

# Advantages of Great Strength

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This article summarizes the great strength advantages and adds a few new ones. I have tried to make these advantages more logical and allow them to be used by non-human and huge races.

## 1. EFFECTS of DAMAGE

| Base<br>ST<br>from: | -2 DX<br>Next turn<br>(hits / turn) | To Fall<br>Prone<br>(hits / turn) | To be at<br>Perm. -3DX<br>( adj ST ) | To Risk<br>Unconsciousness<br>( adj ST ) |
|---------------------|-------------------------------------|-----------------------------------|--------------------------------------|------------------------------------------|
| 1 to 3              | 1 pt                                | 2 pt                              | 1 adj ST                             | 0 adj ST                                 |
| 4 to 7              | 2                                   | 4                                 | 2                                    | 0                                        |
| 8 to 29             | 5                                   | 8                                 | 3                                    | 1 to 0                                   |
| 30 to 49            | 10                                  | 16                                | 6                                    | 2 to 0                                   |
| 50 to 69            | 15                                  | 24                                | 9                                    | 3 to 0                                   |
| 70 to 89            | 20                                  | 32                                | 12                                   | 4 to 0                                   |
| 90 to 109           | 25                                  | 40                                | 15                                   | 5 to 0                                   |
| 110 to 129          | 30                                  | 48                                | 18                                   | 6 to 0                                   |
| +20 ST              | +5 pts                              | +8 pts                            | + 3 adj ST                           | +1 adj ST                                |
| +100 ST             | +25 pts                             | +40 pts                           | +15 adj ST                           | +5 adj ST                                |

### Notes:

- At 0 ST you are not mortally wounded, but you must roll more often to see if you fall unconscious.
- Below 0 ST you are mortally wounded. Take 1 pt of damage each half hour until you die. (1 damage each minute if you are active.) You will die when you reach negative 1/2 your basic ST (round up). So a ST 12 figure will die when they reach -6 adjST. A ST 13 figure will die when they reach -7 adjST.
- When you reach the To Risk Unconsciousness column 1 hex races must make a 3vsST per ( turn of fighting ) or ( minute of rest ) or fall unconscious. For multi-hex races, add 1 die / extra hex.

*For more details , see the article, Dying in TFT.*

## 2. DOING DAMAGE BONUSES WITH WEAPONS

If you have too little ST for a weapon, for each point of ST you are under the weapon's min ST you do -1 damage. Also take the difference between your ST and the min ST for that weapon. Divide this value by 2 and round up. This is the DX negative for using a weapon that is too big for you. ( See Table Below. )

If you have a higher ST than the min ST for that weapon you do +1 damage when you are at +1 ST, you do +2 damage when you are +2 ST higher than that, +3 damage when you are +3 still higher, etc.

| <b>Your ST minus<br/>The Weapon's<br/>Minimum ST</b> | <b>Your<br/>Damage<br/>Modifier</b> | <b>Your Adjusted<br/>DX<br/>Modifier</b> | <b>Notes:</b>                                                                                                                                               |
|------------------------------------------------------|-------------------------------------|------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>each -2 ST lower</i>                              | <i>-2 damage</i>                    | <i>-1 DX extra</i>                       |                                                                                                                                                             |
| -5                                                   | -5                                  | -3 DX                                    | These rules mean that it is best to use weapons close to your own ST. If you do pick up a small weapon it will do a little extra damage.                    |
| -4                                                   | -4                                  | -2 DX                                    |                                                                                                                                                             |
| -3                                                   | -3                                  | -2 DX                                    |                                                                                                                                                             |
| -2                                                   | -2                                  | -1 DX                                    |                                                                                                                                                             |
| -1                                                   | -1                                  | -1 DX                                    |                                                                                                                                                             |
| 0                                                    | Normal                              | +0 DX                                    |                                                                                                                                                             |
| +1 or 2                                              | +1 damage                           |                                          | Now small weapons that could be used 'by any ST' have a minimum ST so you can calculate your ST bonus for them. See the 'New Weapons' article that follows. |
| +3, 4 or 5                                           | +2                                  |                                          |                                                                                                                                                             |
| +6, 7,8 or 9                                         | +3                                  |                                          |                                                                                                                                                             |
| +10 to 14                                            | +4                                  |                                          |                                                                                                                                                             |
| +15 to 20                                            | +5                                  |                                          |                                                                                                                                                             |
| +21 to 27                                            | +6                                  |                                          |                                                                                                                                                             |
| +28 to 35                                            | +7                                  |                                          |                                                                                                                                                             |
| etc.                                                 |                                     |                                          |                                                                                                                                                             |

*(Note that the increase in damage is an arithmetic series.)*

## 3. USING A TWO HANDED WEAPON WITH ONE HAND

When your ST is 10 higher than the base ST needed to use a 2 handed weapon, it may be used as a one handed weapon. This one handed weapon has a minimum ST needed to use it, of 10 higher than the 2 handed version. (This is important for damage bonuses with weapons. )

For example, a battle ax (base ST 15) could be used 1 handed at 25 ST. Its base ST would be 25 for one handed use, and if you had a 26 ST you would do +1 damage with it (and not +4 damage).

## 4. FIST DAMAGE

The Damage Based on Strength table on the GM's shield was peculiar and much too generous. Fist damage in my campaign works thus:

|      |      |      |      |       |       |       |       |       |       |       |         |       |        |
|------|------|------|------|-------|-------|-------|-------|-------|-------|-------|---------|-------|--------|
| ST:  | 0-4  | 5-8  | 9-12 | 13-16 | 17-20 | 21-26 | 27-32 | 33-39 | 40-46 | 47-52 | 53 - 59 | 60-66 | +20    |
| Dam: | 1d-5 | 1d-4 | 1d-3 | 1d-2  | 1d-1  | 1 die | 1d+1  | 1d+2  | 2dice | 2d+1  | 2d+2    | 3dice | +1 die |

|      |       |       |        |         |         |         |         |         |         |         |
|------|-------|-------|--------|---------|---------|---------|---------|---------|---------|---------|
| ST:  | 67-72 | 73-79 | 80-86  | 100-106 | 120-126 | 140-146 | 160-166 | 200-206 | 300-306 | +100    |
| Dam: | 3d+1  | 3d+2  | 4 dice | 5 dice  | 6 dice  | 7 dice  | 8 dice  | 10 dice | 15 dice | +5 dice |

Rough formula for fist damage: **ST / 20 = Number of dice of damage.**

### Modifiers to Fist Damage:

**Any Combat:** Cestus/+2, ( Only one of: UC1/+1, UC2/+2 or UC3/+3 )

**Regular Combat:** Karate/+2, Club (1 hand)/+2, Club (2 hands)/+4, (spiked club +1 damage).

**HTH Combat:** Non Fighter/+0, Fighter/+1

( A fighter has any UC talent or someone with 3+ fighting talents ).

( Any Combat - HTH Combat = Regular Combat ).

## 5. THROWING HEAVY OBJECTS

It has been traditional for strong persons of indeterminate gender to bend bars, break chains, throw furniture, and preform other feats of strength. Rather than giving complicated rules for mass \* ST = damage, simply any (non-weapon) thrown object does one or two point(s) less than fist damage ( or even less if it is soft ).

If you are throwing something downwards to get a gravity assist, the bigger the better. At 18 ST+ you can throw big awkward objects in a single turn. Other feats of ST are adequately handled with the saving throw rules.

## 6. ARMOR BONUSES

This is where the biggest changes are. Rather than armor bonuses occurring at a few 'magic' numbers, and the rules only given for human sized armor, a more complicated and more general system follows.

Basically armor reduces DX and MA by a standard amount. When ST reaches a 'Threshold Number' the negatives to DX & MA steadily decline as you get stronger. When you reach a 'no negatives' value of ST you can wear the armor at no negatives to DX or MA. Shields use a different method for deciding when they may be carried without penalty.

At the threshold number ( of ST ), the DX penalty decreases by 1. At the next higher ST, the MA penalty decreases by one pt. At the next higher ST, the DX penalty decreases by 1 pt. This series continues, alternating between MA and DX until there no longer are any negatives. If one runs out before the other, the other will improve there after at every increase of ST until it also runs out.

### EXAMPLE, Platemail:

Threshold number of 21 ST, No Negatives number of 30 ST.

| Person's      | ST<21 | ST 21 | ST 22 | ST 23 | ST 24 | ST 25 | ST 26 | ST 27 | ST 28 | ST 29 | 30+ |
|---------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-----|
| <b>DX adj</b> | -6 DX | -5 DX | -5 DX | -4 DX | -4 DX | -3 DX | -3 DX | -2 DX | -2 DX | -1 DX | -0  |
| <b>MA adj</b> | -4 MA | -4 MA | -3 MA | -3 MA | -2 MA | -2 MA | -1 MA | -1 MA | -0    | -0    | -0  |

Note that these values for armor are a technological cross section at a medieval level of technology. At higher tech, better armor can be built and even within the same technological era, countries may have armor with small differences ( ie, the threshold number may change by a point or so). The Warg Hide armor and Ork mail armor (given in TSG magazine #15) are examples of this variation. They are detailed in the Armor article.

Note that I have changed the basic armor list. In particular boiled leather (where leather is boiled then coated in wax), has been added. See next page.

### Cost and Mass of non-standard sized armor:

How much would chain for a giant, cost and mass? Take the basic values from the armor table, and multiply them by the value calculated in the formula below:

$$[( \text{Size in Hexes} * 1.5 ) - 0.5 \text{ hexes} ] = \text{Cost \& Mass Multiplier}$$

#### Sizes of near human sized figures.

|                                       |   |                  |
|---------------------------------------|---|------------------|
| Hobbits, Goblins, Hobgoblins, Kobolds | = | .6 hex creatures |
| Dwarves, Troglodytes, Elves           | = | .8 hex creatures |
| Humans, Averaged sized Orks           | = | 1.0 hex          |
| Reptilites, Gargoyles                 | = | 1.5 hexes        |

In our giant example:  $(3 * 1.5) - 0.5 = \text{times } 4.$

Chain costs \$200, and masses 14kg, so a normal 3 hex chainmail suit would have a cost of \$800, and a mass of 56 kg.

## Armor Table:

| Armor Name               | Hits Stopped | DX adj | MA adj | Thresh<br>-old # | No-<br>Neg # | Cost<br>\$ | Mass<br>kg | Notes:            |
|--------------------------|--------------|--------|--------|------------------|--------------|------------|------------|-------------------|
| Cloth                    | -1           | -1     | -0     | <b>11 ST</b>     | <b>11 ST</b> | \$ 50      | 7          |                   |
| Leather                  | -2           | -2     | -1     | <b>13</b>        | <b>15</b>    | 100        | 8          |                   |
| Boiled Leather           | -3           | -3     | -2     | <b>15</b>        | <b>19</b>    | 175        | 12         |                   |
| Scale                    | -4           | -4     | -3     | <b>17</b>        | <b>23</b>    | 250        | 16         |                   |
| 1/2Plate                 | -5           | -5     | -4     | <b>19</b>        | <b>27</b>    | 300        | 20         |                   |
| Plate                    | -6           | -6     | -4     | <b>21</b>        | <b>30</b>    | 500        | 25         |                   |
| Elven Chain <sup>2</sup> | -2           | -2     | -0     | <b>10</b>        | <b>11</b>    | 135        | 12         | Thin wep. special |
| Chainmail <sup>2</sup>   | -3           | -3     | -1     | <b>12</b>        | <b>15</b>    | 200        | 14         | Thin wep. special |
| Double Mail <sup>2</sup> | -4           | -4     | -2     | <b>14</b>        | <b>19</b>    | 275        | 16         | Thin wep. special |

Elves and light fast races special, see below. <sup>1</sup>

Dwarves and heavy races special, see below. <sup>3</sup>

### Notes:

<sup>1</sup> Elves, Goblins, Kobolds and other light races are -2 adj MA (to a maximum penalty of -4 adj MA) to the listed value for all armor types so their no negative # is +2 for armor that gives a penalty to movement of -0, -1 or -2. If the armor movement penalty is -3, then it raises the no negatives number by 1. If the armor movement penalty is -4, then the no negatives number does not change.

<sup>2</sup> The various types of chainmail stops only -1 hits vs stilettos & darts, and only -2 hits vs rapiers, picks, arrows and other impaling weapons.

<sup>3</sup> Giants, dwarves and other slow heavy races get two less MA negatives (to a minimum penalty of -0 MA) in armor. This lowers their No Negatives number by 2 for armor with adj MA penalties of -2, -3 or -4. If lowers the No Negatives number by 1 for armor with an adjusted MA of -1. There is no effect on the No Negative #, if the armor's adj MA is 0.

This table just shows enough examples to explain how the Threshold # and No Negatives # works. See the article "Armor in TFT" to see many more types of armor, including armor for giant races. Some armor (such as Warg Hide armor from "The Space Gamer" magazine, are examples of higher tech armor, and are detailed in that article.

## Reg. Shields

For each 7 ST you have, lower DX adjustment by 1.

|                     | Hits | DX | min ST | Thr# | No Neg | Cost  | Mass | Notes                 |
|---------------------|------|----|--------|------|--------|-------|------|-----------------------|
| Small               | -1   | -1 |        | 7 ST | 7 ST   | \$ 30 | 5 kg | Also called a Buckler |
| Spiked Small        | -1   | -1 | 5      | 7    | 7      | 40    | 6    | Does 1d-4 at 5 ST     |
| Large               | -2   | -2 |        | 7    | 14     | 50    | 10   |                       |
| Spiked Large        | -2   | -2 | 7      | 7    | 14     | 60    | 11   | Does 1d-3 at 7 ST     |
| Light Agis          | -3   | -3 |        | 7    | 21     | 70    | 12   |                       |
| Spiked Lt. Agis     | -3   | -3 | 9      | 7    | 21     | 80    | 13   | Does 1d-2 at 9 ST     |
| Agis                | -4   | -4 |        | 7    | 28     | 90    | 15   |                       |
| Spiked Agis<br>etc. | -4   | -4 | 11     | 7    | 28     | 100   | 17   | Does 1d-1 at 11 ST    |

## Tower Shields 4

|                    | Hits | DX | MA | Thr # | No<br>Neg # | Cost  | Mass  | Notes              |
|--------------------|------|----|----|-------|-------------|-------|-------|--------------------|
| 5 pt Tw Sh         | -5   | -2 | -2 | 18 ST | 21 ST       | \$ 50 | 50 kg | ( See Tower Shield |
| 6 pt Tw Sh         | -6   | -2 | -2 | 24    | 27          | 75    | 60    | rules & Note #4    |
| 7 pt Tw Sh         | -7   | -2 | -2 | 30    | 33          | 100   | 70    | below. )           |
| 8 pt Tw Sh<br>etc. | -8   | -2 | -2 | 36    | 39          | 125   | 80    |                    |

The minimum ST is that required to use the spiked shield as a weapon.

### Notes:

<sup>4</sup> Tower Shields. A tower shield is so large that it must be rested on the ground when fighting. The DX modifier is when you are steadying it & striking around it ( While moving one you can't do anything else). The MA modifier is for when you are carrying it around. Your enemies rather than fighting thru it, can also strike around it. This counts as you being vertically half hidden so they are at -4 adj DX to hit you, but the shield does not stop any hits if they are fighting around it. Archers often used tower shields that had a stand so that the shield could stand up while the archer used both hands (it is considered to be on the hex side in front of the archer). These stands would be no good in close melee, the shields would be knocked over by your enemies if you were not holding them steady.

A shield on your back protects normally vs hits from the rear, but it *does* give you a DX adjustment of one less than normal. (For example, a small shield on your back protects 1 thru your rear hex, and gives you -0 adj DX. An agis shield on your back protects 4 thru your rear hex, but gives you -3 adj DX.)

Shields may be any size, just extend the series. Example a giant may have a shield that stops 6 hits. Us little guys would likely strike at his legs that are not protected rather than trying to smash thru it. See also the notes on Armor Costs and Mass.

As can be seen, large creatures can easily carry extremely powerful armor with out negatives. No Giant should be without layers of fur that stop -3 hits and give him no adjustments. But the armor rules from the TFT codex show us why large creatures don't usually have such tremendous amounts of armor. The cost and the weight. A 10 hex creature is so big that it can only carry its own weight plus a little more. Giving it 5 tonnes more mass to move is impossible.