

WEAPON STATISTICS TABLE

Type	Name	STR	DEX	Damage	HP	Cost	ENC	Length	SR
Axe, One Handed	Hatchet	7	7	1D6+1	15	25	1	0.4	4
	Battle Axe	13	7	1D8+2	15	40	2	0.8	3
Axe, Two Handed	Battle Axe	9	7	1D8+2	15	40	2	0.8	3
	Great Axe	11	7	2D6+2	15	50	2	12	2
	Pole Axe	13	9	3D6	12	75	3	1.5-1.8	1
	Rhomphia	11	9	2D6+2	12	50	2	1.2	2
Butt	Butt	-	-	1D4	head	0	0	0	4
Dagger	Dagger	-	-	1D4+2	12	20	(4)*	0.2-0.3	4
Fist	Fist	-	-	1D3	arm	0	0	0	4
	Claw	7	9	1D4+1	5	50	1	0	4
	Heavy Cestus	11	-	1D3+2	10	40	1	0	4
	Light Cestus	7	-	1D3+1	5	25	(2)*	0	4
Flail, One Handed	Grain Flail	9	-	1D6	8	10	1	0.5	3
	War Flail	11	-	1D6+2	12	75	2	0.7	3
Flail, Two Handed	Military Flail	9	-	2D6+2	15	75	3	2.0	0
Grapple	Grapple	-	-	Special	-	0	0	0	4
Hammer, One Handed	War Hammer/Pick	11	9	1D6+2	20	50	1	0.8	3
Hammer, Two Handed	Great Hammer	9	9	2D6+2	15	75	3	1.5	1
Kick	Kick	-	-	1D6	leg	0	0	0	4
Mace, One Handed	Heavy Mace	13	7	1D8+2	20	40	2	0.8	3
	Light Mace	7	7	1D6+2	20	15	1	0.6	3
	Singlestick	-	9	1D6	10	10	(2)*	0.4	4
Maul	Heavy Mace	9	7	1D8+2	20	40	2	0.8	3
	Maul	11	7	2D8	15	40	3	1.5	1
	Quarterstaff	9	9	1D8	15	10	2	2.0	0
Morning Star Flail	Morning Star Flail	11	7	1D10+1	12	100	2	1.0	2
Pike	Pike	11	7	2D6+1	15	30	3	3.5+	0
Rapier	Rapier	7	13	1D6+1	12	100	1	1.2	2
Shortsword	Shortsword	-	-	1D6+1	20	25	1	0.6	3
Sickle	Sickle	-	-	1D6+1	15	30	1	0.5	3
	Long Spear	11	9	1D8+1	15	20	3	2.5	1
	Short Spear	9	7	1D6+1	15	15	2	1.8	2
Spear, One Handed	Lance	9	7	1D10+1	20	30	3	3.0	0
	Long Spear	9	7	1D10+1	15	20	3	2.5	0
Spear, Two Handed	Short Spear	7	7	1D8+1	15	15	2	1.8	1
	Bastard Sword	13	9	1D10+1	20	75	1	1.2	2
Sword, One Handed	Broadsword	9	7	1D8+1	20	50	1	1.0	2
	Scimitar	9	9	1D8+1	20	50	1	1.0	2
	Bastard Sword	9	9	1D10+1	20	75	1	1.2	2
Sword, Two Handed	Greatsword	11	13	2D8	15	150	2	1.5	1

MISSILE STATISTICS TABLE

Type	Name	STR	DEX	Damage	HP	Cost	ENC	Range	Rate
Axe, Throwing	Throwing Axe	9	9	1D6	15	35	1	20	S/MR
Bow	Composite Bow	13	9	1D8+1	10	150	2	100	S/MR
	Elf Bow	-	-	1D8+1	10	0	2	120	S/MR
	Self Bow	9	9	1D6+1	6	50	2	80	S/MR
Crossbow	Arbalest	13	7	3D6+1	10	150	3	150	1/5R
	Heavy Crossbow	11	7	2D6+2	10	100	2	120	1/3R
	Light Crossbow	7	7	2D4+2	6	80	2	100	1/2R
Dagger, Throwing	Throwing Dagger	-	9	1D4	12	50	(4)*	20	S/MR
Javelin	Dart	-	9	1D6	8	25	(2)*	20	S/MR
	Javelin	9	9	1D10	10	35	1	20	1/MR
Rock	Rock	-	-	1D4	-	0	(4)*	20	S/MR
Sling	Sling	-	9	1D8	-	5	1	80	S/MR
Staff Sling	Staff Sling	9	9	1D10	10	15	2	100	1/MR

* All ENC shown in parentheses indicate the number of items necessary to equal one ENC point. Thus, 4 daggers equal 1 ENC. These fractional ENCs add to one another, so that a character with hood and composite helm, two daggers, 1 dart, and a pair of light cesti would have a total ENC of 3 from these objects.

RATES OF FIRE

1/MR - One shot per melee round can be thrown/shot.
 S/MR - As many shots can be fired as strike rank permits.
 1/2R - One shot every 2 melee rounds.
 1/3R - One shot every 3 melee rounds.
 1/5R - One shot every 5 melee rounds.

MELEE ROUND

- First Phase** - Statement of Intent.
- Second Phase** - Movement of non-engaged characters.
- Third Phase** - Resolution of Melee, Missiles, and Spells.
- Fourth Phase** - Bookkeeping.

COMBAT SEQUENCE

- Lowest SR: roll D100 for chance of hitting (minus defender Defense rating); roll d20 for location.
- Higher SR; roll D100 for parry chance.
- Switch roles.

COMBAT RESULTS

Attacker	Defender	Result
hits	misses	defender takes damage.
hits	parries	defender's weapon/shield takes damage.*
misses	parries	attacker weapon takes damage.*
misses	misses	no damage.

* No weapon takes damage if the other weapon was a hafted weapon or dagger-sized.

PROBABILITY TABLE

% need to hit	critical chance	impale chance	fumble chance
00	01-05	06-20	00
95	01-04	05-19	00
90	01-04	05-18	00
85	01-04	05-17	00
80	01-04	05-16	99-00
75	01-03	04-15	99-00
70	01-03	04-14	99-00
65	01-03	04-13	99-00
60	01-03	04-12	99-00
55	01-02	03-11	98-00
50	01-02	03-10	98-00
45	01-02	03-09	98-00
40	01-02	03-08	98-00
35	01	02-07	97-00
30	01	02-06	97-00
25	01	02-05	97-00
20	01	02-04	96-00
15	01	02-03	96-00
10	01	02	96-00
05	01	01	96-00

DEFINITIONS

CRITICAL - if the attack or parry roll is less than 5% needed it is a critical. Either the weapon or shield takes 2x damage, or the defender is struck as if they have no armor (or thick skin) and takes double damage.
FUMBLE - if the attack roll is less than 5% needed to miss it is a fumble. See Fumble Table.
IMPALE - if an attack with a thrusting weapon is rolled at 20% or less than needed the weapon impales. Damage = the total possible weapon damage plus a regular roll of damage. For example, a dagger would do 6 plus a roll of 1D4+2 total damage.



HIT POINTS PER LOCATION TABLE

LOCATION	TOTAL HIT POINTS						
	01-06	07-09	10-12	13-15	16-18	19-21	Each +3
SHELL	4	5	6	7	8	9	+1
CHEST	3	4	5	6	7	8	+1
FOREQUARTERS	3	4	5	6	7	8	+1
HINDQUARTERS	3	4	5	6	7	8	+1
ABDOMEN	2	3	4	5	6	7	+1
FOREBODY	2	3	4	5	6	7	+1
HEAD	2	3	4	5	6	7	+1
LEG*	2	3	4	5	6	7	+1
TAIL	2	3	4	5	6	7	+1
THORAX	2	3	4	5	6	7	+1
ARM	1	2	3	4	5	6	+1
LEG †	1	2	3	4	5	6	+1
TENTACLE	1	2	3	4	5	6	+1
WING	1	2	3	4	5	6	+1
LEG•	1	1	2	3	4	5	+1

* Basilisk, Bolo Lizard, Cockatrice, Demi-Bird, Dream Dragon, Gargoyle, Griffin, Humanoid, Manticore, Sky Bull.

† Centaur, Cliff Toad, Four-legged Beast, Rock Lizard, Rubble Runner, Shadow Cat.

• Scorpion Man.

MONSTER HIT LOCATION TABLE

Die Roll	Humanoids	Basilisk/Cockatrice/Griffin/Sky Bull	Centaur	Scorpion Men	Cliff Toad 4-Leg Beast	Bolo Lizards Demi-Birds	Dragons Manticores	Snakes	1H Dragonsnail	2H Dragonsnail	Gargoyles Wind Children	Walktapi	Wyrms	Wyverns	Die Roll
01	RL	RHL	RHL	RHL	RHL	RL	RHL	TL	SH	SH	RL	RL	TL	RL	01
02	RL	RHL	RHL	RCL	RHL	RL	RHL	TL	SH	SH	RL	RL	TL	RL	02
03	RL	LHL	LHL	RFL	LHL	RL	LHL	TL	SH	SH	RL	LL	TL	RL	03
04	RL	LHL	LHL	RFL	LHL	RL	LHL	TL	SH	SH	LL	LL	TL	LL	04
05	LL	HQ	HQ	LHL	HQ	LL	HQ	TL	SH	SH	LL	AB	AB	LL	05
06	LL	HQ	HQ	LCL	HQ	LL	HQ	TL	SH	SH	LL	CH	AB	LL	06
07	LL	HQ	FQ	LFL	HQ	LL	TL	BD	SH	SH	AB	RA	AB	AB	07
08	LL	FQ	FQ	LFL	FQ	LL	TL	BD	SH	SH	AB	RA	AB	AB	08
09	AB	FQ	FQ	TL	FQ	AB	FQ	BD	FB	FB	AB	LA	CH	CH	09
10	AB	FQ	RFL	TL	FQ	AB	FQ	BD	FB	FB	CH	LA	CH	CH	10
11	AB	RW	RFL	TH	RFL	CH	RW	BD	FB	FB	RW	T1	CH	CH	11
12	CH	RW	LFL	TH	RFL	CH	RW	BD	FB	FB	RW	T2	CH	TL	12
13	RA	LW	LFL	CH	RFL	CH	LW	BD	FB	FB	LW	T3	RW	RW	13
14	RA	LW	CH	CH	LFL	RWA	LW	BD	FB	FB	LW	T4	RW	RW	14
15	RA	RFL	RA	RA	LFL	RWA	RFL	HD	HD	H1	RA	T5	LW	LW	15
16	LA	RFL	RA	RA	LFL	LWA	RFL	HD	HD	H1	RA	T6	LW	LW	16
17	LA	LFL	LA	LA	HD	LWA	LFL	HD	HD	H1	LA	T7	HD	HD	17
18	LA	LFL	LA	LA	HD	HD	LFL	HD	HD	H2	LA	T8	HD	HD	18
19	HD	HD	HD	HD	HD	HD	HD	HD	HD	H2	HD	HD	HD	HD	19
20	HD	HD	HD	HD	HD	HD	HD	HD	HD	H2	HD	HD	HD	HD	20

AB = Abdomen, BD = Body, CH = Chest, FB = Fore Body, FQ = Fore Quarters, HD = Head, HQ = Hind Quarters, H# = Head Number, LA = Left Arm, LCL = Left Center Leg, LFL = Left Fore Leg, LHL = Left Hind Leg, LL = Left Leg, LW = Left Wing, LWA = Left Wing Arm, RA = Right Arm, RCL = Right Center Leg, RFL = Right Fore Leg, RHL = Right Hind Leg, RL = Right Leg, RW = Right Wing, RWA = Right Wing Arm, SH = Shell, TH = Thorax, TL = Tail, T# = Tentacle Number

DAKA FAL



WAHA



HUMAKT



50 YEARS OF GLORANTHA

1966



2016

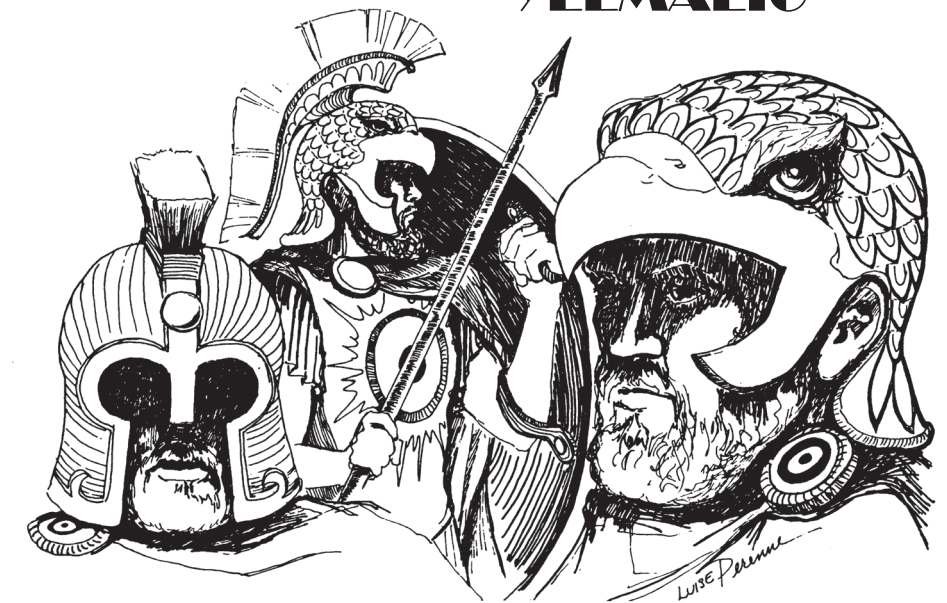
**STORM
BULL**



EIRITHA



VELMALIO



ARMOR STATISTICS TABLE

Area Protected	Type	Material	Absorbs	ENC	Cost	Silent	
Legs	Greaves†	Leather *	1	(2)*	15	0	
		Cuirboilli	3	1	40	0	
		Plate	6	2	120	-15	
Abdomen & Legs	Pants/Trews	Leather *	1	(2)*	10	0	
		Leather *	2	1	20	0	
		Chainmail	5	3	120	-15	
Abdomen	Skirts	Leather *	1	(2)*	10	0	
		Leather *	2	1	20	0	
		Linen	3	1	20	-05	
		Light Scale	4	2	30	-35	
		Heavy Scale	5	3	60	-30	
		Chainmail	5	2	100	-25	
Chest & Abdomen	Hauberk	Leather *	1	(2)*	20	0	
		Leather *	2	1	40	0	
		Linen	3	1	20	-05	
		Ring Mail	4	2	80	-15	
		Light Scale	4	2	40	-30	
		Heavy Scale	5	3	60	-25	
		Chainmail	5	2	200	-20	
Chest	Byrnie	Leather *	1	(2)*	10	0	
		Leather *	2	1	20	0	
		Ring Mail	4	1	50	-05	
		Chainmail	5	1	120	-15	
	Cuirass	Cuirboilli	3	1	40	-05	
		Linen	3	1	25	-05	
		Heavy Scale	5	3	40	-25	
		Brigandine	5	2	175	-15	
		Plate	6	3	200	-15	
Arms	Sleeves Vambraces†	Chainmail	5	2	75	-15	
		Leather *	1	0	10	0	
		Cuirboilli	3	1	30	0	
		Plate	6	2	100	-10	



* Can be worn under any other armor, with a cumulative encumbrance penalty. Instead of leather, this could also be quilted or thick cloth. It has the same qualities as described for leather.
 (0)* All ENC shown in parentheses indicate the number of items necessary to equal one ENC point. Thus, 4 daggers equal 1 ENC. These fractional ENCs add to one another, so that a character with hood and composite helm, two daggers, 1 dart, and a pair of light cesti would have a total ENC of 3 from these objects.
 † For game conventions, these are considered to cover the entire limb, although the actual armor which goes by these names only covers the area between elbow and hand (vambraces) and knee and foot (greaves).

STANDARD RUNE MAGIC SPELLS TABLE

ONE POINT MINIMUM	
Absorption	Stackable
Discorporation	Stackable
Dismiss Elemental 1	Non-Stackable
Divination	Stackable
Divine Intervention	Stackable
Extension 1	Non-Stackable
Matrix Creation	Stackable
Mind Link	Stackable
Multispell 1	Non-Stackable
Reflection	Stackable
Runepower 1	As Per Spell
Shield	Stackable
Spell Teaching	Non-Stackable
Spirit Block	Stackable
Warding	Stackable
TWO POINTS MINIMUM	
Concealment	Non-Stackable
Dismiss Elemental 2	Non-Stackable
Extension 2	Non-Stackable
Multispell 2	Non-Stackable
Runepower 2	As Per Spell
Vision	Non-Stackable
THREE POINTS MINIMUM	
Dismiss Elemental 3	Non-Stackable
Extension 3	Non-Stackable
Multispell 3	Non-Stackable
Runepower 3	As Per Spell

BATTLE MAGIC SPELL TABLE

SPELL	COST	POINTS
Befuddle	1500 L	1
Binding	1500 L	1
Bladesharp	500 L/pt	Var*
Bludgeon	500 L/pt	Var*
Coordination	1500 L	2
Countermagic	500 L/pt	Var*
Darkwall	1500 L	2
Demoralize	1500 L	1
Detect Detection	300 L	1
Detect Enemies	300 L	1
Detect Gems	1000 L	2
Detect Gold	300 L	1
Detect Life	300 L	1
Detect Magic	300 L	1
Detect Silver	200 L	1
Detect Spirit	300 L	1
Detect Traps	300 L	2
Detect Undead	300 L	1
Detection Blank	500 L/pt	Var*
Dispel Magic	500 L/pt	Var*
Disruption	500 L	1
Dullblade	500 L/pt	Var*
Extinguish	1000 L	2
Fanaticism	500 L/pt	Var*
Farsee	500 L	1
Firearrow	2000 L	2
Fireblade	2000 L	4
Glamour	2000 L	2
Glue	500 L/pt	Var*
Harmonize	1500 L	2
Healing	500 L/pt	Var*
Ignite	500 L	1
Invisibility	2500 L	3
Ironhand	500 L/pt	Var*
Light	500 L	1
Lightwall	2000 L	4
Mindspeech	500 L/pt	Var*
Mobility	1500 L	1
Multimissile	500 L/pt	Var*
Protection	500 L/pt	Var*
Repair	1500 L	2
Shimmer	500 L/pt	Var*
Silence	500 L	1
Speedart	500 L	1
Spirit Binding	1500 L	1
Spirit Shield	500 L/pt	Var*
Strength	1500 L	2
Vigor	2000 L	4
Xenohealing	500 L/pt	Var*

* The cost of the spell is cumulative. Thus a 3 point Shimmer spell would cost 1500 L and a 4 point Shimmer spell would cost an additional 2000 L.

RESISTANCE TABLE

POW of Attacking Force

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
01	50	55	60	65	70	75	80	85	90	95											
02	45	50	55	60	65	70	75	80	85	90	95										
03	40	45	50	55	60	65	70	75	80	85	90	95									
04	35	40	45	50	55	60	65	70	75	80	85	90	95								
05	30	35	40	45	50	55	60	65	70	75	80	85	90	95							
06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95						
07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95					
08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95				
09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95			
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95		
11		05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	
12			05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
13				05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
14					05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
15						05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
16							05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
17								05	10	15	20	25	30	35	40	45	50	55	60	65	70
18									05	10	15	20	25	30	35	40	45	50	55	60	65
19										05	10	15	20	25	30	35	40	45	50	55	60
20											05	10	15	20	25	30	35	40	45	50	55
21												05	10	15	20	25	30	35	40	45	50

The number indicated is the percentage needed for success.

The people on the other side of this screen are amongst the finest on earth, for they are playing *RuneQuest*.

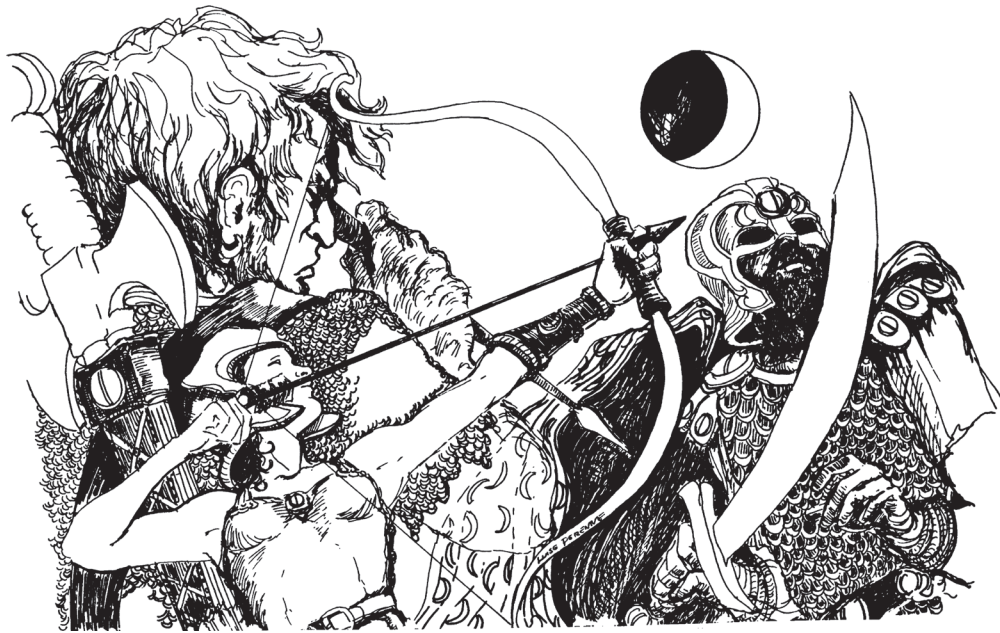
HELMET STATISTICS TABLE

Type	ENC	Absorbs	Cost	Description
Leather Hood	(2)*	1	3	Can be worn under a helmet.
Cap	(2)*	2	5	Hard leather with metal plates riveted on to it.
Composite Helm	(2)*	3	10	Cuirboilli with metal plates riveted on to it.
Open Helm	1	4	15	A metal helm with cheek and back plates. Similar to a Roman Legionnaire helm.
Closed Helm	1	5	30	Like the above, but with eye and nose protection as well.
Full Helm	2	6	50	A solid metal helm with total coverage of head and neck, except for eye holes.

SHIELD STATISTICS TABLE

Size	STR	Base	Absorbs	05-25	30-50	55-75	Price	ENC
Small	5+	05%	8	200	400	800	15	1
Medium	9+	10%	12	100	200	400	30	2
Large	12+	20%	16	50	100	200	50	3

THE 7 MOTHERS



LANKHOR MHY



CHALANA ARROY



50 YEARS OF GLORANTHA

1966  2016

DAVIS



ISSARIES



ORLANTH

