

Tuning HARP: Silhouette Wounding System

This one comes from the fine Silhouette RPG which is the basis of Heavy Gear plus others. This is completely non tested and the values for penalties and thresholds may need to be adjusted. Basic idea is there though. Please comment.

Combat Flow

When a character engages a new foe, establish what the new attack threshold is. The attack threshold is the characters OB minus the foes DB. This number is then applied to the wound thresholds.

i.e. Foe's End. + – Foe's DB - Character's OB

The player then only need concern himself with rolling the thresholds and adjusting the thresholds due to wounds.

e.g.

Fighter A – OB of 65

Fighter B – DB of 50, End. 70

Fighter A marks that the thresholds of B are

Light (35 + 50 - 65) = 20

Deep (70 + 50 - 65) = 55

Death (140 + 50 - 65) = 125

Wounding

Each character has 3 wound thresholds which represent how much damage the character has been dealt.

The damage score is calculated as per normal but instead of comparing to the attack tables, it is compared to the targets threshold. If it exceeds this threshold then they take the appropriate wound type.

<i>Wound</i>	<i>Threshold</i>	<i>Action Penalty</i>	<i>Stun Duration</i>	<i>Shock Points</i>
Light	½ Endurance Score	-10	1 rd	2
Deep	Endurance Score	-20	1d10 rd	4
Death	2 x Endurance Score	-100 and unconsciousness	Until healed	-

Each new wound taken requires a Stun Resistance roll which is a Stamina Resistance test. If this is failed then the character is stunned. This is for a single round for light wounds and 1d10 rounds for a deep wound.

For each wound that a character takes, the player tallies the number of shock points received. Once the number of shock points totals the characters Constitution score, the character has entered system shock and will most likely die shortly. The character must make a new stamina check each round (including action penalties) until they receive healing or die.

Heal spells are simplified to healing light wound and deep wounds. For compatibility reasons, a light wound can equate to about 10-15 Concussion hits and a deep wound can equate to about 20 - 30 hits.

Additional Effects

There are additional effects that a character may receive when wounded depending on where he is hit. Below is a table that shows these additional effects. The units die of the attack roll determines the location of the hit and the threshold passed determines the level of effect.

	<i>Hands and Arms</i> 1-2	<i>Feet and Legs</i> 3-4	<i>Abdomen and Stomach</i> 5-6	<i>Chest and Shoulders</i> 7-8	<i>Neck and Head</i> 9-0
Light Wound	A solid hit causes any item carried to be dropped. Arm is still usable though.	A strike to the leg knocks the foe down on one knee.	The foe is winded by a resounding blow.	A solid stike knocks the foe back a few feet.	A solid knock on the head stuns the foe for a round.
Deep Wound	A solid blow to the arm render's it useless and causes any item held to fall.	The foes legs buckle under the assault making him drop to the ground.	A blow to the abdomen leaves the foe doubled over in pain.	A blow to the chest results in a crunching sound and the foe coughing up blood	A crunching sound is followed by a thud as the foe drops to the ground unconscious.
Instant Death	Foe has his arm dismembered, killing him instantly from the shock	Little remains of the foes leg after that viscous assault. Foe dies of shock.	The foes vital organs spill onto the ground in a garish display of gore.	The heart and lungs are no longer functional as they appear to have been put in a blender.	A bloody geiser appears from your foes neck where once his head was placed.

e.g.

Fighter A has an Endurance skill score of 46 which equates to

Light: 23

Deep: 46

Death: 92

He takes a wound from fighter B and after an attack he is hit by a small glancing blow which gives a damage score of 15 so only minor bruising is done to A and far from being even a light wound.

A takes a second hit, this time a more solid 40 damage score which unfortunately for A is a light wound (exceeds 23). A is now at -10 to actions due to the pain. A makes a moderate Stamina RR to determine if he falls which he succeeds. He now has 2 shock points. He also receives an additional effect of being knocked down to one knee.

The now shaken A takes yet another hit with a damage score of 52 which exceeds his Deep wound threshold. He then makes a Stamina roll to check for stun with a penalty of -30 (-10 for the light wound plus the new -20 for the deep wound) which he fails which results in him being stunned for 4 rounds (1d10). His shock points tally is now 6 which is still well below his Constitution total. He takes this hit to the shield arm rendering it useless as an additional effect.

A is then struck a resounding blow with an open ended roll that achieves the maximum of 100 damage on poor A. This is over his death threshold so he immediately drops and has a MM of -130 (-100 now and -30 previous) forcing him to see if he dies instantly. He does a stamina RR with a -130 penalty which, by dumb luck makes. He is unconscious and dying and unless he gets help very soon he will expire.

The next round comes and he makes a new Stamina RR which is failed. Character A expires messily.

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