NEW WEAPONS

This supplement for Sine Nomine's *Worlds Without Number* provides statistics for siege weapons, as well as several common weapons not found in the rulebook. Additional weapon traits are also provided for weapons that are clumsy, crewed, or have unique ammunition.

Worlds Without Number is available as both free and paid versions at drivethrurpg.com.

WEAPONS

Ballistae are massive arbalests that launce spear-sized bolts great distances. These bolts cost 10 sp each and have an encumbrance of 2.

Catchpoles are polearms with loops or claws at the end. They are used by city guards and slavers alike to grab and restrain captives.

Hand Crossbows are smaller and more fragile than their standard adventuring cousin and require finer craftsmanship. They are also more difficult to use, incurring the standard -2 penalty if the user does not have at least a Shoot-0 skill.

The *lance* is a long spear used by cavalry for mounted charges.

Mangonels are catapults that use tension to launch projectiles in an arc. A typical projectile has an encumbrance of 6.

A cousin of hurlants, *mortars* use alchemical reactions to hurl explosive projectiles in an arc. These bombs cost 300 sp each, have an encumbrance of 5, are ruined if they get wet. 50 sp of powders and reagents are used for each launch. These reagents weigh 1 encumbrance and are similarly ruined when soaked.

Nets are rarely used except by gladiators and bounty hunters. A man-sized or smaller creature hit by a net is grappled (pg. 43). This grapple can be escaped by succeeding on a DC 8 Str-or-Dex/Exert check or by dealing 5 damage to the net (AC 10).

Rams are blunt instruments used for battering down doors. A portable version used by adventurers and law enforcement is given below, as is the larger siege variant.

Scorpions use torsion to propel large bolts. Each bolt costs 5 sp and has an encumbrance of 1.

Spitfires are the terror of all navies. These complex devices that spew a burning stream of alchemical compounds that cling to surfaces and burn long after the initial strike. This fuel is jealously guarded and often illegal to sell. Each canister of the substance uses 75 sp of raw ingredients, has an encumbrance of 1, an explodes if it takes any damage.

Strangling Scarves are long clothes with weights sewn into each end. It is commonly used as an assassination weapon. If the target survives an Execution Attack made with this weapon they are choked and grappled (pg. 43).

Choked creatures cannot speak and are suffocating (pg. 49) until the grapple is broken. A character with at least a punch-1 skill can attempt to strangle an aware opponent. On a successful hit the target is choked and grappled.

Trebuchets use a counterweight to launch large projectiles. These projectiles are typically stoning with an encumbrance of 10, but corpses and flaming pitch are also common projectiles.

Weapon	Dmg	Shock	Attribute	Range in Feet	Traits	Cost	Enc
Ballista	3d10	None	Int	200/800	CR3, M, SR	1,500 sp	–
Catchpole	1d4	None	Str	–	2H, LL	20 sp	2
Hand Crossbow	1d6	None	Dex	30/90	SR, PM	150 sp	1
Lance	1d10	2/15	Str	–	2H, C, CH	15 sp	2
Mangonel	5d6	None	Int	120/480	CR6, M, SS, U	6,000 sp	–
Mortar	4d6	8/–	Int	500/2,000	CR4, EX5d6, M, SS, U	40,000 sp	–
Net	–	–	Str	20/40	T	15 sp	2
Ram	2d10	2/–	Str	–	CR2, U	30 sp	4
Ram, Siege	6d10	6/–	Str	–	CR10, U	50 sp	–
Scorpion	2d8	None	Dex	80/360	FX, SR	500 sp	12
Spitfire	2d6	None	Int	60/240	EX2d6, FX, I, SR	5,000 sp	15
Strangling Scarf	1d2	None	Str	–	S, LL	10 sp	1
Trebuchet	8d12	None	Int	300/1,200	CR10, M, SS, U	25,000 sp	–

WEAPON TRAITS

Some of the weapons listed above have specific traits in addition to the ones listed on pg. 37.

C: *Cavalry.* Your ride skill is added to attack rolls, damage, and shock while mounted. The longsword and warhammer gain this trait if you use these rules.

CH: *Charging.* While mounted and in motion, the weapon is one-handed and has a 10-foot reach but can only attack targets directly ahead of you. The weapon has a 5% chance of snapping on a successful attack.

CR#: *Crewed.* The weapon requires a minimum crew to load and aim, though only one creature is needed to fire it. Each additional crewman reduces the time between shots by 1 turn, to a minimum of half the normally required turns, rounded up.

EX#d#: *Explosive.* The weapon launches an explosive projectile. All creatures within 10 feet of the point of impact take the listed damage, with an evasion save for half.

I: *Incendiary.* Creatures and objects damaged by this weapon are ignited, taking 1d6 damage at the beginning of each turn until an action is taken to extinguish them.

M: *Massive.* The weapon is too large to be easily man-portable.

U: *Unwieldy.* The weapon is imprecise, slow, or clumsy. Aware and mobile targets automatically avoid all direct damage but are still at risk from explosions and other sources of indirect damage.