### Weapons

#### Weapon Statistics

##### Accuracy

Accuracy modifies the attacker’s weapon skill when he swings a weapon in melee combat. Add the accuracy listed for the weapon to your character’s attack skill when you strike with this weapon.

##### Throw

Throw modifies the attacker’s thrown weapon skill when he throws this weapon in combat. Weapons with no entry in the throw column cannot be thrown.

##### Leverage/Damage

Leverage indicates which die to roll for damage when attacking with this weapon. Damage is generally the attacker’s STR die added to the leverage die for his weapon. Bows and arrows do not have a leverage entry. Instead, they have a damage entry. Missile damage is generally calculated by adding the weapon’s damage to the projectile’s damage. See the section titled Ranged Combat for details.

##### Parry

Parry modifies the parry skill of the defender when he parries with this weapon in melee combat. Add the parry modifier to your character’s parry skill when you defend with this weapon.

##### Initiative

Initiative measures the attack speed of the weapon and modifies the combatant’s initiative roll when using this weapon in combat.

##### Length

Indicates the relative length of the weapon. Weapons are listed as short (S), medium (M), long (L) and very long (V).

##### Range

Each ranged weapon has a set of ranges listed in hexes.

**Example of Range Listings**: A light bow has its ranges listed as 4/15/25/45. This means that from 0-4 hexes is point blank range; from 5-15 is short range; 16-25 is medium range and 26-45 is long range. Anything more than 45 hexes is considered extreme range for this weapon.

##### Traits

Many weapons have traits that allow extra attacks, damage or effects based on a random chance or the character’s initiative or hit location.

##### Cost

This is the cost of the weapon in Bostonian pennies.

#### Weapon List

##### Short Blades

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Dagger | +1 | 1d6 | -1 | +1 | S | 3 | Fast(1), Thrust | 30p |
| Fencing Dagger | 0 | 1d6 | 0 | +1 | S | 3 | Dex(12), Off Hand(2), Pummel, Thrust | 40p |
| Knife | 0 | 1d4 | -2 | +2 | S | 3 | Fast(3) | 30p |
| Stiletto | 0 | 1d6 | -2 | +2 | S | 2 | Fast(1), Pierce(4), Thrust | 50p |

##### Long Blades

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Cutlass | 0 | 1d8+1 | +1 | 0 | M | 3 | Pummel | 75p |
| Long Sword | 0 | 1d10 | 0 | 0 | M | 3 | Thrust | 80p |
| Rapier | +1 | 1d6+1 | +2 | +1 | M | 2 | Dex(12), Pummel, Thrust | 100p |
| Short Sword | +1 | 1d8 | 0 | 0 | M | 3 | Thrust | 60p |

##### Hammers and Maces

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Hammer | 0 | 1d8 | -1 | -1 | M | 4 | Concussion(3), Skull Smasher | 50p |
| Mace | 0 | 1d8+1 | -1 | -1 | M | 4 | Concussion(3), Skull Smasher | 65p |
| Spiked Mace | 0 | 1d8+1 | -1 | -1 | M | 4 | Bulky(2), Concussion(2), Piercing(2), Skull Smasher | 75p |
| War Mace | -1 | 1d10+1 | -1 | -1 | M | 4 | Bulky(2), Concussion(3), Skull Smasher, Str(12) | 80p |

##### Axes

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Axe | 0 | 1d10 | -2 | 0 | M | 4 | Limb Breaker(1), Shield Smash(2) | 70p |
| War Axe | -1 | 1d12 | -2 | -1 | M | 4 | Bulky(3), Limb Breaker(1), Shield Smash(3), Str(12) | 90p |
| Pick | -1 | 1d8 | -1 | 0 | M | 4 | Pierce(3) | 60p |
| War Pick | -1 | 1d10 | -2 | -1 | M | 4 | Bulky(2), Pierce(3), Str(12) | 90p |

##### Flails

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Flail | +1 | 1d8 | -2 | -1 | M | 3 | Concussion(3), Disarm(1), Flail, Skull Smasher | 60p |
| Spiked Flail | +1 | 1d8+1 | -2 | -1 | M | 3 | Concussion(2), Disarm(1), Flail, Piercing(2), Skull Smasher | 75p |

##### Two-Handed Weapons

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Great Sword | -1 | 1d12 | -1 | -1 | M | 3 | Bulky(3), 2-Hands, Str(14) | 150p |
| Great Axe | -1 | 1d12+2 | -2 | -1 | M | 3 | Bulky(5), Limb Breaker(1), 2-Hands, Str(15) | 175p |
| Great Mace | -1 | 1d12+1 | -2 | -2 | M | 4 | Bulky(4), Concussion(4), Skull Smasher(1), 2-Hands, Str(14) | 150p |
| Great Flail | 0 | 1d12 | -2 | -1 | M | 3 | Bulky(3), Concussion(4), Flail, 2-Hands, Skull Smasher, Str(14) | 120p |

##### Spears

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Short Spear | 0 | 1d8 | -2 | 0 | L | 3 | Bulky(2), Dismount(2), Set, Thrust | 55p |
| Long Spear | -1 | 1d10 | -2 | -1 | V | 2 | Bulky(3), Dismount(2), Set, Reach(1), Thrust | 90p |
| Cobrat Fencing Spear | +1 | 1d6+1 | 0 | 0 | L | 2 | Dex(12) | 75p |

##### Staves

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Lev** | **Parry** | **Init** | **Len** | **Dur** | **Traits** | **Cost** |
| Quarterstaff | 0 | 1d6 | +2 | 0 | L | 5 | Normal Damage, 2-Hands | 40p |
| Heavy Staff | 0 | 1d8 | +1 | -1 | L | 5 | Normal Damage, 2-Hands | 50p |
| Long Staff | -1 | 1d8 | 0 | -1 | V | 5 | Normal Damage, 2-Hands, Reach(1) | 60p |

##### Thrown Weapons

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Dmg** | **Init** | **Range** | **Traits** | **Cost** |
| Thrown Axe | -1 | 1d10 + STR-1 | -1 | 3/5/8/10 |  | 70p |
| Thrown Dagger | 0 | 1d6 + STR-1 | +1 | 3/6/9/15 | Fast(1) | 25p |
| Thrown Hammer | -1 | 1d8 + STR-1 | 0 | 3/5/8/10 |  | 25p |
| Thrown Knife | +1 | 1d4 + STR-1 | +1 | 3/6/9/15 | Fast(3) | 20p |
| Thrown Short Spear | 0 | 1d8 + STR-1 | 0 | 3/7/14/30 |  | 55p |

##### Shields

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Throw** | **Lev** | **Parry** | **Init** | **Len** | **Traits** | **Cost** |
| Target or Buckler | 0 | n/a | 1d4 | 0 | 0 | n/a | No Missile, Normal Damage, Str(6) | 25p |
| Round or Flatiron | 0 | n/a | 1d6 | +1 | 0 | n/a | Bulky(2), Normal Damage, Str(9) | 40p |
| Tower or Kite | 0 | n/a | 1d8 | +2 | 0 | n/a | Bulky(4), Normal Damage, Str(12) | 65p |

##### Missile Weapons

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Dmg** | **Init** | **Range** | **Dur** | **Traits** | **Cost** |
| Sling | 0 | STR-1 | -2 | 3/10/18/32 | 4 |  | 10p |
| Light Bow | +1 | 1d6 | -2 | 5/15/25/45 | 3 | Fast(1) | 40p |
| Heavy Bow | 0 | 1d8 | -2 | 5/20/35/60 | 3 |  | 60p |
| Aeltharze Bow | 0 | 1d10 | -2 | 5/25/40/70 | 3 | Bulky(1), Str(9) | 120p |
| Crossbow | 0 | 1d10+1 | -2 | 6/25/45/75 | 2 | Bulky(1), Reload(1) | 200p |

##### Arrows and Other Projectiles

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Weapon** | **Acc** | **Dmg** | **Cost** | **Traits** |
| Sling Stone | -1 | 1d6 | free | Normal Damage, Recovery(9) |
| Lead Shot | 0 | 1d6 | 2b | Normal Damage, Recovery(9) |
| Heavy Shot | 0 | 1d6+1 | 4b | Normal Damage, Recovery(9) |
| Makeshift Arrow | -1 | 1d6 | free | Recovery(3) |
| Hunting Arrow | +1 | 1d6 | 7b | Recovery(6) |
| Standard Arrow | 0 | 1d8 | 5b | Recovery(6) |
| Piercer Arrow | -1 | 1d8 | 1p | Pierce(2), Recovery(6) |
| Broadhead | -1 | 1d10 | 1p | Bleed(3), Recovery(6) |
| Crossbow Bolt | 0 | 1d10 | 2p | Pierce(3), Recovery(7) |

##### Explanation of Traits

|  |  |
| --- | --- |
| **Trait** | **Description** |
| **Bleed(x)** | When you hit someone with this weapon, you have an x/12 chance to cause the bleed status. |
| **Bulky(x)** | Your weapon is heavy and/or awkward and hard to carry. Carrying this weapon increases your encumbrance by *x*. |
| **Concussion(x)** | If you hit your target in the head, you have an x/12 chance to stun him for one round. Alternately, if you have the *Stunning Blow* talent, you can add x-1 to its chance stun. |
| **Dex(x)** | You must have x dexterity to properly wield this weapon. If you have less, you take a -1 to hit, a -1 to parry and the leverage die drops one step. |
| **Disarm(x)** | You get a +x to disarm maneuvers. |
| **Dismount(x)** | You gain a +x bonus to hit and damage against mounted units. |
| **Fast(x)** | You have an x/12 chance of gaining a second attack action, based on your initiative roll. So, a Fast(1) weapon, gives another action on an initiative roll of 12. A Fast(2) weapon gives an action on 11 or 12. |
| **Flail** | You cannot be shield blocked while using this weapon. |
| **Jagged(x)** | Successful attacks have an x/12 chance of applying the *Bleeding* status on the target. |
| **Knockdown(x)** | An attack to the legs has a x/12 chance of knocking the opponent prone. |
| **Limb Breaker** | You do an additional point of damage when hitting the arms or legs. |
| **No Missile** | Your shield is not suited to block missile attacks. It only allows you to use your block skill against melee attacks. |
| **Normal Damage** | This weapon does normal damage and wound rolls are at a -1. |
| **Off Hand(x)** | You get a +x bonus to parry when using this weapon to off-hand block. |
| **Pierce(x)** | You get an x/12 chance to ignore armor. |
| **Pummel** | Guard acts as a 1d4 leverage weapon when attacking unarmed. |
| **Quick Firing** | This bow takes only a half-action to draw and aim. Fast draw cannot reduce this further, but can remove the penalty for moving. |
| **Reach(x)** | You have a reach of x hexes when using this weapon. |
| **Recovery(x)** | Your chance to recover this ammo after use is x/12. |
| **Reload(x)** | This missile weapon takes x rounds to reload. |
| **Set** | If someone charges you from the front, you get a free first attack with a +1 damage if you hit. |
| **Shard(x)** | On an attack that wounds your opponent, your weapon has an x/12 chance of breaking off in the wound. This increases all wound penalties by one. Removing the weapon takes a full round and gives the target a bleeder. If you have the talent *Impaler*, you get a +2 to the chance of the talent activating and can choose if the weapon breaks or not. |
| **Shield Smash(x)** | When blocked by a shield that has a lower durability than this weapon, you have a x/12 chance of smashing the shield. |
| **Skull Smasher** | You do an additional point of damage when you hit your target in the head. |
| **Staff Parry** | This weapon has two parry values. The first is used when the weapon is wielded with two hands. The second is used when the weapon is wielded with one hand. |
| **Stagger(x)** | A blow to the chest has a x/12 chance of knocking your opponent back one hex and giving him a -1 penalty to his next action. |
| **Str(x)** | You must have x strength to properly wield this weapon. If you have less, you take a -1 to hit, a -1 to parry and the leverage die drops one step. |
| **Thrust** | You may perform the thrust maneuver with this weapon, taking a -1 to hit, but gaining the Pierce(2) effect. |
| **Two Hands** | This weapon requires two-hands to use. |