

Appendix B : Weapons and Armour

Melee Weapon Charts

Weapon type	Use	Damage	Attack	Melee	Speed	Reach	min STR	Disarm Att/Def	Parry	Break
Axes										
Battle axe \$	sw	+2D†	S +0*	17	6	3	6D†	-5/+5	-10	4/6
Great axe \$\$ H	sw	+3D‡	S +5*	20	8	4	10D‡	-15/+10	-15	4/6
Hand axe	sw	+0D	S -5*	12	5	1	4D	-10/0	-15	2/6
Clubs										
Heavy club	sw	+0D†	B -15*	15	6	3	5D†	-10/-5	-5	3/3
Light club	sw	-2D	T -15*	10	5	2	4D	-5/-5	-10	4/4
Mace	sw	+2D†	B -5*	15	6	2	4D†	-5/0	-5	2/2
Morning star	sw	+1D†	B +0*	18	5	3	4D+4†	-10/+5	-10	3/4
Daggers & Knives										
Knife	sw	-3D*	S -20*	12	3	0	3D	-20/+15	-20	3/8
	th	2D	P -15*	10	3	-	3D	-	-	-
Dirk	sw	-1D*	S -15*	10	4	1	4D	-10/+10	-15	2/5
	th	4D+4	P -15*	12	4	-	3D+4	-	-	-
Main-gauche %	sw	-2D*	S -20*	12	3	1	3D+4	-10/+10	+0	3/7
Talis	sw	-1D+6*	S -15*	10	3	1	4D	-10/+10	-15	2/4
	th	4D	P -10*	10	3	-	4D	-	-	-
Flails										
Great flail @ !	sw	+4D*	B -5*	20	7	4	6D	-15/0	-15	2/2
War flail @ !	sw	+3D*	B -10*	15	6	4	5D+4	-10/0	-15	2/2
Great Swords										
Attil H	sw	+2D+4‡	S -5*	20	7	4	6D+4‡	-10/+5	-5	4/7
	th	5D	P -15*	23	10	-	8D‡	-	-	-
Claymore \$ H	sw	+3D‡	S +0*	20	8	4	9D‡	-10/+5	-5	4/8
	th	7D	P -20*	25	12	-	12D‡	-	-	-
Urubsar \$ H	sw	+2D+8‡	S +0*	20	8	4	9D‡	-10/+5	0	4/8
	th	7D	P -15*	24	10	-	11D‡	-	-	-
Hammers & Picks										
Great pick \$ H	sw	+1D†	P +0†	20	8	3	8D‡	-10/0	-15	5/8
Military pick \$	sw	+1D†	P -5*	15	7	3	6D†	-10/+5	-10	5/8
Warhammer \$	sw	+1D‡	B +0†	20	6	3	6D+4‡	-10/0	-10	5/5
Long Swords										
Balsar †	sw	+2D+4†	S -10*	18	5	3	5D+4	0/0	+0	3/6
	th	4D	P -15*	18	5	-	5D+4	-	-	-
Fanhorn	sw	+3D	S +5*	20	7	3	6D	-5/0	-10	2/7
Graybier †	sw	+2D+6†	S -10*	15	6	3	5D+6	+5/0	-5	3/7
	th	5D	P -10*	15	6	-	5D+6	-	-	-
Kanris †	sw	+2D†	S -10*	15	5	3	5D	0/0	-5	3/7
	th	4D	P -15*	18	6	-	5D	-	-	-
Rapier	sw	+1D*	S -15*	15	4	3	4D	+5/0	+0	4/7
	th	5D	P +0*	15	4	-	4D	-	-	-

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Weapon type	Use	Damage	Attack	Melee	Speed	Reach	min STR	Disarm Att/Def	Parry	Break
Natural Weapons										
Fist	sw	-2D*	T -20*	10	4	0	-	-/-	+0	15/18
Kick	sw	-1D*	T -15*	15	7	1	-	-/-	-20	15/18
Shields										
Buckler %	sw	-1D*	T -20*	15	4	2	3D+8	-20/+10	+5	10/16
Body shield % H	sw	+1D*	T -10*	20	6	2	4D+4	-15/+15	+15	2/7
Small shield % h	sw	0D*	T -15*	15	5	2	4D	-20/+10	+10	5/10
Short Swords										
Cutlass	sw	+0D*	S -10*	12	4	2	4D	+5/+5	+5	2/5
Gladius	sw	-0D+6*	S -15*	14	4	2	4D	-5/0	-10	2/5
	th	5D	P -10*	12	4	-	4D	-	-	-
Spears										
Javelin	th	4D	P -10*	15	5	3	4D+6	-15/+5	-5	9/12
Long spear ‡	th	5D†	P -10‡	20	8	6	6D	-15/+10	-10	10/12
Spear †	th	5D	P -10†	15	6	4	4D	-15/+5	0	7/10

* Add STR to value.

† If weapon is used two handed, increase effective STR by 20%

‡ If weapon is used two handed, increase effective STR by 50%

% If this weapon is used to parry, no penalty is gained for using two weapons simultaneously

@ This weapon is difficult to parry. Halve the result of any parry attempt.

\$ This weapon is *very* effective against shields and armour. A shield or armour damage check must be made on an 8+ on the fumble die.

\$\$ This weapon makes armourers and shield makers weep. When hit by such a weapon, shields and armour must make a damage check on a 5+ on the fumble die.

H This is a heavy weapon for purposes of parries. It can only be parried by other heavy weapons, and can parry such weapons itself.

h A non-heavy weapon which can nevertheless parry heavy weapons.

! This weapon fumbles on a 1 or 2 on the fumble die.

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Missile Weapons

Weapon	Reload Speed	Aim & Fire		Damage	Attack	Min STR	Accuracy				Break ²
		Speed	Range ¹				CL	SH	ME	LO	
Bows											
Long bow	3	2	100*	+1D*	P +5*	6D	0	0	0	0	3
Short bow	2	1	50*	+0D*	P +0*	5D	0	0	0	0	2
Crossbow											
Heavy	2 rnd	3	80	8D	P35	5D	0	+5	+10	+15	1
Light	5 sec	1	30	5D	P20	4D	-5	-5	0	+5	2
Medium	10 sec	2	70	7D	P25	4D	-5	0	+5	+10	2
Unrelated											
Blowgun	10	2	20	0D+4	P0	3D	--	0	--	--	2
Hand crossbow	5	1	15	2D	P10	3D	-10	-5	0	+5	3
Sling	3	5	40	4D	B10*	5D	0	+5	+10	+15	--
Throwing knife	--	2	5*	3D	P0*	4D	--	0	0	0	4/8

¹ STR in points adds to long range, not to the base range.

² Apart for thrown melee weapons, breakage chance for missile weapons is for the missiles themselves when fired. The chance is on a d6, rolling the number of less means the missile is broken and cannot be reused.

Appendix B : Weapons and Armour

Cost and Types of Armour

Armour		Cost	Weight	Penalties					Break	Notes
				A	B	C	D	E		
Brigandine	Shirt	45 sld	7	-	4	3	1	-		Covers torso and arms
	Vest	30 sld	6	-	2	1	-	-		Covers torso and shoulders
Chain mail	Coif	15 sld	1	-	-	-	-	4		Covers head and neck
	Shirt	30 sld	6	-	2	2	2	-		Torso and arms
	Trousers	20 sld	6	2	2	-	1	-		Full length trousers
	Vest	25 sld	4	-	2	-	1	-		Torso and shoulders
Cuirboilli	Breastplate	2 sld	2.5	-	2	-	-	-		Combines back plate and breast plate
	Helm	30 tsk	0.25	-	-	-	-	3		Head – top, back and sides
Leather	Hood	5 tsk	0.1	-	-	-	-	2		Head and neck (not face or throat)
	Shirt	15 tsk	2	-	-	1	-	-		Covers torso and arms
	Trousers	7 tsk	1.5	1	-	-	1	-		Covers all of the legs
	Vest	10 tsk	1.5	-	-	-	-	-		Covers torso and shoulders
Padded	Hood	1 tsk	0.1	-	-	-	-	4		Head and neck (not face or throat)
	Shirt	5 tsk	2	-	2	2	-	-		Torso and arms
	Vest	3 tsk	1.5	-	2	-	-	-		Torso and shoulders
Plate	Breastplate	120 sld	3	-	3	-	1	-		Front torso only
	Backplate	100 sld	3	-	2	-	1	-		Back torso only
	Greaves (ea)	20 sld	0.75	1	-	-	-	-		Protects one leg
	Helm	45 sld	0.75	-	-	-	-	5		
	Vambraces (ea)	15 sld	0.5	-	-	1	-	-		Protects one arm
Ring mail	Vest	15 sld	8	-	4	2	2	-		Torso and shoulders
Scale mail	Shirt	-	9	-	2	2	4	-		Torso and arms
	Vest	-	6	-	2	2	3	-		Torso and shoulders

Armour Values by Material

Armour	B	P	S	A	C	H
Brigandine	35	35	45	35	30	25
Chain mail	20	25	45	25	25	25
Cuirboilli	25	20	30	30	15	20
Leather armour	20	15	25	25	20	20
Padded armour	25	15	25	25	25	25
Plate	40	40	50	25	20	20
Ring mail	25	20	45	20	20	20
Scale mail	30	30	50	30	30	30

Penalty Categories

A (movement): Running, jumping, dodge, swimming, kick
B (acrobatics): Jumping, dodge, reactions, swimming, climbing, tumbling, wrestling, throwing
C (finesse): Punch, sleight, mechanical, weapons
D (stealth): Sneak
E (senses): Alertness, (observation), Awareness

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