



A dramatic illustration of a battle scene. In the foreground, a soldier with a mustache and dark hair, wearing a red and white patterned tunic, looks intensely at the viewer while holding a long sword. Behind him, another soldier in dark armor with a plumed helmet is shouting. To the right, a third soldier in dark armor with a chainmail hauberk is also shouting. The background is filled with smoke, fire, and the silhouettes of other soldiers, creating a sense of chaos and conflict.

Master Weapon Lists of the Empire & neighboring regions

BASIC WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
BASIC						
Axe	10/-	1	Common	Average	+SB+4	Hack, Unbalanced
Ballock Knife	16/-	0	Scarce	Very Short	+SB+1	Impale*, Penetrating, Precise *
Club	4/-	0	Common	Average	+SB+4	Undamaging, Unbalanced
Dagger	16/-	0	Common	Very Short	+SB+2	-
Improvised Weapon	N/A	Varies	N/A	Varies	+SB+1	Undamaging, Unbalanced
Knife	8/-	0	Common	Very Short	+SB+1	Undamaging
Mace	15/-	1	Common	Average	+SB+4	Pummel, Unbalanced
Military Pick	15/-	1	Scarce	Average	+SB+4	Penetrating, Unbalanced
Scimitar	1 GC	1	Scarce	Short	+SB+4	Slash (1A)
Sword	1 GC	1	Common	Average	+SB+4	-
Warhammer	1 GC	1	Scarce	Average	+SB+4	Unbalanced, Pummel or Penetrating
Hand Weapon	1 GC	1	Common	Average	+SB+4	-

* *Impale* and *Precise* Weapon Qualities only apply if the target is *Surprised* or *Prone*.

CAVALRY WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
CAVALRY						
(2H) Cavalry Hammer	3GC	3	Scarce	Long	+SB+5	Pummel
Demi-Lance	1GC	2	Scarce	Long	SB+5*	Impact, Impale
Lance	1GC	3	Scarce	Very Long	+SB+6*	Impact, Impale
Sabre	2GC	1	Scarce	Average	SB+4	Slash (1A)

* Lances and Demi-Lances count as Improvised Weapons if used on a round where you have not charged.

FENCING WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
FENCING						
Foil	5GC	1	Scarce	Average	+SB+3	Fast, Impale, Precise, Undamaging
Rapier	5GC	1	Scarce	Long	+SB+4	Fast, Impale
Smallsword	4GC	1	Scarce	Average	+SB+2	Fast, Impale, Precise

SHIELD TABLE*

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
BASIC						
Shield (Buckler)	18/2	0	Common	Personal	+SB+1	Shield 1, Defensive, Undamaging
Shield	2 GC	1	Common	Very Short	+SB+2	Shield 2, Defensive, Undamaging
Shield (Large)	3 GC	3	Common	Very Short	+SB+3	Shield 3, Defensive, Undamaging
Pavise	3 GC 15/-	4	Rare	N/A	+SB+2	Shield 5*

* Shields still count as Basic Weapons. Pavise only counts as a Large Shield when in combat, with Slow and Tiring flaws, it counts as a Shield 5 when set up and used as cover.

BRAWLING WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
BRAWLING						
Spiked Gauntlet	2 GC	1	Scarce	Personal	+SB+3	Impale, Unbalanced
Boat Hook	6/-	0	Common	Short	+SB+4	Trip, Undamaging
(2H) Garrote	1/-	0	Rare	Personal	+SB+2	Entangle, Slow, Unbalanced, Undamaging
Knuckledusters	2/6	0	Common	Personal	+SB+2	-
Locked Gauntlet	1 GC	1	Scarce	Personal	+SB+2	Undamaging
Unarmed	N/A	0	-	Personal	+SB+0	Undamaging
Sap	1/-	0	Rare	Personal	+SB+1	Pummel, Unbalanced, Undamaging

FLAIL WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
FLAIL						
Grain Flail	10/-	1	Common	Average	+SB+3	Distract, Imprecise, Wrap
Flail	2GC	1	Scarce	Average	+SB+5	Distract, Wrap
(2H) Military Flail	3GC	2	Rare	Long	+SB+6	Distract, Impact, Tiring, Wrap

PARRYING WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
PARRYING						
Cloak	10/-	1	Common	Short	+SB+0	Entangle, Defensive, Undamaging
Main Gauche	1GC	0	Rare	Very Short	+SB+2	Defensive
Swordbreaker	1 GC 2/6	1	Scarce	Short	+SB+1	Defensive, Trap Blade
(2H) Weighted Net	1GC 10/-	1	Rare	Short	+SB+0	Entangle, Defensive, Shield 1, Slow, Undamaging, Wrap

POLEARM WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
POLEARM						
(2H) Ahlspiess	2 GC	2	Scarce	Very Long	+SB+3	Impale, Penetrating
(2H) Bill	2 GC	3	Scarce	Long	+SB+4	Defensive, Hack or Trip
(2H) Halberd	2 GC	3	Common	Long	+SB+4	Defensive, Hack or Impale
(2H) Mancatcher	2 GC	3	Rare	Long	+SB+2	Defensive, Entangle
(2H) Partizan/Glaive	2 GC	3	Scarce	Long	+SB+4	Defensive, Impale or Slash (2A)
(2H) Pollaxe	2 GC	3	Scarce	Long	+SB+4	Defensive, Hack or Impale or Pummel
(2H) Spear	15/-	2	Common	Very Long	+SB+4	Impale
(2H) Pike	18/-	4	Rare	Massive	+SB+4	Impale, Bracing*
(2H) Quarterstaff	3/-	2	Common	Long	+SB+4	Defensive, Pummel

* Pikes counts as Improvised Weapons if used on a round where you have not been charged and they are within 1 yard.

TWO-HANDED WEAPONS TABLE

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
TWO-HANDED						
(2H) Bastard Sword	8GC	3	Scarce	Long	+SB+5	Damaging, Defensive
(2H) Great Axe	4GC	3	Common	Long	+SB+6	Hack, Impact, Tiring
(2H) Flamberge Zweihander	30GC	3	Exotic	Long	+SB+5	Damaging, Hack, Slash (2A)
(2H) Pick	9/-	3	Common	Average	+SB+5	Damaging, Impale, Slow
(2H) Warhammer	3GC	3	Common	Average	+SB+6	Damaging, Pummel, Slow
(2H) Zweihander	10GC	3	Scarce	Long	+SB+5	Damaging, Hack

SPECIES MELEE WEAPONS

EONIR MELEE WEAPONS

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
BASIC						
Eonir War Blade	3GC	0	Scarce	Average	+SB+3	Precise
POLEARM						
(2H) Eonir Spear	2GC	1	Common	Long	+SB+4	Penetrating
TWO-HANDED						
(2H) Wildwood Sword	10GC	2	Scarce	Long	+SB+4	Damaging, Fast

DWARF MELEE WEAPONS

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
BASIC						
Bearded Axe	1GC	2	Common	Average	+SB+4	Trap Blade
Dwarf Hammer	3 GC	2	Scarce	Average	+SB+4	Pummel
TWO-HANDED						
(2H) Slayers Axe	12GC	4	Scarce	Long	+SB+6	Damaging, Impact

HALFLING MELEE WEAPONS

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
BASIC						
Nan's Cleaver	1GC	1	Common	Average	+SB+3	Hack
Iron Skillet	1GC	1	Common	Average	+SB+3	Defensive



TRADITIONAL AMMUNITION TABLE

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BOW						
Arrow (12)	5/-	0	Common	As weapon	-	Impale
Barbed Arrow (12)	8/-	0	Scarce	As weapon	-	Impale, Slash (1A)
Bodkin Arrow (12)	8/-	0	Scarce	As weapon	-	Impale, Penetrating
Elf Arrow	6/-	0	Exotic	+50	+1	Accurate, Impale, Penetrating
Sharp Stick	N/A	0	Common	Half weapon	-2	Dangerous, Imprecise, Undamaging
CROSSBOW						
Bolt (12)	5/-	0	Common	As weapon	-	Impale
SLING						
Lead Bullet (12)	4d	0	Common	-10	+1	Pummel
Pebble	N/A	0	Common	-10	-2	Imprecise, Undamaging
Stone Bullet (12)	2d	0	Common	As weapon	-	Pummel

BLACKPOWDER AMMUNITION

Ammunition	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BLACKPOWDER AND ENGINEERING						
Bullet and Powder (12)	3/3	0	Common	As weapon	+1	Impale, Penetrating
Paper Cartridge (12)	5/-	0	Scarce	As weapon	+1	Impale, Penetrating*
Aqshy-Infused Powder (12)	1 GC	0	Exotic	+10	+2	Impale, Penetrating
Precision Shot and Powder	3/-	0	Common	As weapon	+1	Impale, Penetrating, Precise
Improvised Shot and Powder	3d	0	Common	Half Weapon	-	
Small Shot and Powder (12)	3/3	0	Common	As Weapon	-	Spread +3
Scrap and Powder (12)	2/-	0	Common	Half Weapon	-1	Spread +3, Infected
Large Bullet and Powder (12)	1 GC	0	Scarce	As Weapon	+2	Impale, Impact, Penetrating
Bomb	3 GC	0	Rarce	As Weapon	+5	Blast 5, Dangerous, Impact
Incendiary	1 GC	0	Scarce	As Weapon	Special	Blast 4, Dangerous
Grapple	2 GC	1	Scarce	Half Weapon	+2	Penetrating, Reload +2

GUNPOWDER WEAPONS TABLE

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BLACKPOWDER*						
(2H) Blunderbuss	2 GC	1	Scarce	20	+8	Dangerous, Reload 2
(2H) Hochland Long Rifle	100 GC	3	Exotic	100	+9	Accurate, Precise, Reload 4
(2H) Handgun	4 GC	2	Scarce	50	+9	Dangerous, Reload 3
Pistol	8 GC	0	Rare	20	+8	Pistol, Reload 1
Matchlock Handgun	2 GC	2	Rare	50	+8	Dangerous, Reload 4
Matchlock Blunderbuss	1 GC	1	Rare	20	+7	Spread 3, Dangerous, Reload 3
Arquebus	5 GC	3	Exotic	40	+9	Dangerous, Imprecise, Reload 5
Double Barreled Handgun	7 GC	3	Exotic	50	+9	Dangerous, Repeater 2, Reload 4
Grieffsfoot Pistol	10 GC	1	Exotic	10	+7	Imprecise, Spread 5
(2H) Gun Axe	8	1	Exotic	30	+9	Imprecise, Dangerous, Reload 4
(2H) Gun Halberd	10	3	Exotic	30	+9	Imprecise, Dangerous, Reload 4
ENGINEERING*						
Repeater Handgun	10 GC	3	Rare	30	+9	Dangerous, Reload 5, Repeater 4
Repeater Pistol	15 GC	1	Rare	10	+8	Dangerous, Pistol, Reload 4, Repeater 4
Pepperbox	12 GC	1	Rare	10	+8	Dangerous, Pistol, Reload 4, Repeater 4*
Hand Mortar	50 GC	3	Exotic	30	+7	Dangerous, Imprecise, Reload 2
Cane Pistol	15 GC	1	Exotic	10	+8	Dangerous, Imprecise, Reload 6

RANGED WEAPONS

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BLACKPOWDER*						
(2H)Blunderbuss*	2GC	1	Scarce	20	+8	Blast 3, Dangerous, Reload 2
(2H)Hochland Long Rifle*	100GC	3	Exotic	100	+9	Accurate, Precise, Reload 4
(2H)Handgun*	4GC	2	Scarce	50	+9	Dangerous, Reload 3
Pistol*	8GC	0	Rare	20	+8	Pistol, Reload 1
BOW						
(2H)Elf Bow	10GC	2	Exotic	150	+SB+4	Damaging, Precise
(2H)Longbow	5GC	3	Scarce	100	+SB+4	Damaging
(2H)Bow	4GC	2	Common	50	+SB+3	-
(2H)Shortbow	3GC	1	Common	20	+SB+2	-
CROSSBOW						
Crossbow Pistol	6GC	0	Scarce	10	+7	Pistol
(2H)Heavy Crossbow	7GC	3	Rare	100	+9	Damaging, Reload 2
(2H)Crossbow	5GC	2	Common	60	+9	Reload 1
ENGINEERING*						
(2H)Repeater Handgun*	10GC	3	Rare	30	+9	Dangerous, Reload 5, Repeater 4
Repeater Pistol*	15GC	1	Rare	10	+8	Dangerous, Pistol, Reload 4, Repeater 4
ENTANGLING**						
Lasso	6/-	0	Common	SBx2	-	Entangle
Whip	5/-	0	Common	6	+SB+2	Entangle
EXPLOSIVES						
Bomb	3GC	0	Rare	SB	+12	Blast 5, Dangerous, Impact
Incendiary	1GC	0	Scarce	SB	Special***	Blast 4, Dangerous
SLING						
Sling	1/-	0	Common	60	+6	-
(2H)Staff Sling	4/-	2	Scarce	100	+7	-
THROWING						
Bolas	10/-	0	Rare	SBx3	+SB	Entangle
Dart	2/-	0	Scarce	SBx2	+SB+1	Impale
Javelin	10/6	1	Scarce	SBx3	+SB+3	Impale
Rock	-	0	Common	SBx3	+SB	-
Throwing Axe	1GC	1	Common	SBx2	+SB+3	Hack
Throwing Knife	18/-	0	Common	SBx2	+SB+2	-

* All Blackpowder and Engineering weapons have the Blackpowder and Damaging Qualities.

** Entangling weapons have no range bands, just the listed range.

*** An Incendiary gives every affected target 1+SL *Ablaze* Conditions.

DWARF RANGED WEAPONS

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BLACKPOWDER*						
(2H) Dwarf Handgun*	9GC	2	Rare	30	+8	Penetrating, Reload 3
Dwarf Pistol*	18GC	1	Rare	30	+8	Penetrating, Pistol, Reload 1
CROSSBOW						
(2H) Dwarf Crossbow	9GC	3	Rare	80	+9	Precise, Damaging, Reload 2
ENGINEERING*						
Drakefire Pistol*	25GC	1	Exotic	10	+8	Dangerous, Pistol, Special***
EXPLOSIVES						
Cinderblast Bomb	3GC	0	Exotic	SB	+14	Blast 3, Dangerous, Impact, Penetrating

* All Blackpowder and Engineering weapons have the Blackpowder and Damaging Qualities.

** Entangling weapons have no range bands, just the listed range.

*** On any critical hit, Drakefire Pistols also inflict an Ablaze condition on the target.

EONIR RANGED WEAPONS

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
THROWING						
Blackbriar Javelin	2GC	1	Exotic	SB×3	+SB+3	Impale, Special*

* So long as it is allowed to rest in fertile earth each night, a Blackbriar Javelin inflicts 1 Poisoned condition on any target which looses at least 1 Wound from the attack. This may be resisted with a **Challenging (+0) Endurance** Test.

DWARF AMMUNITION

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
BLACKPOWDER AND ENGINEERING						
Drakefire Shot (12)	4/-	0	Rare	As weapon	-	-
Precision Shot and Powder	3d	0	Common	As weapon	+1	Impale, Penetrating, Precise

EONIR AMMUNITION

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws
Bow						
Starfire Shafts (12)	8/-	0	Exotic	+50	-	Accurate, Impale*
Swiftshiver Shafts (12)	6/-	0	Common	As weapon	+1	Blast 1**, Penetrating

* On any critical hit, Starfire Shafts also inflict an Ablaze condition on the target.

** If you wish to make use of the Blast Quality of a Swiftshiver Shaft, you must expend an additional Swiftshiver arrow for each target that would be struck by the attack. Do this before you make your attack Test.