

Preview 3: Injury Routine

This preview gives an overview of a central feature of HårnMaster's realistic depiction of combat—the **Injury Routine**. Its five elements—Strike, Location, Impact, Injury, and Shock—provide a clear and evocative narrative of what transpires in a clash of arms.

[1] Strike

Melee strikes are resolved with an **Opposed test** between the attacker and defender. HårnMaster routinely demands that aware defenders contribute a test to the outcome, an exciting detail of the game that keeps players engaged even when it's not their own character's turn to act.

As Preview 1 previously explained, Opposed tests are measured according to the difference between each party's success level (CF, E, S, CS). When at least one of the two opponents succeeds, each difference in success level equals **one step (or star) of victory** for the combatant who rolled the higher success level. When both fail, there is no victor.

Example: *let's assume both combatants wield broadswords. The attacker's strike test is a Success (S) and the defender's test to block is a Failure (F). This generates one victory star for the attacker—a broadsword strike that hits the defender.*

[2] Location

When a strike succeeds, two dice are rolled on the STRIKE LOCATION table to determine where the blow lands. The first die is called the **Zone Die (ZD)**, and varies according to the weapon used in the successful strike (often d4, d6, d8, or d10). The ZD column in the BROADSWORD table indicates that the weapon uses a d4 Zone Die. The second die is always a d10, the same for all weapons.

The attacking player rolls d4 and d10 at the same time. The d4 result is read in the ZD column of the target's STRIKE LOCATION table; the d10 result is applied to the second, darker column of the corresponding Zone subsection generated by the ZD.

Example: *a d4 ZD roll of 3 indicates an Arm Zone strike, and a d10 roll of 2 means it specifically hits the Shoulder location.*

Designating which limb is struck can often be determined by the very same ZD result—a 2 means Right and a 3 means Left, the **Left Shoulder** in this example.

Zone Placement: before rolling the initial Opposed melee test in the previous step, the attacker could have announced an alternative 'placement' of the ZD roll—perhaps selecting the 4 in the Torso as the starting point. In this way, the d4's range of numbers would produce ZD results of 4, 5, 6, (all three in the Torso Zone) and 7 (Leg Zone). This is how combatants can tactically direct their strikes. Our attacker chose the default Head Zone 1 placement, so the ZD roll of 3 was a Shoulder strike.

BROADSWORD

WQ	HFT	LNG	ZD	IMP	TRAITS	LB	PRICE
12	10	5	d4	d10+3E	THRUST D8+2P	3	156d



STRIKE LOCATION

ZD	D10	LOCATION	B	E	P	F	SHOCK	
HEAD	1-5	SKULL	8	10	8	7	5	
	6-8	FACE	4	
	9-0	NECK	5	
ARMS	1-3	SHOULDER	4	9	7	3	3	
	4-6	UPPER ARM	4	9	7	3	1	
	2-3	7	ELBOW	4	9	7	3	2
		8-9	FOREARM	2	2	1	2	1
	0	HAND	2	
TORSO	1-5	THORAX	4	9	7	3	4	
	4-6	ABDOMEN	4	9	7	3	4	
	9-0	PELVIS	4	10	7	4	4	
LEGS	1-4	THIGH	4	5	2	5	3	
	7-0	5	KNEE	6	7	4	6	2
		6-8	CALF	3	4	2	5	1
	9-0	FOOT	3	4	2	5	2	

The values in the B-E-P-F columns specifically refer to the mail habergeon suit of armour our defender wears (see next page).

DEFENCE OPTIONS

The defender had two other choices aside from blocking—counterstriking and dodging. **Blocking** has the advantage of automatically being awarded a one-star victory even if the Opposed success levels are tied—there is no tie break. When **dodging**, tied successes are broken, the winner receiving a one-star victory (see Preview 1). When **counterstriking**, tied successes automatically give the attacker a one-star victory—there is no tie break. Our defender chose to block but then proceeded to fail in the attempt.

ZONE DICE ADVANTAGES

The Zone Die mechanic has several advantages: 1) it enables a better scaling of creature size (small creatures often have only 4 or 6 Zones; larger ones have 12, 15, 20, and even more); 2) it allows for intuitive aiming without the need for extra table space, such as dedicated 'high' or 'legs' columns; 3) it introduces a new realistic quality of melee weapons—control or wieldiness (in general, d4 swords; d6 axes; d8 spears). These game advantages manifest at no extra dice roll when compared to HM Gold's d100 roll on its multi-columned location table.

STRENGTH IMPACT MODIFIER

STR	IMPACT	STR	IMPACT
1	-10	10-11	0
2	-8	12-13	+1
3	-6	14-15	+2
4	-4	16-17	+3
5	-3	18-19	+4
6-7	-2	20-21	+5
8-9	-1	22-23...	+6 ...



INJURY

EFFECT. IMPACT:	1+	5+	10+	15+	20+
INJURY LEVEL:	M1 □	S2 □	S3 ●	G4 ●	G5 ▽

INJURY EFFECTS

M Actions are **unhindered** if the Shock Roll succeeds in the next step. After 10 minutes—or immediately if the Shock Roll fails—the injury imparts **5 impairment**.

S Actions suffer **10 impairment**.

G Actions are **prohibited**.

Symbols: the various symbols in the INJURY table above represent the chance for special effects, such as glancing blows, bleeding, and amputation. Certain injuries can jar defenders into dropping their weapon (**Fumble**) or falling down (**Stumble**). These various details are not explained in this preview, but they all usually require a single extra roll to resolve.

[3] Impact

After determining the location struck, the weapon's **base impact die** is rolled. Melee weapons have a characteristic called Aspect that describes the nature of the trauma it inflicts—Blunt (B), Edge (E), or Point (P). All weapons have a primary aspect but most can express other aspects according to how it is wielded.

Our attacker wields a broadsword. As noted in the IMP column of the BROADSWORD table on page 1, base impact equals **d10 + 3E** when it is swung. The sword has a trait that enables a THRUST strike with a d8 + 2P base impact. Although not indicated here, it may also make blunt strikes with the pommel to inflict d6 + 0B base impact.

Attackers modify base impact according to their **Strength attribute**—essentially, every two full Strength beyond 10 equals +1 impact bonus (see sidebar table). Our warrior has a STR 14 and so achieves **d10 + 5E** impact with the broadsword when the Strength modifier is included. Mastercrafting and enchantments can further modify base impact.

Example: a d10 roll of 9 plus the 5 bonus equals a **strike impact 14**.

Creature Impact: adult folk have a minimum Strength 5; lower scores are limited to smaller creatures and have steeper impact penalties. The bite of a small terrier dog with STR4 has a mere **d6 - 4P** base impact.

[4] Injury

The attacker's resulting strike impact is reduced by the **Armour Value (AV)** of the defender's armour in the location struck, which itself varies according to the striking weapon's aspect. Strike impact minus Armour Value equals **effective impact**.

Our defender wears a Mail Habergeon suit, named after its primary article of protection (see sidebar illustration). The various AV it provides are shown in the STRIKE LOCATION table on the previous page. An AV exists for each of the fifteen locations in each of the four aspects. The fourth aspect (F) refers to fire or frost impact.

Example: a strike impact of 14 is reduced by the defender's AV9 that exists in the suit's shoulder location against E (edge) aspect. This equals **effective impact 5**.

Targets struck suffer an **Injury** according to effective impact. Refer to the INJURY table in the sidebar. Locate the effective impact in the ranges indicated across the first horizontal row. Our attacker's impact 5 places it in the **5+ column**, because it is at least 5 but less than the next 10+ column. The injury sustained is then found in the second row that corresponds to this impact column.

Example: the broadsword's effective impact 5 inflicts an **S2 Injury**.

Injuries have a **Severity** of either Minor (M), Serious (S), or Grievous (G). The accompanying number is the **Injury Level** (IL1-5). Our defender has suffered an **S2E injury to the left shoulder**.

Injury Effects: the Severity dictates the effect the injury has on actions. These are explained in the INJURY EFFECTS sidebar table. **Effects only apply to actions related to the injured location's Zone.** In our example, the defender suffers from the Serious Left Shoulder injury only when taking actions involving the left Arm Zone. The 10 impairment (penalty) would not affect uses of the right arm or moving. If the injury were Grievous, the the left arm Zone would be completely unusable.

[5] Shock

When characters suffer an injury, they make a **Shock Roll**, a Mastery test of the Combat skill called Shock. The four resulting success levels produce a modifier between +2 (CF) and -1 (CS), as shown in the top table in the right sidebar.

Added to this modifier is the **Location Shock** that corresponds to the injury's location. This is the number in black in the last column of the STRIKE LOCATION table (see page 1).

Example: the shoulder location has **Location Shock 3**.

Further included to this sum is the Injury Level that resulted in step [4] on the previous page. This is the **Injury Shock**.

Example: the defender suffered an S2E injury, which gives an **Injury Shock 2**.

The sum of these three—Shock Roll modifier, Location Shock, Injury Shock—is then applied to the top row of the SHOCK INDEX table (the second table in the sidebar to the right). The character suffers the corresponding **Shock State** listed in the second row.

Example: let's say our defender rolls a CF on the Shock Roll. This results in a final Shock Index 7 (STN)—Shock Roll modifier +2 plus Location Shock 3 plus Injury Shock 2.

SHOCK STATE

Whereas combatants can often negotiate the effects of Minor and often Serious Injuries in the middle of a fight, the effects of the various Shock States are more of an immediate threat. The SHOCK STATE EFFECTS table describes the rules that apply to characters in each state.

Example: the S2E injury to the left shoulder leaves the defender **Stunned** (STN). The warrior is still conscious, and able to act, but all action tests—such as melee strikes—suffer an automatic success level reduction of one. This is not a penalty to the test roll but rather **a loss of one entire 'star'**. Thus, on the next turn, if the defender attempts a melee strike and achieves a Success (S), being Stunned reduces this to a Failure (F); rolling a Failure (F) becomes a Critical Failure (CF); rolling a Critical Failure is a CF that exacerbates tests by an additional 'star'.

The safest tactic for the defender is to Pass on the next turn. Then—at the end of this very same turn after Passing—the defender is allowed to make another Shock test. A success of any kind removes the Stunned state. If the test fails, the character remains Stunned throughout the ensuing round, until the end of their next turn when another Shock Roll is made to overcome it.

TACTICAL ADVANTAGES

In this Preview's example, the attacker achieved a **one-star success** in the Opposed test, resulting in a successful strike against the defender. However, each additional level of success (each additional star) would have granted the attacker one **Tactical Advantage** (TA). If the attacker rolled a Critical Success (CS) and the defender a Failure (F), the attacker would have earned two victory stars—one for the base strike against the target (like what was resolved here) plus one TA from the second star.

These extra starts are 'spent' on four types of Tactical Advantages: **Action**, **Impact**, **Precision**, and **Setup** (see their brief definitions in the sidebar). Unless noted otherwise, combatants receiving more than one TA at the same time may select multiples of the same type and in combination with others (the Action TA is a notable exception).

SHOCK INDEX

SHOCK TEST:	CF	S	S	CS	
MODIFIER:	+2	+1	0	-1	
↓					
SHOCK INDEX:	≤ 6	7	8	9	10+
SHOCK STATE:	•	STN	INC	UNC	KIA

SHOCK STATE EFFECTS

STN	STUNNED: conscious but dazed. <ul style="list-style-type: none"> All movement is Difficult (and double Move not allowed). Action tests reduced by one Success Level. A successful Shock test at the end of the target's next turn removes the stunned state. Retry every round. Suffering a new STN state while currently stunned changes the shock state to INC.
INC	INCAPACITATED: unconscious and falls prone. <ul style="list-style-type: none"> Only Difficult Half Move allowed and only with assistance from another character. No actions allowed. Unaware (must Ignore all melee attacks). Shock Reroll at the end of next turn. Suffering a new INC state while currently INC changes the shock state to UNC.
UNC	UNCONSCIOUS: unconscious and falls prone. <ul style="list-style-type: none"> No awareness; or movement (unless borne). No actions allowed. Helpless (CS Ignore result in melee). Shock Reroll ten minutes later..
KIA	KILLED IN ACTION: target immediately dies.

TACTICAL ADVANTAGE TYPES

Action: once per round, characters may select an Action TA to take an immediate action, beyond the usual one on their own turn.

Impact: the current strike increases by five impact. There is no limit to how many times this TA can be chosen. Thus, a CS strike against a CF defence results in a three-star strike—the weapon's base impact plus ten (five each from two Impact TA 'stacked' together).

Precision: current strike receives an additional ZD roll, allowing the player to choose the result.

Setup: a test made in the next round receives a bonus star (an increase in success level of one). Not all actions may receive Setups (such as esoteric actions); they usually represent a feint or parry that establishes a more effective follow-up strike or defence.