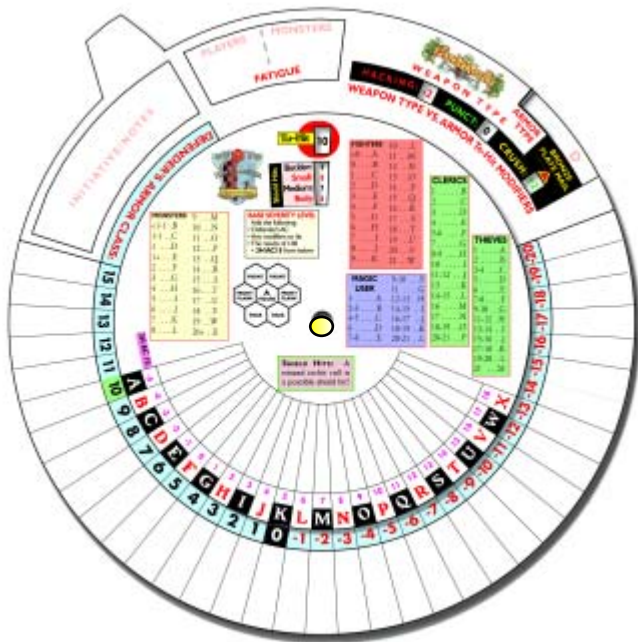


Introduction

Congratulations! You are about to add one of the most useful GameMaster (GM) tools ever devised to your arsenal. Your players will soon quake with fear when they learn you are now able to resolve combat quicker and more efficiently than ever. With less table flipping and rule consulting you will find your new **HackMaster® Combat Wheel™** conflict simulation tool allows you to deal out more hurt on your players. With less time spent computing base severity levels and to-hits you can now concentrate on the important things — kicking player character ass.

Operating Instructions:



Side 1

Side 1 of the **Combat Wheel** game tool has several useful features. On the outer edge of the circles on side 1, you can see a box marked “Initiative Notes”. Since your **Combat Wheel** game tool is laminated, at the beginning of each battle you can use a dry-erase marker to mark the initiative value for each character or for just the creatures under your control.

To the right of the **Initiative Notes** box is a box labeled “Fatigue”. Use this area to keep track of rounds of fatigue. Record the lowest fatigue factor for each party. Then record a single line mark at the end of each round. When the number of round markers equals the lowest fatigue factor, you should have the characters or monsters make their fatigue checks according to the rules in the **GameMaster’s Guide**.

To the right of the **Fatigue** box is an area that provides data for *weapon type vs. armor to-hit* modifiers. In order to use this feature, rotate the disks until the armor type of the person being attacked is indicated in the window to the right of the words “Armor Type”. The applicable to-hit modifiers for each weapon type are then shown in the three windows below the armor type window as indicated in **Figure 1**. You may notice that the outer circle in the armor type window contains a series of letters associated with each armor type. For example, Banded Mail is designated as armor type A. You may use these codes later when you record data

To-Hit Modifiers

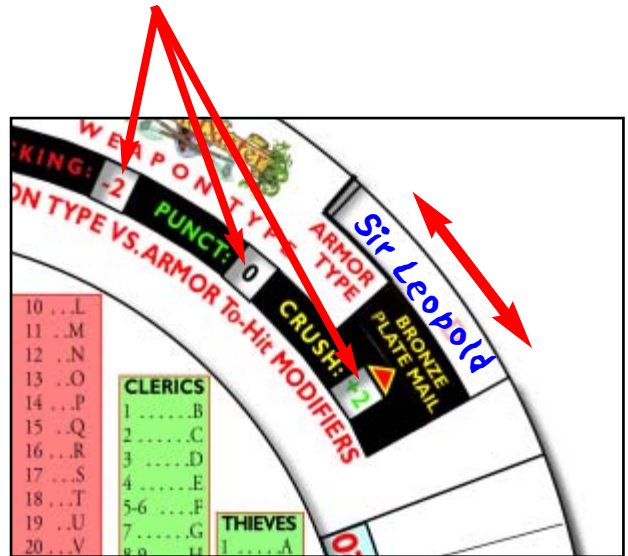


Figure 1: Weapon Type vs. Armor Modifiers. The GM has made an annotation indicating Sir Leopold’s armor type (Bronze Plate).

for individual characters. The codes are just an abbreviated way for you to record what type of armor a character is wearing. If your players have only one character who is wearing a particular armor type, you can also modify the armor type window by recording the character name over the armor type code. This may make it even easier for you to find the appropriate armor type for a given character. See the example in **Figure 1**.

The series of boxes on the outer rim located to the right of the weapon type to-hit modifiers are intended for you to record the armor class associated with a specific creature. Record the name of the defender (whether it is a player character or a monster in the box next to its armor class number. For example, if your Half-Orc Chieftain has a -3 armor class, record “Half-Orc Chieftain” in the box next to the number -3 in the outer edge of the circle as shown in **Figure 2**.

Likewise, you should record the name of the attacking character or creature in the box on the inner circle next to the letter code that represents that creature’s character class and level or hit dice in the case of monsters. In the example given in **Figure 2**, Sir Leopold’s name is recorded next to the letter K and Kaylee’s name is recorded next to the letter N. If we look in the **Fighter’s** table on the inner circle, we see that the letter K

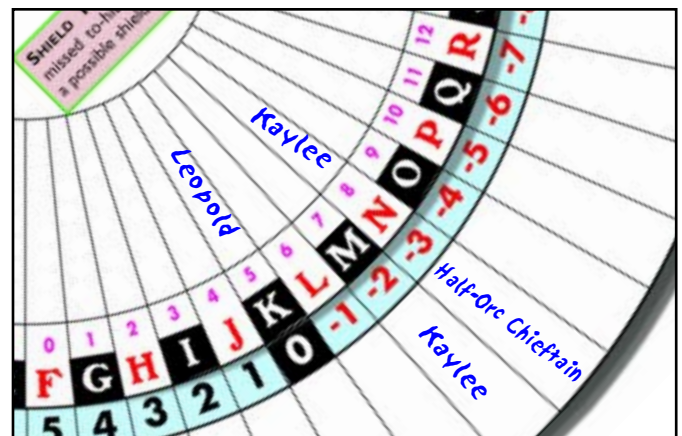


Figure 2: Recording Armor Class and Character Class Levels. The GM has made an annotation indicating Sir Leopold’s and Kaylee’s character class levels.

corresponds to 9th level for Sir Leopold and the letter N corresponds to 12th level for Kaylee.

You can record additional information in these boxes by coming up with your own coding system. For example, Joe the Fighter might be abbreviated as Joe FG02B-05As where FG = Fighter, 02 = level, D = Level Code, -05 = AC, Capital A = Armor Type (from outside band of Disk A) and Small s = Shield being used.

In order to determine the number required for a character to hit a particular armor class, match up that character's name on the inner circle with the armor class he is attempting to hit, on the outer circle. In the example in figure 7, Kaylee would be attempting to hit the Half-Orc Chieftain with the -3 armor class. Once the character and the target armor class are aligned, read the number inside the "To-Hit" window. This is the number that Kaylee needs to roll on a d20 (including any of her applicable to-hit modifiers) to hit the Half-Orc Chieftain. For Kaylee, this number is 10. If Sir Leopold attacks the Half-Orc Chieftain, rotate the disks such that Sir Leopold's name is aligned with the Half-Orc Chieftain and read his number inside the "To-Hit" window. This is the number Sir Leopold needs to hit the Half-Orc Chieftain.

The cut out below the "To-hit" window labeled "Shield Hits" indicates the number required to hit a character's shield if he is using one. If the Half-Orc Chieftain is using a body shield, Kaylee would hit the shield on a modified roll of 6-9 on her d20 attack roll.

You can determine the number required for characters and creatures to hit each other without recording names on the **Combat Wheel** disks. However, recording names can streamline the process. In order to find the to-hit number for a character or creature whose name is not recorded on the disk, just look up the appropriate letter code on the inner disk for that creature's class and level or number of hit dice in the case of monsters. Then rotate the disk so that the letter code is aligned with the armor class that the attacker is trying to hit. The number displayed in the "To-Hit" window is the number that creature needs to hit the given armor class.

The final feature we will describe on this side of the **Combat Wheel** disks is the Critical Hit Base Severity Level box, marked "Base Severity Level". When someone scores a critical hit, you can determine the base severity level by following the steps outlined in the Base Severity Level box. Add the defender's armor class [or subtract if below 0], any modifiers to hit, the result of 1d8 and the number in the "2HAC15" row associated with the creature making the attack. This row is located just above the row of letter codes for character class levels. For example, for Kaylee, our 12th level fighter, this number would be 8.

Side 2

Side 2 of the **Combat Wheel** game tool contains a couple of useful tables from the **GameMaster's Guide** for quick and easy reference. You should review these tables so you will know what information is contained there and you can avoid having to open the **GameMaster's Guide** to extract the necessary information.

This side of the **Combat Wheel** game tool also contains data for saving throws for both items and creatures. In order to find the required saving throw number, hold the center disk in place and rotate the lower one until the appropriate character class for the person making the saving throw and the applicable hazard requiring the saving throw are shown in the outer window to the left of the **HackMaster Association** logo. In the long narrow cut out, read the saving throw number that is to the right of the appropriate victim's level.

The data for item saving throws can be retrieved in a similar manner. Rotate the disks until the appropriate attack form is shown in the "Attack Form" window. In the long narrow window below the Attack Form window, read the saving throw number that is to the right of the appropriate item description.

Conclusion

That should be all you need to know to use your **HackMaster Combat Wheel** game tool. Use it and enjoy your newfound easy **GameMastering!**

If you have any questions you can go to our forums at www.kenzerco.com and post them.

CREDITS

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