

Close Combat Weapons

Weapon	Base	Damage	ST/DX	Reach	Maneuvers	ENC	AP/ HP	Cost
Battle Axe 1H	10%	1d6+2	11/9	2	Slash, Stun	2	4/8	100
Battle Axe 2H	10%	1d8+2	9/9	2	Slash, Sunder	2	4/8	100
Broadsword	5%	1d8+1	8/10	2	Slash, Impale	2	6/10	175
Buckler	10%	1d3	-/5	1		1	6/8	100
Hook Chain	5%	1d4	7/12	4	Entangle	2	8/6	140
Club	15%	1d6-1	7/-	1	Stun	1	4/4	5
Dagger@	25%	1d4+1	-/-	0	Slash, Impale	-	6/4	20
Falx 2H	5%	1d10+2	12/11	3	Slash, Sunder	3	6/10	300
Flail 1H	5%	1d6+1	9/11	2	Entangle, Stun	2	6/8	250
Garrote	15%	1d2	-/9	0	Entangle	-	1/2	5
Great Axe 2H	10%	1d12+2	13/9	3	Slash, Sunder	3	4/10	200
Great Hammer 2H	10%	1d10+3	11/9	3	Stun, Sunder	3	6/10	230
Greatsword 2H	5%	2d6+1	13/11	3	Slash, Impale, Sunder	3	8/12	400
Halberd# 2H	10%	1d8+3	9/7	4	Entangle, Impale, Sunder	4	6/10	250
Hatchet@	15%	1d6	-/9	1	Slash	1	4/8	25
Hewing Spear 2H	10%	1d8+3	9/7	4	Slash, Impale, Sunder	3	4/10	175
Medium Shield	15%	1d4	9/-	1		2	6/12	150
Large Shield	20%	1d4	11/-	1		3	6/15	250
Knife@	25%	1d4	-/-	0	Slash, Impale	-	4/4	10
Lance#	5%	1d10	9/9	5	Impale, Sunder	4	5/10	150
Long Spear 1H#	10%	1d8+1	11/9	4	Impale	3	4/10	75
Long Spear 2H#	10%	1d10+1	8/7	4	Impale	3	4/10	75
Longsword 1H	5%	1d8+1	13/11	3	Slash, Impale	2	6/12	325
Longsword 2H	5%	1d10+1	9/9	3	Slash, Impale, Stun	2	6/12	325
Mace	15%	1d8	7/7	1	Stun	1	6/6	75
Main Gauche	15%	1d4	-/11	1	Impale	1	6/8	150
Maul 2H	15%	2d6	12/9	2	Stun	3	4/10	40
Military Flail 2H	5%	1d10+1	12/11	3	Entangle, Stun	3	5/10	200
Morningstar	5%	2d4	9/9	2	Stun	2	4/10	100
Net@	5%	1d4	10/11	3	Entangle	3	2/20	150
Quarterstaff 2H	20%	1d8	7/7	3	Stun	2	4/8	20
Rapier	5%	1d8	7/13	3	Impale	2	5/8	150
Scimitar	5%	1d8	7/7	2	Bleed, Impale	2	6/8	150
Short Spear 1H@#	10%	1d8	7/5	3	Impale	2	4/5	20
Short Spear 2H@#	10%	1d8+1	5/5	3	Impale	2	4/5	20
Short Sword	10%	1d6	5/7	1	Slash, Impale	1	6/8	75
Trident#	10%	1d8	10/7	3	Impale	2	4/10	150
Warpick	5%	1d8+1	11/5	2	Impale, Stun, Sunder	2	6/8	200

@ This weapon may be thrown without penalty.

This weapon, used dismounted, may be set against a charge.

Shields stop varying damage depending on the relative ENC of the shield compared to the attacking weapon. Equal or greater stops all damage. One less stops Half of rolled damage. Two less stops One Quarter. Three less stop none.

Weapon	Base	Damage	Mod	Range	Load	ST/DX	Maneuvers	ENC	AP/HP	Cost
Arbalest	15%	1d12	N	10/50/250	4	10/9	Impale, Sunder	4	6/10	500
Dagger	10%	1d4	Y	2/5/10	-	-/9	Impale	-	6/4	20
Dart	15%	1d4+1	Y	5/20/50	-	-/9	Impale	.5	2/2	20
Hatchet	10%	1d6	Y	5/20/50	-	7/11	Slash	1	4/8	25
H. Crossbow	15%	1d10	N	10/50/250	3	7/9	Impale, Sunder	3	4/8	350
Javelin	10%	1d6	Y	6/30/90	-	5/9	Impale, Pin Shield	.5	3/8	15
L. Crossbow	15%	1d8	N	10/40/200	2	5/9	Impale	2	4/5	150
Long Bow	5%	1d8	N	10/ 50/225	1	13/11	Impale	2	4/7	200
Manticore	20%	3d6+3	N	40/100/400	4	3	Impale, Sunder	25	4/15	1000
Net	5%	-	Y	5/8/15	-	10/11	Entangle	3	2/20	150
Recurve Bow	5%	1d8	N	10/40/200	1	13/11	Impale	2	4/8	240
Short Bow	5%	1d6	N	10/40/150	1	9/11	Impale	1	4/4	80
Short Spear	10%	1d8	Y	10/30/60	-	7/9	Impale, Pin Shield	1	4/5	20
Sling	10%	1d8	N	-/50/250	1	-/11	Stun	-	1/1	5
Staff Sling	10%	2d6	N	-/ 50/ 300	3	9/11	Stun, Sunder	1	4/4	20
Stonebow	15%	1d8+2	N	10/40/150	3	7/9	Stun, Sunder	3	4/6	300
Trident	10%	1d8	Y	10/25/50	-	10/7	Impale	2	4/10	150

Categories:

Weapon– The name of the weapon, along with the number of hands wielding it if it is in doubt.

Base – The starting Percentage when taking up a weapon, adding in the Attack or parry bonus of the wielder. Some weapons are easier to wield than others, so have a higher starting percentage.

Damage – Dice rolled, possibly with a numerical modifier, then added together for a total.

Mod – A yes or no as to whether the wielder's damage bonus is added to the weapon damage.

Range – Short/ Medium and Long range for the weapon.

Load – The Number of Combat Actions that must be devoted to Loading to before a weapon may be shot again.

ST/DX – The Minimums in these stats to wield a weapon without penalty. Each point of deficit, reduces the Attack and Parry by 5%, and damage by 1.

Maneuvers – Any special Combat maneuvers that this weapon allows.

ENC - The Number of ENCumbrance points the weapon adds [See below].

AP/HP – The armor points reduce any damage incoming to the weapon, the Hit Points are reduced if any damage exceeds AP. At 0 HP a weapon is useless.

Cost – The average price in Lunars/ Silver, for a weapon of average quality, with no embellishments.

Thrown and Missile Weapons

- Range is given as: Up to Short/ Normal/ Long. Shots at Short [if one is given] are at +20%, Normal is unmodified, Long range is at -20%.

Shields are included in the weapon table.

- Bucklers are small shields, usually round, roughly 1 foot across.

- Heaters, Viking Rounds, and Hoplons are Medium shields. They may be round or not, and are less than 3 feet across.
- Towers, Kites and Scuta are large shields. They are usually not round, but oblong or rectangular, and big enough to cover much of the body.

Shields may be used actively to block incoming melee attacks. Mut they may instead be used passively to protect a number of contiguous locations from missiles, equal to their ENC, plus the arm holding the shield. So, for example, a buckler could be used to protect the head and shield arm; a Heater, Hoplon or Viking Round could ward the shield arm, head and chest; A Tower or Kite shield, or a Scutum could protect the shield arm, head chest and abdomen. A shield that is blocking in melee may not also protect from missiles.

Medium or Large shields may be used to shelter behind if the wielder is not attacking or charging, in which case one more location can be warded.

The Manticore is a light siege engine – essentially an extremely heavy Arbalest. It is too heavy and unwieldy to carry, but may be moved about by 2 or 3 people. It requires a crew of 3 to fire at its fastest rate, but could be managed by fewer. For each crew member missing, add another Combat Action to the Loading period.

Armour

Armour Type	AP	ENC/loc	Cost/ Location
Soft Leather/ Gambeson*	1	.5	5
Stiff Leather/ Linen	2	1	20
Hardened/ Reinforced Leather	3	2	50
Scale	4	2	120
Mail	5	2	400
Lamellar/ Splint/ Reinforced Mail	6	3	500
Brigandine	7	2	650
Plate	8	3	600
Fine Plate@	9	2	1000

* May be worn under other armour, ENC stacks.

@ Fine plate must be fitted to the owner, a time-consuming and expensive process. For creatures larger than man-sized, add 5% of the base price per SIZ point over 18. To bard a horse in fine plate is dauntingly expensive.

- Bronze versions of iron armour add 1 ENC per location.

Helmets

Type	AP	ENC/loc	Cost/ Location
Soft Leather/ Gambeson* Arming Hood	1	.5	5
Stiff Leather Skull Cap*	2	1	20
Reinforced Leather Spangenhelm	3	2	50
Scale Hood	4	2	120
Mail Coif*	5	2	400
Composite/ Lamellar/ Splint/ Reinforced Mail	6	3	500
Corselet/ Bascinet with Camail - Open*	7	2	650
Closed-Face Bascinet with Camail	8	2	775
Great Helm^	8	3	600
Sallet, Close Helm@	9	2	1000

* May be worn under other head armour with ^, ENC stacks. Lighter piece adds only half AP, round down [minimum 1 AP].

@ Fine plate must be fitted to the owner, a time-consuming and expensive process. For creatures larger than man-sized, add 5% of the base price per SIZ point over 18. To bard a horse in fine plate is dauntingly expensive.

- Bronze versions of iron armour add 1 ENC per location.

Custom Fitted Armour - this may be done by an armorer with sufficient skill to make the item to be custom fitted and involves suiting it especially to the wearer. The ENC of each piece is reduced by .5 ENC. The downside is, because it is more exactly fitted, the piece now will only fit an individual of the same SIZ exactly, and will not be custom fitted to anyone but the one for whom it was so fitted. Custom fitting takes 20% of the time it would normally take to make the item in question.

Fine plate is already custom fitted to an even higher degree. Its profile reflects this. It normally cannot be further customized.

Encumbrance and Fatigue

ENCumbrance is an abstraction of weight bulk and difficulty of management. So a broadsword has an ENC of 2, but so does a scale cuirass, because, when worn, the cuirass is not as much trouble to carry and handle as a broadsword. Carrying the cuirass around, its ENC would be higher, but we usually don't have to worry about it.

Essentially, You have a Maximum ENCumbrance load for normal activity that is equal to your STR + CON. This includes your armour, weapons and other heavy or bulky gear. Clothing and belt pouches, that sort of thing, don't have ENC, but a bag of trophy heads would, as would a set of martobarbuli on the inside of a shield, etc.

So someone with a Broadsword [ENC 2], Large shield [ENC 3], Bronze Scale Cuirass [chest] [ENC 3], and leggings [ENC 6], Reinforced leather arms [ENC 4]and abdomen [ENC 2], and scale helmet [ENC 2] would have 23 ENC, before adding extra weapons and other carry-ables. With a STR of 12 and CON of 12, that would be most, but not all, of your encumbrance. You could still carry a 'thing' and not be over-encumbered. It is also why people don't want to wear bronze [+1 ENC per location] when they can manage it. Non-bronze cuirass and leggings would save 3 ENC total for this guy. Of course, bronze is still better than nothing.

Every ENC over your STR reduces your Strike Rank, which we have not been worrying about so far. So a STR 12 with 19 ENC, will have a -7 to Strike Rank. Not an overwhelming disadvantage, but it means he will likely not be going first in a round too often. It also imposes more of an issue on spellcasting in armour - you don't have as far to drop in SR before you Zero out, if you know what I mean. So people who concentrate on spellcasting will probably not want to be wearing huge amounts of armour. Also, unarmoured folks will, all things being equal, act sooner in the round than people encased in full plate - it just may not do them any good.

Over-encumbered [ENC over STR+CON] means that your move is affected and you suffer from fatigue and exhaustion more significantly. I did not do much with this on the river trip [cuz, riverboats do the walking for you], but being over-encumbered and marching long distances, leads eventually to exhaustion [weird right?].

This also shows up some other artifacts of the system - people who use a single weapon, even a two handed one, and don't carry a shield, often do better on ENC - ex: Broadsword, Viking round [medium shield] = 4 ENC vs Greataxe, no shield [3 ENC].

On an unrelated, but interesting note, also note the Reach [Bonus to Strike Rank] of the Greataxe [3] compared to that of the Broadsword [2], so two handed weapon wielders will, on average, be more lightly encumbered, and have an edge in speed of attack [higher Strike Rank]. This is in addition to the greater damage that is common with two-handed weapons [Greataxe 1d12+2, Broadsword 1d8+1].

On the other hand they probably don't have a shield to stop arrows.

Oh and something else, I have been meaning to tell you shield users this for a couple of sessions - using a shield in melee gives you a BONUS defensive maneuver - like blocking. So that is a second thing you have that great weapon wielders don't.