

STRIKE LOCATION

AIMING ZONE → ↓ STRIKE LOCATION	HEAD -10	ARMS -15	BODY +0	LEGS -10
Skull	01-16	01	01-02	—
*Eye	17-20	02-03	03-04	—
Face	21-27	04-05	05-06	—
Neck	28-43	06-07	07-08	—
*Shoulder	44-75	08-21	09-16	—
*Upper Arm	76-79	22-33	17-24	—
*Elbow	80-81	34-39	25-28	—
*Forearm	82-85	40-69	29-32	01-02
*Hand	86-89	70-89	33-34	03-04
*Wing	90-94	90-95	35-40	—
Thorax	95-97	96-97	41-55	05-06
Abdomen	98	98	56-68	07-11
*Hip	99-00	99-00	69-84	12-25
Groin	—	—	85	26-27
Tail	—	—	86-87	28-33
*Thigh	—	—	88-95	34-63
*Knee	—	—	96-97	64-75
*Calf	—	—	98-99	76-89
*Foot	—	—	—	90-95
Steed (reroll)	—	—	00	96-00

Jaw/Chin	01-20	1d4 Fingers	01-40	*Odd #
*Cheek	21-66	Thumb	41-55	= Left Side
Nose	67-78	Palm	56-70	
*Ear	79-90	Knuckles	71-90	*Even #
Mouth	91-00	Wrist	91-00	= Right Side

HarnSheets

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*Fire

If a 16+ burn occurs the armour has ignited. Wearer acquires extra IP's each turn until the fire dies or is put out. Roll for all body parts the armor covers.

Cloth:

+1d6 IP's turn, 2 turns

Leather:

+2d6 IP's turn, 4 turns

Quilt:

+3d6 IP's turn, 6 turns

Enchanted Armor

+1 protection (all aspects) per level of Enchantment.

ARMOUR PROTECTION

Inferior	B	E	P	F	S	T
Cloth/Hair	0	1	0	*1	0	1
Leather/Hide	1	3	1	*3	0	2
Quilt/Fur	5	2	1	*4	2	3
Kurbul	4	4	2	*3	3	3
Ring/etc.	2	4	2	*3	1	3
Scale	4	7	3	*4	2	5
Mail	2	6	3	2	1	5
Plate	6	8	6	5	4	7
Average	B	E	P	F	S	T
Cloth/Hair	1	2	1	*2	0	2
Leather/Hide	2	4	3	*4	1	3
Quilt/Fur	6	3	2	*5	3	3
Kurbul	5	5	4	*4	4	5
Ring/etc.	3	5	3	*4	2	4
Scale	5	9	4	*5	3	7
Mail	3	8	5	3	2	7
Plate	7	10	8	6	6	9
Superior	B	E	P	F	S	T
Cloth/Hair	2	3	2	*3	0	3
Leather/Hide	3	5	4	*5	2	4
Quilt/Fur	7	4	3	*6	4	4
Kurbul	6	7	5	*5	6	6
Ring/etc.	4	6	4	*5	3	5
Scale	6	11	5	*6	4	8
Mail	4	10	8	4	3	9
Plate	8	12	9	7	8	11

INJURY TABLE

STRIKE ASPECT		B/S Blunt/Squeeze				E/T Edge/Bite/Claw				P Point (Stab)				F Fire/Frost		
LOCATION	IMPACT	1+	7+	13+	19+	5+	9+	13+	17+	5+	11+	16+	21+	1+	11+	21+
Skull		E3	E4	K3	B1 K5	E1	E3	K3	B1 K4	E1	E3	B1 K3	B1 K4	E1	E3	K3
Eye		E2	E3	E5	B1 K4	E2	B1 E3	B1 E4	B2 K5	E3	B1 E4	B1 K4	B2 K5	E2	E4	E6
Face		E2	E3	E4	B1 K4	E1	E2	B1 E3	B2 K4	E1	E3	B1 E5	B1 K4	E2	E4	E5
Neck		E2	E3	K3	B2 K4	E2	B1 E3	B2 K4	B4 A4	E2	E4	B1 K3	B3 K4	E1	E3	K3
Shoulder		F2	F3	F5	B1 E4	F1	F3	B1 E3	B2 K3	F2	F3	F5 E2	B1 E3	E1	E2	E3
Upper Arm		F3	F4	F6	B1 E3	F2	F4	B1 E4	B1 A5	F2	F3	F4 E2	B1 E3	F2 E2	F3 E3	E4
Elbow		F4	F5	E3	B1 E4	F3	F5 E2	B1 E4	B1 A5	F3	F5 E2	F6 E3	B1 E3	F3 E1	F4 E2	E3
Forearm		F3	F4	F6	B1 E3	F2	F4 E1	F6 E3	B1 A5	F2	F4 E1	F5 E2	B1 E3	F2 E2	F3 E3	E4
Hand		F4	F5	E3	B1 E3	F3	F5 E1	F7 E3	B1 A6	F3	F5 E1	F6 E2	B1 E3	F3 E1	F4 E2	E3
Thorax		E2	E3	E4	B1 K4	E2	E3	E4	B1 K3	E2	E3	B1 K3	B1 K4	E3	E4	K4
Abdomen		E2	E3	B1 E4	B2 K3	E2	B1 E3	B2 E4	B3 E5	E2	B1 E3	B2 E5	B3 K3	E3	E4	E6
Hip		S3 E1	S4 E2	S5 E3	B1 E4	S2 E1	S3 E2	S4 E4	B1 E5	S2	S3 E2	S3 E3	B1 E4	E2	E3	E4
Groin		S4 E3	S5 E4	E5	B1 E6	S4 E3	S5 E4	S6 E5	B2 A5	S4 E3	S5 E4	E5	B1 E6	E3	E4	E5
Thigh		S3	S4	S6	B2 E3	S2	S3 E2	B1 E4	B2 A4	S2	S3	S4 E3	B1 E4	E2	E3	E4
Knee		S4	S6	E3	B2 E4	S3 E2	S4 E3	B1 E5	B2 A5	S3	S4	E4	B1 E4	E1	E2	E3
Calf		S3	S4	S6	B1 E3	S2	S3 E2	S5 E4	B1 A5	S3	S4	S5 E3	B1 E4	E2	E3	E4
Foot		S4	S5	E3	B1 E4	S2	S4 E2	S5 E4	B1 A5	S2	S3	E3	B1 E3	E1	E2	E3
Tail		S1	S2	S4	S5 E3	S2	S3	S4 A3	B1 A5	S2	S3	S4 E2	B1 E3	E1	E2	E3
Wing		S2	S3 E2	S4 E3	S5 E4	S3	S4	S5 B1	B2 A5	S2	S3	S4 E2	E3	E1	E2	E3
1d10 Injury Points		Bruise				Minor Cut, Bite or Tear				Minor Stab				Minor Burn/Frost		
1d10+10 IP's		Fracture / Serious Bruise				Serious Cut, Bite or Tear				Serious Stab				Serious Burn/Frost		
1d10+20 IP's		Crush				Grievous Cut, Bite or Tear				Grievous Stab				Grievous Burn/Frost		

A Amputation Roll **B** Bleeding Wound **E** Shock Roll **F** Fumble Roll **K** Kill Roll **S** Stumble Roll

WEAPON CLASS

ANIMAL 0/-	Grainflail 4/1	Nachakas 3/2
Ball & Chain 4/2	GRAPPLE 0/-	Net, etc. 4/0
Bastard Sword 4/2	Hand/Forearm . 0/3	Pike 5/1
Battleaxe 4/2	Handaxe 2/1	Poleaxe 5/1
Battlesword 5/2	Hatchet 1/1	Roundshield ... 1/R
Boss Gore 1/-	Isagara 5/1	Shorkana 1/1
Broadsword 3/2	Javelin 3/1	Shortsword 2/1
Buckler 1/B	Keltan 1/2	Sickle 1/1
Club 3/1	Kite Shield 1/K	Spear 4/2
Dagger 1/1	Knight Shield .. 1/H	Staff 4/3
DODGE -/3	Lance 5/1	Stick/2 ft. 2/1
Estoc 3/2	Longknife 2/2	Taburi 1/0
Falcastra 4/1	Mace 3/1	Tower Shield .. 1/T
Falchion 3/1	Mang 3/2	Trident 4/3
Fighting Claw .. 1/2	Mankar 2/1	Warflail 5/2
Foot/Knee 1/1	Maul 4/1	Warhammer 3/1
Glaive 5/2	Morningstar 4/1	Whip 5/1

CLOSE: Attack/Defense Class 50% (except shields)
MOUNTED: Attack Class +1, Defense Class -1

WEAPON MODIFIER

ATTACK WEAPON CLASS	DEFENDING WEAPON CLASS							SHIELD CLASS			
	0	1	2	3	4	5	6	B	R/H	K	T
0	•	D05	D10	D15	D20	D25	D30	D15	D10	D05	•
1	A05	•	D05	D10	D15	D20	D25	D20	D15	D10	D05
2	A10	A05	•	D05	D10	D15	D20	D15	D20	D15	D10
3	A15	A10	A05	•	D05	D10	D15	D10	D15	D20	D15
4	A20	A15	A10	A05	•	D05	D10	D05	D10	D15	D20
5	A25	A20	A15	A10	A05	•	D05	•	D05	D10	D15
6	A30	A25	A20	A15	A10	A05	•	A05	•	D05	D10

Cross-index attacker and defender weapon classes.
A: Attacker Bonus D: Defender Bonus

MELEE ATTACK

DEF.		BLOCK				COUNTERSTRIKE				DODGE				GRAPPLE				IGNORE		DEF.
		CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll		
ATTACK	CS	BF4	AF3	AF4	AF5	BF3	AF4	D*2	D*3	BS3	AF3	DTA	DTA	BS4	DTA	DHd	DHd	DTA		
	MS	DF3	Block	•	AF3	A*1	•	D*1	D*2	DS3	•	•	DTA	A*1	BS3	DTA	DHd	A*1		
	MF	A*2	A*1	Block	•	A*3	A*2	B*1	D*1	A*2	A*1	•	•	A*2	A*2	A*1	DTA	A*3		
	CF	A*3	A*2	A*1	Block	A*4	A*3	A*1	B*1	A*3	A*2	A*1	•	A*3	A*2	A*1	•	A*4		

GRAPPLE ATTACK

DEF.		COUNTERSTRIKE				DODGE				GRAPPLE				IGNORE
		CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll
ATTACK	CF	•	D*1	D*2	D*3	BS4	AS4	DTA	DTA	BS4	AS4	DHd	DHd	DTA
	MS	•	•	D*1	D*2	DS4	•	DTA	DTA	DS4	•	DHd	DHd	AHd
	MF	AHd	AHd	•	D*1	AHd	AHd	•	DTA	AHd	AHd	BHd	DHd	AHd
	CS	AHd	AHd	AHd	•	AHd	AHd	AHd	•	AHd	AHd	AHd	BHd	AHd

A*	Attacker Strike
D*	Defender Strike
B*	Both Strike
AF	Attacker Fumble Roll
DF	Defender Fumble Roll
BF	Both Fumble Roll
AS	Attacker Stumble Roll
DS	Defender Stumble Roll
BS	Both Stumble Roll
Block	Weapon Damage Roll
•	Standoff or Miss
DTA	Tactical Advantage (D)
AHd	Attacker Obtains Hold
DHd	Defender Obtains Hold
BHd	Both Obtain Holds
Wild	Wild Missile/Fumble
M*	Missile Strike

MISSILE ATTACK

DEF.		SHIELD BLOCK				WEAPON BLOCK				DODGE				IGNORE
		CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll
ATTACK	CF	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild
	MF
	MS	M*2	M*1	Block	Block	M*2	M*2	M*1	Block	M*2	M*1	.	.	M*2
	CS	M*3	M*2	M*1	Block	M*3	M*2	M*1	Block	M*3	M*2	M*1	.	M*3