

HAND TO HAND WEAPONS

Weapon	Reach	Damage	Parry Penalty	Weight	Special
Knife	1	D10	-30%	5	Can make a thrust attack at -20 to hit
Dagger*	1	D6+2	-20%	5	
Short sword*	2	2D6	-15%	10	
Longsword	3	2D6	-10%	15	Can make a thrust attack at -20 to hit
Broadsword	3	2D6+2	-15%	35	
Rapier*	3	D6+2	-10%	5	
Great sword	3	3D6	-20%	60	
Scimitar	2	2D6+2	-25%	15	-10% to opponent's parry chance
Throwing knife*	1	D3+3	-30%	10	
Punch dagger*	0	D6+4	-30%	10	
Spear*	4	D10	-15%	20	No bonus for strength if held in one hand
Short spear*	3	D10	-15%	15	No bonus for strength if held in one hand
Halberd	4	D10+4	-15%	40	Chop, thrust, or hook – see end of list
Boar spear*	4	D6+2	-15%	30	Critical hits inflict triple damage, no bonus for strength if held in one hand
Javelin*	3	D6+2	-15%	10	No bonus for strength if held in one hand
Axe	2	2D6+2	-20%	20	
Large axe	2	3D6	-25%	40	
Great axe	2	3D6+2	-25%	65	
Throwing axe	2	2D6	-25%	15	
Hammer**	2	D6+2	-20%	20	
Warhammer/ mace**	2	2D6	-20%	30	
Massive club**	2	2D6	-25%	60	Nail through end of club adds +2 damage!
Great hammer**	2	3D6	-25%	70	
Morning star**	2	2D6+2	-35%	35	-10% to opponent's parry, auto miss hits self
Flail	2	D10	-40%	60	Strikes D3 locations per hit, -20% to opponent's parry, auto miss hits self
Staff	3	D10	-10%	15	Half Weapon Skill and damage if used in one hand
Bullwhip	4	2D6	-50%	5	No damage bonus for strength, armour counts double its value, -20% to opponent's parry or dodge, cannot make counter attacks
Buckler	1	D3+3	-10%	10	Additional -20 to parry against thrust attacks
Spiked buckler	1	2D3+3	-10%	15	Additional -20 to parry against thrust attacks
Knuckledusters	0	D3+3	-30%	5	
Gauntlet	0	D3+4	-25%	10	
Improvised	1	D3+3	Varies according to size and shape of implement		

*These are thrusting weapons. All types of chain mail count as armour value 2 against them (if a weapon has an optional thrust attack, you must declare whether you are using a thrust or a normal attack before rolling to hit). Thrust attacks can always be parried regardless of relative weapon weight.

**These are devastating smashing weapons, that can crush armour and bone with ease. They inflict double damage for the purposes of knockback, and the armour value of any location struck is halved.

Axes, Swords, Knives and Spears These (i.e. bladed weapons) have a 20% chance to start bleeding per injury level inflicted. For example, if a hit inflicted two levels of injury, there would be a 40% chance the location started bleeding.

Halberds A character with a halberd has a choice of three attacks. He can either: attack 'normally' with a *chop*, in which case all the rules from the weapon's stat line above are used; make a *thrust* with the point of the weapon like a spear, which counts chain mail as armour 2 but inflicts only D10 damage; or *hook* his opponent, in which case the victim takes only D6 damage with no bonus for Strength, but must pass a Strength test or be knocked prone on the spot. A character with a halberd halves his Weapon Skill and damage rolled if he uses it in one hand. If used to hit an advancing opponent who fails their Weapon Skill test, halberds use their chop attack to work out damage.

SHIELDS

Shields have a parry penalty of 0, and do not suffer the off-hand penalty. They count as having the same counter attack chance as their user's other weapon; in other words the counter attack chance of a shield is the user's weapon skill minus twice the other weapon's penalty. Shields halve Weapon Skill normally – ignore the Inquisitor rule about 9/10 Weapon Skill, 8/10 Weapon Skill etc. Note that the -1% to parry per point of excess weight applies to shields as well as weapons. If, for some bizarre reason, a character is ever using a shield two-handed they get +20% to parry with it but cannot make counter attacks. Shields can be used to make improvised attacks if the user desires.

For example, Dietrich is a knight armed with a broadsword and a shield. His weapon skill is 68, and the parry penalty of his broadsword is -15%. His chance of parrying with the broadsword is $68 - 15 = 53$; the counter attack chance is $53 - 15 = 38$. His chance of parrying with the shield is 68; his chance of counter attacking with the shield is $68 - (15 \times 2) = 38$, the same as the sword. Thus a shield increases the chances of a parry, but not of a counter attack.

Shields are designed for aggressive defence in hand to hand, and a skilled user can deflect rather than simply block attacks. For this reason, a blow parried by a shield is assumed to be absorbed with no damage suffered by the shield's user.

When charging, a character can elect to make a shield bash in an attempt to knock down their opponent. Roll to hit as normal, except without Reach modifiers. The attack can only be parried with a dodge. If the target fails to dodge, they automatically suffer D3 yards of knockback, and take D6 damage plus the charger's Strength bonus to D3 random locations. They are also knocked prone, but if the charger's Strength is lower than their own, the victim can take a Strength test to try to remain upright. A charger can only attempt one shield bash, and only with their first attack of the combat.

In hand to hand shields do not cover locations like they do against shooting – to use a shield at close quarters you have to parry with it. Even the arm holding the shield does not gain its armour bonus since it can potentially be hit from the other side of the shield. Size of shield makes no difference in hand to hand – any benefit of a larger shield is assumed to be cancelled out by its increased clumsiness.

Shield Type	Armour Value	Shooting Locations Covered	Weight
Small wicker shield	3	Arm, chest and abdomen	10
Full wicker shield	3	Arm, chest, abdomen and groin	15
Large wicker shield	3	All except other arm and head	25
Small wooden shield	4	Arm, chest and abdomen	15
Full wooden shield	4	Arm, chest, abdomen and groin	20
Large wooden shield	4	All except other arm and head	40
Small metal shield	5	Arm, chest and abdomen	25
Full metal shield	5	Arm, chest, abdomen and groin	30
Large metal shield	5	All except other arm and head	55
Knightly shield	6	Arm, chest, abdomen and groin	35
Elf kite shield	5	Arm, chest, abdomen, leg on same side	25

Shields can have a spiked boss which adds 5 to their weight, but also adds +D3 damage to improvised shield attacks, and to the first location struck by a shield bash.

RANGED WEAPONS

Weapon	Type	Range	Acc	Damage	Shots	Reload	Weight	Special
Short bow	Basic	E	-5	2D6	1	1	10	
Recurved short bow	Basic	J	-5	2D6	1	1	10	
Bow	Basic	F	-5	2D6	1	1	15	
Recurved bow	Basic	B	-5	2D6	1	1	15	
Longbow*	Basic	C	-5	2D6	1	1	20	Strength test to aim
Composite longbow*	Basic	G	-5	2D6	1	1	20	Strength test to aim
Wood Elf longbow*	Basic	G	-	2D6	1	1	15	Strength test to aim
Crossbow	Basic	B	-5	3D6	1	2	35	Strength test to load
Repeater crossbow	Basic	J	-5	2D6+2	10	(2)	25	
Crossbow pistol	Pistol	A	-	2D6+2	1	2	15	
Handgun**	Basic	F	-10	2D6+2	1	4	50	
Dwarf handgun**	Basic	F	-	2D6+2	1	3	45	
Repeater handgun**	Basic	F	-10	2D6+2	6	(½)	60	2 actions per shot to reload
Pistol**	Pistol	E	-10	2D6+2	1	3	25	Improvised weapon
Dwarf pistol**	Pistol	E	-	2D6+2	1	2	20	Improvised weapon
Repeater pistol**	Pistol	E	-10	2D6+2	6	(1)	30	
Hochland long rifle**	Basic	I	-	2D6+4	1	4	65	
Blunderbuss**	Basic	A	-	2D6	1	3	50	See end of list
Sling	Basic	J	-15	D6	1	1	5	One handed, double damage on head hits
Throwing knife	-	E	-10	D6+2	-	-	5	
Throwing axe	-	E	-5	2D6+2	-	-	15	
Throwing star	-	E	-5	D3+1	-	-	2	May throw two stars as one action at -20 to hit with each
Javelin	-	A	-	2D6	-	-	20	
Bolas	-	E	-10	D6	-	-	20	Entangle

Reloading a black powder weapon or crossbow cannot be combined with movement, due to the intricacy of the process (handguns) or the need to brace yourself (crossbows).

Bows (not crossbows), javelins and blunderbusses count all chain mail as being armour value 2. Other types of armour are unaffected and count their full value as normal.

* To reflect their huge draw weight longbows count triple their weight for the purposes of to hit penalties, and in the recovery phase any character aiming a longbow must pass a Strength test or lose their aim. Longbows count armour of *all* types as being armour value 2, regardless of its actual value.

** Black powder weapons except blunderbusses count *all* armour as being armour value 2, regardless of its actual value. Blunderbusses count only chain mail as being armour 2. Firing a black powder weapon is a risky action. If it is messed up, roll a D100 to see what has happened:

01-05: The weapon is destroyed. The shooting character takes D6+4 damage to their favoured arm and chest, and to their head as well if they were aiming. Detonating pistols damage only the arm they were held in.

06-15: Over-packed. If the shot hits, it inflicts an extra D6+2 damage. However, the weapon now has a -10 modifier to hit and on any subsequent rolls on this chart, until it can be repaired.

16-80: The weapon fails to fire. The character must unpack the weapon before it can fire again; re-loading takes one more action than usual.

81-100: Under-packed: the shot drops to the ground well short of the target, or impacts with very little force. There is no additional effect.

Blunderbusses Blunderbusses lose 1 point of damage for every full 5 yards to the target. However, there is a chance equal to twice the range of hitting locations adjacent to the one rolled (note that this means physically adjacent, not adjacent on the location table). For example, imagine a blunderbuss shot fired from a range of 14 yards hits its target in the left arm; the target's head, chest and abdomen each have a 28% chance of being hit as well. Blunderbusses can never make placed shots.

ARMOUR

These rules look a bit fiddly, but once you've worked everything out there are spaces on the character sheet to record the effects of a character's armour, and it becomes pretty simple.

The weight of armour on a location is compared to a tenth of the character's Strength (i.e. their knockback value). For every point the weight of the armour exceeds their knockback value by, they have a -1 penalty on Initiative tests to do with movement (including dodging). This is cumulative between locations; so, for example, a character with strength 70 who was wearing heavy plate armour on his chest, abdomen and groin would be at -15 (weight 12 is 5 higher than his knockback value of 7, multiplied by three locations).

If a character's total armour penalty is -5 or greater, they cannot use the Acrobatic ability; if it is -15 or greater they also lose the ability to Sprint, and run 5 yards instead of 6.

Locations with 4 or more points of armour add their armour value to other characters' chances of hearing the wearer moving. So for example, a character wearing light chain mail on his chest and abdomen would give others a +10% chance of hearing him, while a character in chest-to-toe heavy plate would give a +48% bonus! Prone characters wearing armour with a total weight of higher than their current strength must take a Strength test to stand up again, with the same modifier they would suffer for Initiative tests. A failed attempt still uses up an action. There is no automatic pass or automatic fail for this action.

On the plus side, characters can add +1 to their own knockback value for each 20 points of armour weight they wear. You can record the knockback value including armour bonus in brackets after the basic one.

Type	Armour Value	Weight per location	Special
Heavy clothing	1	1	No effect against any weapon with a special rule for armour (black powder weapons, longbows, hammers, thrust attacks etc.)
Leather armour	2	3	
Studded leather	3	4	Chain mail
Ring mail	4	5	Chain mail
Light chain mail	5	6	Chain mail
Splint mail	6	8	Chain mail
Heavy chain mail	8	10	Chain mail, may not sprint if either leg covered
Gromril mail	8	7	Chain mail
Light plate	4	6	
Plate armour	6	9	
Heavy plate	8	12	May not sprint if either leg covered
Elf scale mail	6	7	
Gromril plate	9	9	
Ithilmar plate	7	7	
Chaos Dwarf scale	6	8	
Leather helmet	2	2	-10% vision, -20% hearing
Open helmet	4	4	-15% vision, -25% hearing
Closed helmet	5	6	-25% vision, -35% hearing
Mail hood	4	4	Chain mail, -10% vision, -20% hearing
Knightly helm	special	6	Counts as open or closed helmet (visor)
Chaos Dwarf helmet	4	9	-10% vision, -20% hearing