$. Sir Ulrich's warhorse's basic Initiative is 47. However, it is carrying a total load of about 340 lbs., including the war saddle, blanket, bridle and bit and a set of horseshoes. Its Endurance is 16. Since the horse's Threshold is 300 lbs., its Encumbrance Penalty is $((340 - 300) / 16) = 3$, or EML -15. The *Steed's Effective Initiative* is therefore $(47 - 15) = 32$. Thus, Sir Ulrich's *Jousting Initiative* is $(72 + 32) = 104$. Since a typical knight would only have a Jousting Initiative of 80 to 90, Sir Ulrich attacks more often than he counterstrikes.

The knights should decide on the speed at which they wish to charge: *Canter* (MOV \times 3) or *Gallop* (MOV \times 4). The horses' basic Movement (before multiplying) is reduced by half its EP, if any. Although a Gallop is more impressive, it is more dangerous if the knight is unhorsed. Most knights charge at a Canter.

The length of a charge may not be less than MOV \times 3. Hence, the steeds do not halt upon entering each others' Engagement Zones, but must continue to charge until they have covered the minimum distance.

As the jousters pass each other, they make weapon EML rolls equal to the *lower* of *Spear (Lance) ML* and *Riding (Horse) ML*, modified by applicable penalties and bonuses. One knight Attacks and the other Counterstrikes, as determined by Jousting Initiative. Strike determination is made as for normal melee combat, with a few small differences as follows.

There are two minor modifications to the standard *Melee Attack Table*:

- If the Attacker achieves a *CF* and the Defender obtains a *MF*, instead of the *AF* result, the two riders narrowly miss each other and accidentally collide with their knees. Blunt Impact to each knight's left knee is 1+2d6.
- If both riders achieve a *CF*, then instead of the *BF* result, the blindfolded horses collide with each other, with each horse suffering 6+2d6 Blunt Impact to a random location in the High Aiming Zone. Both riders are automatically thrown from their mounts.

If a strike occurs, the chance of striking the left side of the opponent's body is **75%** instead of 50%, because of the angle of attack. However, there are instances of riders accidentally charging to the right of their opponents, in which case the chance of striking the left or right side of the body is reversed.

Shields: Shields are not used for Blocking in jousts, but instead held to provide passive defence to the left *Sh Ua El Fo Ha Tx Ab Hp* (**Knights Shields**) or the left *Sh Ua El Fo Ha Tx Ab Hp Th* (**Kite Shields**). Shields do *not* protect the right half of the chest. Treat the Armour Protective Value of a passive shield as Plate armour (B6 E10 P6 F2). If the shield is struck and Impact exceeds its APV, reduce the shield's WQ by 1 and make a 2d6 Weapon Damage check for it.

After the location struck has been determined, generate **Strike Impact**. This is the base Blunt Impact of the lance (typically 4b) plus a 1d6 (*1), 2d6 (*2), 3d6 (*3) or 4d6 (*4) roll, depending on the success level obtained. Since the knights are charging at a Canter or Gallop, a bonus +1d6 Impact is added to the total.

With any successful strike, a **Weapon Damage check** must also be made for the lance. In addition, the knight must make a Fumble Roll to determine whether he/she drops the weapon; no Fumble Roll is required if the lance breaks or the opponent is unhorsed, however.

Shattered Lances: If a lance breaks, there is a small chance that the splinters will cause injury: If the Weapon Damage check of the opponent's lance rolls **16, 17** or **18** on 3d6, a potentially lethal shard of wood flies at the knight's head. Roll on the High Aiming Zone table to determine the location struck. The splinter will inflict 1+2d6 Point Impact (**note:** ¾-helms and great helms do *not* protect the eyes from the splinter).

Knockback can occur whenever the lance's *total* Impact to the head or upper torso (*Sk Fa Nk Sh Tx*) exceeds the target's **Effective Strength**. Effective Strength is equal to the knight's Strength attribute reduced by his/her *Mounted Physical Penalty*. Increase the Effective Strength by +1d6 if the target is *not* struck on the head or neck (*Sk Fa Nk*), and by another +1d6 if the target is in a war saddle.

If the total Impact exceeds the rider's Effective Strength, he/she must succeed in a **Stumble Roll** (affected by the *Mounted Physical Penalty*) or be unhorsed. If the rider is in a war saddle, a +1d6 bonus is awarded. An unhorsed knight suffers the equivalent effect of a 30-foot fall (see page 8 for details on falling damage) – had the horse been Galloping instead of Cantering, the effect would be the same as a 50-foot fall.

Example: Sir Ulrich charges his opponent, aiming for the helm. Sir Ulrich wins the Initiative and chooses a Melee Attack while the opponent Counterstrikes. As the knights pass, the tip of Sir Ulrich's blunt lance strikes the other knight on the skull, while the opponent misses. The Melee Attack result is MS vs. MF, indicating a (A*2) strike. The Blunt Impact to the Defender is 16; the Defender's armour in the skull is only B13 so he suffers a bruise (M1). Furthermore, the knight's Effective Strength is only 14 so he must succeed in a Stumble Roll or be knocked off his horse.

If neither knight is unhorsed in the first pass, they may try again, with fresh lances if the first ones have broken. If a knight breaks three lances without unseating his/her opponent, or if both knights are simultaneously unhorsed, the matter is then settled on foot with chivalric weapons (usually maces). The winner in foot combat is the first man to knock the other to the ground.

Two specialised pieces of jousting equipment require mention:

Jousting Lance: A 10-12' long, 8-lbs. hollow wooden lance fitted with a coronel (an iron head ending in three short points to spread the force of impact over a wider area). The average jousting lance inflicts 4b base Impact. Designed to break easily, the WQ is typically 8, but it is fitted with a flared metal vamplate (B6 E10 P6 F2) to protect the right hand. The weapon is held couched under the right arm and is guided, rather than thrust, towards the target. Jousting lances are often brightly coloured and may even be festooned with bells and pennants. Typical cost is 40d.

Blind Caparison: Canvas clothing for the horse, costing 70d to 150d. It is usually decorated with the knight's heraldic device. Because horses are extremely reluctant to charge towards each other, there are no eyeholes in the caparison. This prevents the horses from veering apart beyond the range of the lances. The caparison provides Cloth protection to the horse's body except the muzzle, lower legs and tail. Weighing only about 2% of the warhorse's weight (about 30 lbs.), caparisons generally do not affect the horse's Initiative or movement.

UNARMED COMBAT

There are two basic forms of unarmed combat: *Striking* and *Grappling*. Both techniques require the Unarmed Combat skill.

STRIKING

Striking is simply an unarmed melee attack. For humanoids, there are 3 basic forms of Striking: **Head** attacks (head-butting); **Arm** attacks (e.g. punching, elbowing); and **Leg** attacks (e.g. kicking, kneeing).

Striking is resolved in the same manner as for normal melee combat. However, see the note on Combat 8 regarding Blocks. (**Additional note:** if *both* the attacking and defending weapons are unarmed body parts and a Block occurs, both characters will suffer an automatic (*1) strike on the appropriate body parts. If only *one* of the attacking and defending weapons is an unarmed body part, it will automatically suffer a (*2) strike).

The default *Aiming Modifiers* for the 3 Striking forms for humanoids are summarised below:

AIM ZONE	STRIKE FORM		
	HEAD	ARM	LEG
High	+0	-10	-20
Mid	-10	+0	-10
Low	-20	-10	+0

GRAPPLING

Grappling occurs when a character invades an opponent's hex with the intent of holding part of the opponent's body and exploiting that hold. The Grappling character usually attempts to obtain a hold using one or both hands, although it is possible to use the legs instead (at 50% ML).

Making a Grapple Attack

The basic skill for Grappling is Unarmed Combat EML. Some entries in the Bestiary include an ML for *Squeeze* attack; this is used as the basic Grappling ML where given.

Grappling involves aiming for a general *Body Area* on the opponent (as opposed to a specific location) – a successful Grapple attack assumes that a hold has been obtained on this Body Area. The following table shows the modifiers to Unarmed Combat EML according to the Body Area targeted by the Grappling character and the number of hands used in the Grapple attempt:

TARGET	ONE HAND	TWO HANDS
Head (<i>Sk Fa Nk</i>)	-20	-10
Arm (<i>Ua El Fo Ha</i>)	-5	+0
Weapon/Item/etc.	-10	+5
Torso (<i>Sh Tx Ab Gr Hp</i>)	-50	-10
Leg (<i>Th Kn Ca Ft</i>)	-40	-10

Grapple attempts are resolved in the normal manner, by comparing the success levels of the two combatants. If one party obtains a hold, he/she gains a Tactical Advantage, which must be used to exploit.

Blocking & Counterstriking Grapple Attacks

If the Defender chooses to **Block** or **Counterstrike** a Grapple attack, he/she remains in his/her hex and defends with a *Close Mode Threshold* of **2** (Attacker Grappling with both hands) or **4** (Attacker Grappling with one hand) – see page 18 for more information on Close Mode. With any *Block* result, the Attacker obtains a hold of the Blocking weapon and gains a Tactical Advantage. With any *Both Strike* (B*) result, the Attacker obtains a hold but the Defender simultaneously strikes him/her – neither party gains a Tactical Advantage. If the Attacker fails to obtain a hold, he/she must withdraw into his/her hex.

If the Defender chooses to Counterstrike with a *Grapple* attack as well, any strike result indicates that both parties have obtained a hold of each other in the Defender's hex – the turn ends immediately.

Dodging Grapple Attacks

If the Defender chooses to **Dodge** a Grapple attack, he/she *must* move to an adjacent hex, otherwise another defence option must be selected. There are normally **5** possible hexes into which the Defender may move (the sixth is the Attacker's hex, which cannot be entered except with Acrobatics). If any of these hexes is occupied by an obstruction such as a wall or an unyielding character, the Defender may not enter it and suffers an EML –10 Special Penalty; the Special Penalty is cumulative, so if 4 adjacent hexes are blocked, the Defender's Dodge EML penalty is –40.

Note: If the Defender is *running* (*Full-Move* if Engaging or Engaged, *Double-Move* if Unengaged), he/she cannot enter the flank or rear hexes. That is, the Defender is limited to moving into one of the front 3 hexes. Thus, if the Attacker makes a Grapple attack from the flank or rear, the Defender must Dodge with an EML –20 Special Penalty. If the Attacker Grapples from the front, the Defender's options are further limited so he/she must Dodge at EML –30.

Exploitation of Holds

There are 6 Exploitation Options, one of which *must* be selected if the character Grapples an opponent. Each Exploitation Option is considered a separate action from the Grapple attack, requiring a full turn to complete. If the character is forced to break his/her hold while exploiting it, the opponent is awarded a Tactical Advantage (if possible).

1. **Strike:** A character who has a hold may attempt to strike his/her opponent with a free hand, weapon, foot, etc. Any strike (and defence) attempt while Grappled is made with a *Close Mode Threshold* of **1**. A character who is held may also strike – either as an Attack or as a Counterstrike – but may *not* use the Body Area (i.e. Head, Arm, Weapon/Item, Torso, Leg) that is being held.

Note that if the holder suffers an injury, from any source, he/she must roll **3d6** (adding the Universal Penalty); if the roll exceeds his/her Endurance, the hold is broken.

2. **Take/Grab:** A character with a hold on an item held by the opponent may attempt to snatch it away. Both parties must make a *Contest of Strength* (see page 12); if the item is held in only one hand, *halve* Strength when comparing attributes. If the item is strapped to one of the contestants, he/she gains a +20 bonus to the Strength roll. Whoever achieves a higher degree of success obtains/retains the item and withdraws into an adjacent hex; the turn ends. In the event of a tie, the hold is maintained and the turn ends.
3. **Squeeze:** A character who has a hold may attempt to damage the anatomy held by twisting, squeezing or choking. A *Contest of Strength* is made; if the character is using only one hand, *halve* Strength when comparing attributes. If the character gains a higher success level, he/she inflicts **2d6** Squeeze Impact to an appropriate location in the Body Area held (**3d6** Squeeze Impact if his/her success level is at least 2 degrees higher than the opponent's, such as CS vs. MF). If both parties obtain equal success levels, the character still inflicts **1d6** Squeeze Impact. If the character obtains a lower success level, the hold is broken and he/she must withdraw into an adjacent hex.

Note that some creatures are given a bonus to Squeeze Impact in the Bestiary.

4. **Throw:** A character who has a hold may attempt to render the opponent prone. Both parties must roll against Unarmed Combat EML. If the character achieves a higher success level, he/she renders the opponent prone in an adjacent hex of his/her choice – Impact with the ground will inflict a Blunt (**2d6**) strike to a random location. If both parties obtain an equal success level, the hold is maintained but the opponent remains standing. If the character achieves a lower success level, the hold is broken and he/she must withdraw into an adjacent hex.
5. **Maintain Hold:** A character who has a hold may automatically continue to maintain his/her hold. The hold is maintained until the opponent, or some other factor, breaks it. If the hold is maintained, the turn ends with both parties in the same hex.
6. **Break Hold:** A character who has a hold, but is not held, may automatically release it and move into an adjacent hex; this ends the turn.

While **holding an opponent**, the character may select any standard Melee Defence Option (i.e. Block, Counterstrike, Dodge or Ignore) during the opponent's turn, but the *Close Mode Threshold* is **1** for both parties. However, the character may choose to release his/her grip during the opponent's turn, allowing the character (and the opponent) to fight in normal Open Mode.

While **held by an opponent**, the character may select any standard Melee Defence Option under a *Close Mode Threshold* of 1, *unless* the opponent chooses to *Take/Grab*, *Squeeze* or *Throw*. These special Exploitation Options force the character to make a different type of roll, as described in the relevant sections above.

Note the following regarding **Tactical Advantages** when *Taking/Grabbing*, *Squeezing* and *Throwing*:

- When **Taking/Grabbing** an item, the Grappler gains a Tactical Advantage only if he/she obtains the item and withdraws into an adjacent hex with it. The Defender gains a Tactical Advantage if the Grappler achieves CF on the Take/Grab attempt, unless he/she achieved CF as well.
- When **Squeezing**, the Grappler gains a Tactical Advantage only if he/she inflicts injury. The Defender gains a Tactical Advantage if the Grappler achieves CF on the Squeeze attempt, unless he/she achieved CF as well.
- When **Throwing**, the Grappler gains a Tactical Advantage only if he/she successfully throws the opponent to the ground, regardless of whether injury is inflicted. The Defender gains a Tactical Advantage if the Grappler achieves CF on the Throw attempt, unless he/she achieved CF as well.

For example, whilst exploring underground ruins, Beldin the Mercenary is attacked by a hulking, 8-foot tall, 400-pound Aklash as it emerges from the darkness! Beldin tries to Dodge out of the hairless, blubbery monster's way, but it still manages to encircle his waist with both its massive arms. Since it has gained a Tactical Advantage, the pale-skinned Aklash squeezes hard as Beldin desperately struggles against the bear hug. Beldin is not nearly as strong as the Aklash and achieves only MF on the *Contest of Strength*, while the Aklash achieves MS. The brutish Ivashu inflicts a backbreaking 17 Squeeze Impact! Fortunately for Beldin, he is wearing enough armour to reduce this to 8 Impact, so he suffers an S2 serious bruise to the Abdomen. Since Beldin has been injured by the attack, the Aklash would normally be awarded a Tactical Advantage, but because the injury occurred during a TA already, the turn ends.

TACKLING

A Tackle is a leaping Grapple attack that forces an opponent into a prone position, but at the cost of the character becoming prone as well. To Tackle, the character must Grapple the opponent's legs with both hands (EML -10); the opponent may choose any Defence Option *except* Block (treat Blocks as Counterstrikes against Tackles).

- If the attack result is a *Strike*, as long as the character is able to grasp the opponent's legs, both parties *automatically* fall prone in the same hex. Depending on the hardness and roughness of the ground, the opponent may suffer incidental Blunt Impact (no greater than 2d6, however). The character maintains his/her hold and gains a Tactical Advantage. At GM discretion, the opponent may be required to make a Fumble roll to avoid dropping any items in his/her hands.
- If the attack result is a *Strike* but the character cannot grasp all of the opponent's legs (e.g. the opponent is a quadruped), the opponent must make a Stumble roll, adjusted by Physical Penalty and a -2 Special Penalty for being held. If the roll exceeds his/her Agility, the opponent falls prone and the character gains a Tactical Advantage. Regardless of whether the opponent stumbles, however, the character *automatically* falls prone but maintains his/her hold.
- If the Tackle misses or is Dodged, the character falls prone in the opponent's hex and the opponent receives a Tactical Advantage.

Characters who are both prone in the same hex may continue to fight, but with a *Close Mode Threshold* of **0**. Since both parties are prone, the EML +20 bonus normally gained for attacking and defending against a prone opponent is disregarded. The Tackled character may *not* attempt to Rise from the prone position until the Tackler releases his/her hold – this may require kicking him/her in the head a few times...

❑ MELEE COMBAT RESULTS

[Combat 12]

TACTICAL ADVANTAGES

A character earns a Tactical Advantage whenever any of the following situations arise:

- An opponent enters the character's Engagement Zone and the character achieves a higher success level on the Initiative test (re: Combat 7);
- The character achieves a (A*) or (D*) strike in melee combat – a TA is awarded regardless of whether the opponent is injured by the strike;
- A Tactical Advantage is awarded by the Attack Tables;
- An engaged opponent fails a Shock, Stumble, Fumble or Weapon Damage roll;
- The character makes a successful Grapple or Tackle attack;
- The character makes a successful Tangle attack.

Note that only *one* Tactical Advantage may be awarded in any given turn; if a second TA is generated in the same turn, it is ignored and the turn ends.

WEAPON DAMAGE

If a Weapon Damage check exceeds Weapon Quality by only 1 point, the weapon loses 1 WQ instead of breaking.

A Weaponcrafter can repair damaged or broken weapons: to determine the price, calculate the damage as a percentage of the whole and add roughly 25%. If the damage is too great, it will be cheaper to buy a new item; most Weaponcrafters will take “trade-ins” at 10-60% of retail value, depending on the condition of the weapon. Whenever a weapon undergoes repairs, the quality of the repairs is determined: the piece's new quality is the lower of the original WQ and the quality that had just been determined.

❑ INJURY DETERMINATION

[Combat 13]

BLUNT TRAUMA

When an *Edged* or *Pointed* weapon strikes a target and fails to penetrate its armour, the target may still suffer a blunt injury; this is known as *Blunt Trauma*.

To apply Blunt Trauma, follow the steps below:

1. Strike with Edged/Pointed weapon; roll for Impact.
2. If Total E/P Impact penetrates target's armour, apply cut/stab injury. *End of attack*.
3. If Total E/P Impact does not penetrate armour, subtract weapon's Edge/Point rating and add its Blunt rating (if any); compare against target's Blunt AP.
4. If Total B Impact penetrates target's armour, apply blunt injury (Blunt Trauma). *End of attack*.
5. If Total B Impact does not penetrate, target is not injured. *End of attack*.

For example, Starkad the Viking attacks a Knight with his Handaxe (4b 6e). He hacks the Knight's Abdomen with his blade, but the Knight is wearing heavy armour in this location (Plate + Mail + Quilt = B13 E21 P13 F7). Starkad's Total Edge Impact is 16e, which is not enough to penetrate the Knight's harness. However, the axe's Total Blunt Trauma Impact is 14b, which is sufficient to cause an M1 bruise.

Note that against opponents wearing heavy armour, Edged weapons are relatively ineffective, even with the Blunt Trauma rule above. When faced with such adversaries, the wise warrior will opt to use a Pointed weapon such as the Spear (7p), or a Blunt weapon such as the Mace (6b).

EYE LOCATION

Although the Eye is a sub-location of the *Face*, use the *Skull* location to determine the level of injury suffered when a *Pointed* weapon strikes it. Therefore, at 13+ Effective Impact, a Stab to the Eye can be fatal.

Helmets that protect the Face do *not* provide any protection for the Eyes against Pointed weapons such as spears and arrows. Furthermore, these helmets incur an EML -5 Special Penalty due to the restricted vision they afford.

BLEEDERS

Each Grievous injury from a Blunt, Edge or Point strike results in a Bleeder. The victim accumulates one Bloodloss Level (1 BL) each minute – even if unconscious – for *all* such wounds, and may eventually bleed to death. BLs for all wounds are recorded on the Combat Profile as a single injury called Bloodloss. The effects of Bloodloss are given below:

- If total BLs $\geq \text{END} \times \frac{1}{2}$, the victim lapses into Shock (HR = H5);
- If total BLs $\geq \text{END} \times \frac{3}{4}$, the victim falls into a coma (treat as Shock but HR = H3);
- If total BLs $\geq \text{END} \times 1$, the victim dies.

Emergency treatments can be made to stem Bloodloss; bleeding is halted if a character achieves a success on Physician EML +50 (one attempt per minute), although 1 BL is still accumulated with MS.

PHYSICIAN

☐ INJURY RECOVERY

[Physician 2]

TREATMENT BY NON-PHYSICIANS

Any character, regardless of whether he or she possesses the Physician skill, may attempt any of the following:

- Halt Bloodloss;
- Apply a cold *Compress*;
- *Clean and Dress* a wound; and
- Apply a *Warming* treatment.

The chance of success is equal to the appropriate Treatment Roll bonus. For example, if a character was attempting to stop a bleeder, the chance of success is 01-50 on 1d100.

Amputation by a non-Physician is possible if a suitable tool or weapon is available, but the result is always a G5 Grievous Cut, which can only be treated by a character possessing the Physician skill.

DAILY HEALING ROLLS

At the end of each day, a character who rests for at least 12 hours is permitted to make a Healing Roll for each injury. With MS and CS, rather than reducing the Injury Level by 1 (MS) or 2 (CS), the character accumulates an equal number of *Healing Points* for the wound. When an injury accumulates **5** Healing Points, its severity is reduced by 1 IL.

For example, Sir Jasyk the Knight-Errant is wounded in battle and suffers a S2 Serious Cut to his right Forearm. That night he rests at camp and by morning he is entitled to a Healing Roll for the injury. A MS is rolled, so the wound gains 1 Healing Point. After the second day of rest, another Healing Roll is made and this time a CS is achieved; the injury gains an additional 2 Healing Points. After the third day, another MS is obtained on the Healing Roll, so the injury accumulates a total of 4 Healing Points. After the fourth day, another CS is rolled, taking the injury's Healing Points to 6 – the wound's severity is reduced to M1 and the Healing Point tally drops by 5 to 1 HP.

This method is easier to monitor than the “one-Healing-Roll-per-5-days” system described in the official rules. It is also more realistic, since it provides greater variability in the time taken for a wound to heal.

PRICES

☐ PRICE LIST [ADAPTED FROM HÂRNMASTER 1ST EDITION]

The following is a comprehensive price list for Hâr.

VALUES

The prices given are average prices, assuming normal availability and distribution costs. Although the prices listed can generally be used for any city in western Lythia, they are most appropriate to Hâr – this is because the prices of exotic items have been increased considerably to reflect the cost involved to transport them to Hâr from other parts of Lythia. All prices can be arbitrarily increased or decreased to reflect any imbalance of demand and supply. The prices of a few services are listed, but these are almost always negotiable.

Prices listed are generally end-consumer prices. Mercantylers may be able to purchase materials for as little as 10% of these prices and sell them to craftsmen for around 50% of the indicated prices.

Note that some of the items listed (e.g. slaves) are illegal in many places; the prices given assume local tolerance (black market dealings may increase the price by 10 times or more).

UNITS OF MEASURE

The units used in the price list are standard with the following abbreviations:

bl	Bushel (c. 50 lbs.)	d	Penny	pt	Pint (c. 1¼ lbs.)
cf	Cubic Foot	oz	Ounce	lb.	Pound
ds.	Dose	cwt.	Hundredweight (c. 100 lbs.)	qt	Quart (c. 2½ lbs.)
ea.	Each	gob	Goblet (½ pint)	sf	Square Foot
eve	Evening	gal	Gallon (c. 10 lbs.)	sy	Square Yard
fm	Fathom (6 ft)	ft	Foot	yd	Yard (3 ft)

Some of the units of measure are used only as a convenience for gameplay. The square foot, for example, is a modern concept that is never used by Hârnians. Note that most goods are weighed by hand or measured by eye. Exact measurements are rare; even one merchant's scales may differ from another's.

FOOD & LIVESTOCK

Food and livestock are bought at a market or directly from the producer. The prices for live animals are averages that should be adjusted for size and quality.

Animals are generally kept for utility, not food. A chicken is important because it lays eggs, and a cow because it provides milk, for example. Food is an incidental benefit that comes when the animal no longer earns its feed. Even the nobility tend to eat game from their lands rather than farm animals. In the cities, meat is usually salted to preserve them – this increases the price by up to 100%.

Although fresh meat is not easily obtained, it is listed and priced by the pound for the sake of convenience. In Lythia, most meat is bought live, since a live animal is indisputably fresh. The vendor judges the size and quality of the animal, the shrewdness of the buyer, and sets a price to be haggled over. The selling of venison and other game meats is dangerous and hence rare, because it is very hard for the vendor to prove on whose land an animal was killed and so risks arrest for poaching.

SOURCE

The last column of the price list gives the source of the item; this can be a guilded or unguilded vendor. However, *Chandlers* usually carry a large assortment of items from other guilds, which are marked up by up to 30% and sold to wealthy customers who prefer to buy everything from one place. Only items exclusive to Chandlers list them as a source.

WEAPONS & ARMOUR

Prices for all weapons can be found on Combat 3 of the HårnMaster Core Rules. Prices for armour can be found on page 15 of these House Rules.

MEDICINES/POTIONS

Specific medicines are listed as MEDICINE/name/effect (e.g. MEDICINE/Kargele/heal.). Prices are for a single dose (0.1 to 2.0 oz). The following abbreviations are used:

anes.	Anaesthetic	Int.	Intelligence potion
anti.	Antibiotic	ink	Invisible ink
aph.	Aphrodisiac	narc.	Narcotic
cont.	Contraceptive	ord.	Ordeal drug
em.	Emetic	pois.	Poison
eq.	Equine stimulant	sop.	Soporific
eye	Eye cure	Str.	Strength potion
fert.	Fertility drug	stim.	Stimulant
hall.	Hallucinogen	unan.	Universal antidote
heal.	Healing drug		

Sample effects of various medicines are listed on Treasure 4.

CONSTRUCTION COSTS

Construction costs of dwellings are dealt with in detail in the Real Estate article of Hårnlore 10.

GENERAL PRICE LIST

ACCOMMODATION/Dorm	1d /day	Innkeeper	BRIDLE	12d	Ostler
ACCOMMODATION/Room	6d /day	Innkeeper	BRONZE	3½d /lb.	Miner
ALE	¼d /pt	Innkeeper	BROOM	1d	Thatcher
ALE/Hogshead	72d	Innkeeper	BRUSH	3d	Chandler
AMBER	16d /oz	Jeweller	BUCKET	4d	Woodcrafter
AMBERGRIS	180d /oz	Whaler	BUCKRAM/Cloth	10d /sy	Clothier
ANCHOR	12d	Shipwright	BUNS	½d /doz.	Miller
APPLES	¼d /lb.	Manor/Market	BUTTER	½d /lb.	Manor/Market
APPLES/Bushel	6d	Manor/Market	CABBAGES	½d /lb.	Manor/Market
ARROWHEADS	6d /doz.	Weaponcrafter	CABINET	144d	Woodcrafter
ARROWS	15d /doz.	Weaponcrafter	CALF/Live	60d	Manor/Market
AWNINGS	18d	Tentmaker	CANDLE/Beeswax	24d /lb.	Chandler
AXE/Wood	24d	Metalsmith	CANDLE/Tallow	3d /lb.	Chandler
AXLE	6d	Metalsmith	CANDLE/Tallow/Each	¾d	Chandler
BACKPACK/Leather	24d	Hideworker	CANVAS	3d /sy	Shipwright
BACON/HAM	2d /lb.	Manor/Market	CANVAS STALLS	24d	Tentmaker
BAG/Canvas	4d	Tentmaker	CAPON/Live	2d	Manor/Market
BARLEY (40 lbs./bl)	5d /bl	Manor/Market	CARPET/Wool	40d /sy +	Tentmaker
BARREL/Hogshead (50 gal)	15d	Woodcrafter	CART/2 Wheels	80d	Woodcrafter
BASKET	2d	Thatcher	CAULDRON/Iron	10d	Metalsmith
BEANS (40 lbs./bl)	5d /bl	Manor/Market	CHAIN/Iron	6d /fm	Metalsmith
BEAR/Trained	300d +	Trainer	CHAIR	12d	Woodcrafter
BED	50d	Woodcrafter	CHARCOAL	2d /bl	Charcoaler
BEEF	1½d /lb.	Manor/Market	CHEESE	1d /lb.	Manor/Market
BEER	¼d /pt	Innkeeper	CHERRIES	¾d /lb.	Manor/Market
BEER/Hogshead	75d	Innkeeper	CHICKEN	1d /lb.	Manor/Market
BELLS/Small	1d +	Metalsmith	CHICKEN/Live	1½d	Manor/Market
BELLS/Temple	200d	Metalsmith	CHISEL	6d	Metalsmith
BELT/Leather	10d	Hideworker	CIDER	¼d /pt	Innkeeper
BERRIES	¾d /lb.	Manor/Market	CIDER/Hogshead	80d	Innkeeper
BLANKET/Saddle	24d	Ostler	CLOAK/Hooded	74d	Clothier
BLANKET/Wool	48d	Clothier	COAL	6d /bl	Charcoaler
BOOTS/Leather	64d	Hideworker	COFFIN	9d	Woodcrafter
BOTTLE/Glass	6d	Glassworker	COLLAR/Horse	18d	Ostler
BOWL/Ceramic	2d	Potter	COMB	2d	Chandler
BRANDING IRON	18d	Metalsmith	COMB/Horse	3d	Ostler
BRANDY	4d /gob	Innkeeper	CONTRACT/Legal	24d +	Litigant
BRANDY/Hogshead	1800d	Innkeeper	COPPER	2d /lb.	Miner
BRASS	3¼d /lb.	Miner	COURT APPEARANCE	12d /day	Litigant
BREAD/Rye	¼d /loaf	Miller	COURTESAN	12d /eve	Courtesan
BREAD/Wheat	½d /loaf	Miller		+	

CRAB	1d	/lb.	Fisherman
CREAM	6d	/gal	Manor/Market
CROWBAR	9d		Metalsmith
CUP/Ceramic	1d		Potter
CURDS	½d	/lb.	Manor/Market
DEED/Legal	18d		Litigant
DOG/Sled	30d		Breeder
DOG/Trained	24d		Breeder
DONKEY/Live	120d		Ostler
DRUM	36d		Harper
DUCK	1¼d	/lb.	Manor/Market
DUCK/Live	1¾d		Manor/Market
DYE/Dragon's Blood (Red)	170d	/oz	Clothier
DYE/Indigo (Blue)	40d	/oz	Clothier
DYE/Saffron (Yellow)	160d	/oz	Clothier
DYE/Tazach Purple	200d	/oz	Clothier
EGGS	2d	/doz.	Manor/Market
EMBALMING	200d	+	Embalmer
FALCON/Trained	100d	+	Falconer
FETTERS/Iron	6d		Locksmith
FIREWOOD	2d	/cwt	Charcoaler
FISH/Cod	1d	/lb.	Fisherman
FISH/Dried/Salted/Smoked	×2		Fisherman
FISH/Eel	¾d	/lb.	Fisherman
FISH/Herring	½d	/lb.	Fisherman
FISH/Mackerel	¼d	/lb.	Fisherman
FISH/Pike	1d	/lb.	Fisherman
FISH/Salmon	2d	/lb.	Fisherman
FISH/Sturgeon	1½d	/lb.	Fisherman
FISH/Trout	1¼d	/lb.	Fisherman
FLAGON/Ceramic	4d		Potter
FLAIL/Grain	12d		Woodcrafter
FLOUR/Rye	¼d	/lb.	Miller
FLOUR/Wheat	½d	/lb.	Miller
FLUTE	18d		Harper
FODDER	½d	/day	Ostler
GLASS/Pottery	12d	+	Glassworker
GLASS/Stained	12d	/sf	Glassworker
GLASS/Windows	2d	/sf	Glassworker
GOAT	2d	/lb.	Manor/Market
GOAT/Live	10d		Manor/Market
GOBLET/Pewter	3d		Metalsmith
GOLD	400d	/oz	Miner
GOOSE	1½d	/lb.	Manor/Market
GOOSE/Live	2½d		Manor/Market
GRANT OF ARMS	5000d	+	Herald
GRAPPLE	10d		Metalsmith
GREASE	2d	/lb.	Chandler
GRINDSTONE	12d		Mason
GROOMING/Horse	½d		Ostler
HAM	2d	/lb.	Manor/Market
HAMMER	6d		Metalsmith
HARNESS/Horse	18d		Ostler
HARNESS/Ox	18d		Hideworker
HARP	300d		Harper
HARPOON	40d		Metalsmith
HAT/Leather	16d		Clothier
HAT/Linen	4d		Clothier
HAT/Silk	32d		Clothier
HAT/Wool	8d		Clothier
HATCHET	12d		Metalsmith
HAY (10 lbs./bl)	6d	/bl	Manor/Market
HERB/Common	6d	/oz	Apothecary
HERB/Rare	60d	/oz	Apothecary
HERB/Uncommon	12d	/oz	Apothecary
HERB/Very Common	3d	/oz	Apothecary
HERB/Very Rare	120d	/oz	Apothecary
HIDE/Beaver	30d		Hideworker
HIDE/Calf	16d		Hideworker
HIDE/Deer	6d		Hideworker
HIDE/Ermine/Sable	30d		Hideworker
HIDE/Exotic	120d	+	Hideworker
HIDE/Horse	10d		Hideworker
HIDE/Lamb	3d		Hideworker
HIDE/Otter/Weasel	24d		Hideworker
HIDE/Ox	12d		Hideworker
HIDE/Pig	5d		Hideworker

HIDE/Rabbit	1d		Hideworker
HIDE/Reindeer	16d		Hideworker
HIDE/Seal	24d		Hideworker
HIDE/Sheep	4d		Hideworker
HOE	3d		Metalsmith
HONEY	12d	/gal	Manor/Market
HORN/Hunting	20d		Hideworker
HORN/Musical	72d		Harper
HORN/Narwhale	60d	/lb.	Whaler
HORSE/Cart	180d		Ostler
HORSE/Plough	240d		Ostler
HORSE/Riding	360d		Ostler
HORSE/War	600d	+	Ostler
HORSEMEAT	1d	/lb.	Manor/Market
HORSESHOE	1d	ea.	Metalsmith
ICE (50 lbs./cf)	10d	/cf	Iceman
INCENSE	12d	/lb. +	Perfumer
INK/Black	3d	/qt	Lexigrapher
INK/Blue	4d	/qt	Lexigrapher
INK/Brown	5d	/qt	Lexigrapher
INK/Green	4d	/qt	Lexigrapher
INK/Red	6d	/qt	Lexigrapher
IRON (Pig)/20 lbs.	1d		Miner
IVORY	75d	/lb.	Jeweller
KEY	2d	+	Locksmith
KNIFE/Kitchen	6d		Metalsmith
LACE	50d	/sy	Clothier
LADDER/8 ft	6d		Woodcrafter
LAMB	3d	/lb.	Manor/Market
LAMB/Live	6d		Manor/Market
LANTERN	12d		Chandler
LARD	1d	/lb.	Manor/Market
LEAD	½d	/lb.	Miner
LEATHER/Tanned	12d	/sy	Hideworker
LEGGINGS/Leather	176d		Clothier
LEGGINGS/Linen	44d		Clothier
LEGGINGS/Silk	352d		Clothier
LEGGINGS/Wool	88d		Clothier
LENTILS	½d	/lb.	Manor/Market
LINEN (Emelan)	28d	/sy	Clothier
LINEN (Hárníc)	4d	/sy	Clothier
LOCK	4d	+	Locksmith
LOCK PICKS	12d	+	Locksmith
LUTE	200d		Harper
LYRE	120d		Harper
MAP	12d	+	Lexigrapher
MAST	6d	/ft	Shipwright
MEAD	½d	/pt	Innkeeper
MEAD/Hogshead	140d		Innkeeper
MEAL/Cold	¾d		Innkeeper
MEAL/Hot	1d		Innkeeper
MEDICINE/Alanal/hall.	6d	/ds.	Apothecary
MEDICINE/Arva/Str.	120d	/ds.	Apothecary
MEDICINE/Berilik/anes.	30d	/ds.	Apothecary
MEDICINE/Doshenkana/pois.	15d	/ds.	Apothecary
MEDICINE/Elprequir/aph.	12d	/ds.	Apothecary
MEDICINE/Fanosel/narc.	30d	/ds.	Apothecary
MEDICINE/Fletharane/hall.	20d	/ds.	Apothecary
MEDICINE/Gaethipa/pois.	60d	/ds.	Apothecary
MEDICINE/Habsulara/int.	6d	/ds.	Apothecary
MEDICINE/Hreyochor/fert.	30d	/ds.	Apothecary
MEDICINE/Joldraiven/eq.	150d	/ds.	Apothecary
MEDICINE/Kargele/heal.	150d	/ds.	Apothecary
MEDICINE/Lavaryctia/sop.	30d	/ds.	Apothecary
MEDICINE/Leortevald/pois.	8d	/ds.	Apothecary
MEDICINE/Metyso/ink	40d	/ds.	Apothecary
MEDICINE/Olru/stim.	26d	/ds.	Apothecary
MEDICINE/Perigwar/aph.	30d	/ds.	Apothecary
MEDICINE/Quessel/anti.	30d	/ds.	Apothecary
MEDICINE/Rasakile/cont.	6d	/ds.	Apothecary
MEDICINE/Stiltrassa/em.	60d	/ds.	Apothecary
MEDICINE/Tasparth/ord.	3d	/ds.	Apothecary
MEDICINE/Teranya/eye	30d	/ds.	Apothecary
MEDICINE/Tirageyth/narc.	15d	/ds.	Apothecary
MEDICINE/Wylorafina/pois.	30d	/ds.	Apothecary
MEDICINE/Yulpris/unan.	600d	/ds.	Apothecary
MILK/Cow	3d	/gal	Manor/Market

MILK/Goat	2d	/gal	Manor/Market
MILK/Sheep	2d	/gal	Manor/Market
MILLSTONE	250d		Mason
MULE/Live	180d		Ostler
MUTTON	¾d	/lb.	Manor/Market
NAILS/40	2d	/lb.	Metalsmith
NET	60d	/fm	Shipwright
OAR	5d		Shipwright
OATCAKES	¼d	/doz.	Miller
OATMEAL	¼d	/lb.	Miller
OATS (25 lbs./bl)	4d	/bl	Manor/Market
OIL/Cinnamon	60d	/oz	Perfumer
OIL/Cooking	3d	/gal	Chandler
OIL/Lamp	12d	/gal	Chandler
OIL/Myrtle	25d	/oz	Perfumer
OIL/Rose	20d	/oz	Perfumer
OIL/Whale	12d	/gal	Whaler
OLIVES	8d	/lb.	Manor/Market
OPIATES	100d	/oz +	Apothecary
OX/COW	96d		Manor/Market
OYSTERS	½d	/lb.	Fisherman
PAINT	20d	/gal	Chandler
PALANQUIN	100d	+	Woodcrafter
PAN/Copper	12d		Metalsmith
PEARS	½d	/lb.	Manor/Market
PEAS (40 lbs./bl)	5d	/bl	Manor/Market
PERFUME	6d	/oz +	Perfumer
PEWTER	3d	/lb.	Miner
PHEASANT	2d	/lb.	Manor/Market
PICK	8d		Metalsmith
PIDGEON	1d	/lb.	Manor/Market
PIDGEON/Live	¼d		Manor/Market
PIES/Fruit	¾d	ea.	Miller
PIES/Meat	1d	ea.	Miller
PIG/Live	24d		Manor/Market
PIPE/Smoking	2d		Potter
PIPES	60d		Harper
PITCHFORK	6d		Metalsmith
PLATE/Ceramic	1d		Potter
PLATE/Pewter	5d		Metalsmith
PLATE/Tin	2d		Metalsmith
PLOUGH	48d		Woodcrafter
PLUMS	¾d	/lb.	Manor/Market
PORK	1¾d	/lb.	Manor/Market
PROSTITUTE	1d	/eve	Prostitute
PROVISIONS (Trail Rations)	1d	/day	Innkeeper
PURSE/Buckram	9d		Clothier
PURSE/Silk	60d		Clothier
QUILL	1d		Lexigrapher
QUIVER	8d		Hideworker
RABBIT	1½d	/lb.	Manor/Market
RAT ON A STICK	¼d	ea.	Manor/Market
RAZOR	6d		Metalsmith
ROBE/Silk	632d		Clothier
ROBE/Wool	158d		Clothier
ROPE	6d	/fm	Shipwright
RUSSET/Cloth	12d	/sy	Clothier
RYE (45 lbs./bl)	6d	/bl	Manor/Market
SACK/Buckram	1d		Tentmaker
SACK/Linen	½d		Tentmaker
SADDLE/Riding	80d		Ostler
SADDLE/War	240d		Ostler
SALT	¼d	/lb.	Salter
SALT/Bushel	12d		Salter
SANDALS/Leather	8d		Hideworker
SCABBARD/Leather	48d		Hideworker
SCALES	72d	+	Jeweller
SCONES/BUNS	½d	/doz.	Miller
SCROLL/Parchment	1d	/sf	Lexigrapher
SCROLL/Vellum	2d	/sf	Lexigrapher
SCYTHE	24d		Metalsmith
SEAL/Signature	36d		Lexigrapher
SEAWEED/Dolce	6d	/lb.	Fisherman
SERGE/Cloth	6d	/sy	Clothier
SHEEP/Live	12d		Manor/Market
SHINGLES/Oak/15	1d		Timberwright
SHOEING/Horse	2d	/one	Ostler

SHOES/Leather	24d		Hideworker
SICKLE	10d		Metalsmith
SILK/Cloth	72d	/sy	Clothier
SILVER	20d	/oz	Miner
SKIS/Wood	42d	/pair	Woodcrafter
SLAVE/Gladiator	480d	+	Slaver
SLAVE/Labourer	240d	+	Slaver
SLAVE/Pleasure	300d	+	Slaver
SLED	80d		Woodcrafter
SNOWSHOES	36d	/pair	Woodcrafter
SOAP	1d	/oz	Perfumer
SPADE/SHOVEL	8d		Metalsmith
SPICE/Alum	16d	/oz	Apothecary
SPICE/Bdellium	40d	/oz	Perfumer
SPICE/Camphor	50d	/oz	Apothecary
SPICE/Cinnamon	40d	/oz	Apothecary
SPICE/Frankincense	60d	/oz	Perfumer
SPICE/Ginger	30d	/oz	Apothecary
SPICE/Ginseng	170d	/oz	Apothecary
SPICE/Lashu Powder	180d	/oz	Apothecary
SPICE/Myrrh	150d	/oz	Perfumer
SPICE/Nard	100d	/oz	Perfumer
SPICE/Nutmeg	50d	/oz	Apothecary
SPICE/Pepper	36d	/oz	Apothecary
SPIKES/5	1½d	/lb.	Metalsmith
SPONGES	45d	ea.	Apothecary
SPURS	18d	/pair	Metalsmith
STABLING	1d	/day	Ostler
STABLING/w. Feed	2d	/day	Ostler
STEEL (475 lbs./cf)	¼d	/lb.	Miner
STONE/Freestone	½d	/8cf	Mason
STONE/Freestone/Telen	¾d	/8cf	Mason
STONE/Marble	3d	/8cf	Mason
SUGAR	60d	/lb.	Apothecary
SWAN	2½d	/lb.	Manor/Market
SWAN/Live	12d		Manor/Market
TABLE	36d		Woodcrafter
TACK REPAIR/Horse	4d	/day	Ostler
TANKARD/Pewter	4d		Metalsmith
TAR	9d	/gal	Chandler
TEA	35d	/oz	Apothecary
TENT/Pavilion	200d	+	Tentmaker
TENT/Two-Man	27d		Tentmaker
TIN	1¾d	/lb.	Miner
TINDERBOX	6d		Chandler
TORCH/Candlewood	1d		Chandler
TRUNK	12d		Woodcrafter
TUNIC/Leather	176d		Clothier
TUNIC/Linen	44d		Clothier
TUNIC/Silk	352d		Clothier
TUNIC/Wool	88d		Clothier
URN/5 gal	12d		Potter
VASE	4d		Potter
VEAL	3d	/lb.	Manor/Market
VENISON	2d	/lb.	Manor/Market
VEST/Leather	112d		Clothier
VEST/Linen	28d		Clothier
VEST/Silk	224d		Clothier
VEST/Wool	56d		Clothier
VET SERVICES/Horse	6d	/day	Ostler
VETCHES (40 lbs./bl)	4d	/bl	Manor/Market
WAGON/4 Wheels	220d		Woodcrafter
WAX/Candle	1d	/lb.	Chandler
WEDGE/Iron	1d		Metalsmith
WHALEBONE	6d	/lb.	Whaler
WHEAT (50 lbs./bl)	8d	/bl	Manor/Market
WHEEL	18d	ea.	Woodcrafter
WHEEL/Iron Rim	30d	ea.	Woodcrafter
WHEELBARROW	10d		Woodcrafter
WHIP	12d		Hideworker
WILL/Legal	12d		Litigant
WINE	¾d	/gob	Innkeeper
WINE/Hogshead	400d		Innkeeper
WINESKIN/1 gal	10d		Hideworker
WOOD/Ash (38 lbs./cf)	12d	/10cf	Timberwright
WOOD/Birch (38 lbs./cf)	4d	/10cf	Timberwright
WOOD/Cedar	8d	/10cf	Timberwright

WOOD/Elm (29 lbs./cf)	10d	/10cf	Timberwright	WOOD/Spruce	6d	/10cf	Timberwright
WOOD/Fir	12d	/10cf	Timberwright	WOOL/Raw	4d	/lb.	Manor/Market
WOOD/Larch	6d	/10cf	Timberwright	WORSTED/Cloth	24d	/sy	Clothier
WOOD/Maple	14d	/10cf	Timberwright	YOKE/Ox	3d		Woodcrafter
WOOD/Oak (38 lbs./cf)	16d	/10cf	Timberwright	ZINC	2½d	/lb.	Miner
WOOD/Pine (29 lbs./cf)	8d	/10cf	Timberwright				

GLOSSARY

ALANAL	Bitter, soluble crystals derived from the common Alanal plant, which is found in heathland. If mixed with water or beer and swallowed, it causes euphoria and vivid illusions for several hours. Alanal is illegal in Melderyn and Chybisa.
ALUM	White salt-like crystals found in rock. It has a very sour taste. Alum is used as a preservative due to its astringent quality. Imported.
AMBERGRIS	Sweet, musty smelling, pitchlike lump of black mass, believed to be a cure-all. It is usually found floating on the ocean or cast ashore.
ARVA	Lavender liquid derived from the uncommon Arva plant, which is found in woodland and heath. If swallowed, it increases the metabolic rate and imbues enormous strength for a short time.
ASH	Tall deciduous tree with a wide, spreading crown supported by a sturdy trunk. Tiny branchlets at the end of each branch divide further into a mass of fine twigs. The smooth- and straight-grained wood is tough but elastic, making it particularly good for weapon hafts. The broadleaf Western Ash can be found in Hârníc mixed forests and grows to 130 feet.
BDELLIUM	Fragrant gum resin of certain plants. Imported.
BERILIK	Greenish-yellow, oily paste that is derived from the common Berilik plant, which is found in deep shade in forests. If spread lightly over open wounds and sores, Berilik acts as an effective disinfectant and anaesthetic.
BIRCH	Tall, close-grained deciduous tree that is easily identified by its long delicate twigs and shiny, flaky bark that is often broken up into plates. Katha Birch is one of the few species of broadleaves that is hardy enough to grow in needleleaf forests, although it can be found in mixed forests as well. It grows to 60 feet.
BRASS	Malleable and durable yellow alloy consisting essentially of copper and zinc.
BRONZE	Durable brown alloy consisting essentially of copper and tin.
CAMPHOR	Aromatic white crystals of the camphor tree. It has anaesthetic qualities but is poisonous in large doses. Imported.
CEDAR	Large evergreen tree with fragrant, reddish wood and smooth, egg-shaped cones that stand upright on the tops of the twigs. Kom Cedar can be found in Hârníc needleleaf forests and grows to 160 feet.
CINNAMON	Yellowish or reddish-brown powdered dry inner bark of the cinnamon tree, used as a flavouring ingredient in foods, soaps and medicines. Cinnamon oil is used in perfumes. Imported.
DOSHENKANA	Fine, dull green, bitter-tasting powder derived from the common Doshenkana plant, which is found in forests. If mixed with water and swallowed, it causes shortness of breath, blurred vision and nausea, leading to convulsions and a 70% chance of death within hours. It is often used by the Tulwyn tribal nation.
DRAGON'S BLOOD	Valuable bright red dye from Mafan.
ELM	Tall, thick-trunked deciduous tree with hairy twigs and rough, oval, toothed leaves that are hairy underneath. The wood is compact, durable and water-resistant and the bark can be used for dyes. The broadleaf Solora Elm can be found in Hârníc mixed forests and grows to 100 feet.
ELPREQUIR	Pale pink tasteless liquid derived from the uncommon Elprequir plant, which is found in woodland. If mixed with wine or water and swallowed, it increases libido and reduces inhibitions for hours. Elprequir is extensively used in Haelean temple rituals.
FANOSEL	Clear, soluble crystals derived from the very common Fanosel plant, which is found in large patches in mixed and needleleaf forest. If mixed with water or other drink and swallowed, it quickly grants euphoria and powerful delusions of grandeur for hours, as well as reducing inhibitions. Fanosel is highly addictive and therefore illegal in Kaldor, Melderyn, Chybisa and Kanday.
FIR	Tall, straight evergreen tree with soft, fragrant wood and downward-pointing branches. Its cones sit upright, perched high up on the branches like fat candles. The pale bands beneath each dark, glossy, strap-shaped leaf show as a flash of silver when the wind blows through the tree's branches. Northern Fir can be found in Hârníc needleleaf forests and grows to 130 feet.
FLETHARANE	Smoked, twisted leaves derived from the uncommon Fletharane plant, which is found in marshland. The leaves are burned and the smoke inhaled, causing lightheadedness and leading to an hour-long trance,

during which time hallucinations are experienced. Fletharane is used by the Bujoc tribal nation, among others.

FRANKINCENSE	Fragrant, hard, yellow amber-like resin from spruce bark, used for burning as incense. Imported.
FREESTONE	Stone such as limestone and sandstone, which can be cut well in all directions without splitting.
GAETHIPA	Gummy whitish substance derived from the rare Gaethipa plant, which is found in partial or total shade in marshland. If introduced to the blood stream, it causes paralysis, leading to convulsions and a 90% chance of death in seconds. Gaethipa is the most effective and quick-acting poison known in Hârn and is favoured by assassins. For obvious reasons, it is illegal throughout Hârn and the cultivation of Gaethipa is punishable by death in most jurisdictions.
GINGER	Pungent root, light brown in colour and having a sharp, strong flavour. Imported.
GINSENG	Aphrodisiac and aromatic root powder. Imported.
HABSULARA	Fine brown-black powder derived from the common Habsulara plant, which is found in pasture. If placed under the tongue, inhaled sharply through the nose or burned and the smoke inhaled, it stimulates and enhances memory and thought processes for hours. It is illegal in Melderyn.
HAY	Grass cut and dried for use as fodder.
HREYOCHOR	Golden liquid derived from the uncommon Hreyochor plant, which is found in high forest elevations. If swallowed, it increases female fertility for several days.
INDIGO	Imported blue dye. The deep violet-blue dye from Pechosu is quite valuable.
JOLDRAIVEN	Dried whole Joldraiven plant, a rare plant found in pasture. If fed to a horse, it increases speed and endurance for hours. It appears to be able to cure illnesses in horses as well.
KARGELE	Baked bundle comprising the golden leaves and a few, very small brown seedpods of the rare Kargele plant, which is found in woodland and pasture. If chewed, it numbs pain and induces deep sleep that lasts for days, during which time the body heals at an accelerated rate. Kargele is often used by the temple of Peoni.
LARCH	Tall, straight, conifer tree with tough, durable wood that is often used in construction. Golden Larch is one of the few species of needleleaf deciduous trees in Hârn; it can be found in both mixed and needleleaf forests and grows to 130 feet.
LARD	Pig fat extracted from the abdomen by melting.
LASHU POWDER	Powdered leafstalks of a certain herb that grows only in Diramoa. The powder is quite sour and is excellent for making preserves. It is believed to be a medicinal cure-all by western Lythians.
LAVARYCTIA	Acrid yellow liquid derived from the uncommon Lavaryctia plant, which is found in damp soil. If mixed with water or other drink and swallowed, it induces deep sleep for several hours.
LEORTEVALD	Fine yellow crystals derived from the very common Leortevald plant (also known as the Corpse plant because of its odour), which is found in deep shade in forest. If mixed with water or other drink and swallowed, it causes mild euphoria and delusions of heightened senses. Leortevald is addictive and withdrawal is fatal unless an antidote is used.
MAPLE	Broadleaved deciduous tree noted for its peculiar lobed leaves and two-winged fruits. The wood is valued for its sugary sap, which is thickened by boiling. Shava Maple can be found in Hârnic mixed forests and grows to 80 feet.
MARBLE	Limestone that is capable of taking a polish. Imported.
METYSSO	Pinkish dye derived from the uncommon Metysso plant, which is found in peaty soil, usually in marshland. If diluted with water and used as ink, it dries invisible. The invisible ink can be made visible by brushing with salt water.
MYRRH	Aromatic gum resin from certain shrubs, important in the manufacture of perfumes. Imported.
MYRTLE	Fragrant oil from the berries and flowers of the myrtle shrub. Imported.
NARD	Aromatic mountain plant oil, believed to be an important ingredient in ointments. Imported.
NUTMEG	Powdered aromatic seeds of the nutmeg tree. Imported.
OAK	Thick-trunked deciduous tree with a crown of long, strong branches. The wood is durable and very tough. Some oaks have cork-like barks, others yield tannin (which is good for tanning leather). The broadleaf Hârnic Oak can be found in Hârnic mixed forests and grows to 100 feet.
OLRUI	Clear crystals derived from the common Olrui plant, which is found growing on dying trees in forest. If mixed with water or other drink and swallowed, it causes hyperactivity that lasts for several hours.

OPIATES	Addictive painkiller that causes euphoria and pleasure when ingested. Appears as a chestnut-coloured globular mass, sticky and soft at first but hardening with age. It is derived from the poppy plant. Imported.
PARCHMENT	Lambskin prepared for use as a writing material.
PEPPER	Dried berries (peppercorns) of the pepper plant. Hot to the taste and causes sneezing if inhaled. Imported.
PERIGWAR	Violet liquid derived from the rare Perigwar plant, which is found in woodland. If mixed with whale oil and applied sparingly to skin, it emits a pleasant musky odour that is alluring to members of the opposite sex. It is commonly used by courtesans.
PEWTER	Alloy made from tin and lead, used to make utensils.
PINE	Ubiquitous, tall, straight evergreen tree that bears cones and clusters of long needles. The wood is light and close-grained. Pine is a good source for tar. Sorkin Pine can be found in Hârníc needleleaf forests and grows to 120 feet.
QUESSEL	Dried pollen of the uncommon Quessel plant, which is found in alpine meadowland. If swallowed, it increases resistance to disease for several months.
RASAKILE	Dried shredded leaves of the uncommon Rasakile plant, which is found in forest and woodland. If mixed with hot water and swallowed by females, it dramatically reduces the chance of conception.
SAFFRON	Brilliant yellow-orange dye from Hepekeria and Mafan.
SLAVES	Slaves in Hârn are prevalent only in Rethem, the Thardic Republic and Orbaal (the Ivinians refer to Orbaalese slaves as “thralls”). Hârníc slavers are members of the Mercantylers’ Guild.
SPONGE	Aquatic animal with a porous structure, occurring in large plant-like colonies. Imported.
SPRUCE	Tall, straight evergreen tree with downward-pointing branches. It bears cones and stiff, four-sided needles that grow all around the twigs. Spruce wood is lightweight but strong, and hence good for house building and masts. Orbaalese Spruce can be found in Hârníc needleleaf forests and grows to 160 feet.
STEEL	Alloy made from iron and a small amount of carbon.
STILTRASSA	Sweet, white viscous liquid derived from the uncommon Stiltrassa plant, which is found in marshland and damp soil. If mixed with milk and swallowed, it acts as a powerful and fast-acting emetic and laxative.
SUGAR	Maple sap, or imported sugar extracted from sugar canes.
TALLOW	Animal fats and oils from sheep and cattle.
TAR	Black, sticky mass created by destructive distillation of wood or coal, useful for caulking the seams of ships and for making torches.
TASPARTH	Reddish-brown powder derived from the common Tasparth plant, which is found near water. If burned and the smoke inhaled, Tasparth causes vivid and frightening hallucinations, heavy perspiration and physical pain for a few hours. It is used by various tribal nations.
TAZACH PURPLE	Highly-prized, rich purple dye extracted from a rare species of shell fish found only in Tazach, an island state off Gothmir.
TERANYA	Blue-green bitter liquid derived from the rare Teranya plant, which is found in woodland and forest. If dropped in eyes, it can cure blindness caused by disease, cataracts, age, etc. On healthy eyes it can temporarily improve eyesight, sometimes to painful levels.
TIRAGEYTH	Dried blue-white flower of the very common Tirageyth plant, which is found in forest and woodland in large beds. If chewed, it causes euphoria for a short time. Tirageyth is addictive and hence illegal in Kaldor, Chybisa and Kanday.
VELLUM	Calfskin prepared for use as a writing material.
VETCHES	Soil-improving climbing herbs with edible, beanlike seeds.
WYLORAFINA	Sour red liquid derived from the uncommon Wylorafina plant, which is found in pasture. If mixed with wine or other drink and swallowed, it causes heart fibrillation within an hour, leading to a 50% chance of death through heart failure.
YULPRIS	Greenish crystals derived from the very rare Yulpris plant. If mixed with water and swallowed, it vastly increases the chance of recovery from most diseases and several poisons. Yulpris is commonly referred to as the “universal antidote”.

APPENDIX: ARMOUR TABLES

It is often useful for the GM to be able to quickly consult a table to determine the type of armour a particular NPC is wearing. The tables below list the 12 most common armour types worn in feudal Hårn.

Note that armour can be very heavy and therefore have an enormous effect on the wearer's mobility and fighting ability. Hence, it is strongly recommended that the wearer of a given armour type meet the following criteria:

- The wearer's *Endurance* should exceed the average Armour Protective Value of the armour type (see below). Thus, to wear Heavy/10 armour (average APV = 10), the wearer needs to have an Endurance attribute of 11 or higher.
- The wearer's basic *Move* should exceed his/her Encumbrance Penalty. For example, the wearer's unencumbered Move must be at least 9 if his/her EP is 8.

				Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet
UNARMoured/1	WT	PR																						
Cloth	Cap/Hat	0.4	8	C																				
	Tunic	4.4	88									C	C				C	C	C	C				
	Leggings	4.4	88																C	C	C	C	C	C
Leather	Shoes	1.2	24																					L
Total WT & PR	10.4	208		B	1	0	0	0	0	0	0	1	1	0	0	0	1	1	2	2	1	1	1	3
Average APV	1			E	1	0	0	0	0	0	0	1	1	0	0	0	1	1	2	2	1	1	1	5
				P	1	0	0	0	0	0	0	1	1	0	0	0	1	1	2	2	1	1	1	4
				F	1	0	0	0	0	0	0	1	1	0	0	0	1	1	2	2	1	1	1	4
UNARMoured/2	WT	PR																						
Cloth	Cap/Hat	0.4	8	C																				
	Tunic/Ls	5.1	102									C	C	C	C				C	C	C	C	C	
	Leggings	4.4	88																C	C	C	C	C	C
Leather	Tunic	8.8	176									L	L					L	L	L	L			L
	Shoes	1.2	24																					L
Total WT & PR	19.9	398		B	1	0	0	0	0	0	0	3	3	1	1	0	3	3	4	4	1	1	1	3
Average APV	2			E	1	0	0	0	0	0	0	5	5	1	1	0	5	5	6	6	1	1	1	5
				P	1	0	0	0	0	0	0	4	4	1	1	0	4	4	5	5	1	1	1	4
				F	1	0	0	0	0	0	0	4	4	1	1	0	4	4	5	5	1	1	1	4
UNARMoured/3	WT	PR																						
Cloth	Cap/Hat	0.4	8	C																				
	Tunic	4.4	88									C	C					C	C	C	C			
	Leggings	4.4	88																C	C	C	C	C	C
Quilt	Gambeson	19.8	264									Q	Q	Q	Q			Q	Q	Q	Q	Q		
Leather	Shoes	1.2	16																					L
Total WT & PR	30.2	464		B	1	0	0	0	0	0	0	6	6	5	5	0	6	6	7	7	6	1	1	3
Average APV	3			E	1	0	0	0	0	0	0	4	4	3	3	0	4	4	5	5	4	1	1	5
				P	1	0	0	0	0	0	0	3	3	2	2	0	3	3	4	4	3	1	1	4
				F	1	0	0	0	0	0	0	5	5	4	4	0	5	5	6	6	5	1	1	4

LIGHT/4		WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Cloth	Hood	0.8	17	C			C				C														
	Tunic/Ls	5.1	102									C	C	C	C		C	C	C	C					
	Leggings	4.4	88																C	C	C	C	C	C	
Quilt	Gambeson	19.8	264									Q	Q	Q	Q		Q	Q	Q	Q	Q				
Leather	Vest	5.6	112									L					L	L							
	Shoes	1.2	24																					L	
Ring	Half-Helm	1.6	28	R																					
Total WT & PR		38.5	635	B	4	0	0	1	0	0	0	1	8	6	6	6	0	8	8	7	7	6	1	1	3
Average APV		4		E	7	0	0	1	0	0	0	1	8	4	4	4	0	8	8	5	5	4	1	1	5
				P	5	0	0	1	0	0	0	1	6	3	3	3	0	6	6	4	4	3	1	1	4
				F	4	0	0	1	0	0	0	1	8	5	5	5	0	8	8	6	6	5	1	1	4

LIGHT/5		WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Cloth	Tunic/Ls	5.1	102									C	C	C	C		C	C	C	C					
	Leggings	4.4	88																C	C	C	C	C	C	
Quilt	Cowl	2.6	35	Q			Q		Q	Q															
	Gambeson	19.8	264									Q	Q	Q	Q		Q	Q	Q	Q	Q				
Leather	Knee Boots	3.8	76																			L	L	L	
Ring	Nasal Helm	1.8	31	R		R																			
	Vest	11.2	196									R					R	R							
Total WT & PR		48.7	792	B	8	0	3	5	0	0	5	5	9	6	6	6	0	9	9	7	7	6	3	3	3
Average APV		5		E	9	0	6	3	0	0	3	3	10	4	4	4	0	10	10	5	5	4	5	5	5
				P	6	0	4	2	0	0	2	2	7	3	3	3	0	7	7	4	4	3	4	4	4
				F	7	0	3	4	0	0	4	4	8	5	5	5	0	8	8	6	6	5	4	4	4

LIGHT/6		WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Cloth	Tunic	5.1	102									C	C	C	C		C	C	C	C					
	Leggings	4.4	88																C	C	C	C	C	C	
Quilt	Cowl	2.6	35	Q			Q		Q	Q															
	Gambeson	19.8	264									Q	Q	Q	Q		Q	Q	Q	Q	Q				
Leather	Knee Boots	3.8	76																			L	L	L	
Ring	Nasal Helm	1.8	31	R		R																			
	Hauberk/Sh	20.4	357									R	R	R	R		R	R	R	R					
Total WT & PR		57.9	953	B	8	0	3	5	0	0	5	5	9	9	9	9	0	9	9	10	10	6	3	3	3
Average APV		6		E	9	0	6	3	0	0	3	3	10	10	10	10	0	10	10	11	11	4	5	5	5
				P	6	0	4	2	0	0	2	2	7	7	7	7	0	7	7	8	8	3	4	4	4
				F	7	0	3	4	0	0	4	4	8	8	8	8	0	8	8	9	9	5	4	4	4

MEDIUM/7		WT	PR
Cloth	Tunic/Ls	5.1	102
	Leggings	4.4	88
Quilt	Gambeson	19.8	264
Leather	Knee Boots	3.8	76
Ring	Hauberk	26.4	462
Scale	Coif	6.1	88
Plate	Half-Helm	3.2	100

Total WT & PR 68.8 1,180

Average APV 7

	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet
B	11	0	0	5	0	0	5	5	9	9	9	9	0	9	9	10	10	9	3	3	3
E	19	0	0	9	0	0	9	9	10	10	10	10	0	10	10	11	11	10	5	5	5
P	10	0	0	4	0	0	4	4	7	7	7	7	0	7	7	8	8	7	4	4	4
F	7	0	0	5	0	0	5	5	8	8	8	8	0	8	8	9	9	8	4	4	4

MEDIUM/8		WT	PR
Cloth	Tunic/Ls	5.1	102
	Leggings	4.4	88
Quilt	Gambeson	19.8	264
Leather	Leggings	8.8	176
	Gauntlets	0.8	16
Kurbul	Coudes	0.5	10
	Vambraces	1.3	25
Scale	Coif	6.1	88
	Byrnie	30.8	440
Plate	Half-Helm	3.2	100

Total WT & PR 80.8 1,309

Average APV 8

	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet
B	11	0	0	5	0	0	5	5	11	11	10	10	2	11	11	14	14	8	3	3	3
E	19	0	0	9	0	0	9	9	13	13	9	9	4	13	13	18	18	8	5	5	5
P	10	0	0	4	0	0	4	4	7	7	7	7	3	7	7	11	11	6	4	4	4
F	7	0	0	5	0	0	5	5	10	10	8	8	3	10	10	14	14	8	4	4	4

MEDIUM/9		WT	PR
Cloth	Tunic/Ls	5.1	102
	Leggings	4.4	88
Quilt	Gambeson	19.8	264
Leather	Leggings	8.8	176
	Gauntlets	0.8	16
Kurbul	Coudes	0.5	10
	Vambraces	1.3	25
Scale	Coif	6.1	88
	Hauberk/Ss	41.3	590
Plate	Half-Helm	3.2	100

Total WT & PR 91.3 1,459

Average APV 9

	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet
B	11	0	0	5	0	0	5	5	11	11	10	10	2	11	11	14	14	13	3	3	3
E	19	0	0	9	0	0	9	9	13	13	9	9	4	13	13	18	18	17	5	5	5
P	10	0	0	4	0	0	4	4	7	7	7	7	3	7	7	11	11	10	4	4	4
F	7	0	0	5	0	0	5	5	10	10	8	8	3	10	10	14	14	13	4	4	4

Because of the enormous cost and restrictive weight, it is assumed that only mounted knights wear Heavy armour. In addition, mail and plate are considered to be chivalric armour in feudal Hårn, further limiting the number people who would wear it.

Note: Mail and plate may not be worn by simple folk unless the right to bear arms has been temporarily delegated to them by a member of the nobility, or granted by an official military organisation. This includes the wearing of plate helmets.

HEAVY/10			WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet
Cloth	Surcoat	5.3	106										C					C	C	C	C	C			
	Leggings	4.4	88																	C	C	C	C	C	C
Quilt	Cowl	2.6	35	Q			Q			Q	Q														
	Gambeson	19.8	264										Q	Q	Q	Q		Q	Q	Q	Q	Q			
	Mittens	1.2	16														Q								
Ring	Leggings	17.6	308																	R	R	R	R	R	R
Mail	Coif	4.4	131	M			M			M	M														
	Hauberk/Lg	34.5	1,035										M	M	M	M		M	M	M	M	M	M		
	Mittens	2.0	60														M								
Plate	Nasal Helm	3.6	111	P		P																			
	Ailettes	3.2	100										P												
Total WT & PR		98.6	2,254	B	13	0	6	7	0	0	7	7	14	7	7	7	7	8	8	12	12	12	6	4	4
				E	21	0	10	11	0	0	11	11	22	11	11	11	11	12	12	19	19	19	15	7	7
				P	13	0	6	7	0	0	7	7	14	7	7	7	7	8	8	13	13	13	10	5	5
Average APV		10		F	7	0	2	5	0	0	5	5	8	5	5	5	5	6	6	10	10	10	5	4	4

HEAVY/11			WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet
Cloth	Surcoat	5.3	106										C					C	C	C	C	C			
	Leggings	13.2	176																	Q	Q	Q	Q	Q	Q
Quilt	Cowl	2.6	35	Q			Q			Q	Q														
	Gambeson	19.8	264										Q	Q	Q	Q		Q	Q	Q	Q	Q			
	Mittens	1.2	16														Q								
Mail	Coif	4.4	131	M			M			M	M														
	Hauberk/Sh	25.5	765										M	M	M	M		M	M	M	M				
	Chausses	21.5	645																	M		M	M	M	M
	Mittens	2.0	60														M								
Plate	3/4-Helm	5.4	168	P	P	P		P	P	P															
	Ailettes	3.2	100										P												
	Coudes	1.6	50												P										
	Kneecops	2.4	75																				P		
Total WT & PR		108.1	2,591	B	13	6	6	7	6	6	13	7	14	7	13	7	7	8	8	15	13	13	13	7	7
				E	21	10	10	11	10	10	21	11	22	11	21	11	11	12	12	23	15	15	21	11	11
				P	13	0	6	7	6	6	13	7	14	7	13	7	7	8	8	15	10	10	13	7	7
Average APV		11		F	7	0	2	5	2	2	7	5	8	5	7	5	5	6	6	11	10	10	7	5	5

		WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
HEAVY/12																									
Cloth	Surcoat	5.3	106									C					C	C	C	C	C				
Quilt	Cowl	2.6	35	Q			Q			Q	Q														
	Gambeson	19.8	264									Q	Q	Q	Q		Q	Q	Q	Q	Q				
	Leggings	13.2	176																Q	Q	Q	Q	Q	Q	
	Mittens	1.2	16													Q									
Kurbul	Greaves	2.5	50																				K		
Mail	Coif	4.4	131	M			M			M	M														
	Hauberk	33.0	990									M	M	M	M		M	M	M	M	M				
	Chausses	21.5	645																M		M	M	M	M	
	Mittens	2.0	60													M									
Plate	3/4-Helm	5.4	168	P	P	P		P	P	P															
	Ailettes	3.2	100									P													
	Coudes	1.6	50											P											
	Kneecops	2.4	75																				P		
Total WT & PR		118.1	2,866	B	13	6	6	7	6	6	13	7	14	7	13	7	7	8	8	15	13	15	13	11	7
				E	21	10	10	11	10	10	21	11	22	11	21	11	11	12	12	23	15	23	21	16	11
				P	13	0	6	7	6	6	13	7	14	7	13	7	7	8	8	15	10	15	13	11	7
Average APV		12		F	7	0	2	5	2	2	7	5	8	5	7	5	5	6	6	11	10	11	7	8	5

Any armour that is heavier than Heavy/12 is classified as Super Heavy. Such armour is extremely rare in Hårn, but an example is given below for comparison purposes:

		WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
SUPER HEAVY/16																									
Cloth	Surcoat	5.3	106									C					C	C	C	C	C	C	C	C	
	Leggings	4.4	88																C	C	C	C	C	C	
Quilt	Cowl	2.6	35	Q			Q			Q	Q														
	Gambeson	19.8	264									Q	Q	Q	Q		Q	Q	Q	Q	Q				
	Leggings	13.2	176																Q	Q	Q	Q	Q	Q	
	Mittens	1.2	16													Q									
Leather	Cap	0.8	16	L																					
Mail	Coif	4.4	131	M			M			M	M														
	Hauberk	33.0	990									M	M	M	M		M	M	M	M	M				
	Chausses	21.5	645																M		M	M	M	M	
	Mittens	2.0	60													M									
Plate	Great Helm	8.8	275	P	P	P	P	P	P	P	P														
	Ailettes	3.2	100									P													
	Rerebraces	4.8	150										P												
	Coudes	1.6	50											P											
	Vambraces	4.0	125												P										
	Cuirass	19.2	600														P	P							
	Kneecops	2.4	75																				P		
	Greaves	8.0	250																				P		
Total WT & PR		160.2	4,152	B	15	6	6	13	6	6	13	13	14	13	13	13	7	14	14	16	14	16	14	14	8
				E	25	10	10	21	10	10	21	21	22	21	21	21	11	22	22	24	16	24	22	22	12
				P	16	0	6	13	6	6	13	13	14	13	13	13	7	14	14	16	11	16	14	14	8
Average APV		16		F	10	0	2	7	2	2	7	7	8	7	7	7	5	8	8	12	11	12	8	8	6

❑ FEUDAL & IMPERIAL ARMOUR TYPES

The most common types of armour worn by each feudal/imperial fighting profession are as follows:

- Militia Foot & Archer: Unarmoured/1 to Unarmoured/3.
- Bandit/Brigand: Unarmoured/1 to Light/5.
- Legionnaire/Yeoman Archer: Unarmoured/3 with Ring Half-Helm (32.0 lbs.; 495d; APV = 3) to Light/4.
- Legionnaire/Mercenary/Yeoman Light Foot: Light/4 to Light/6.
- Legionnaire/Mercenary/Yeoman Medium Foot: Medium/7 to Medium/9. The “elite” Red Guard of Coranan wears Medium/9a in parades and official escort duties:

MEDIUM/9a		WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Cloth	Surcoat	5.3	106									C					C	C	C	C	C				
	Leggings	4.4	88																C	C	C	C	C	C	
Quilt	Cowl	2.6	35	Q			Q			Q	Q														
	Gambeson	19.8	264									Q	Q	Q	Q		Q	Q	Q	Q	Q				
Leather	Shoes	1.2	24																					L	
Ring	Gauntlets	1.6	28													R									
Mail	Coif	4.4	131	M			M			M	M														
	Hauberk/Ss	29.5	885									M	M				M	M	M	M	M				
Plate	Nasal Helm	3.6	111	P		P																			
	Ailettes	3.2	100									P													
	Coudes	1.6	50											P											
	Vambraces	4.0	125												P										
	Kneecops	2.4	75																			P			
	Greaves	8.0	250																				P		
Total WT & PR				B	13	0	6	7	0	0	7	7	14	7	11	11	3	8	8	9	9	9	7	7	3
Average APV				E	21	0	10	11	0	0	11	11	22	11	13	13	6	12	12	13	13	13	11	11	5
				P	13	0	6	7	0	0	7	7	14	7	8	8	4	8	8	9	9	9	7	7	4
				F	7	0	2	5	0	0	5	5	8	5	6	6	3	6	6	7	7	7	3	3	4

- Chivalry Medium Horse: Medium/8 to Medium/9, although a popular combination is Medium/8+:

MEDIUM/8+		WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Cloth	Surcoat	5.3	106									C					C	C	C	C	C				
	Leggings	4.4	88																C	C	C	C	C	C	
Leather	Hood	1.7	33	L			L				L														
	Hauberk	13.2	264									L	L	L	L		L	L	L	L	L				
	Leggings	8.8	176																L	L	L	L	L	L	
	Gauntlets	0.8	16													L									
Mail	Hauberk	33.0	990									M	M	M	M		M	M	M	M	M				
Plate	Nasal Helm	3.6	111	P		P																			
Total WT & PR				B	8	0	6	2	0	0	0	2	5	4	4	4	2	5	5	8	8	8	3	3	3
Average APV				E	14	0	10	4	0	0	4	13	12	12	12	4	13	13	18	18	18	5	5	5	
				P	9	0	6	3	0	0	3	9	8	8	8	3	9	9	13	13	13	4	4	4	
				F	5	0	2	3	0	0	3	5	4	4	4	3	5	5	9	9	9	4	4	4	

- Chivalry Heavy Horse: Heavy/10 to Heavy/12.

❑ VIKING ARMOUR TYPES

Compared to the feudal and imperial military, Ivinian warriors tend to make more widespread use of mail shirts and plate helmets: there are no social class restrictions concerning the type of armour an Ivinian free man can wear.

Viking armour generally makes more use of leather than quilt as padding. Leather is more practical for seafaring warriors because it does not become waterlogged like quilt when wet (the effective weight of quilt armour is *doubled* when waterlogged).

Some typical armour types are given below:

- Viking Unarmoured Foot: Unarmoured/1 to Unarmoured/3 with Ring Half-Helm (32.0 lbs.; 495d; APV = 3).
- Viking Light Foot: Light/4 to Light/5a or Light/6+ (see below):

LIGHT/5a			WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Cloth	Tunic/Ls	5.1	102										C	C	C	C		C	C	C	C					
Leather	Hood	1.7	33	L				L				L														
	Leggings	8.8	176																	L	L	L	L	L	L	L
Scale	Byrnie	30.8	440										S	S				S	S	S	S					
Ring	Nasal Helm	1.8	31	R			R																			
Total WT & PR			48.2	782	B	5	0	3	2	0	0	0	2	6	6	1	1	0	6	6	8	8	2	2	2	2
Average APV			5		E	10	0	6	4	0	0	0	4	10	10	1	1	0	10	10	14	14	4	4	4	4
					P	7	0	4	3	0	0	0	3	5	5	1	1	0	5	5	8	8	3	3	3	3
					F	6	0	3	3	0	0	0	3	6	6	1	1	0	6	6	9	9	3	3	3	3

LIGHT/6+			WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Cloth	Tunic/Ls	5.1	102										C	C	C	C		C	C	C	C					
Leather	Hood	1.7	33	L				L				L														
	Tunic	8.8	176										L	L				L	L	L	L					
	Leggings	8.8	176																	L	L	L	L	L	L	L
Mail	Byrnie	22.0	660										M	M				M	M	M	M					
Plate	Nasal Helm	3.6	111	P			P																			
Total WT & PR			50.0	1,258	B	8	0	6	2	0	0	0	2	5	5	1	1	0	5	5	7	7	2	2	2	2
Average APV			6		E	14	0	10	4	0	0	0	4	13	13	1	1	0	13	13	17	17	4	4	4	4
					P	9	0	6	3	0	0	0	3	9	9	1	1	0	9	9	12	12	3	3	3	3
					F	5	0	2	3	0	0	0	3	5	5	1	1	0	5	5	8	8	3	3	3	3

- Huscarl Medium Foot: Medium/7+ to Medium/8a+ or Medium/9+ (see below):

			Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
MEDIUM/7+	WT	PR																						
Cloth	Tunic/Ls	5.1	102								C	C	C	C		C	C	C	C					
Leather	Hood	1.7	33	L			L			L														
	Tunic/Ls	10.2	204								L	L	L	L		L	L	L	L					
	Leggings	8.8	176															L	L	L	L	L	L	L
Mail	Hood	4.2	125	M			M			M														
	Byrnie	22.0	660								M	M				M	M	M	M					
Plate	Nasal Helm	3.6	111	P		P																		
Total WT & PR		55.6	1,411	B	10	0	6	4	0	0	4	5	5	3	3	0	5	5	7	7	2	2	2	2
				E	22	0	10	12	0	0	12	13	13	5	5	0	13	13	17	17	4	4	4	4
				P	14	0	6	8	0	0	8	9	9	4	4	0	9	9	12	12	3	3	3	3
Average APV		7		F	6	0	2	4	0	0	4	5	5	4	4	0	5	5	8	8	3	3	3	3
MEDIUM/8a+	WT	PR																						
Cloth	Tunic/Ls	5.1	102								C	C	C	C		C	C	C	C					
Leather	Hood	1.7	33	L			L			L														
	Hauberk	13.2	264								L	L	L	L		L	L	L	L	L	L	L	L	L
	Leggings	8.8	176															L	L	L	L	L	L	L
Mail	Hood	4.2	125	M			M			M														
	Hauberk/Ss	29.5	885								M	M				M	M	M	M	M				
Plate	Gjermundbu	3.9	123	P	P	P																		
Total WT & PR		66.4	1,708	B	10	6	6	4	0	0	4	5	5	3	3	0	5	5	7	7	6	2	2	2
				E	22	10	10	12	0	0	12	13	13	5	5	0	13	13	17	17	16	4	4	4
				P	14	0	6	8	0	0	8	9	9	4	4	0	9	9	12	12	11	3	3	3
Average APV		8		F	6	0	2	4	0	0	4	5	5	4	4	0	5	5	8	8	7	3	3	3
MEDIUM/9+	WT	PR																						
Cloth	Tunic/Ls	5.1	102								C	C	C	C		C	C	C	C					
	Leggings	4.4	88															C	C	C	C	C	C	C
Leather	Hood	1.7	33	L			L			L														
	Hauberk	13.2	264								L	L	L	L		L	L	L	L	L	L	L	L	L
	Leggings	8.8	176															L	L	L	L	L	L	L
	Gauntlets	0.8	16													L								
Mail	Hood	4.2	125	M			M			M														
	Hauberk/Lg	34.5	1,035								M	M	M	M		M	M	M	M	M	M	M		
Plate	Gjermundbu	3.9	123	P	P	P																		
Total WT & PR		76.6	1,962	B	10	6	6	4	0	0	4	5	5	5	5	2	5	5	8	8	7	5	3	3
				E	22	10	10	12	0	0	12	13	13	13	13	4	13	13	18	18	17	13	5	5
				P	14	0	6	8	0	0	8	9	9	9	9	3	9	9	13	13	12	9	4	4
Average APV		9		F	6	0	2	4	0	0	4	5	5	5	5	3	5	5	9	9	8	5	4	4

▣ TRIBAL ARMOUR TYPES

Tribal warriors tend to use fur (treat as quilt) and leather as the predominant materials for armour (if they wear any at all). In areas of conflict against feudal or imperial troops, some tribesmen wear metal armour found on the battlefield, but such armour tends to be of inferior quality due to lack of maintenance.

Note: Gargun warriors wear similar armour to those of tribesmen.

- Tribal Unarmoured Foot/Archer: Unarmoured/1 to Unarmoured/3+ (see below):

UNARMOURED/3+		WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Leather	Hood	1.7	33	L			L				L														
	Tunic	8.8	176									L	L				L	L	L	L					
	Leggings	8.8	176																L	L	L	L	L	L	
Total WT & PR		19.3	385	B	2	0	0	2	0	0	0	2	2	2	0	0	0	2	2	4	4	2	2	2	2
				E	4	0	0	4	0	0	0	4	4	4	0	0	0	4	4	8	8	4	4	4	4
				P	3	0	0	3	0	0	0	3	3	3	0	0	0	3	3	6	6	3	3	3	3
Average APV		3		F	3	0	0	3	0	0	0	3	3	3	0	0	0	3	3	6	6	3	3	3	3

- Tribal Light Foot/Archer: Light/4+ to Light/5b or Light/6a (see below):

LIGHT/4+		WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Fur	Vest	8.4	112									Q					Q	Q							
Leather	Hood	1.7	33	L			L				L														
	Tunic	8.8	176									L	L				L	L	L	L					
	Leggings	8.8	176																L	L	L	L	L	L	
Ring -1	Half-Helm	1.6	25	R																					
Total WT & PR		29.3	522	B	5	0	0	2	0	0	0	2	7	2	0	0	0	7	7	4	4	2	2	2	2
				E	9	0	0	4	0	0	0	4	7	4	0	0	0	7	7	8	8	4	4	4	4
				P	7	0	0	3	0	0	0	3	5	3	0	0	0	5	5	6	6	3	3	3	3
Average APV		4		F	6	0	0	3	0	0	0	3	7	3	0	0	0	7	7	6	6	3	3	3	3

LIGHT/5b		WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Fur	Vest	8.4	112									Q					Q	Q							
Leather	Hood	1.7	33	L			L				L														
Ring -1	Half-Helm	1.6	25	R																					
	Byrnies	17.6	277									R	R				R	R	R	R					
	Leggings	17.6	277																R	R	R	R	R	R	
Total WT & PR		46.9	725	B	5	0	0	2	0	0	0	2	8	3	0	0	0	8	8	6	6	3	3	3	3
				E	9	0	0	4	0	0	0	4	8	5	0	0	0	8	8	10	10	5	5	5	5
				P	7	0	0	3	0	0	0	3	6	4	0	0	0	6	6	8	8	4	4	4	4
Average APV		5		F	6	0	0	3	0	0	0	3	7	3	0	0	0	7	7	6	6	3	3	3	3

LIGHT/6a			WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Fur	Vest	8.4	112										Q					Q	Q							
Leather	Hood	1.7	33	L			L					L														
Ring -1	Leggings	17.6	277																	R	R	R	R	R	R	R
Scale -1	Byrnie	30.8	396										S	S				S	S	S	S					
Plate -1	Half-Helm	3.2	90	P																						
Total WT & PR		61.7	908	B	7	0	0	2	0	0	0	2	9	4	0	0	0	9	9	7	7	3	3	3	3	3
Average APV		6		E	13	0	0	4	0	0	0	4	11	8	0	0	0	11	11	13	13	5	5	5	5	5
				P	8	0	0	3	0	0	0	3	6	4	0	0	0	6	6	8	8	4	4	4	4	4
				F	4	0	0	3	0	0	0	3	8	4	0	0	0	8	8	7	7	3	3	3	3	3

• Tribal Medium Foot: Medium/7a or Medium/8a (see below):

MEDIUM/7a			WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Leather	Hood	1.7	33	L			L					L														
	Hauberk	13.2	264										L	L	L	L		L	L	L	L	L				
Ring -1	Leggings	17.6	277																	R	R	R	R	R	R	R
Mail -1	Hood	4.2	113	M			M					M														
	Hauberk/Ss	29.5	797										M	M				M	M	M	M	M				
Plate -1	Nasal Helm	3.6	100	P		P																				
Total WT & PR		69.8	1,583	B	8	0	5	3	0	0	0	3	3	3	2	2	0	3	3	6	6	6	3	3	3	3
Average APV		7		E	20	0	9	11	0	0	0	11	11	11	4	4	0	11	11	16	16	16	5	5	5	5
				P	12	0	5	7	0	0	0	7	7	7	3	3	0	7	7	11	11	11	4	4	4	4
				F	5	0	1	4	0	0	0	4	4	4	3	3	0	4	4	7	7	7	3	3	3	3

MEDIUM/8a			WT	PR	Skull	Eyes	Nose	Ears	Cheeks	Mouth	Jaw	Neck	Shoulders	Upper Arms	Elbows	Forearms	Hands	Thorax	Abdomen	Hips	Groin	Thighs	Knees	Calves	Feet	
Leather	Hood	1.7	33	L			L					L														
	Hauberk	13.2	264										L	L	L	L		L	L	L	L	L				
	Gauntlets	0.8	16														L									
Ring -1	Leggings	17.6	277																	R	R	R	R	R	R	R
Mail -1	Hood	4.2	113	M			M					M														
	Hauberk/Lg	34.5	932										M	M	M	M		M	M	M	M	M	M			
	Mittens	2.0	54														M									
Plate -1	Nasal Helm	3.6	100	P		P																				
Total WT & PR		77.6	1,789	B	8	0	5	3	0	0	0	3	3	3	3	3	3	3	3	6	6	6	4	3	3	3
Average APV		8		E	20	0	9	11	0	0	0	11	11	11	11	11	11	11	11	16	16	16	12	5	5	5
				P	12	0	5	7	0	0	0	7	7	7	7	7	7	7	7	11	11	11	8	4	4	4
				F	5	0	1	4	0	0	0	4	4	4	4	4	4	4	4	7	7	7	4	3	3	3

❑ ARMOUR TYPES FOR MASS COMBAT

For mass combat, it becomes cumbersome to continually have to look up the APV of a specific body location to determine whether a character is injured. There are two solutions to help speed up play:

AVERAGE APV

Use the average APV of the armour; the character's body is not divided into distinct locations. Injury is determined by subtracting the average APV from the Attacker's Impact and consulting the table below:

EFFECTIVE IMPACT				
1+	5+	9+	13+	17+
M1	S2	S3	G4	K5

This system is very simple and useful when dealing with battles between large numbers of warriors. However, it does produce some distortions since it sacrifices a great deal of realism in favour of speed.

BODY AREA APV

The character's body is divided into 6 Body Areas: the *Head*, two *Arms*, the *Torso* and two *Legs*. Each Body Area has its own average APV for each aspect (Blunt, Edge, Point and Fire). If a character is struck, injury determination is made using the table below:

AIMING ZONE			BODY AREA	LOCATIONS	EFFECTIVE IMPACT				
HIGH	MID	LOW			1+	5+	9+	13+	17+
01-45	01-15	-	HEAD	<i>Sk Fa Nk</i>	M1	S2	S3	G4	K5
46-75	16-30	01-15	ARM	<i>Ua El Fo Ha</i>	M1	S2	S3	G4	G5
76-00	31-80	16-50	TORSO	<i>Sh Tx Ab Gr Hp</i>	M1	S2	S3	G4	K5
-	81-00	51-00	LEG	<i>Th Kn Ca Ft</i>	M1	S2	S3	G4	G5

This system is a practical halfway point between the extremely simple average APV system and the more realistic HårnMaster combat system. However, it does require that Body Area APV be determined for each character.

This system is also useful for realistically handling *blast* injuries under the standard combat rules. If a character is caught in an explosion or a dragon's breath, the official combat system implies that *every* exposed location can suffer an injury. Blasts can therefore seriously imbalance the game because there are 26 locations – imagine the devastating effect caused by even 1 point of Effective Impact sustained by half the body! Instead, by using the Body Area APV system, the maximum number of injuries that a character can suffer from a blast is limited to 6.

The Body Area APVs for each of the armour types described in this appendix are listed below:

U/1	Head	Arm	Torso	Leg	U/2	Head	Arm	Torso	Leg	U/3	Head	Arm	Torso	Leg	U/3+	Head	Arm	Torso	Leg
Body B	0	0	1	1	Body B	0	1	3	1	Body B	0	4	6	4	Body B	2	1	3	2
Area E	0	0	1	2	Area E	0	2	5	2	Area E	0	3	4	3	Area E	3	1	5	4
APV P	0	0	1	2	APV P	0	2	4	2	APV P	0	2	3	2	APV P	2	1	4	3
F	0	0	1	2	F	0	2	4	2	F	0	3	5	3	F	2	1	4	3

		Head	Arm	Torso	Leg
L/4					
Body	B	2	5	8	4
Area	E	3	3	7	3
APV	P	2	2	5	2
	F	2	4	7	3

		Head	Arm	Torso	Leg
L/4+					
Body	B	3	1	6	2
Area	E	5	1	7	4
APV	P	4	1	5	3
	F	3	1	7	3

		Head	Arm	Torso	Leg
L/5					
Body	B	5	5	8	4
Area	E	5	3	9	5
APV	P	3	2	6	4
	F	4	4	7	4

		Head	Arm	Torso	Leg
L/5a					
Body	B	3	3	7	2
Area	E	5	4	11	4
APV	P	4	2	6	3
	F	3	3	7	3

		Head	Arm	Torso	Leg
L/5b					
Body	B	3	1	7	3
Area	E	5	2	9	5
APV	P	4	1	7	4
	F	3	1	7	3

		Head	Arm	Torso	Leg
L/6					
Body	B	5	7	9	4
Area	E	5	8	10	5
APV	P	3	5	7	4
	F	4	6	8	4

		Head	Arm	Torso	Leg
L/6a					
Body	B	3	1	8	3
Area	E	6	3	12	5
APV	P	4	1	7	4
	F	3	1	8	3

		Head	Arm	Torso	Leg
L/6+					
Body	B	4	2	6	2
Area	E	7	5	14	4
APV	P	5	4	10	3
	F	3	2	6	3

		Head	Arm	Torso	Leg
M/7					
Body	B	6	7	9	6
Area	E	11	8	10	7
APV	P	5	5	7	5
	F	5	6	8	6

		Head	Arm	Torso	Leg
M/7a					
Body	B	4	2	4	4
Area	E	12	6	12	10
APV	P	7	4	8	7
	F	3	3	5	5

		Head	Arm	Torso	Leg
M/7+					
Body	B	5	3	6	2
Area	E	13	7	14	4
APV	P	8	5	10	3
	F	4	3	6	3

		Head	Arm	Torso	Leg
M/8					
Body	B	6	8	12	5
Area	E	11	9	14	6
APV	P	5	6	8	5
	F	5	8	11	6

		Head	Arm	Torso	Leg
M/8a					
Body	B	4	3	4	4
Area	E	12	11	12	10
APV	P	7	7	8	7
	F	3	4	5	5

		Head	Arm	Torso	Leg
M/8+					
Body	B	4	4	6	5
Area	E	7	10	14	11
APV	P	5	7	10	8
	F	3	4	6	6

		Head	Arm	Torso	Leg
M/8a+					
Body	B	6	3	6	4
Area	E	14	7	14	9
APV	P	8	5	10	7
	F	4	3	6	5

		Head	Arm	Torso	Leg
M/9					
Body	B	6	8	12	7
Area	E	11	9	14	10
APV	P	5	6	8	7
	F	5	8	11	8

		Head	Arm	Torso	Leg
M/9a					
Body	B	8	8	9	7
Area	E	13	11	13	11
APV	P	8	7	9	7
	F	5	5	6	5

		Head	Arm	Torso	Leg
M/9+					
Body	B	6	4	6	5
Area	E	14	11	14	11
APV	P	8	8	10	8
	F	4	5	6	6

		Head	Arm	Torso	Leg
H/10					
Body	B	8	7	10	8
Area	E	13	11	15	13
APV	P	8	7	10	9
	F	5	5	7	7

		Head	Arm	Torso	Leg
H/11					
Body	B	9	8	10	10
Area	E	15	12	16	14
APV	P	9	8	10	9
	F	5	5	8	7

		Head	Arm	Torso	Leg
H/12					
Body	B	9	8	10	12
Area	E	15	12	16	19
APV	P	9	8	10	12
	F	5	5	8	9

		Head	Arm	Torso	Leg
SH/16					
Body	B	12	12	14	14
Area	E	20	19	22	21
APV	P	13	12	14	14
	F	7	7	9	9