

Combat Wheel

game tool

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 resolution device 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.

Getting Started

Before you can deploy your new **Combat Wheel** tool, you must assemble it by following the step-by-step instructions included in this book. Chances are you'll want to construct several.

In fact, one of the reasons we decided to release this GM aid as a pdf was to allow the GM to do just that. Your **Combat Wheel** device, as with most useful tools, will be subjected to the constant wear and tear of rigorous use possibly requiring you to periodically replace it with a new one.

You will also find that making multiple **Combat Wheels** allows you to tailor them for specific adventures, encounters and sessions — thereby making your job even easier during play.

What You Need

To successfully construct your **HackMaster Combat Wheel** game tool, you will need the following:

- **An inkjet printer:** You need access to a color printer to print out the five full color disks which you will assemble into the final product. If you don't have a printer surely a friend or, er, your MOM does. Printing your discs on quality paper (e.g. Office Depot 24# "Premium inkjet paper") yields better results than the cheap stuff that finds its way home from the office supply closet. You may also want to consider printing them on card stock.

Important Note: Adobe Acrobat may default to "fit to printer margins" or "reduce to printer margins". Be sure this is corrected before printing out the **Combat wheel**! You must print the wheels at 100% size.

- **A pair of good sharp scissors** (crappy dull ones *will* work but why put yourself through such torment?)

- **A razor knife** [think X-ACTO or a box cutter] (You could just use a scissors but the result is usually messy and unprofessional. Not the slovenly impression you want to leave with your peers...)

- **One Paper Fastener** (see fig 1). These can be found at most office supply stores and possibly somewhere in that aforementioned supply closet where you work. (A box of 100 is \$1.29 at officemax.com)



Figure 1: Paper Fasteners

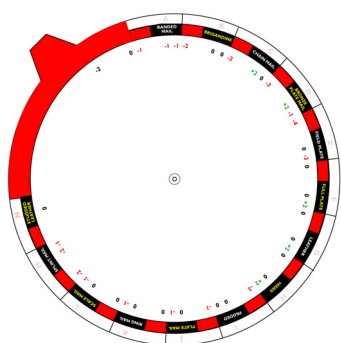
- **Glue Stick** (optional). Use your glue stick to mount the printed disks onto cardboard if you want a rigid and truly formidable-looking **Combat Wheel**.

- **Four Grommets** (optional). If you do not use cardboard to mount your **Combat Wheel** disks you might consider using grommets on the center holes for a more durable **Combat Wheel**.



Figure 2: Optional hole punch and brass grommets

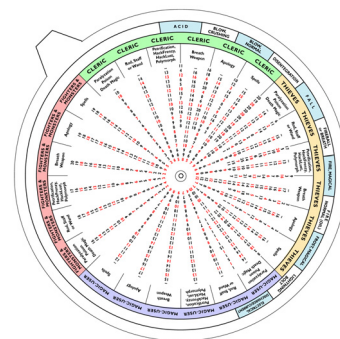
- **One string or chain** (optional). The **Combat Wheel** game tool can be attached to a necklace so you can wear it around your neck for easy access during play. Flavor Flav ain't got nothin' on you!



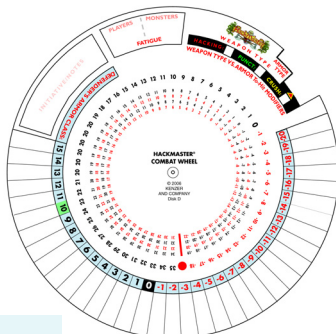
Disk A Side 1



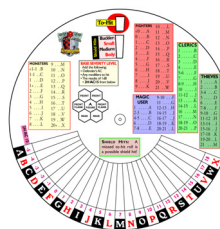
Disk B



Disk A Side 2



Disk C



Disk D

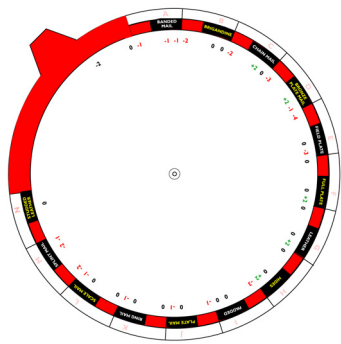
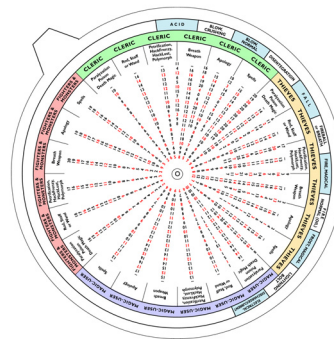


Figure 3: Disk A1 and A2 Assembly
Glue these two wheels back to back being careful to align the center holes.



Assembly

Step 1: After printing the five disks, *carefully* cut around the outer edge of each one (remember, first impressions count). Then cut out the windows on disks B, C and D. Disk B and Disk C each have three windows. Disk D has two windows.

Two of the windows on Disk B are located to the left of the phrases “ITEM SAVING THROW” and “SAVING THROW”. The other [largest] window is above the “0” in the listing of the victim’s level.

The windows on Disk C are located below the phrase “ARMOR TYPE” and to the right of the words “HACKING:”, “PUNCT:” and “CRUSH:”.

The windows on Disk D are located to the right of the boxes marked “To-Hit” and “Shield Hits”.

Step 2: (optional) If you are planning to mount the printed disks on cardboard you should do so now using your glue stick. After allowing a few minutes for the glue to dry, carefully use a razor knife to cut out the windows from the cardboard sections.

Step 3: Glue Disk A side 1 and Disk A side 2 to each other back to back so that the protruding tabs align. See Figure 3.

Step 4: Cut, punch or drill holes in each of the disks in the center circle. Be careful not to make the holes much larger than the width of your fasteners. Also, try to make sure you cut the holes in as close to the same place (the center) as possible on each disk. Either of these issues may cause problems with disk alignment and affect your ability to read data from the disks. You have been warned!

Step 5: (optional) If you are using plain paper for your **Combat Wheel** game tool, you might want to install grommets in the center hole of each disk. This will enhance the durability of your disks. Another way to make the disks more durable is to laminate them prior to assembly. Lamination has additional benefits as will become clear in the usage section.

Step 6: Align the disks in sequence as shown in Figures 4 and 5. On side 1, place Disk D over Disk C and over Disk A Side 1. On the other side, place Disk B over Disk A Side 2.

Step 7: Insert your paper fastener into the center hole of each disk so that it penetrates each disk. Bend the wings of the paper fastener outward so that the disks are all held to one another. The paper fastener should be tight enough so the disks do not become misaligned but loose enough so the disks may rotate freely.

Step 8: (optional) If you plan to wear the **Combat Wheel** game tool around your neck, you should cut, punch or drill a hole in the center of the protruding tab. You may use a grommet on this hole for added

Cut these areas out with a razor knife.

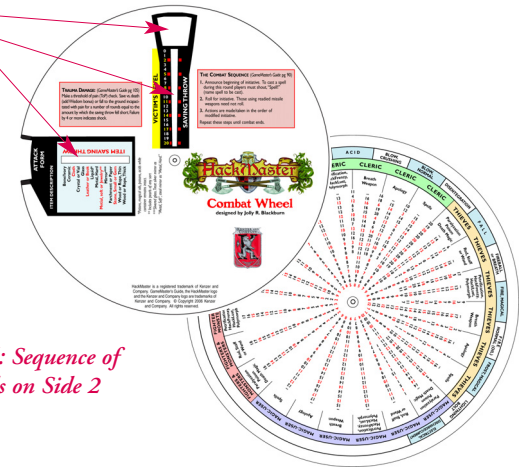


Figure 4: Sequence of Wheels on Side 2

Cut these areas out with a razor knife.

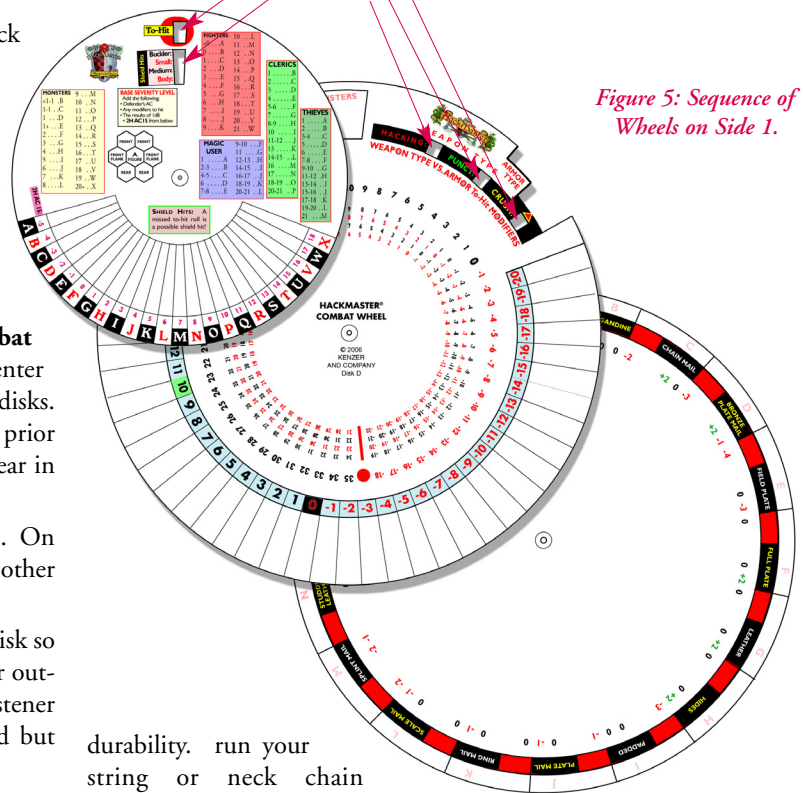


Figure 5: Sequence of Wheels on Side 1.

durability. run your string or neck chain through this hole and fasten the loose ends to each other. Then you can wear the latest in GM fashion!

Using the Product

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". At the beginning of each battle, you can use a pencil to mark the initiative value for each character or for just the creatures under your control. If you have laminated your **Combat Wheel** game tool, you can mark this area with an erasable marker.

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 GM'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 hold Disk A Side 1 in place and rotate Disk C 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 6. 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 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 6.

To-Hit Modifiers

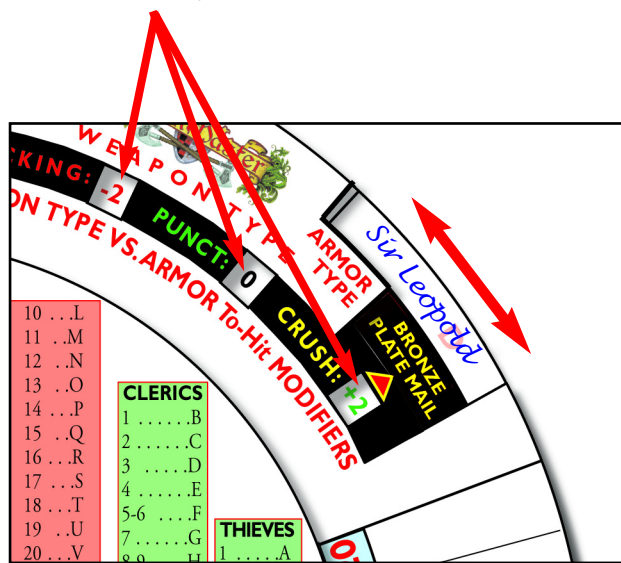


Figure 6: Weapon Type vs. Armor Modifiers

The GM has made an annotation indicating Sir Leopold's armor type (Bronze Plate).

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 an orc battlemage has a -10

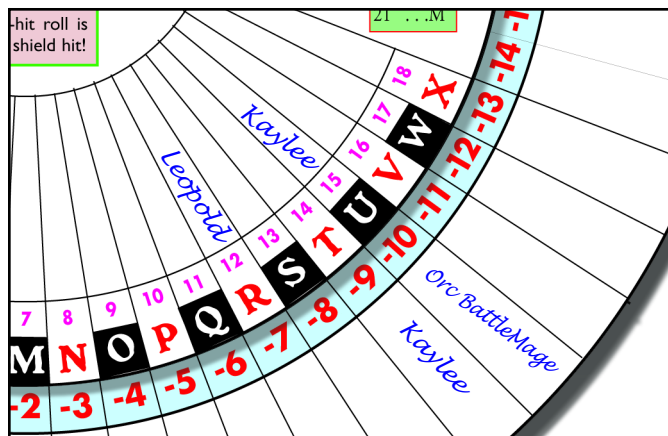


Figure 7: Recording Armor Class and Character Class Levels

The GM has made an annotation indicating Sir Leopold's and Kaylee's character class levels.

armor class, record "orc battle mage" in the box next to the number -10 in the outer edge of the circle as shown in Figure 7. 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 7, Sir Leopold's name is recorded next to the letter R and Kaylee's name is recorded next to the letter U. If we look in the Fighter's table on the inner circle, we see that the letter R corresponds to 16th level for sir Leopold and the letter U corresponds to 19th 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 Side 1) 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 orc battlemage with the -10 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 orc battlemage. For Kaylee, this number is 10. If Sir Leopold attacks the orc battlemage, rotate the disks such that Sir Leopold's name is aligned with the orc battlemage and read his number inside the "to-hit" window. This is the number Sir Leopold needs to hit the orc battlemage.

The window directly below the "To-hit" window indicates the number required to hit a character's shield if he is using one. If the orc battlemage 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 inner disk (Disk D) 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, 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 19th level fighter, this number would be 15.

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 Disk A Side 2 in place and rotate Disk B until the appropriate character class for the person making the saving throw and the applicable hazard requiring the saving throw are shown in the outermost window. In the long narrow window below this outermost window, 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. Hold Disk A Side 2 in place while rotating Disk B until the appropriate attack form is shown in the “Attack Form” notch. In the long narrow window below the Attack Form notch, read the saving throw number that is to the right of the appropriate item description.

Conclusion

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

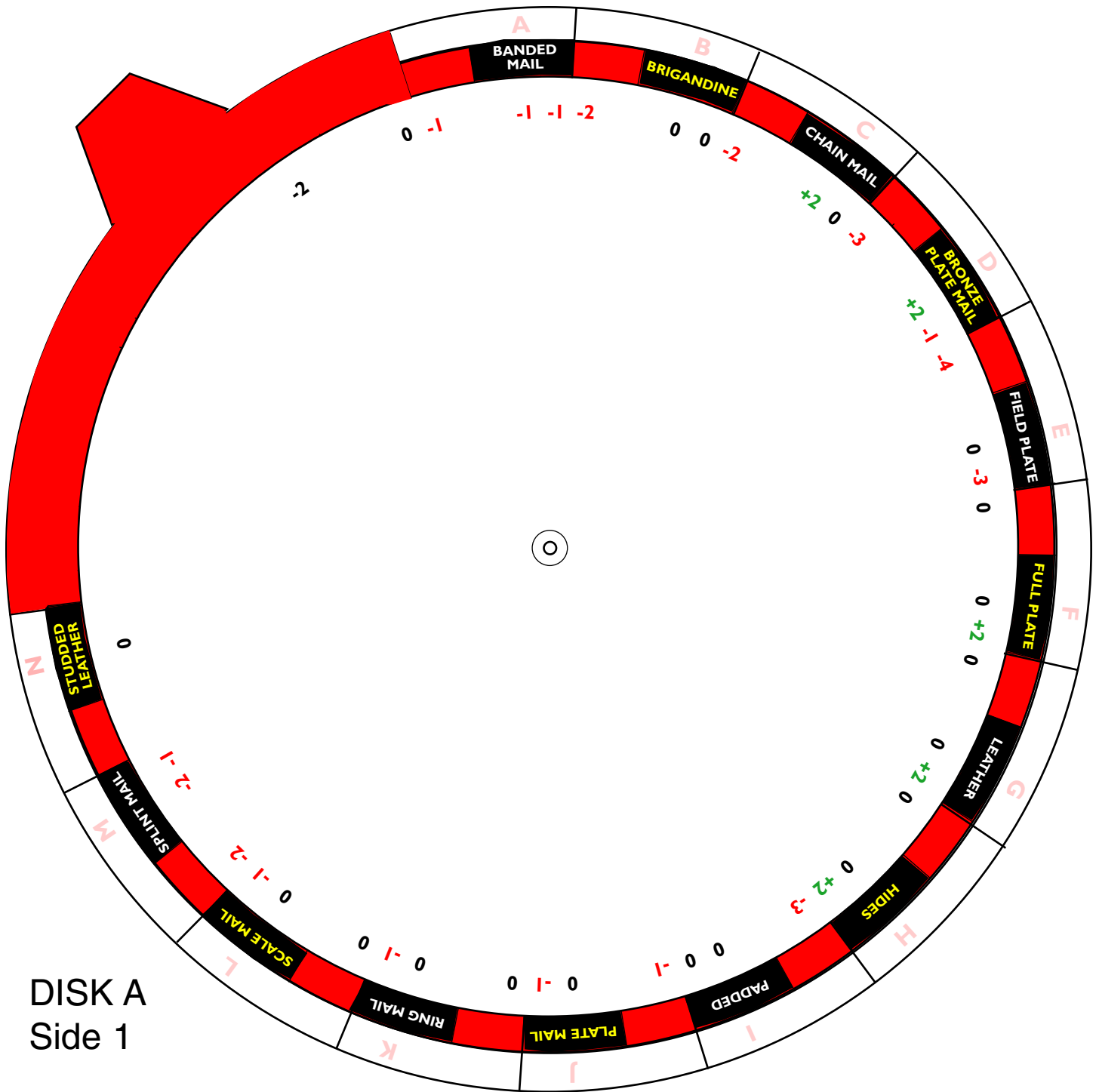
Credits

Designed By: Jolly R. Blackburn

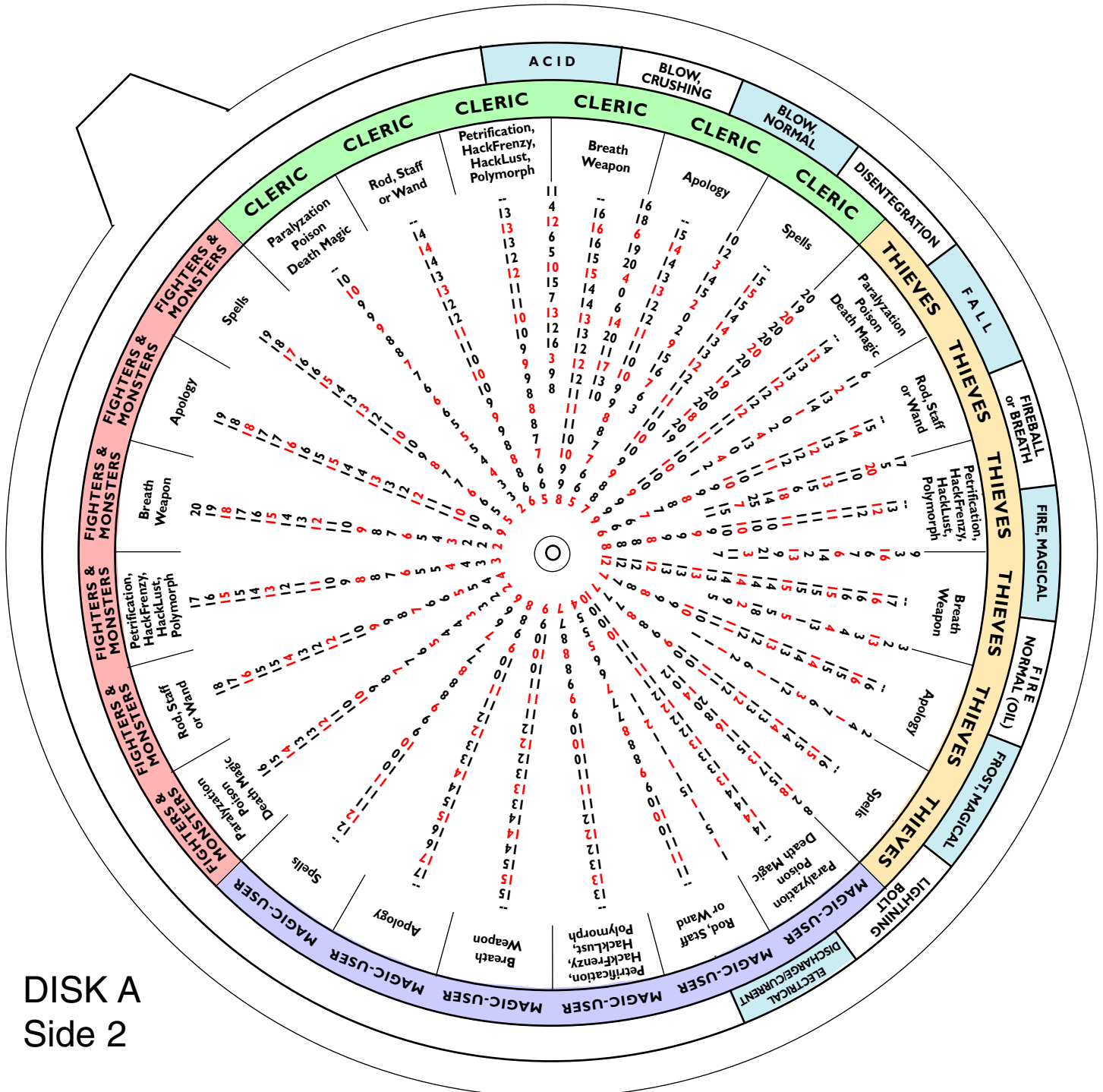
Edited By: Brian Jelke

Instructions by: Jolly R. Blackburn, Brian Jelke and Steve Johansson

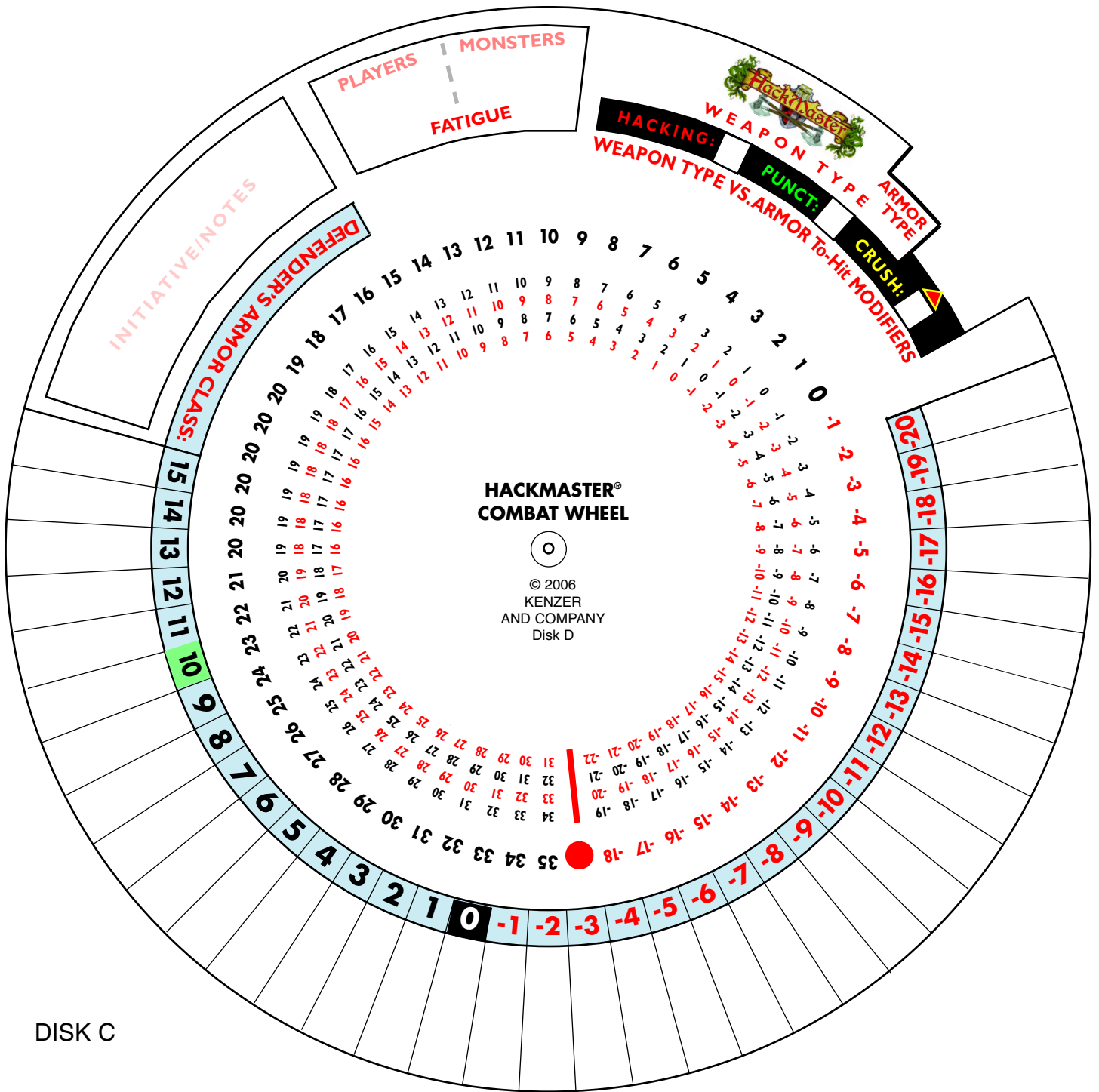
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DISK A
Side 1

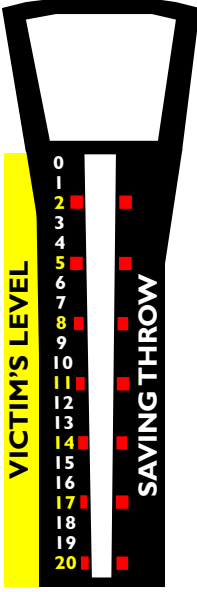


DISK A
Side 2



DISK C

TRAUMA DAMAGE: (*GameMaster's Guide* pg 105)
 Make a threshold of pain (ToP) check. Save vs. death (add Wisdom bonus) or fall to the ground incapacitated with pain for a number of rounds equal to the amount by which the saving throw fell short. Failure by 4 or more indicates shock.



THE COMBAT SEQUENCE (*GameMaster's Guide* pg 90)

1. Announce beginning of initiative. To cast a spell during this round players must shout, "Spell!" (name spell to be cast).
2. Roll for initiative. Those using readied missile weapons need not roll.
3. Actions are made/taken in the order of modified initiative.

Repeat these steps until combat ends.

ATTACK FORM

ITEM DESCRIPTION

ITEM SAVING THROW

Bone/Ivory
 Ceramic
 Cloth
 Crystal or Vial
 Glass
 Leather or Book
 Liquid*
 Metal, Hard
 Metal, soft or jewelry**
 Mirror***
 Parchment or Paper
 Stone, Small or Gem
 Wood or Rope, Thin
 Wood or Rope, Thick

*Potions, magical oils, poisons, acids while container remains intact.
 ** Includes pearls of any sort
 ***Silvered glass. Treat silver mirror as "Metal, Soft", steel mirror as "Metal, Hard."



Combat Wheel
 designed by Jolly R. Blackburn



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DISK B

WARRIORS ASSOCIATION

To-Hit [Die]

Shield Hits
 Buckler: []
 Small: []
 Medium: []
 Body: []

MONSTERS

9	..M
<1-1	..B
1-1	..C
1	..D
1+	..E
2	..F
3	..G
4	..H
5	..I
6	..J
7	..K
8	..L
9	..M
10	..N
11	..O
12	..P
13	..Q
14	..R
15	..S
16	..T
17	..U
18	..V
19	..W
20+	..X

BASE SEVERITY LEVEL
 Add the following:
 • Defender's AC
 • Any modifiers to hit
 • The results of 1d8
 • 2HACIS from below

FIGHTERS

10	..L
<0	..A
0	..B
1	..C
2	..D
3	..E
4	..F
5	..G
6	..H
7	..I
8	..J
9	..K
10	..L
11	..M
12	..N
13	..O
14	..P
15	..Q
16	..R
17	..S
18	..T
19	..U
20	..V
21	..W

CLERICS

1B
2C
3D
4E
5-6	...F
7G
8-9	...H
10	...I
11-12	..J
13K
14-15	..L
16	...M
17N
18-19	..O
20-21	..P

THIEVES

1A
2B
3-4	...C
5D
6E
7-8	...F
9-10	..G
11-12	..H
13-14	..I
15-16	..J
17-18	..K
19-20	..L
21	...M

MAGIC USER

9-10	...F
11	...G
12-13	..H
14-15	..I
16-17	..J
18-19	..K
20-21	..L

SHIELD HITS: A missed to-hit roll is a possible shield hit!

2HACIS: [A-X]

FRONT FLANK **FRONT** **FRONT**
FRONT FLANK **FIGURE** **FRONT FLANK**
REAR **REAR**

Disk D