

Fantasy Grounds - Rolemaster Classic: The Armoury Crack Code Activation



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About This Content

Rolemaster Classic: Armoury Mod

A Rolemaster Classic library module for Fantasy Grounds

Give your Hero an edge!

Welcome to the Armory. The ICE armsmasters have selected over 50 new weapon attack tables for your combat enjoyment. So retire those old worn out weapons and take these new attack tables for a spin. Fun, lethal and exotic, the Armory has it all. Need more killing power? Then check out the great sword. If you prefer finesse, then perhaps the dainty hand crossbow is more your style.

The Armory also features an appearance by a very special guest star: Aaron Williams' Nodwick! Take the guesswork out of tossing your henchbeings around with the Nodwick Attack Table. How far can you toss the average henchgnome? And what really happens when you fumble?

Choose your weapons and slay your opponents with flair. The Armory makes it easy with rules that let you choose your criticals and new easy on the eyes attack tables.

Over 50 weapon attack tables for Rolemaster Classic combined throughout the following categories:

-
- Blades
 - Japanese Blades
 - Oriental Weapons
 - Pole Arms
 - Unusual Weapons

Make sure to check out the instructions for how to assign these in the Fantasy Grounds docs folder. You can get there by clicking on Start->Programs->Fantasy Grounds->Application Data folder and then navigating up to the "docs" folder. Also, be sure to check out the videos and the forums available on the Fantasy Grounds website.

Conversion by: Dakadin

Requirements: A Fantasy Grounds Full or Ultimate License or an active subscription and the Rolemaster Classic ruleset (version 1.51 or higher).

Title: Fantasy Grounds - Rolemaster Classic: The Armoury
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 26 Jul, 2016

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

Introduction

An *Arms Law* supplement at last. Looking back over the years of the first ICE's history it seems strange that we never produced an *Arms Law* supplement. The closest ICE ever came was the *Arms Companion*, a mixture of attack, critical tables and miscellaneous weapon information. Sure, many of the companions included new weapon and crit tables, but somehow we never got around to doing a full-blown *Arms Law* addendum.

Until now, almost immediately received an email from RL the Armory proposal. He's been the first Iron Crown about the unusual weapons Table, with the kind people So welcome to the first fu Perusing the attack table

- The single number pro, by smoothed numeric pro,
- The critical types have critical such as Slash. In ac now has the option of cho long sword, for example, instead of Slash criticals.

Why the changes?

First, the consensus among designers is that the current tables were flawed on the way. Second, the spell attack tables and Spacemaster attack tables all use smoothed numeric progression, with no loss of excitement or detail.

Why change the way the criticals work? Well, for the simple reason that Rolemaster has always been about flexibility and choice. We feel that skilled warriors should be able to choose how they wield their weapons, and the best way to simulate this flexibility is to let them choose the type of critical that their weapon will inflict. Note that not all weapons have flexibility.

Rules

The Armory is an *Arms Law* supplement; to use this product you must be familiar with how *Arms Law* combat works, and you must have a copy of *Arms Law*.

Arms Law

Name	Type	Wt	Len	Fum	Range	Modifications
Bardiche	PA	12	8	6		
Beaked Axe	PA	10	8	7		
Bec de Corbin	PA					
Fauchard	PA					
Guisarme	PA					
Harpoon	PA					
Heavy Spear	PA					
Lucerne Hammer	PA					
Man Catcher	PA					
Military Fork	PA					
Partisan	PA					
Pike	PA					
Pole Axe	PA					
Rammar	PA					
Triband	PA					

LIBRARY

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Bardiche

Type: Pole Arm

General Stats: Base Value, Weight, Length

Breakage Info: Strength, Base Value

Value Calc: Strength, Base Value

Magic Stats: Spell Add

Description: An axe blade mounted on a long polearm with a hook at the top.

Beaked Axe

Type: Pole Arm

General Stats: Base Value, Weight, Length

Breakage Info: Strength, Base Value

Value Calc: Strength, Base Value

Magic Stats: Spell Add

Description: An axe blade mounted on a long polearm with a hook at the top.

Bec de Corbin

Type: Pole Arm

General Stats: Base Value, Weight, Length

Breakage Info: Strength, Base Value

Value Calc: Strength, Base Value

Magic Stats: Spell Add

Description: A polearm with a hooked hammer head, and a thru is used to cut through armor.

Fauchard

Type: Pole Arm

General Stats: Base Value, Weight, Length

Breakage Info: Strength, Break Factor, Broken?

Value Calc: Strength, Break Factor, Broken?

Magic Stats: Spell Add, PP Multiplier

Description:

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Rolemaster Classic Essentials

Aklys

Blowpipe

Boomerang

Cat 'o' Nine Tails

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Weapons	Name	Type	WT	Len
<input type="checkbox"/>	Aklys	TH	1	1
<input type="checkbox"/>	Blowpipe	MES	1	2
<input type="checkbox"/>	Boomerang	TH	2	2
<input type="checkbox"/>	Cat 'o' Nine Tails	LHC	1	4
<input type="checkbox"/>	Dart	TH	0.5	0.5
<input type="checkbox"/>	Gladiators Net	LHC	8	5
<input type="checkbox"/>	Hand Crossbow	MES	3	1
<input type="checkbox"/>	Nodwick	TH	70	1.5
<input type="checkbox"/>	Lasso	TH	5	30
<input type="checkbox"/>	Mallet	LHC	5	1.5
<input type="checkbox"/>	Staff Sling	MES	1	4
<input type="checkbox"/>	Atlatl/Woomera	TH	2	2.5

Blowpipe

Type: Missile Weapon

General Stats: Base Value 80, Strength 80

Breakage Info: Base Value 0, Spell Addr 0

Value Calc: 0

Magic Stats: 0

Description: A tube designed for shooting darts. A tube designed for shooting darts is fired by blowing into it. The darts are usually poisoned, but may also be used to hunt small birds. A 2' blowpipe weighs 2 pounds, has 2x the range and preparation of a 1' blowpipe. A 6' blowpipe weighs 6 pounds and has 6x the range and preparation of a 1' blowpipe. Preparation of a blowpipe on a dart is injected on a critical and Super Large criticals may be obtained from a Tiny critical. Preparation of a blowpipe on a dart is injected on a critical and Super Large criticals may be obtained from a Tiny critical.

Boomerang

Type: Thrown Weapon

General Stats: Base Value 60, Weight 2, Length 2

Breakage Info: Base Value 0, Spell Addr 0

Value Calc: 0

Magic Stats: 0

Description: An Australian wooden boomerang is a curved piece of wood that is thrown in a large loop, returning to the thrower if it misses. Returning Boomerang does not return to the thrower if it misses to catch it.

Cat 'o' Nine Tails

Type: One-Handed Concussion

General Stats: Base Value 60, Weight 3, Length 4

Breakage Info: Strength 60s, Break Factor 1,2,3,4,5, Broken? 0

Value Calc: Base Value 0, Mult 0, Total 0

Magic Stats: Spell Addr 0, PP Multiplier 0

Description: A leather whip with nine thongs. Primarily a device for meeting out punishment. There is, however, a fighting version where the thongs end in metal barbs. Penal version -1 level critical severity, 0.5 hits damage. Large and Super Large criticals may not be obtained from a Tiny critical.

0 Criticals

1-100

Open-eyed

High Open-eyed

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Weapons

Name	Type	Wt
War Fan	1HC	3
Comet Hammer	2H	6
Jitte	1HC	2.5
Nunchaku	2H	2.5
Rage Dart	TH	0.5
Sai	1HC	3
Steel Whip	1HC	3
Three Section Staff	TH	6
Tiger Claw	1H	1.5
Tiger Hook	1H	5

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War Fan

Type: One-Handed Concussion

General Stats: Base Value, Weight, Length

Breakage Info: Strength, Base Value

Value Calc: Strength, Break Factor, Broken?

Magic Stats: Spell Add, PP Multiplier

Description: Sturdy metal fan generally very effective for defense, but can cause confusion in missile attacks.

Comet Hammer

Type: Two-Handed Weapon

General Stats: Base Value, Weight, Length

Breakage Info: Strength, Base Value

Value Calc: Strength, Break Factor, Broken?

Magic Stats: Spell Add, PP Multiplier

Description: A flail consisting of two sections of chain.

Jitte

Type: One-Handed Concussion

General Stats: Base Value, Weight, Length

Breakage Info: Strength, Base Value

Value Calc: Strength, Break Factor, Broken?

Magic Stats: Spell Add, PP Multiplier

Description: A Japanese metal baton with catching swords. Used by unruly warriors. +10 to do jitte has a shield bonus vs.

Nunchaku

Type: Two-Handed Weapon

General Stats: Base Value, Weight, Length

Breakage Info: Strength, Break Factor, Broken?

Value Calc: Strength, Break Factor, Broken?

Magic Stats: Spell Add, PP Multiplier

Description: Oriental peasant weapon developed from a flail used to thresh rice.

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