



ROF = Rate of Fire\*  
\* Includes # of Attacks for Monsters.

Fatigue Factor



# COMBAT SEGMENT CLOCK

## USING the **HackMaster Combat Segment Clock**

I designed the HackMaster Combat Segment Clock about the same time I did the Combat Wheel. New players/GMs are sometimes confused/overwhelmed by the HM combat system. I thought a visual clock showing the countdown of segments during a Combat Round would help players see what was going on and when certain actions took place.

### Assembling

Print out the clock on a color printer, trim it and mount it on a piece of good stiff cardboard or backboard. Punch a hole in the center where indicated. You'll have to make a clock hand (or hands if you want more than one). You can buy plastic clock hands (hour, minute and second) at a local Teacher Supply store. That's probably the best option. You can also make hands from heavy cardstock, plastic strips etc.

You may want to laminate the clock so you can write on it with dry erase.

### Using the Clock.

After everyone has rolled initiative the GM sets the clock to -10 and begins calling out segments. (I usually ask, "Any one starting out at less than zero?" to find out who has the lowest initiative).

If someone casts a spell I place a dime on the outer rim of the clock on the segment that spell takes effect. If it doesn't take effect til the next round simply indicate that with dry erase. The Clock indicates when claw and missile attacks take place.

I like to assign each player a chip or token with a symbol or color on it. They then place these on the outer rim of the clock next to segment they take action. I have similar chips numbered 1 up for Monster's and NPCs.

This helps makes it clear who goes first and in what order.

Again the clock is useful for new players/GMs while they are learning combat but it can also be handy for veteran players simply because it keeps order.

My in-house rule: If I call a Segment and you don't do your action before I call the next segment, you've lost your action for that round. Just a way of keeping players focused on the combat instead of talking/chatting and not paying attention. Keeps things moving.

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