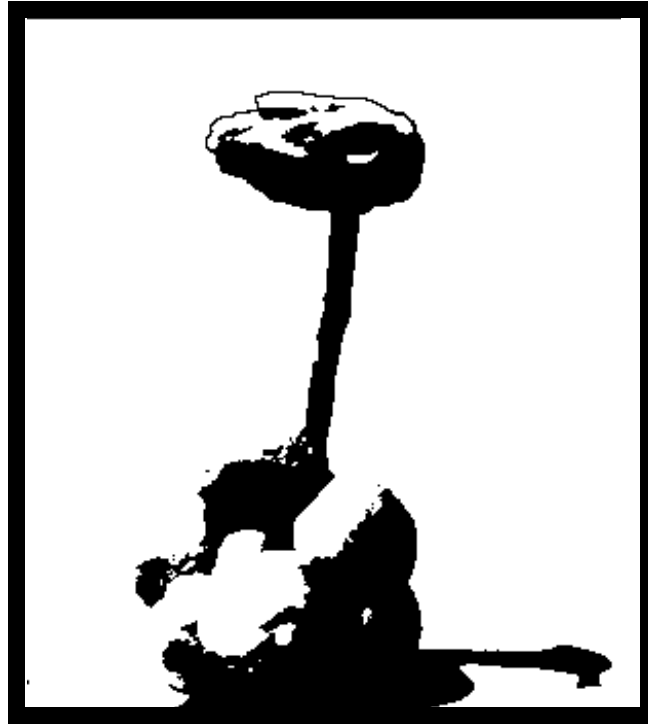


# JUGGERMASTER

**An Unofficial HârnMaster Board-game**



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## Notes

*JuggerMaster is **not** a stand-alone game system!* The rules in this booklet assume that players are familiar with the HârnMaster™ role-playing game, particularly the section dealing with hand-to-hand combat. At least one copy of the two HârnMaster™ combat table cards (showing Melee Attack Tables, Strike Location Tables, Injury Tables, etc.) *must* be available or else JuggerMaster will be close to unplayable. A copy of HârnMaster™ itself would be very useful as well.

JuggerMaster was originally titled, “HarnMaster Salutes the Jugger” and was first exhibited at SwanCon 18 (1993). Many thanks to the guests that showed enthusiasm and played the game.

The Ral Partha miniatures pictured in this booklet were customised and painted by Laurie Goodridge. Mr Goodridge also designed and made an excellent board for use with the game.

To play JuggerMaster, it is not essential to have watched the motion picture, “The Salute of the Jugger”, starring Rutger Hauer and Joan Chen. However, I believe that to gain maximum enjoyment out of this board-game you should watch the film at least once. Anyway, you might pick up a few interesting tactics!

HârnMaster™ is Columbia Games Inc’s (Blaine, WA) trademark for their role-playing game. It is also a copyright of N. Robin Crosby and Columbia Games (1986). My references to it are in no way meant to indicate that I have a license from Columbia Games or Mr Crosby with regard to JuggerMaster.

“The Salute of the Jugger” is a copyright of Kings Road Entertainment Inc (1989). My references to the motion picture are in no way meant to indicate that I have a license from Kings Road Entertainment with regard to JuggerMaster.

BILL GANT  
April 1996

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PEOPLE NO LONGER REMEMBERED THE GOLDEN AGE  
OF THE TWENTIETH CENTURY. THEY DIDN'T  
REMEMBER THE MIRACULOUS TECHNOLOGY OR THE  
CRUEL WARS THAT FOLLOWED. THEY DIDN'T  
REMEMBER WHEN JUGGERS FIRST PLAYED THE GAME  
OR HOW IT CAME TO BE PLAYED WITH A DOG  
SKULL...

*“Juggers coming! Juggers coming!”*

The world of the future is bleak. Well beyond the 20th century, after countless wars and holocausts, much of Terra is now a barren wasteland. A mere fraction of the billions of humans that once populated the planet still remain, most of them living in a sad state of atavism, having forgotten the great knowledge and advanced technology of their ancestors.

On a continent with a name which few remember, many people inhabit small villages in the vast rural wastes known as the **Dog Ranges**, harvesting what little food grows there. Others live further north in the **Market Towns**, trying to make a simple living as merchants and craftspeople. In this harsh land, hopes and dreams must give way to survival and practicality.

The only source of entertainment for the inhabitants of the Dog Ranges and Market Towns is **The Game**. When it is being played, virtually the entire settlement turns out to watch with avid enthusiasm. The spectators are more than happy to take their minds off their day-to-day drudgery, and an exciting match would be the topic of conversation for weeks after it has been played. The players of The Game - known as **Juggers** - are akin to the gladiators of ancient times and are treated with respect, particularly if they are on the home team.

The object of The Game is very simple: a **dog skull** must be carried by a Jugger known as the **Qwik** to an opponent's stake several paces away and impaled upon it. There is a stake at each end of a playing field and two Qwicks must contest for the skull, to determine which side wins the match. To impede the Qwik's progress there are three Defenders who guard the stake, known as the **Slash**, **Drive** and **Backcharge**, all armed with padded staff weapons. To provide assistance for the Qwik there is a **Protector**, who whirles a lethal chain-whip overhead to keep the opponents at bay. The five members of a Jugger Team must work together if they are to succeed.

Every settlement maintains at least one Jugger Team. In the villages of the Dog Ranges, a Jugger Team comprises farmers and herders who can only devote some of their time to training, so the skill level is generally quite low. In the Market Towns - particularly the large ones - many of the Juggers are professionals and are therefore much tougher. Jugger Teams frequently play against other teams in the same settlement, and regularly visit other settlements to determine superiority.

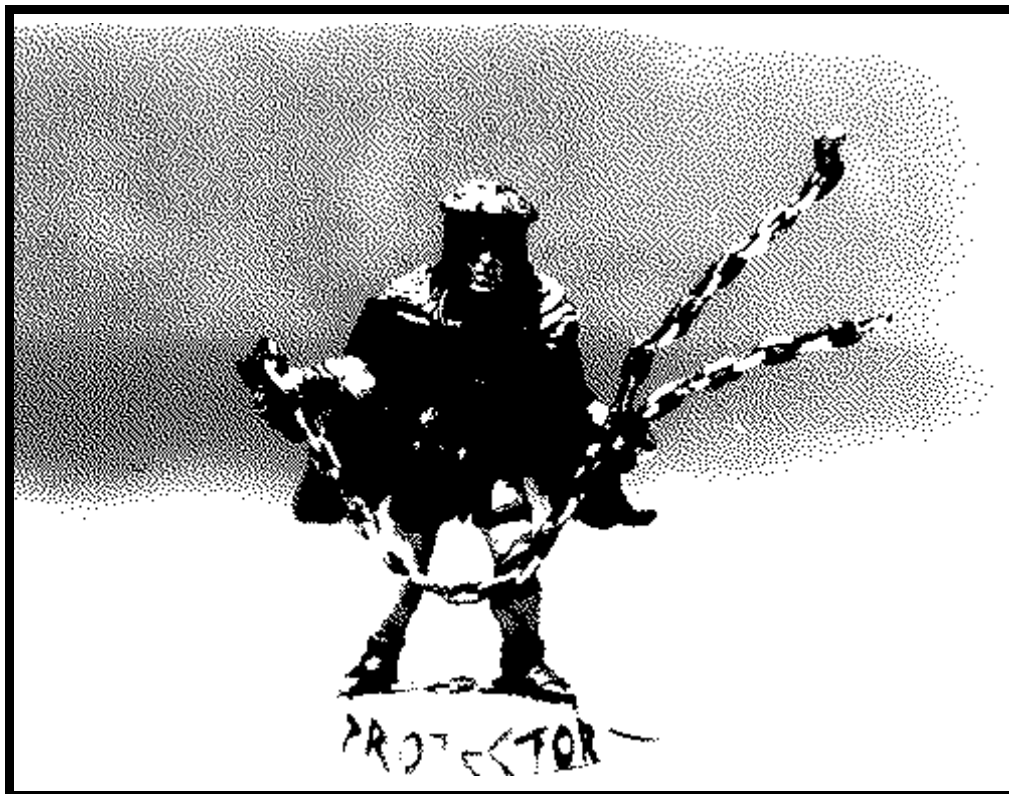
Some Juggers travel constantly to earn a living. Roving Teams journey from settlement to settlement, challenging the home team to a match in exchange for food and shelter. If a Roving Team wins a match, its members are treated with great respect and are given money (in the form of nuts, bolts, screws and other artifacts), food, drink, shelter and entertainment for the evening. However, if the team loses, despite receiving food and drink out of courtesy, the members may be so ashamed that they may feel compelled to move on before nightfall. The rewards and risks are greater for a Roving Team, attracting only the most ambitious and confident Juggers.

A Jugger Team's worth is measured by the number of skulls it has won and by the worth of its previous opponents. Some teams in the larger Market Towns will not accept the challenge of another Jugger Team if it is deemed to be of insufficient worth. However, if a Jugger Team feels that it is ready to take on the ultimate challenge, it may request to play against the toughest Juggers in the land: the Juggers of **The League**.

It is the dream of every aspiring Jugger to one day play in The League. To the north of the Market Towns and west of The Great Sea, The League plays in the **Nine Cities**, huge, pre-holocaust, subterranean colonies that jealously guard the only high technology left in the realms. There, the professional League Juggers are given almost as much respect as the **Overlords** that rule the Nine Cities, receiving the best training from veteran **JuggerMasters** (coaches) and the most advanced medical care. It is said that although The Game is more brutal and deadlier in the Nine Cities, League Juggers live like the aristocrats, eating candied fishes, wearing fine silk clothes and having their own rooms.

Lured by the chance at a better life, veteran Jugger Teams journey along the trade routes to one of the Nine Cities, the southernmost of which is called Red City. After paying exorbitant taxes to the draconian **Enforcement Officers** that patrol the realm in their hover-vehicles, and after buying passage Below in an elevator, the Jugger Team may seek an audience with the **Patrons**, powerful owners of League Teams. The Patrons, if interested, would then inspect the team's trophies and determine whether the visiting team is worthy enough to play a single Game against a League Team. It may take several days for the Jugger Team to receive notice of acceptance or rejection, during which time its members usually discover the reality of the Nine Cities: most of the citizens are in poverty and exist in dark, filthy conditions that make many Market Towns look bright and inviting in comparison, and the leather-clad Enforcement Officers maintain an iron-fisted control over the common people - certainly not the paradise that the majority of southern people imagine.

The League accepts few challenges from visiting Jugger Teams. No Jugger Team has lasted beyond 26 stones (about 80 seconds) against a League Team and no League Team has ever been beaten by a challenge. Fortunately for the challengers, winning is not necessary to gain the attention of The League: if a visiting Jugger played exceptionally well, he or she may be approached by a JuggerMaster at the end of the match and offered the chance to join.



## JUGGERMASTER

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Welcome to JuggerMaster, a Violent Fantasy Board-game! This rule booklet contains an adaptation of The Game from the Kings Road Entertainment motion picture, “The Salute of the Jugger” (1989). It describes the board and the role of each of the pieces used during play. Although the HårnMaster™ role-playing system is used for movement and combat rules, there are a number of modifications designed for JuggerMaster, all of which are explained in this booklet.

This booklet also contains the complete rules on how to create a Jugger Team (page 20), as well as ready-to-use Jugger character sheets and TimeKeeper sheets (page 30 onwards).

### Requirements

To play JuggerMaster, you will need:

- ◆ Three to 11 participants (at least two Players and a TimeKeeper);
- ◆ At least one participant who is familiar with the HårnMaster™ combat system;
- ◆ The full-colour HårnMaster™ combat tables;
- ◆ A hex sheet measuring at least 25 hexes by 15 hexes (a laminated sheet is recommended, preferably with 25mm per hex);
- ◆ Ten different miniatures (25mm figures recommended);
- ◆ Markers for the dog skull and both stakes;
- ◆ 1d6 and 1d10 (5d6 and 3d10 recommended);
- ◆ Several copies of the Jugger Team Roster Sheets, Jugger Team Scorecard and TimeKeeper’s Sheet (all found at the back of this booklet);
- ◆ Some pencils, erasers and possibly a calculator; and
- ◆ A copy of this booklet(!).

A copy of the HårnMaster™ rules would also be very useful.

### Setup

Draw a border measuring 25 hexes by 15 hexes on the hex sheet. Next, draw in the starting areas for each of the Juggers as shown on the diagram overleaf.

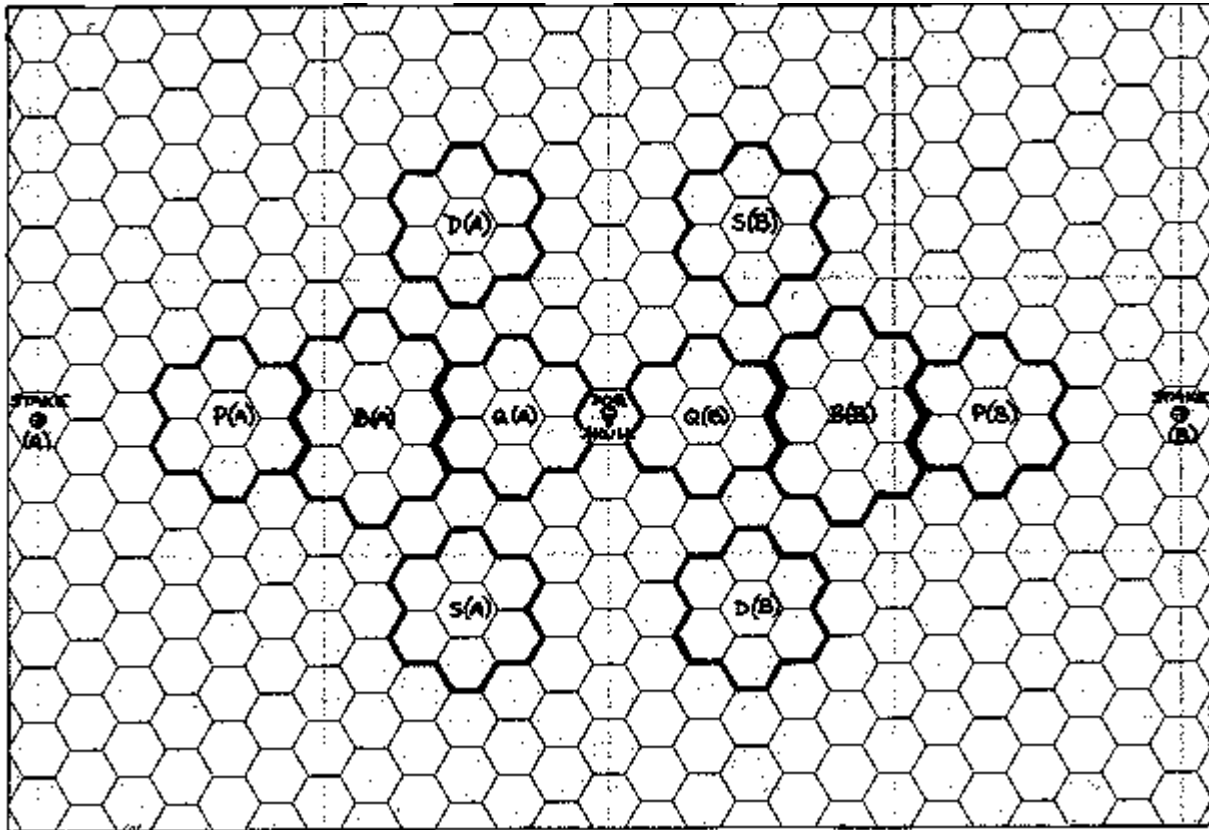
The diagram shows the basic starting positions for the two Jugger Teams, **A** and **B** (shown in brackets). The letter preceding the brackets corresponds to each of the Juggers: **(S)**lash; **(Q)**wik; **(D)**rive; **(B)**ackcharge; and **(P)**rotector.

At the beginning of a match, a Jugger miniature may be placed anywhere within the relevant starting area. All Juggers have 7 possible starting hexes, with the exception of the Backcharge, who has 10 choices. The dog skull must be placed in the middle of the board and a stake marker in the middle of each end, as shown. The miniatures and the dog skull can be moved during play, but the stake markers are immobile.

One person is designated the TimeKeeper, who keeps track of time during play and the effective Initiative and cumulative Actions (see below) for each Jugger on a copy of the TimeKeeper’s Sheet. The TimeKeeper is also the referee, ensuring that the game progresses smoothly, resolving disputes between Players and having the final say on the rules.

The Players may decide amongst themselves on which team they would like to play; at least one Player is required per team, with two or three Players per side being ideal. They should also determine who will control each Jugger.

The Players should create two or more Jugger Teams (see page 20) and hand the TimeKeeper a completed copy of the Jugger Team Scorecard for each team. The TimeKeeper may also inspect the Jugger Team Roster Sheets to make sure that Players have not made any errors while generating Juggers.



## The Game

To win, the Qwik must impale the dog skull upon the opposing team's stake (12 hexes from the centre of the field). This must be accomplished within the time it takes for the TimeKeeper to slowly cast a hundred stones at a gong (about 5 minutes, or 30 combat rounds).

*“One hundred stones! Three times!”*

The TimeKeeper within The Game (i.e. *not* the referee!) stands away from the playing field, next to a pile of 100 small stones. He or she announces a Game of one hundred stones, cast up to three times. The TimeKeeper then turns his or her back to the field - to avoid bias - and casts the first stone at a gong a yard or two away. He or she must throw the stones at a consistent rate, about one stone every three seconds or so.

As soon as the first stone strikes, The Game begins and does not stop until either one hundred stones have been cast or the dog skull has been impaled. In the unlikely event of all one hundred stones being cast, the teams are permitted to rest and seek medical attention. About fifteen minutes later, The Game begins again for another 100 stones. If three sets of 100 stones are cast without the dog skull being impaled, the match is considered a draw.

The Game is very violent, so it is not unusual to see unconscious or broken Juggers strewn across the playing field by the time even 30 stones have been thrown. Although the Juggers wear armour and the staff weapons are padded, minor to serious injuries are very common; for this reason, a physician always accompanies a Jugger Team. However, very few Juggers are actually killed, even in the ferocious League Games.

During a match, no Jugger other than the Qwik may touch the dog skull and no one may leave the field. Other than these two restrictions, everything is considered fair play. Any fighting technique can be applied using the weapons available and it is perfectly reasonable to outnumber opponents, for example.

If the dog skull is impaled, the head of the settlement paints the names of who played, where and when on the skull. The winning team receives the skull as a trophy to show other teams when challenging them.

*“One hundred stones! Done!”*

## ***The Jugger Team***

A standard Jugger Team is composed of a Slash, Qwik, Drive, Backcharge and Protector, plus a team physician. The role of each of these members is described below.

### **Slash**

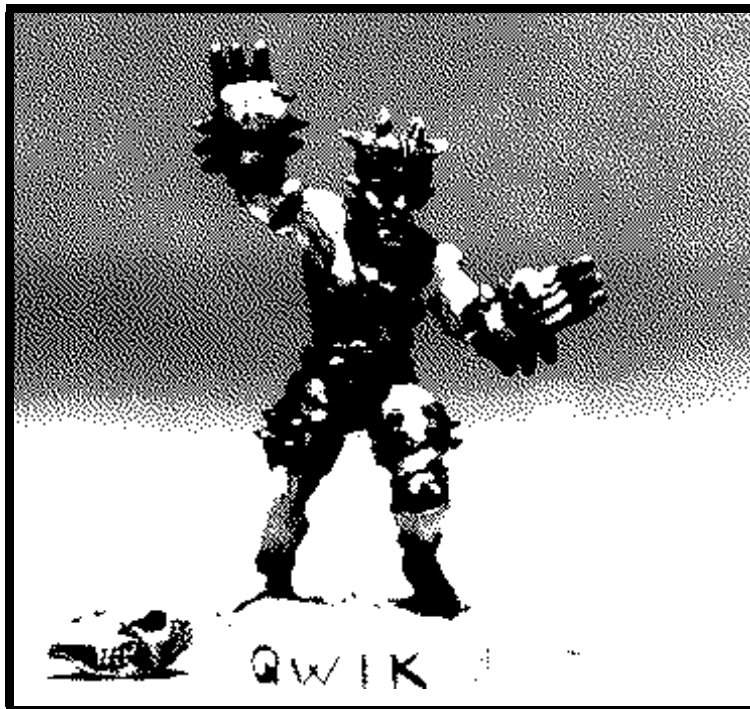
The Slash is the team's leader and strategist, and is usually the most experienced Jugger. His or her objective is to prevent the opposing Qwik from approaching the stake, but first the Slash must defeat the enemy Drive.

The Slash is heavily armoured and armed with a staff weapon called a Juggerstaff, with a padded, weighted head on one end and a blunt hook on the other. He or she may wield the Juggerstaff to simply bash opponents, or may use the hook to attempt to trip up the opposing Jugger. The Slash may also try to place a Pin on a prone target, to immobilise him or her.

### **Qwik**

The Qwik is the most important member of the team, since without a Qwik, the team cannot impale the skull and therefore win a Game. The Qwik is the only Jugger that may touch the dog skull.

The Qwik is lightly armoured and relies on agility and quickness to succeed. He or she is weaponless but is skilled in grappling and unarmed combat.



### **Drive**

The Drive is one of the team's most aggressive Juggers. Like the Slash and Backcharge, his or her objective is to prevent the opposing Qwik from approaching the stake, but first the Drive must demolish the enemy Slash.

The Drive tends to wear the heaviest armour in the team and is armed with a stout Juggerstaff with a padded, weighted head on each end. Although the Drive's Juggerstaff can be used to clumsily trip up opponents and place Pins, it is far better suited as a straightforward bludgeoning weapon.

## Backcharge

The Backcharge is an auxiliary defender, providing support for the Slash and Drive. As with the other Defenders, his or her goal is to prevent the opposing Qwik from approaching the stake, although he or she may need to engage an opposing Defender first.

The Backcharge wears medium armour and is armed with a Juggerstaff with a padded, weighted head on one end and a special hook and T-bar on the other. Although the Backcharge can wield the Juggerstaff as a normal striking weapon, he or she may also employ it to trip up opponents and place a highly-efficient Pin on prone Juggers.



## Protector

The Protector has the important job of defending the Qwik when his side has possession of the dog skull, and protecting the stake when the opposition has possession.

The Protector is lightly armoured but is armed with a webbed whipping chain that is attached to a handle. At the end of each chain is a small weight that is quite sharp and easily capable of rending flesh. The Protector can wield this weapon with intimidating effect when he or she “puts the metal up” (see page 13).

## Team Physician

The team physician is not a Jugger, although he or she may have been at one time. The physician’s role is to see to it that injuries heal properly so that the Jugger can play another Game. Without a skillful physician, a Jugger Team will not last long.

*“I’ve broken Juggers in half,  
Smashed their bones  
And left the ground behind me wet with brains.  
I’ll do anything to win,  
But I’ve never hurt a soul for any reason  
But to put a dog skull on the stake.  
And I never will.”*

- Gonzo the Slash, Red City League

## The Dog Skull

It is customary for the host settlement to provide a fresh dog skull for The Game. The winning team will be awarded this skull as a trophy.

The dog skull is important after a Game because the number of skulls won by the team is a measure of the team's worth. To even contemplate challenging The League, the Jugger Team must have several hard-won skulls to show the Patrons.

*“All that matters is the skulls. That's all they care about. The rest is all nonsense.”*

The Qwik is the only Jugger that may touch the skull during The Game, and even then the Qwik may only use his or her hands. The dog skull should not be kicked, used as a weapon or thrown.

If the dog skull is on the ground, the Qwik may - in his or her *own* turn - attempt to pick it up by first entering the same hex as the skull. He or she may not try to grab the skull during another Jugger's turn (i.e. he or she may not try to grab the skull as a defence action). Note the following:

- ◆ If the Qwik is not engaged with an opponent and has not Disengaged this turn (see page 18), he or she may automatically gain possession of the skull.
- ◆ If the Qwik is engaged, the opponent may try to prevent the Qwik's action. This counts as an attack by the opponent, against which the Qwik must Dodge at a -10 EML special distraction penalty. If the Qwik is struck, he or she does not pick up the skull this turn. If the attack misses, the Qwik must make a **3d6** Dexterity check with a -1 distraction penalty to his or her effective Dexterity (*Note: if the Qwik's Dodge success level is two levels greater than the attack, roll 2d6 instead of 3d6. If the success level is three levels higher, roll 1d6.*)
  - \* If the roll is equal to or less than effective Dexterity, the skull is picked up.
  - \* If the roll exceeds effective Dexterity, the skull remains on the ground.
- ◆ If the Qwik has Disengaged this turn and moved into the same hex as the dog skull, he or she may not attempt to pick it up.

If the dog skull is in the opponent's possession, the Qwik may enter the same hex as the opponent and attempt to wrestle it away. Standard HårnMaster™ Grappling rules are used to resolve this.

To impale the dog skull, the Qwik must first enter the same hex as the stake. An impaling attempt may not be made from an adjacent hex. Note the following:

- ◆ If the hex containing the stake is occupied by a standing Jugger, the Qwik may not enter. However, the Qwik may enter if the hex containing the stake is occupied by a prone Jugger or is unoccupied.
- ◆ If the Qwik is not engaged with an opponent and has not Disengaged this turn, he or she may automatically impale the dog skull - his or her team wins the match.
- ◆ If the Qwik is engaged by an opponent in an adjacent hex, or by a prone opponent in the same hex as the Qwik and the stake, the opposing Jugger may try to prevent the Qwik's action. This counts as an attack against which the Qwik must Dodge with a -10 EML special distraction penalty. (*Note: against a prone attacker, the Qwik's defence bonus is +20 EML.*) If the Qwik is struck, he or she does not impale the skull this turn. If the attack misses, the Qwik must make a **4d6** Dexterity check with a -1 distraction penalty to his or her effective Dexterity (*Note: if the Qwik's Dodge success level is two levels greater than the attack, roll 3d6 instead of 4d6. If the success level is three levels higher, roll 2d6.*)
  - \* If the roll is equal to or less than effective Dexterity, the skull is impaled and the Game ends.
  - \* If the roll exceeds effective Dexterity by 1-3 points, the skull remains in the Qwik's possession.
  - \* If the roll exceeds effective Dexterity by 4+ points, the Qwik must make a Luck Roll (see page 19). If he or she is lucky, the skull remains in the Qwik's possession. If unlucky, the Qwik stabs his or her own Hand (01-25) or Forearm (26-00) on the stake, suffering 3+1d6 (MF) or 3+2d6 (CF) Point Impact!
- ◆ If the Qwik has Disengaged this turn and moved into the same hex as the stake, he or she may not make an impaling attempt. Likewise, the Qwik may not impale during another Jugger's turn.

Attempting to impale the dog skull while engaged can be hazardous, because if the Qwik (or any other Jugger, for that matter) falls prone in the same hex as the stake, a Luck Roll must be made. If the Qwik is lucky, he or she simply falls to the ground, but if unlucky, he or she lands on the stake, suffering 3+2d6 (MF) or 3+3d6 (CF) Point Impact to a random body location (using the Body Aiming Zone)!

## Weapons

The Slash, Drive, Backcharge and Protector each wield a special weapon during The Game:

### Slash's Juggerstaff

The Slash's Juggerstaff is a 6-foot long staff with a padded, weighted head on one end and a blunt hook on the other. The hook may be used to trip opponents up and the whole weapon may be used to place a Pin.

To **trip** an opponent, the Slash makes a normal melee attack. If the Juggerstaff generates a \*1 to \*4 strike, instead of causing injury, the attack forces the opponent to make a 3d6 Agility check. The opponent's effective Agility is reduced by the number following the asterisk (\*); if an A\*2 strike was generated, for instance, the opponent must make the Agility check with a -2 penalty to his or her effective Agility. If the roll exceeds effective Agility, the opponent falls prone.

A Juggerstaff may be thrown at an opponent in a desperate attempt to trip him or her up. The chance of success is reduced by the range: 1-4 hexes, -15 EML; 5-8 hexes, -30 EML; 9-16 hexes, -60 EML; 17+ hexes, -90 EML. The Juggerstaff skill is further reduced by half the target's Dodge EML. Note that a Juggerstaff may only be thrown to trip an opponent, not to injure him or her.

The Juggerstaff may be thrown by a prone Jugger, but the effective range doubles. For example, if the weapon is thrown at a target 4 hexes away, the effective range is 8 hexes so the range penalty becomes -30 EML.

To place a **Pin**, the target must be prone and the Slash must be standing over him or her in the same hex. During his or her own turn, the Slash must make a melee attack with the Juggerstaff (gaining a +20 EML bonus because the target is prone), against which the target may defend normally.

- ◆ If the Slash's success level exceeds the target's (e.g. MS vs MF), the target is Pinned and the turn ends.
- ◆ If the target's success level is equal to or higher than the Slash's, the target is not Pinned but remains prone, while the Slash is forced away into an adjacent hex.

When Pinned, the victim may try to break free by contesting his or her Unarmed Combat EML against the Slash's Juggerstaff skill. The Pinned opponent may try to break free twice every combat round (during his or her own turn and during the Slash's turn) until the Pin is removed.

- ◆ If the victim achieves a higher success level, the Pin is broken, the Slash is forced to withdraw to an adjacent hex but the victim remains prone.
- ◆ If the victim's success level is greater by two or more levels (e.g. CS vs MF), he or she gains a Tactical Advantage as well.
- ◆ If the Slash achieves an equal or higher success level, the victim remains Pinned and the turn ends.

When maintaining a Pin on an opponent, the Slash may not perform any other action. The Slash is never awarded any Tactical Advantages while maintaining a Pin.

A Pinned Jugger is essentially helpless. If attacked by other Juggers, his or her defence option is Ignore. Fortunately for the victim, it is considered unethical to attack a Pinned Jugger and is not permitted in JuggerMaster.

If the Slash is attacked while maintaining a Pin, he or she may defend normally but the Pin is automatically broken. The Slash must withdraw into an adjacent hex but must remain in the Engagement Zone of the attacker.

### Drive's Juggerstaff

The Drive's Juggerstaff is a 6-foot long staff with a padded, weighted head on each end. It tends to be sturdier than the Slash's and Backcharge's Juggerstaves.

The Drive's Juggerstaff may be used to trip opponents, but the Drive suffers a -10 EML special penalty if he or she uses the weapon this way. Otherwise, the procedure for tripping an opponent is the same as for the Slash's Juggerstaff.

The Drive's weapon may be thrown to try and trip an opponent in the same way as a Slash's Juggerstaff. Note that such an action is usually out of desperation and is not often seen.

The Drive's Juggerstaff may also be used to place a Pin on opponents. The method for this is exactly the same as for the Slash's Juggerstaff.

## Backcharge's Juggerstaff

The Slash's Juggerstaff is a 6-foot long staff with a padded, weighted head on one end and a special hook and T-bar on the other. The hook may be used to trip opponents up and the Juggerstaff is ideal for placing and maintaining Pins.

The Backcharge's Juggerstaff may be used to trip opponents in the same way as the Slash's Juggerstaff. It can be thrown in the same manner as well.

The Backcharge's Juggerstaff may also be used to place a Pin on opponents. The rules are the same as for the Slash's Juggerstaff, with one exception: a Pinned Jugger may only attempt to break free *once*. If the attempt to break free fails, the victim is automatically Pinned for the remainder of the 100 stones or until the Backcharge chooses to remove the Pin.

## Protector's Chain-whip

The Protector's Chain-whip is available in two forms: Long and Short. Both types of weapons have a Blunt and Edge Impact aspect - the Protector may choose which aspect to use in a given attack.

The Long Chain-whip is a 10-foot long webbed whipping chain attached to a long handle. At the end of each chain is a small weight which is quite sharp. Because of its unwieldy nature, the Long Chain-whip is continuously whirled overhead in an anti-clockwise direction (if used by right-handed Protectors).

The Short Chain-whip is a 4-foot long webbed whipping chain attached to a short handle. At the end of each chain is a small weight which is quite sharp. A Protector may wield a Short Chain-whip in each hand and can be whirled or snapped at opponents.

Chain-whips are the most lethal weapons used in The Game, but they are also very difficult to use properly. Once mastered, however, they are very formidable weapons - more than one Jugger has lost an eye to a Chain-whip.

Once The Game begins, the Protector *automatically* "**puts the metal up**", which means he or she starts whirling the Chain-whip and continues to keep the "metal up" until the weapon is Blocked. With the Long Chain-whip, the weapon must be whirled overhead and with the two Short Chain-whips, the weapons should be rotated in a high web-of-death pattern. When the Protector "puts the metal up", each adjacent hex becomes a danger zone: any standing Jugger (friend or foe) that enters and/or remains in the Protector's Engagement Zone is automatically attacked by the Chain-whip (this is an **Automatic Tactical Advantage** for the Protector) and the weapon targets the Head Aiming Zone without penalty. Because of the danger zone while the "metal is up", the Protector is unable to enter a hex adjacent to a friendly Jugger without attacking him or her.

The Automatic Tactical Advantage is granted immediately before the turn of *every* opponent in the Protector's danger zone until Blocked. However, the Protector does not gain the Automatic TA during his or her own turn, nor is it gained if an opponent gains a TA during the Protector's turn. The Automatic TA always cancels any Tactical Advantages gained during an opponent's turn. See page 18 for further notes.

The Long Chain-whip may be extended to its full length when "putting the metal up", to cover a 2-hex radius from the Protector. Although the danger zone increases to cover 18 hexes instead of just 6, the Protector's Chain-whip skill is penalised by -10 EML. If an opponent survives the Automatic TA and advances to stand adjacent to the Protector, the Protector may only Counterstrike the opponent's attack using the Blunt aspect of the Chain-whip - he or she must shorten the Chain-whip during his or her turn.

The Chain-whip continues to whirl until it is Blocked, at which point the weapons become entangled. When the "metal is up", the Protector may only choose *Attack* and *Counterstrike* as his or her combat options.

If a Juggerstaff Blocks a Chain-whip, the weapons become tangled. The Chain-whip is rendered useless and any attempt to use the Juggerstaff incurs a 5d6 special entanglement penalty until the chain is cleared. Tangled weapons may be dropped or cleared with a 4d6 Dexterity check (see page 17 for more information).

If two Protectors confront each other with their "metal up", both must choose the most aggressive combat options (i.e. Attack and Counterstrike). If both Juggers achieve a *Marginal Failure*, the Chain-whips become tangled, making both weapons useless until cleared with a 4d6 Dexterity check.

If the Protector is using a Long Chain-whip and his or her weapon becomes tangled, he or she may move into Close Mode and attack with the long handle (A/D 1/1, 2b) without penalty. If armed with two Short Chain-whips, the second Chain-whip can still be used freely, although it too becomes useless if the opponent enters the Protector's own hex (the Protector's own hex is not classed as a danger zone).

At the start of his or her turn, the Qwik may call for **Cover**, whereby the Protector - who must not be engaged - allows the crouching Qwik to safely run into his or her hex. (*Note: the Qwik must approach the Protector, not the other way around.*) The two Juggers may then advance together in the same hex (using the walking Mobility of the slower Jugger) with the Chain-whip creating a danger zone in adjacent hexes. The Qwik may safely run out from Cover in his or her turn.

The advantage of the Cover formation is that if an opponent engages the Qwik-Protector team, the Qwik can freely Disengage (without being attacked by the Chain-whip) since that opponent would effectively be engaged by the Protector. The disadvantage is that since the Qwik and Protector occupy the same hex, they are considered to be in Close Mode.

*“You’ll play good enough with one eye - as long as you move your head a lot. You’ve got to keep swivelling your head when you play one-eyed.”*

## The Combat Round

A combat round is roughly 3-stones long. During his or her turn, a Jugger can move and then perform one of the following combat options (or *vice versa* if appropriate):

- ◆ Attack an opponent (unarmed or with a weapon).
- ◆ Break free of a Pin or hold.
- ◆ Clear a tangled weapon.
- ◆ Do nothing, stand guard, be in mid-stride, recover from unconsciousness, halt Bloodloss, etc.
- ◆ Grapple an opponent or whatever he/she is holding (includes squeezing and throwing).
- ◆ Impale the dog skull.
- ◆ Pick up a fallen weapon or dog skull.
- ◆ Place/maintain a Pin or hold on an opponent.
- ◆ Rise from a prone position.
- ◆ Throw a weapon.

Disengage is a special option, which is only allowed under limited circumstances. See page 18.

## Movement

Movement in JuggerMaster is always considered to be under combat conditions. Everyone moves at half their normal effective Mobility, even if not engaged.

The table below shows a list of Mobility values (in 5-foot hexes) for **unengaged** movement:

Effective Mobility	Max. Number of Hexes Moved:		
	Running	Walking	Crawling
90	18	9	4
85-89	17	8	4
80-84	16	8	4
75-79	15	7	3
70-74	14	7	3
65-69	13	6	3
60-64	12	6	3
55-59	11	5	2
50-54	10	5	2
45-49	9	4	2
40-44	8	4	2
35-39	7	3	1
30-34	6	3	1
25-29	5	2	1
20-24	4	2	1
15-19	3	1	1
10-14	2	1	1
1-9	1	1	1

If the Jugger is **engaged**, he or she may move up to *one* hex either into the same hex as an opponent (to Grapple or to fight in Close Mode), or to a clear hex that is still within the opponent's Engagement Zone. This single-hex movement cannot be used to take the Jugger out of an opponent's Engagement Zone.

## Fatigue

All Juggers suffer cumulative Fatigue Points equal to their Fatigue Rate at the end of **6 Actions**. If a Jugger walks, crawls and/or fights during a combat round, the activity counts as 1 Action for the whole round. If the Jugger runs at all during the round, this counts as 2 Actions instead.

The TimeKeeper keeps a tally of the number of Actions completed by the Juggers and announces when Fatigue Points should be accumulated and noted on the Jugger Team Roster Sheets.

*"Your Qwik's a good one. She's going to get the attention of The League!"*

## Notes on Combat Options

Many of the combat options listed on the previous page have been covered already, either in this booklet or HårnMaster™. However, some of them require further explanation: unarmed combat; clearing a tangle; rise and Disengage.

## Unarmed Combat

There are 2 forms of unarmed combat in JuggerMaster: *Striking* and *Grappling*. Both techniques use the Unarmed Combat skill.

\* **Striking** occurs when a Jugger hits his or her opponent with any part of his or her body. It lacks finesse and is not particularly accurate, but is a popular method of fighting because of the damage it inflicts.

There are 8 different unarmed Striking attacks in JuggerMaster. Each attack uses a different part of the body and has its own Attack/Defence class, Impact and Aiming Zone modifiers. See the table below:

Attack	A/D	Impact	Aiming Zone Modifier				Notes
			Head	Arms	Body	Legs	
Punch	0/3	0b	-10	-15	+0	-10	
Elbow	0/1	0b	+0	-15	-5	-15	Same hex only
Barge	0/-	0b+Special	-10	-15	+0	-10	2 hexes+ run-up
Kick	1/1	1b	-10	-15	-10	+0	
Knee	1/1	1b	-15	-15	-5	+0	Same hex only
Sweep	1/-	Special	n/a	n/a	n/a	-10	
Head-butt	0/0	1b	+0	-15	-5	-15	Same hex only
Bite	0/-	1t	n/a	n/a	n/a	n/a	Grapple only

Punches, kicks and leg sweeps may be made from an adjacent hex. Elbows, knees and head-butts can only be accomplished if the Jugger enters the opponent's own hex. Shoulder barges require the Jugger to be at least 2 hexes away from the opponent before attacking. Biting requires the Jugger to be Grappling the opponent first and the target location is that part of the body the Jugger is holding.

If the Jugger enters the opponent's hex to strike him or her, he or she may force the opponent away one hex after a successful hit (the defender may choose which hex to move into but it must be away from the attacker). If the Jugger misses or is Blocked, he or she must withdraw into an adjacent hex of his or her choosing. The only disadvantage to advancing into an opponent's hex is that if the opponent chooses to Grapple as a defence, he or she receives a +20 EML bonus to do so.

Most of the Strikes are self-explanatory. However, two attacks require some more clarification: *shoulder barges* and *leg sweeps*.

- ◆ A **shoulder barge** is simply an attempt to charge into an opponent and bowl him or her over. The Jugger must run into the defender's hex from at least 2 hexes away and an Unarmed Combat attack is made. If the attack succeeds or is Blocked, a *Trial of Strength* ensues: the attacking Jugger must roll 3d6 and add it to his or her effective Strength, and the defender must roll 2d6 and add that to his or her effective Strength; whoever has the highest total is the winner. If the defender loses the Trial of Strength, he or she is flung back 1 hex

directly away from the attacker and must make a 4d6 Agility check or fall prone. If the attacker loses the Trial of Strength, he or she is pushed away into an adjacent hex (randomly determined) but remains standing. Injury is inflicted as normal. The only disadvantage to this maneuver is that if the attacking Jugger misses, he or she must move 1 hex past the defender (travelling in a straight line) and make a 4d6 Agility check or fall.

If a shoulder barge is attempted against a Protector with the “metal up”, it is counted as a Counterstrike against the Chain-whip’s automatic attack. If the attacking Jugger is hit and fails to strike the Protector, he or she must stop in the hex that he or she was struck.

- ◆ A **leg sweep** is an attempt to trip up an opponent. With a successful hit, the defender must make a 3d6 Agility check, modified by a penalty to effective Agility equal to the attack result (e.g. an A\*1 strike will cause the Agility to check to be made with a -1 penalty). If the roll equals or is less than effective Agility, the defender remains upright, otherwise he or she falls prone. Injury is not normally inflicted by this attack.

Any time a Jugger successfully strikes his or her opponent, he or she is awarded a Tactical Advantage which allows the Jugger to take an immediate bonus turn. That is, a TA may be used to make another Strike or Grapple, or perhaps to Disengage. No more than one TA can occur in a Jugger’s turn. If a second TA is won in the same turn, it is ignored.

The defending Jugger is allowed to Block, Counterstrike, Dodge or Grapple the incoming Strike. Note that Blocking without a weapon implies that the arm is being used; a successful Block means that the defender’s arm is struck for A\*1.

- \* **Grappling** occurs when the Jugger grasps part of the opponent’s body or held object with a view to exploiting the hold. Grappling is much more accurate than Striking, but is difficult to perform successfully.

The attacking Jugger must enter the opponent’s hex to Grapple. If both parties attempt to Grapple, both will be located in the defender’s hex. Unless a hold is obtained and maintained, the Juggers will end the turn in adjacent hexes.

Any Jugger that opts to Grapple must declare:

1. The specific body part or object he or she is attempting to seize (*Note*: only prominent locations may be targeted - one may not Grapple an eye, for example); and
2. Whether he or she is using one or both hands (the default is both hands if free).

The following table shows adjustments to the Jugger’s Unarmed Combat EML according to the location of the hold being attempted and the number of hands being used. For example, if the Jugger is attempting to grab the opponent’s left elbow with one hand, reduce his or her EML by -5.

Target	One Hand	Two Hands
Held Object	-10	+5
Sk Fa Nk	-20	-10
Sh Ua El Fo Ha	-5	+0
Tx Ab Hp	-50	-10
Gr Th Kn Cf Ft	-40	-10

Grapple attempts are resolved in the normal manner, by comparing the success levels of the attacker and defender. If *one* Jugger obtains a hold, he or she gains a Tactical Advantage which must be used to exploit it. If *both* Juggers obtain holds, they remain Grappled in the same hex and the turn ends. If *neither* Jugger obtains a hold, the attacker returns to his or her hex.

There are 4 exploitation options available to a Jugger who has obtained a hold: *Strike*, *Take*, *Squeeze* and *Throw*.

- A1. A **Strike** is simply an attempt to hit the opponent with a free hand, foot, knee, forehead, etc. The held Jugger may defend at a special penalty equal to the attacker’s Unarmed Combat EML  $\times \frac{1}{4}$ .
- A2. A **Take** attempt is where a Jugger with a hold on an item held by the opponent may try to snatch it away. Each Jugger rolls against  $3 \times$  Strength (if using 1 hand) or  $5 \times$  Strength (2 hands) on 1d100, adjusted by physical and special penalties. The Jugger who achieves the higher degree of success obtains/retains the object and withdraws into an adjacent hex; the turn ends. In the event of a tie, the hold is maintained and the turn ends.
- A3. A **Squeeze** attack is an attempt to damage the anatomy held by twisting, squeezing or choking. The holder rolls against  $3 \times$  Strength (if using 1 hand) or  $5 \times$  Strength (2 hands) on 1d100, adjusted by physical and special penalties. With CS, the victim suffers 3d6 Squeeze Impact and with MS, the victim suffers 1d6 Squeeze Impact. If the attacker achieves MF, the hold is broken and so he or she must withdraw into an

adjacent hex. If CF is achieved, the victim receives a Tactical Advantage as well. There is *no* defence against a Squeeze attack, but it cannot be used *as* a defence, either.

- A4. A **Throw** attempt is intended to render the defender prone. Both the attacker and the opponent roll against their Unarmed Combat skills. If the attacker achieves a higher success level, the defender is thrown and falls prone in an adjacent hex (attacker's choice), suffering 2d6 Blunt Impact to a random body location. If the defender achieves a higher success level, he or she winds a Tactical Advantage and the attacker must withdraw to an adjacent hex. On a tie, the defender remains held and the turn ends.

There are 3 attack options available to a Jugger who is held as well: *Grapple*, *Strike* and *Break Hold*.

- B1. A **Grapple** maneuver is an attempt to obtain a hold on the opponent (if he or she does not have one already). If the opponent wishes to maintain his or her own hold, he or she must defend by Grappling back; otherwise, any other defence is permitted (but the holder must let go and withdraw into an adjacent hex). The held Jugger must attempt the Grapple with a special penalty equal to the holder's Unarmed Combat  $EML \times \frac{1}{4}$ .
- B2. A **Strike** is an attempt to hit and hurt the holder. If the opponent wishes to maintain his or her own hold, he or she must defend by Grappling back; otherwise, any other defence is permitted (but the holder must let go and withdraw into an adjacent hex). The held Jugger must attempt the Strike with a special penalty equal to the holder's Unarmed Combat  $EML \times \frac{1}{4}$ . Note that if the holder suffers injury, he or she must make a 4d6 Endurance check; if this roll exceeds his or her effective Endurance, the hold is broken.
- B3. A **Break Hold** maneuver is an attempt to slip free from the holder's grasp, either by brute strength or nimble agility. Both parties roll against their Unarmed Combat skills; the hold is broken if the holder achieves a lower success level.

## Clearing a Tangle

A Jugger may attempt to clear a tangled weapon during his or her turn. He or she may not try to clear the tangle during another Jugger's turn. Note the following:

- ◆ If the Jugger is not engaged with an opponent and has not Disengaged this turn (see page 18), he or she may automatically clear the tangle.
- ◆ If the Jugger is engaged, the opponent may try to prevent his or her action. This counts as an attack by the opponent, against which the Jugger must defend with a -10 EML special distraction penalty. If the Jugger is struck, he or she does not clear the tangle this turn. If the attack misses, the Jugger must make a **4d6** Dexterity check with a -1 distraction penalty to his or her effective Dexterity (*Note*: if the Jugger's defence success level is two levels greater than the attack, roll 3d6 instead of 4d6. If the success level is three levels higher, roll 2d6).
  - \* If the roll is equal to or less than effective Dexterity, the tangle is cleared.
  - \* If the roll exceeds effective Dexterity, the weapon remains tangled.
- ◆ If the Jugger has Disengaged this turn, he or she may not clear the tangle.

## Rise

A Jugger may attempt to rise from a prone position during his or her turn. He or she may not try to rise during another Jugger's turn. Note the following:

- ◆ If the Jugger is not engaged with an opponent, he or she may automatically rise.
- ◆ If the Jugger is engaged, the opponent may try to prevent his or her action. This counts as an attack by the opponent, against which the Jugger must defend with a -10 EML special distraction penalty. If the Jugger is struck, he or she does not rise this turn. If the attack misses, the Jugger must make a **3d6** Agility check with a -1 distraction penalty to his or her effective Agility (*Note*: if the Jugger's defence success level is two levels greater than the attack, roll 2d6 instead of 3d6. If the success level is three levels higher, roll 1d6).
  - \* If the roll is equal to or less than effective Dexterity, the Jugger stands.
  - \* If the roll exceeds effective Dexterity, the Jugger remains remains prone.

If the Jugger is outnumbered, the penalty increases by -10 EML per extra opponent. Hence, the penalty is -30 EML when engaged by 3 opponents and the Agility check is penalised by -3 (including the distraction penalty). Only the opponent with the highest effective Initiative may try to prevent the Jugger from rising (*Note*: the same applies when the Jugger is attempting to grab an object or clear a tangle).

## Disengage

When a Jugger tries to withdraw from an opponent's Engagement Zone, he or she is Disengaging. Note the following:

- ◆ A Jugger may *only* Disengage if it is possible to clear all enemy Engagement Zones in a single hex move.
- ◆ A Disengage attempt may *only* be made during a Tactical Advantage that has been won by the withdrawing Jugger.

The Jugger may not Disengage if the TA was achieved from a successful Grapple or from an Automatic Tactical Advantage (if he or she is a Protector).

When Disengaging, the opponent may try to stop the Jugger by attacking. The Disengaging Jugger may defend normally, but if he or she is hit, the Disengage attempt automatically fails. If the attack misses, however, the Jugger may move one hex clear of all Engagement Zones and then move up to half his or her remaining Mobility.

If there is more than one opponent engaging the Jugger, only the opponent responsible for the Tactical Advantage may try to prevent escape. The outnumbered Jugger's defence should be reduced by -10 EML per opponent above one.

If all opponents in the escaping Jugger's Engagement Zone are engaged by other Juggers, the Disengage attempt automatically succeeds.

*“You see that one, the Slash? I'll put him down - you put the Pin on him.”*

## Miscellaneous Rules

There are five miscellaneous rules that should be clarified: the *Tactical Advantage*; *Field of Vision*; the *Luck Roll*; *Weapon Damage* and *Impairments*.

## Tactical Advantage

A Tactical Advantage is a bonus turn. It can be gained through a variety of combat situations, usually as a result of some unexpected event. No more than *one* Tactical Advantage can be generated in any given turn, *without exception*.

Tactical Advantages must be resolved immediately in the turn that it is gained. A Jugger who is awarded a TA may forego it without penalty, however.

A Jugger may use a TA against any opponent with whom he or she is engaged. Only the opponent attacked may defend. If the Jugger uses the TA constructively for himself or herself instead of attacking (e.g. Disengaging), only the opponent who cause the TA situation may react.

For example, Team A's Slash is fighting Team B's Drive and Backcharge. During the Drive's turn, the Drive fumbles his weapon, thereby awarding the Slash with a Tactical Advantage. The Slash may use this bonus turn to either attack the Drive or Backcharge, or he may perform some other action such as pick up an object from the ground or Disengage. If grabbing an item or Disengaging, only the enemy Drive may try to stop the Slash; the Backcharge may not react unless attacked by the Slash.

Note also the following:

- ◆ If a TA is generated during a bonus turn, it is ignored.
- ◆ If two TA's are generated simultaneously (both Juggers stumble, for instance), the TAs cancel each other out and the turn ends.
- ◆ A Jugger may not attack a prone opponent if he or she is engaged by a standing Jugger. However, if the standing opponent is also engaged by another Jugger, the prone target may be attacked. This always applies, either in normal turns or bonus turns.

- ◆ If a Jugger enters the danger zone of a Protector who has his or her “metal up”, the Protector immediately gains an Automatic Tactical Advantage against the Jugger. This bonus turn is resolved prior to the Jugger’s own attack and negates any chance of a TA during the Jugger’s normal turn.

## Field of Vision

A Jugger who is not engaged has an effective field of vision of 360 degrees. However, once engaged, the field of vision narrows to cover only the front 180 degrees; although the Jugger can react normally to threats in front of him or her, he or she cannot automatically react to a threat from the flank or rear.

To notice an opponent approaching from behind, the Jugger’s Player must roll against Awareness EML:

- ◆ With *CS*, the Jugger has detected this new attacker and may defend with a one-time +10 EML bonus against the rear attack. Note that the outnumbering penalty (-10 EML per opponent over the first) still applies.
- ◆ With *MS*, the Jugger has detected the attacker and may defend with the usual outnumbering penalty.
- ◆ With *MF*, the Jugger has detected the attacker almost too late and must defend at half normal EML.
- ◆ With *CF*, the Jugger is completely unaware of the attacker until too late, and must Ignore the attack!

Once the Jugger is made aware of the attacker, no further Awareness rolls are needed for that opponent as long as he or she remains engaged. However, if the opponent leaves the Jugger’s Engagement Zone and remains outside the Jugger’s field of vision for at least one combat round, then returns from the rear again, another Awareness roll is required.

## Luck Roll

Some situations are more reliant on luck than skill for an outcome. When the TimeKeeper calls for a Luck Roll to be made, the Player must roll 1d100 twice:

- ◆ If the second roll is equal to or less than the first roll, the Jugger is *lucky*.
- ◆ If the second roll exceeds the first roll, he or she is *unlucky*.
- ◆ If the second roll is a multiple of 5, the Jugger is *critically* lucky/unlucky.

## Weapon Damage

Jugger weapons are sturdy items and not easily broken. To reflect this, when a 3d6 Weapon Damage check is required, refer to the following:

- ◆ If the roll is equal to or less than the weapon’s Weapon Quality, the weapon remains intact.
- ◆ If the roll exceeds WQ by 1-3 points, roll 1d6: on a 6, the weapon’s WQ decreases by 1; otherwise, the weapon remains intact.
- ◆ If the roll exceeds WQ by 4+ points, the weapon is broken.

A Juggerstaff that Blocks the Protector’s Chain-whip does not require a Weapon Damage check. Since the Chain-whip is entangling the Juggerstaff, it does not need to make a Weapon Damage check, either.

In the event of a breakage, the Jugger will need to improvise - there are no replacement weapons until the end of the hundred stones.

## Impairments

After a good Game, the Juggers will have many injuries that require the attention of the team physician. However, some injuries are permanent, such as the loss of an eye, or a shattered bone that fails to heal properly; these are called impairments.

Impairments can be generated using the HårnMaster™ healing rules. A Minor Impairment results in the loss of 1-3 attribute points and a Grievous Impairment causes a 1-6 point loss. The loss can be taken off more than one attribute if the TimeKeeper deems it appropriate to do so. The attribute loss is permanent.

If a Jugger loses an eye, he or she permanently suffers a special penalty of -5 EML (-10 EML for Awareness). Blind Juggers must retire.

## CREATING YOUR JUGGER TEAM

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To create a full Jugger Team, you need the following:

- ◆ Up to 5 Players;
- ◆ A Jugger Team Roster Sheet for each of the five Juggers;
- ◆ Some pencils and erasers;
- ◆ Some dice: 5d6 and 3d10;
- ◆ A calculator;
- ◆ About an hour of your time.

There is a separate Jugger Team Roster Sheet for each Jugger position: *Slash*, *Qwik*, *Drive*, *Backcharge* and *Protector*. Ensure that you have at least one copy of each sheet.

A Jugger character's attributes are generated by a combination of *random factors* and *points allocation*. In this way, it is nearly impossible for two Juggers to be exactly alike.

After the attributes have been determined, *skills* need to be calculated, and *weapons* and *armour* taken.

### Attributes - Random Factors

The following attributes must be randomly determined for each Jugger: Sex; Sunsign; Medical Traits; Height; Frame and Weight. All these can affect a Jugger's performance during a match.

#### Sex

The Game is a violent sport and it tends to attract more male than female Juggers. Roll 1d100 to determine the Jugger's gender:

1d100	Sex
01-75	Male
76-00	Female

Female Juggers suffer a -2 penalty to their Speed attribute. However, they tend to be of lighter build and hence generally gain a bonus to Agility.

#### Sunsign

The astrological Sunsign of a Jugger can provide bonuses to certain skills. To see whether the Jugger was born at an auspicious time, roll 1d100:

1d100	Sunsign	Skill Base Bonus granted to:
01-08	Krast, The Flail	Chain-whip (+1)
09-24	Dynux, The Falcon	Chain-whip (+1), Awareness (+2)
25	Clessan, The Stag	Chain-whip (+1), Awareness (+2), Physician (+1)
26-41	Geriam, The Bow	Physician (+1)
42-50	Tissams, The Hunter	Unarmed Combat (+2), Physician (+2)
51-58	Chind, The Dog	Unarmed Combat (+2)
59-67	Usnarl, The Bear	Unarmed Combat (+2), Juggerstaff (+1)
68-75	Herpa, The Mace	Juggerstaff (+2)
76-00	n/a	None

The bonus is added to the Jugger's Skill Base(s) (see below) - Mastery Levels are calculated using a multiple of the final SB. For example, if a Herpa Jugger has a Juggerstaff SB of 14 before adding the +2 Sunsign bonus, it is raised to 16.

## Medical Traits

It is possible for some Juggers to benefit or suffer from certain Medical Traits, such as Ambidexterity or Obesity. Roll 1d1000 and consult the table below. Note that the Jugger's gender will affect the chance of receiving certain traits.

Male	Female	Medical Trait
001-020	001-045	Ambidextrous
021-071	046-125	Double Jointed
072	126	Genetic Throwback
073-112	127-226	Left-Handed
113-117	227-231	Obesity
118-157	232-271	Multiple - roll twice more
158-000	272-000	No significant traits

**Ambidextrous** Juggers use both hands equally well, hence they have no Secondary hand. Dexterity is increased by +2.

**Double Jointed** Juggers have this trait occurring in their arms (01-45), legs (46-90) or both the arms and the legs (91-00). Double jointed arms grant a +2 Dexterity bonus and double jointed legs provide a +2 Agility bonus.

**Genetic Throwback** provides a Jugger with one of the attributes of a genetic ancestor. There is a 40% chance that the Jugger gains abnormal Strength (+1d3), otherwise he or she gains no real benefit.

**Left-Handed** Juggers have their left hand as their Primary hand and the right hand as the Secondary. Dexterity is raised by +1. If a Jugger is found to be Left-Handed *and* Ambidextrous from multiple rolls on the Medical Table, he or she is treated as being Ambidextrous (only).

**Obesity** is the only negative trait on the table. An Obese Jugger's actual weight will be 1d6×10% more than the Optimum Weight derived from Height and Frame (see below). This extra weight does not increase Strength (which is modified by the Optimum Weight), but it does add to the Jugger's Load, which is used to calculate his or her Fatigue Rate and Encumbrance.

## Height

Height is important as it indirectly modifies a Jugger's Strength. It is affected by the Jugger's position and gender. Roll 5d6 and add the applicable modifier on the table below to generate the Jugger's Height in inches:

Jugger	Male	Female
Slash	+52	+50
Qwik	+48	+46
Drive	+54	+52
Backcharge	+52	+50
Protector	+50	+48

For example, a Male Slash's Height is determined on 5d6+52. This means that the average Height would be between 69" (5'9") and 70" (5'10"), and the range would be from 57" (4'9") to 82" (6'10").

## Frame

Frame indicates a Jugger's bodily build and is determined on 3d6. This roll is modified by gender and the Jugger's position (see the first table below).

Jugger	Male	Female
Slash	+1	-2
Qwik	-1	-4
Drive	+2	-1
Backcharge	+1	-2
Protector	+0	-3

Frame	Description
5 or less	Scant (+2 Agility)
6-8	Light (+1 Agility)
9-12	Average (+0 Agility)
13-15	Heavy (-1 Agility)
16 or more	Massive (-2 Agility)

The second table (above) shows the interpretation of the modified 3d6 roll. Note that Frame directly affects the Juggler's Agility attribute.

For example, the Frame for a Male Slash is generated on 3d6+1. The total is found to be 13, indicating that the Juggler has a Heavy Frame and will therefore suffer a -1 penalty to his Agility.

## Weight

A Juggler's Optimum Weight is derived from Height and Frame. The tables below determine the Juggler's Optimum Weight in pounds by referring to his or her Height. Adjust this value by Frame.

Hgt / Wgt	Hgt / Wgt	Hgt / Wgt	Frame	Adj.
51" / 97 lbs	63" / 133 lbs	75" / 186 lbs	Scant	×0.8
52" / 100 lbs	64" / 137 lbs	76" / 191 lbs	Light	×0.9
53" / 103 lbs	65" / 141 lbs	77" / 196 lbs	Average	×1.0
54" / 106 lbs	66" / 145 lbs	78" / 201 lbs	Heavy	×1.1
55" / 109 lbs	67" / 149 lbs	79" / 206 lbs	Massive	×1.2
56" / 112 lbs	68" / 153 lbs	80" / 211 lbs		
57" / 115 lbs	69" / 157 lbs	81" / 216 lbs		
58" / 118 lbs	70" / 162 lbs	82" / 221 lbs		
59" / 121 lbs	71" / 167 lbs	83" / 226 lbs		
60" / 124 lbs	72" / 171 lbs	84" / 231 lbs		
61" / 127 lbs	73" / 176 lbs			
62" / 130 lbs	74" / 181 lbs			

For example, a 73" (6'1") Juggler with a Heavy Frame would have an Optimum Weight of (176×1.1=) 194 lbs.

Optimum Weight directly affects a Juggler's Strength as follows:

Optimum Wgt	STR Adj.	Optimum Wgt	STR Adj.
56-85 lbs	-4	156-170 lbs	+1
86-110 lbs	-3	171-190 lbs	+2
111-130 lbs	-2	191-215 lbs	+3
131-145 lbs	-1	216-245 lbs	+4
146-155 lbs	+0	246-280 lbs	+5

Therefore, a Juggler weighing 194 lbs would gain a +3 bonus to his or her Strength attribute.

A Juggler's Gross Weight is his or her Optimum Weight plus any discretionary weight increase, such as that gained through Obesity. (For most Juggers, Gross Weight will equal Optimum Weight.) Gross Weight is needed to determine the Size Factor for armour and clothing.

A Juggler's Size Factor can be derived from the table below. The default weight of any armour or clothing worn by the Juggler should be multiplied by this factor (this is covered later in this article).

Gross Wgt	Size Factor	Gross Wgt	Size Factor
76-90 lbs	×0.7	241-285 lbs	×1.3
91-110 lbs	×0.8	286-335 lbs	×1.4
111-135 lbs	×0.9	336-390 lbs	×1.5
136-165 lbs	×1.0	391-450 lbs	×1.6
166-200 lbs	×1.1	451-515 lbs	×1.7
201-240 lbs	×1.2		

By now you should have all the randomly-generated statistics determined for a Juggler. Each of these statistics is final once generated; no re-rolls are permitted for any of them.

The above should be repeated for all the other Juggers in the team. Once this has been completed, you are ready for the next stage in Juggler creation: points allocation.

## Attributes - Points Allocation

Seven Core Attributes are used in JuggerMaster: **STRENGTH, ENDURANCE, DEXTERITY, AGILITY, SPEED, PERCEPTION** and **WILL**. These attributes are used to determine a Jugger's skills and combat effectiveness. Each theoretically has a range between 3 and 18 (the average person has an attribute of 10 or 11), however, Juggers are tougher than the average person and therefore their attributes tend to be significantly higher.

The Core Attributes are not randomly generated. Instead, the entire Jugger Team is granted a number of points to allocate to the five Juggers. A typical, non-League Team will have **460 POINTS** to distribute amongst 5 sets of 7 attributes (an average of 13 per attribute).

For all attributes except Will (see below), the minimum score before modification (by Sex, Medical Traits, Frame or Optimum Weight) is **6** and the maximum is **18**. The point cost for each pre-modified attribute is as follows:

Pre-Modified Attribute	6	7	8	9	10	11	12	13	14	15	16	17	18
Point Cost	6	7	8	9	10	11	12	13	14	15	17	20	24

Notice that it costs proportionately more points to purchase a pre-modified attribute of 16, 17 or 18.

Juggers must not only be physically fit for The Game, they must also be psychologically prepared for the rigours of hand-to-hand combat and critical teamwork. To reflect this, each Jugger must have a minimum Will attribute according to his or her position (see the table below); the maximum score is 18.

Jugger	Min WIL
Slash	13
Qwik	12
Drive	11
Backcharge	9
Protector	6

After the pre-modified attributes have been determined, they may be adjusted by modifiers from Sex, Medical Traits, Frame and/or Optimum Weight.

**Note:** Speed is dependent on Agility, so its final score must not differ from Agility by more than 4 points. For Female Juggers, if the -2 Speed penalty reduces their Speed to 5 or 6 points below Agility, decrease the penalty so that the attribute is exactly 4 points below Agility.

When assigning points to Juggers, keep in mind that each Jugger position has at least two attributes that are considered important. The Slash, Drive and Backcharge should have a high *Strength* and *Endurance*; the Qwik should have a high *Agility* and *Speed*; and the Protector should have a high *Dexterity* and *Perception*. It is recommended (but not required) that the Jugger have a score of at least 13 in both these attributes.

After determining each Jugger's Core Attributes, his or her Mobility, Dodge and Initiative can be calculated.

### Mobility

Mobility = Speed  $\times$  5. Mobility is the distance that a Jugger can move in a round. Effective Mobility is Mobility minus Physical and Special Penalties. Mobility is not classed as a skill in JuggerMaster and so may not improve.

### Dodge

Dodge = Agility  $\times$  5. Dodge is the Jugger's natural ability to avoid blows. Effective Dodge is Dodge minus Physical and Special Penalties. Dodge is not classed as a skill in JuggerMaster and so may not improve.

### Initiative

Initiative Skill Base = (END+DEX+AGL+SPD+WIL)/5, rounded off to the nearest integer. All Juggers start with an Initiative of SB5, with the following limitation: if Initiative exceeds 70, the points above 70 are halved (round up), and if this total exceeds 80, then the points above 80 are halved again (round up). Initiative is classed as a quasi-skill and can be improved to a maximum of SB5+25.

Effective Initiative is Initiative minus Physical and Special Penalties.

## Skills

Next, each Jugger's **SKILLS** are calculated. The table below shows the Skill Base for each skill (round off to the nearest whole number) and the Opening Mastery Level for each Jugger. Remember that certain Sunsigns can provide a bonus to the Skill Base.

Skill	Skill Base	Sl/Dr/Ba	Qwik	Protector
Awareness	PER	SB5	SB5	SB5
Chain-whip	(DEX+DEX+PER)/3	(SB1)	(SB1)	SB4
Juggerstaff	(STR+DEX+DEX)/3	SB5	(SB3)	(SB3)
Physician	(PER+PER+WIL)/3	SB2	SB2	SB1
Unarmed Combat	(STR+DEX+AGL)/3	SB4	SB5	SB3

The OMLs in brackets are not normally recorded for the Jugger; they are presented for comparative purposes.

There is a limitation imposed on Opening Mastery Levels: if the OML exceeds 70, the points above 70 are halved (round up), and if this total exceeds 80, then the points above 80 are halved again (round up). In this way, it is impossible for a Jugger to begin play with an Opening Mastery Level of 90+.

For example, Gunbaathar the Drive has 21 Strength, 16 Dexterity and was born under the Herpa Sunsign. His Juggerstaff SB is therefore 20 and his OML ( $20 \times 5 =$ ) 100. Since OML exceeds 70, the amount above 70 is halved, so his OML is reduced to  $((100-70)/2)+70 =$  85. Since this value exceeds 80, the amount above 80 is halved again, so that his final OML becomes  $((85-80)/2)+80 =$  83.

All the above skills may be improved during gameplay, to a maximum Mastery Level of SB5+25. Whenever a skill development roll is allowed, the 1d100 chance of the skill improving by 1 point is equal to  $(SB5+25)-(ML)$ .

For example, after a match, Gunbaathar is granted a skill development roll for his Juggerstaff skill. His maximum Mastery Level is 125 and his current Mastery Level is 83, so the 1d100 chance of improving his skill is  $(125-83 =)$  42. If 01-42 is rolled on 1d100, the ML increases to 84.

## Armour

The Juggers' **ARMOUR** should now be purchased. A typical, non-League Team is given **7,000 POINTS** to spend on armour - the points are often divided up like this: Slash and Drive - 1,500 to 1,600 points each; Backcharge - 1,300 to 1,400 points; Qwik and Protector - 1,200 to 1,300 points each.

A Jugger may purchase whatever armour he or she wishes, although the TimeKeeper may impose restrictions on the availability of certain armour types. Each body location can have up to 3 layers of armour, but the total Bulk of armour in any body location must not exceed 10. The table below shows the five different types of armour available in JuggerMaster:

Armour	Cost per % of Body	Bulk	Wgt per % of Body	B	E	P	S
Cloth (C)	5 points	2	0.05 lbs	1	2	1	0
Leather (L)	8 points	4	0.18 lbs	2	4	3	1
Tyre Rubber (TR)	8 points	6	0.30 lbs	3	5	4	2
Reinforced Leather (RL)	9 points	5	0.45 lbs	4	6	4	3
Splinted Leather (SL)	11 points	6	0.65 lbs	6	8	5	4

*Cloth* is simply coarse, strong cloth.

*Leather* is tough, thick leather or thin leather with padding.

*Tyre Rubber* is armour made from cut-up vehicle tyres.

*Reinforced Leather* is tough leather reinforced with metal pieces, chains, etc.

*Splinted Leather* is thick leather augmented with metal tubes or splints.

The tables on pages 26 and 27 list all the possible combinations of armour with their costs and default weights. Since it takes a lot of time to carefully select armour for each Jugger, those in a hurry to start playing should use the armour listings on the sample Jugger Team Roster Sheets following this article.

When selecting armour, bear in mind that the most important Impact aspect in The Game is Blunt (B). Also, certain locations (for example, the Shoulders, Forearms, Thorax and Thighs) are struck more often than others and should have better protection. Finally, some locations are more vulnerable to injury (such as the Abdomen and Groin) and should also be well-protected.

**Note:** Armour to the *Face* location implies protection for the **Eyes**. However, because of the restricted vision caused by a mask the wearer must suffer a **-5 EML** Special Penalty. For this reason, although Slashes, Drives and Backcharges wear masks, Qwicks and Protectors tend to remain bare-faced.

**Note:** *Reinforced* and *Splinted Leather* have the additional advantage of boosting the Impact of Unarmed Combat strikes. RL or SL armour worn on the locations listed in the tables below can increase the Blunt aspect of an appropriate Unarmed Combat attack by **+1** Impact. For example, Reinforced Leather worn on the Hands will increase the Impact of a Punch by +1.

Location	Attack
Skull	Head-butt
Shoulders	Barge
Elbows	Elbow
Forearms	Punch

Location	Attack
Hands	Punch
Knees	Knee
Calves	Kick
Feet	Kick

*Optional rule:* A Jugger may choose to have Shredders (broken glass, shards of metal, etc.) or Spikes fitted on his or her Reinforced or Splinted Leather. If this is done, instead of boosting the Impact of Unarmed Combat strikes by +1 Blunt Impact (see above), the Impact aspect is changed from Blunt to Edge (Shredders) or Point (Spikes). Therefore, Spiked Reinforced Leather worn on the Hands will inflict 0p base Impact instead of 0b. Note that because of the relatively small size of these weapons, the maximum injury that can be inflicted is Serious (1d10+10 IPs).

The total armour cost for each Jugger should be recorded on the Jugger Team Roster Sheet.

The default weight of the armour is for a Jugger with a Size Factor of  $\times 1.0$ . Calculate the total weight of the selected armour and multiply it by the Jugger's actual Size Factor to determine the final armour weight.

The Jugger's Size Factor is derived from his or her Gross Weight:

Gross Wgt	Size Factor
76-90 lbs	$\times 0.7$
91-110 lbs	$\times 0.8$
111-135 lbs	$\times 0.9$
136-165 lbs	$\times 1.0$
166-200 lbs	$\times 1.1$
201-240 lbs	$\times 1.2$

Gross Wgt	Size Factor
241-285 lbs	$\times 1.3$
286-335 lbs	$\times 1.4$
336-390 lbs	$\times 1.5$
391-450 lbs	$\times 1.6$
451-515 lbs	$\times 1.7$



**Armour Cost per Location**

Armour Combination	B	E	P	S	Sk	Fa/Ey	Nk	Sh	Ua	El	Fo	Ha	Tx	Ab	Hp	Gr	Th	Kn	Cf	Ft
Cloth (C)	1	2	1	0	20	15	10	15	30	10	25	25	60	60	45	5	70	15	60	35
Leather (L)	2	4	3	1	32	24	16	24	48	16	40	40	96	96	72	8	112	24	96	56
Tyre Rubber (TR)	3	5	4	2	32	24	16	24	48	16	40	40	96	96	72	8	112	24	96	56
Reinforced Leather (RL)	4	6	4	3	36	27	18	27	54	18	45	45	108	108	81	9	126	27	108	63
C+C	2	4	2	0	40	30	20	30	60	20	50	50	120	120	90	10	140	30	120	70
Splinted Leather (SL)	6	8	5	4	44	33	22	33	66	22	55	55	132	132	99	11	154	33	132	77
C+L	3	6	4	1	52	39	26	39	78	26	65	65	156	156	117	13	182	39	156	91
C+TR	4	7	5	2	52	39	26	39	78	26	65	65	156	156	117	13	182	39	156	91
C+RL	5	8	5	3	56	42	28	42	84	28	70	70	168	168	126	14	196	42	168	98
C+C+C	3	6	3	0	60	45	30	45	90	30	75	75	180	180	135	15	210	45	180	105
L+L	4	8	6	2	64	48	32	48	96	32	80	80	192	192	144	16	224	48	192	112
L+TR	5	9	7	3	64	48	32	48	96	32	80	80	192	192	144	16	224	48	192	112
C+SL	7	10	6	4	64	48	32	48	96	32	80	80	192	192	144	16	224	48	192	112
L+RL	6	10	7	4	68	51	34	51	102	34	85	85	204	204	153	17	238	51	204	119
C+C+L	4	8	5	1	72	54	36	54	108	36	90	90	216	216	162	18	252	54	216	126
C+C+TR	5	9	6	2	72	54	36	54	108	36	90	90	216	216	162	18	252	54	216	126
RL+RL	8	12	8	6	72	54	36	54	108	36	90	90	216	216	162	18	252	54	216	126
C+C+RL	6	10	6	3	76	57	38	57	114	38	95	95	228	228	171	19	266	57	228	133
L+SL	8	12	8	5	76	57	38	57	114	38	95	95	228	228	171	19	266	57	228	133
C+C+SL	8	12	7	4	84	63	42	63	126	42	105	105	252	252	189	21	294	63	252	147

**Default Armour Weight per Location (lbs)**

Armour Combination	B	E	P	S	Sk	Fa/Ey	Nk	Sh	Ua	El	Fo	Ha	Tx	Ab	Hp	Gr	Th	Kn	Cf	Ft
Cloth (C)	1	2	1	0	0.2	0.2	0.1	0.2	0.3	0.1	0.3	0.3	0.6	0.6	0.5	0.1	0.7	0.2	0.6	0.4
Leather (L)	2	4	3	1	0.7	0.5	0.4	0.5	1.1	0.4	0.9	0.9	2.2	2.2	1.6	0.2	2.5	0.5	2.2	1.3
Tyre Rubber (TR)	3	5	4	2	1.2	0.9	0.6	0.9	1.8	0.6	1.5	1.5	3.6	3.6	2.7	0.3	4.2	0.9	3.6	2.1
Reinforced Leather (RL)	4	6	4	3	1.8	1.4	0.9	1.4	2.7	0.9	2.3	2.3	5.4	5.4	4.1	0.5	6.3	1.4	5.4	3.2
C+C	2	4	2	0	0.4	0.3	0.2	0.3	0.6	0.2	0.5	0.5	1.2	1.2	0.9	0.1	1.4	0.3	1.2	0.7
Splinted Leather (SL)	6	8	5	4	2.6	2.0	1.3	2.0	3.9	1.3	3.3	3.3	7.8	7.8	5.9	0.7	9.1	2.0	7.8	4.6
C+L	3	6	4	1	0.9	0.7	0.5	0.7	1.4	0.5	1.2	1.2	2.8	2.8	2.1	0.2	3.2	0.7	2.8	1.6
C+TR	4	7	5	2	1.4	1.1	0.7	1.1	2.1	0.7	1.8	1.8	4.2	4.2	3.2	0.4	4.9	1.1	4.2	2.5
C+RL	5	8	5	3	2.0	1.5	1.0	1.5	3.0	1.0	2.5	2.5	6.0	6.0	4.5	0.5	7.0	1.5	6.0	3.5
C+C+C	3	6	3	0	0.6	0.5	0.3	0.5	0.9	0.3	0.8	0.8	1.8	1.8	1.4	0.2	2.1	0.5	1.8	1.1
L+L	4	8	6	2	1.4	1.1	0.7	1.1	2.2	0.7	1.8	1.8	4.3	4.3	3.2	0.4	5.0	1.1	4.3	2.5
L+TR	5	9	7	3	1.9	1.4	1.0	1.4	2.9	1.0	2.4	2.4	5.8	5.8	4.3	0.5	6.7	1.4	5.8	3.4
C+SL	7	10	6	4	2.8	2.1	1.4	2.1	4.2	1.4	3.5	3.5	8.4	8.4	6.3	0.7	9.8	2.1	8.4	4.9
L+RL	6	10	7	4	2.5	1.9	1.3	1.9	3.8	1.3	3.2	3.2	7.6	7.6	5.7	0.6	8.8	1.9	7.6	4.4
C+C+L	4	8	5	1	1.1	0.8	0.6	0.8	1.7	0.6	1.4	1.4	3.4	3.4	2.5	0.3	3.9	0.8	3.4	2.0
C+C+TR	5	9	6	2	1.6	1.2	0.8	1.2	2.4	0.8	2.0	2.0	4.8	4.8	3.6	0.4	5.6	1.2	4.8	2.8
RL+RL	8	12	8	6	3.6	2.7	1.8	2.7	5.4	1.8	4.5	4.5	10.8	10.8	8.1	0.9	12.6	2.7	10.8	6.3
C+C+RL	6	10	6	3	2.2	1.7	1.1	1.7	3.3	1.1	2.8	2.8	6.6	6.6	5.0	0.6	7.7	1.7	6.6	3.9
L+SL	8	12	8	5	3.3	2.5	1.7	2.5	5.0	1.7	4.2	4.2	10.0	10.0	7.5	0.8	11.6	2.5	10.0	5.8
C+C+SL	8	12	7	4	3.0	2.3	1.5	2.3	4.5	1.5	3.8	3.8	9.0	9.0	6.8	0.8	10.5	2.3	9.0	5.3

## Weapons

Each Juggler is issued an appropriate **WEAPON** to use in The Game. Only the Qwik starts with no weapons.

The stronger the Juggler, the heavier and more damaging the weaponry he or she can employ. Each Juggler receives a weapon suited to his or her Strength:

### Weapons for Juggers with STR 7 or less

Weapon	Wgt	WQ	A/D	Pr/Se	B	E	Notes
Slash's Jugglerstaff	5	11	4/2	-10/-20	3	-	Can Trip without penalty.
Drive's Jugglerstaff	5	12	4/3	-10/-20	3	-	
Backcharge's Jugglerstaff	5	11	4/2	-10/-20	3	-	Can Trip without penalty, bonus to Pin.
Protector's Chain-whip (lg)	5	11	5/1	-20/-30	3	2	Can extend to 2-hex range at -10 EML.
Protector's Chain-whip (sh)	3	10	4/1	+0/-15	2	2	Protector may have one in each hand.

### Weapons for Juggers with STR 8 to 13

Weapon	Wgt	WQ	A/D	Pr/Se	B	E	Notes
Slash's Jugglerstaff	7	12	4/2	-10/-20	4	-	Can Trip without penalty.
Drive's Jugglerstaff	7	12	4/3	-10/-20	4	-	
Backcharge's Jugglerstaff	7	12	4/2	-10/-20	4	-	Can Trip without penalty, bonus to Pin.
Protector's Chain-whip (lg)	6	11	5/1	-20/-30	4	3	Can extend to 2-hex range at -10 EML.
Protector's Chain-whip (sh)	4	11	4/1	+0/-15	3	2	Protector may have one in each hand.

### Weapons for Juggers with STR 14 to 20

Weapon	Wgt	WQ	A/D	Pr/Se	B	E	Notes
Slash's Jugglerstaff	9	12	4/2	-10/-20	5	-	Can Trip without penalty.
Drive's Jugglerstaff	9	13	4/3	-10/-20	5	-	
Backcharge's Jugglerstaff	9	12	4/2	-10/-20	5	-	Can Trip without penalty, bonus to Pin.
Protector's Chain-whip (lg)	8	11	5/1	-20/-30	5	4	Can extend to 2-hex range at -10 EML.
Protector's Chain-whip (sh)	5	11	4/1	+0/-15	4	3	Protector may have one in each hand.

### Weapons for Juggers with STR 21 or more

Weapon	Wgt	WQ	A/D	Pr/Se	B	E	Notes
Slash's Jugglerstaff	12	13	4/2	-10/-20	6	-	Can Trip without penalty.
Drive's Jugglerstaff	12	14	4/3	-10/-20	6	-	
Backcharge's Jugglerstaff	12	13	4/2	-10/-20	6	-	Can Trip without penalty, bonus to Pin.
Protector's Chain-whip (lg)	11	12	5/1	-20/-30	6	5	Can extend to 2-hex range at -10 EML.
Protector's Chain-whip (sh)	5	11	4/1	+0/-15	4	3	Protector may have one in each hand.

The *Slash's Jugglerstaff* is a 6-foot long staff with a weighted, padded head on one end and a hook on the other. It is well-suited to tripping up opponents.

The *Drive's Jugglerstaff* has a weighted, padded head on each end. It is a straightforward bludgeoning weapon.

The *Backcharge's Jugglerstaff* has a weighted, padded head on one end and a special hook and T-bar on the other. It is well-suited to tripping up opponents and placing Pins on them.

The *Long Protector's Chain-whip* is a 10-foot long webbed whipping chain attached to a long handle. At the end of each chain is a small weight that is quite sharp. This weapon is intended for whirling overhead.

The *Short Protector's Chain-whip* is about 4-feet long and is attached to a short handle. A Protector may wield one in each hand (and therefore begin play with two chain-whips).

If a Juggler attempts to wield a weapon that is heavier than his or her Strength can handle, its Impact values are reduced to match the wielder's own Strength category. Furthermore, the Primary (Pr) and Secondary (Se) Hand penalties are increased by -5.

Conversely, if a Juggler tries to wield a weapon that is lighter than he or she should be using, the weapon's listed Impact values are used.

## ***Load and Encumbrance***

Add up each Jugger's weapon and total armour weights, as well as any excess weight due to Obesity. This total is the Jugger's **LOAD** in pounds.

Divide the Load by the Jugger's Endurance, rounding off to the nearest integer (the minimum is 1). This value is the **FATIGUE RATE**, which indicates how quickly a Jugger tires during a match. At the end of 6 Actions (the TimeKeeper will announce when), the Jugger will accumulate Fatigue Points equal to his or her Fatigue Rate.

Double the Jugger's Fatigue Rate to determine his or her **ENCUMBRANCE**. This is a Physical Penalty that is applied to all skills. The higher the Encumbrance, the more restricted the Jugger's movements and hence his or her fighting ability.

For example, Gunbaathar the Drive has a Load of 94 lbs. His Endurance is 16, so his Fatigue Rate is  $(94/16=)$  6 and his Encumbrance is 12. He will suffer a -12 EML Physical Penalty due to the encumbrance of his weapon and armour.

## ***The Complete Jugger Team***

By now you should have five completed Juggers for one Team. Players may wish to name their Team and Juggers.

No Team will last very long without an accompanying Physician to stitch up open wounds and mend broken bones. The Physician does not require attributes to be generated; he or she merely has a Physician ML of  $4d6+50$  (ML 54 to 74), with a Skill Base equal to one fifth this starting ML. The Physician's skill can be improved like any other, to a maximum of  $SB5+25$ .





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# Jugger Team Roster Sheet

# SLASH

TEAM NAME  POINTS ALLOCATED

JUGGER NAME

SEX  MEDICAL

SUNSIGN  HEIGHT

POSITION  FRAME

WEIGHT

STRENGTH  SPEED  MOBILITY

ENDURANCE  PERCEPTION  DODGE

DEXTERITY  WILL  INITIATIVE SB

AGILITY  INITIATIVE

SKILL	SB	ML
JUGGERSTAFF		
UNARMED		

SKILL	SB	ML
AWARENESS		
PHYSICIAN		

### ARMOUR WORN

ARMOUR COST

Sk	Ey	Fa	Nk
SL	C	C	L
	TR	TR	L

Sh	Ua	El	Fo	Ha
L	C	C	C	C
RL	TR	SL	RL	SL

Tx	Ab	Hp	Gr
L	L	L	C
RL	RL	RL	SL

Th	Kn	Cf	Ft
C	L	C	C
SL	RL	SL	RL

### ARMOUR PROTECTION

	Sk	Ey	Fa	Nk
B	6	4	4	4
E	8	7	7	8
P	5	5	5	6
S	4	2	2	2

	Sh	Ua	El	Fo	Ha
6	4	7	5	7	
1	7	1	8	1	
0		0		0	
7	5	6	5	6	
4	2	4	3	4	

	Tx	Ab	Hp	Gr
6	6	6	7	
1	1	1	1	
0	0	0	0	
7	7	7	6	
4	4	4	4	

	Th	Kn	Cf	Ft
7	6	7	5	
1	1	1	8	
0	0	0		
6	7	6	5	
4	4	4	3	

ARMOUR WGT  × SIZE FACTOR  = LOAD  LBS

WEAPON	WGT	WQ	A/D	Pr/Se	B
JUGGERSTAFF					

TOTAL LOAD

FATIGUE RATE

ENC

INJURY PTS	FATIGUE PTS	SPECIAL PENALTIES	TOTAL PENALTIES
		Mask: -5	



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# Jugger Team Roster Sheet

# QWIK

TEAM NAME  POINTS ALLOCATED

JUGGER NAME

SEX  MEDICAL

SUNSIGN  HEIGHT

POSITION  FRAME

WEIGHT

STRENGTH  SPEED  MOBILITY

ENDURANCE  PERCEPTION  DODGE

DEXTERITY  WILL  INITIATIVE SB

AGILITY  INITIATIVE

SKILL	SB	ML
UNARMED		
AWARENESS		

SKILL	SB	ML
PHYSICIAN		

### ARMOUR WORN

ARMOUR COST

Sk	Ey	Fa	Nk
C			
RL			

Sh	Ua	El	Fo	Ha
C	C	C	C	C
RL	L	RL	L	RL

Tx	Ab	Hp	Gr
C	C	C	C
L	L	L	L

Th	Kn	Cf	Ft
C	C	C	C
L	RL	L	RL

### ARMOUR PROTECTION

	Sk	Ey	Fa	Nk
B	5			
E	8			
P	5			
S	3			

Sh	Ua	El	Fo	Ha
5	3	5	3	5
8	6	8	6	8
5	4	5	4	5
3	1	3	1	3

Tx	Ab	Hp	Gr
3	3	3	3
6	6	6	6
4	4	4	4
1	1	1	1

Th	Kn	Cf	Ft
3	5	3	5
6	8	6	8
4	5	4	5
1	3	1	3

ARMOUR WGT  × SIZE FACTOR  = LOAD  LBS

NOTES

TOTAL LOAD   
 FATIGUE RATE   
 ENC

INJURY PTS	FATIGUE PTS	SPECIAL PENALTIES	TOTAL PENALTIES



TEAM NAME  POINTS ALLOCATED

JUGGER NAME

SEX  MEDICAL

SUNSIGN  HEIGHT

POSITION  FRAME

WEIGHT

STRENGTH  SPEED  MOBILITY

ENDURANCE  PERCEPTION  DODGE

DEXTERITY  WILL  INITIATIVE SB

AGILITY  INITIATIVE

SKILL	SB	ML
JUGGERSTAFF		
UNARMED		

SKILL	SB	ML
AWARENESS		
PHYSICIAN		

### ARMOUR WORN

ARMOUR COST

Sk	Ey	Fa	Nk
RL	C	C	C
RL	TR	TR	SL

Sh	Ua	El	Fo	Ha
RL	C	C	SL	C
RL	TR	SL		SL

Tx	Ab	Hp	Gr
L	RL	C	C
RL	RL	SL	SL

Th	Kn	Cf	Ft
C	C	C	C
SL	SL	SL	RL

### ARMOUR PROTECTION

	Sk	Ey	Fa	Nk
B	8	4	4	7
E	1	7	7	1
	2			0
P	8	5	5	6
S	6	2	2	4

	Sh	Ua	El	Fo	Ha
	8	4	7	6	7
	1	7	1	8	1
	2		0		0
	8	5	6	5	6
	6	2	4	4	4

	Tx	Ab	Hp	Gr
	6	8	7	7
	1	1	1	1
	0	2	0	0
	7	8	6	6
	4	6	4	4

	Th	Kn	Cf	Ft
	7	7	7	5
	1	1	1	8
	0	0	0	
	6	6	6	5
	4	4	4	3

ARMOUR WGT  × SIZE FACTOR  = LOAD  LBS

WEAPON	WGT	WQ	A/D	Pr/Se	B
JUGGERSTAFF					

TOTAL LOAD

FATIGUE RATE

ENC

INJURY PTS	FATIGUE PTS	SPECIAL PENALTIES	TOTAL PENALTIES
		Mask: -5	



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# Jugger Team Roster Sheet

# BACKCHARGE

TEAM NAME  POINTS ALLOCATED

JUGGER NAME

SEX  MEDICAL

SUNSIGN  HEIGHT

POSITION  FRAME

WEIGHT

STRENGTH  SPEED  MOBILITY

ENDURANCE  PERCEPTION  DODGE

DEXTERITY  WILL  INITIATIVE SB

AGILITY  INITIATIVE

SKILL	SB	ML
JUGGERSTAFF		
UNARMED		

SKILL	SB	ML
AWARENESS		
PHYSICIAN		

## ARMOUR WORN

ARMOUR COST

Sk	Ey	Fa	Nk
L	TR	TR	C
RL			RL

Sh	Ua	El	Fo	Ha
L	RL	SL	RL	SL
RL				

Tx	Ab	Hp	Gr
C	C	C	C
RL	RL	RL	SL

Th	Kn	Cf	Ft
C	C	C	C
RL	SL	C	TR
		TR	

## ARMOUR PROTECTION

	Sk	Ey	Fa	Nk
B	6	3	3	5
E	1	5	5	8
	0			
P	7	4	4	5
S	4	2	2	3

	Sh	Ua	El	Fo	Ha
B	6	4	6	4	6
E	1	6	8	6	8
	0				
P	7	4	5	4	5
S	4	3	4	3	4

	Tx	Ab	Hp	Gr
B	5	5	5	7
E	8	8	8	1
				0
P	5	5	5	6
S	3	3	3	4

	Th	Kn	Cf	Ft
B	5	7	5	4
E	8	1	9	7
		0		
P	5	6	6	5
S	3	4	2	2

ARMOUR WGT  × SIZE FACTOR  = LOAD  LBS

WEAPON	WGT	WQ	A/D	Pr/Se	B
JUGGERSTAFF					

TOTAL LOAD   
 FATIGUE RATE   
 ENC

INJURY PTS	FATIGUE PTS	SPECIAL PENALTIES	TOTAL PENALTIES
		Mask: -5	



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# Jugger Team Roster Sheet

# PROTECTOR

TEAM NAME  POINTS ALLOCATED

JUGGER NAME

SEX  MEDICAL

SUNSIGN  HEIGHT

POSITION  FRAME

WEIGHT

STRENGTH  SPEED  MOBILITY

ENDURANCE  PERCEPTION  DODGE

DEXTERITY  WILL  INITIATIVE SB

AGILITY  INITIATIVE

SKILL	SB	ML
CHAIN-WHIP		
UNARMED		

SKILL	SB	ML
AWARENESS		
PHYSICIAN		

## ARMOUR WORN

## ARMOUR COST

Sk	Ey	Fa	Nk
C			
TR			

Sh	Ua	El	Fo	Ha
C	C	C	C	
RL	RL	RL	RL	

Tx	Ab	Hp	Gr
C	C	C	C
RL	RL	TR	TR

Th	Kn	Cf	Ft
C	C	C	C
TR	RL	TR	L

## ARMOUR PROTECTION

	Sk	Ey	Fa	Nk
B	4			
E	7			
P	5			
S	2			

Sh	Ua	El	Fo	Ha
5	5	5	5	
8	8	8	8	
5	5	5	5	
3	3	3	3	

Tx	Ab	Hp	Gr
5	5	4	4
8	8	7	7
5	5	5	5
3	3	2	2

Th	Kn	Cf	Ft
4	5	4	3
7	8	7	6
5	5	5	4
2	3	2	1

## ARMOUR WGT

## SIZE FACTOR

## LOAD

×  =  LBS

WEAPON	WGT	WQ	A/D	Pr/Se	B	E
CHAIN-WHIP						

TOTAL LOAD

FATIGUE RATE

ENC

INJURY PTS	FATIGUE PTS	SPECIAL PENALTIES	TOTAL PENALTIES



# TIMEKEEPER'S SHEET

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vs

	Rank	Cumulative Actions per Round (FPs issued after Cum. Actions = 6)	
	□	<b>Jugger</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
		<b>Effective Initiative</b>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□	<b>Jugger</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
		<b>Effective Initiative</b>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□	<b>Jugger</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
		<b>Effective Initiative</b>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□	<b>Jugger</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
		<b>Effective Initiative</b>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□	<b>Jugger</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
		<b>Effective Initiative</b>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□	<b>Jugger</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
		<b>Effective Initiative</b>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□	<b>Jugger</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
		<b>Effective Initiative</b>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□	<b>Jugger</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
		<b>Effective Initiative</b>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
	□	<b>Jugger</b>	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □
		<b>Effective Initiative</b>	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
			□ □ □ □ □ □ □ □ □ □ □ □ □ □ □