

MELEE WEAPONS

AXES	WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE	NOTES
Battleaxe•	12	17	6 5	d6	d8+7E	DEFENCE -10 · IMPACT TA6	6	108d	Wielded one-handed: LNG 6
Handaxe	11	13	5	d6	d8+5E	DEFENCE -10 · IMPACT TA6	4	84d	—
Hatchet◊	9	10	4	d6	d8+4E	DEFENCE -5 · IMPACT TA6	3	6d	—
Pickaxe◊	9	18	5	d6	d8+5P	AR 3P · DEFENCE -15 · IMPACT TA5	5	18d	—
Shorkana	10	10	5	d6	d8+4E	DEFENCE -5 · BR 40 · IMPACT TA6	2	48d	—
Sickle◊	9	9	3	d6	d10+2E	DEFENCE -5	2	10d	—
Warhammer•	11	13	5	d6	d6+4B	DEFENCE -10	4	84d	Spike (d8+3P · AR 2P)
Wood axe◊	9	16	5	d6	d8+6E	DEFENCE -10 · IMPACT TA6	5	12d	—
CLUBS	WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE	NOTES
Club◊	9	11	4	d6	d6+1B	—	3	12d	Large club: d6+2B (WQ 9 · HFT 14 · LNG 5 · ZD d6 · 5 lb · 18d)
Mace•	12	13	4	d6	d6+4B	DEFENCE -5	4	108d	Wooden shaft version: d6+3B (WQ 11 · HFT 11 · 3 lb · 84d)
Maul◊	12	18	5	d6	d6+6B	DEFENCE -15	7	96d	Wooden head version: d6+5B (WQ 10 · HFT 17 · 6 lb · 24d)
Morningstar	11	15	5	d6	d8+4P	AR 1P · DEFENCE -10 · IMPACT TA 3P	5	48d	—
Stick◊	8	9	3	d6	d6+0B	—	1	6d	—
FLAILS	WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE	NOTES
Ball & Chain•	12	14	5	d6	d6+5B	DEFENCE -10 · OPPONENT'S DEFENCE -10	4	72d	—
Grainflail◊	9	11	5	d6	d6+2B	DEFENCE -10 · OPPONENT'S DEFENCE -10	3	16d	—
Net	9	12	2	·	·	BASE RANGE 10 · ENVELOP	4	48d	—
Warflail	11	17	6	d6	d6+6B	DEFENCE -10 · OPP DEFENCE -10	5	60d	—
Whip	9	9	8	d8	d6+0E	DEFENCE -20 · ENTANGLE · IMPACT TA 2E · LONG	2	12d	Short version (HFT 8 · LNG 4 · ZD d6 · 1 lb · 6d · remove LONG)
KNIVES	WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE	NOTES
Dagger	11	7	3T	d6	d8+2P	—	1	24d	Edge: LNG 3 · d10+1E
Kéltan	12	7	3T	d6	d8+1P	BLOCK +5 · IMPACT TA 3P	2	36d	Edge: LNG 3 · d10+OE · IMPACT TA 4E
Knife◊	10	6	2T	d6	d8+2P	BLOCK -10 · IMPACT TA 3P	1	6d	Edge: LNG 2 · d10+OE · IMPACT TA 4E
Longknife	13	7	4T	d6	d8+3P	BLOCK +5	2	96d	Edge: LNG 4 · d10+2E
Tabúri	10	7	2T	d6	d8+2P	BASE RANGE 30 · BLOCK -10	1	20d	—
POLEARMS	WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE	NOTES
Falcastra◊	9	18	7	d8	d8+4P	DEFENCE -5 · SLOW 1H	6	42d	—
Clavie	11	18	7	d8	d10+4E	SLOW 1H	6	60d	Tip: LNG 7T · d8+3P
Javelin	10	11	5T	d8	d8+4P	BASE RANGE 60 · SLOW 1H	3	36d	—
Jousting Pole•	8	16	8T	d8	d6+2B	COUCHED · LONG · SLOW	6	40d	—
Lance•	11	17	8T	d8	d8+6P	COUCHED · LONG · SLOW	7	120d	—
Pike	12	19	9T	d8	d8+6P	COUCHED · LONG · SLOW	10	96d	—
Pitchfork◊	9	12	5T	d8	d8+3P	SLOW	4	9d	—
Poleaxe•	11	18	6	d8	d8+7E	DEFENCE -10 · IMPACT TA6	7	96d	Hammer: d6+5B · IMP TA3; Tip: LNG 6T · d8+4P · IMP TA4 · SLOW 1H
Spear	11	13	7T	d8	d8+5P	COUCHED · BR 40 · SLOW 1H	4	60d	—
Staff	11	12	5	d6	d6+2B	·	3	24d	—
Trident	12	14	6T	d8	d8+5P	BLOCK +5 · SLOW 1H	6	72d	—
SHIELDS	WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE	NOTES
Buckler	9	8	1	d6	d6+0B	SHIELD MOD 5 · DEFLECT 1	3	30d	Off-hand Blocks and Press Attacks: same HFT, no -10 penalty
Kite•	11	11	1	d8	d6+1B	SHIELD MOD 15 · DEFLECT 4	7	72d	Off-hand Blocks and Press Attacks: same HFT, no -10 penalty
Knight's•	11	10	1	d6	d6+1B	SHIELD MOD 10 · DEFLECT 3	5	60d	Off-hand Blocks and Press Attacks: same HFT, no -10 penalty
Round	10	10	1	d6	d6+1B	SHIELD MOD 10 · DEFLECT 3	6	48d	Off-hand Blocks and Press Attacks: same HFT, no -10 penalty
Tower	11	12	1	d8	d6+1B	SHIELD MOD 20 · DEFLECT 5	8	96d	Off-hand Blocks and Press Attacks: same HFT, no -10 penalty
SWORDS	WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE	NOTES
Bastard Sword•	12	14	6 5	d6	d10+4E	THRUST D8+2P	5	184d	Wielded one-handed: LNG 6
Battlesword•	13	18	6	d6	d10+5E	THRUST D8+2P	7	240d	—
Broadsword•	12	10	5	d6	d10+3E	THRUST D8+1P	3	156d	—
Estoc•	12	14	5T	d6	d8+3P	AR 1P (2-HANDED) · IMPACT TA 3P	3	168d	—
Falchion•	12	12	4	d6	d8+4E	DEFENCE -5 · IMPACT TA 6E	3	120d	—
Scimitar	12	10	5	d6	d10+2E	IMPACT TA 6E · THRUST D8+1P	3	184d	—
Shortsword	12	8	4	d6	d10+2E	THRUST D8+1P	2	96d	—
SWORDS, GÂRGUN	WQ	HFT	LNG	ZD	IMPACT	TRAITS	LB	PRICE	NOTES
Máng	10	11	5	d6	d8+4E	DEFENCE -10	3	108d	—
Mankar	11	9	3	d6	d8+3E	DEFENCE -5	2	84d	—
UNARMED	WQ	HFT	LNG	ZD	IMPACT	TRAITS	MARGIN	PRESS EFFECT ON OPPONENT	
Bite	·	·	0	d2	d4+0P	COUNTER · IMPACT TA 3P	1-4	Knocked back five feet.	
Grab	·	·	1	d4	·	COUNTER · STR ROLL (SEE PAGE 106)	5-9	Knocked back five feet and Stumble mishap roll (page 161).	
Headbutt	·	·	0	d4	d6-2B	COUNTER	10+	Knocked back ten feet and prone; Shock Roll against Shock Index 6 (SHK7 if margin 30-49; SHK8 if margin 50 or more).	
Kick	·	·	2	d4	d6-2B	COUNTER · LOW AIM			
Limb Block	·	·	1	·	·	(SEE PAGE 106)			
Press	·	·	1	·	·	COUNTER · STR ROLL (SEE RIGHT & PAGE 106)	1-4	Knocked prone.	
Punch	·	·	1	d4	d6-3B	COUNTER · IMPACT TA 2B	5-9	Thrown five feet and knocked prone.	
Trip	·	·	1	·	·	COUNTER · STR ROLL (SEE RIGHT & PAGE 106)	10+	Thrown five feet and knocked prone; tripper has the option to succeed automatically on a Grab (Take or Hold) manoeuvre.	

PROJECTILE WEAPONS

BOWS	WQ	DRW	BR	IMPACT	LB	PRICE	NOTES
Composite Bow	11	40	150	•+1P	2	72d	•Shaft Impact die
	11	60	180	•+2P	2	78d	•Shaft Impact die
	11	80	210	•+3P	3	84d	•Shaft Impact die
	12	100	240	•+4P	3	90d	•Shaft Impact die
	12	120	270	•+5P	4	96d	•Shaft Impact die
	12	140	300	•+6P	4	102d	•Shaft Impact die
Longbow	10	50	150	•+1P	2	36d	•Shaft Impact die
	10	75	180	•+2P	2	45d	•Shaft Impact die
	10	100	210	•+3P	3	54d	•Shaft Impact die
	11	125	240	•+4P	3	63d	•Shaft Impact die
	11	150	270	•+5P	4	72d	•Shaft Impact die
	11	175	300	•+6P	4	81d	•Shaft Impact die
CROSSBOWS	WQ	DRW	BR	IMPACT	LB	PRICE	NOTES
Composite	11	200	270	•+4P	7	144d	•Shaft Impact die
	12	300	300	•+6P	9	204d	•Shaft Impact die
Wooden	10	80	180	•+1P	3	60d	•Shaft Impact die
	10	120	210	•+2P	4	84d	•Shaft Impact die
	10	160	240	•+3P	5	96d	•Shaft Impact die
SLINGS	WQ	DRW	BR	IMPACT	LB	PRICE	NOTES
Hand	9	×4	180	d10+■B	0.1	6d	■Strength Impact modifier
Staff	9	×3	240	d10+■B	3	18d	■Strength Impact modifier

THROWN WEAPONS

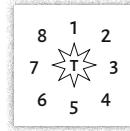
WEAPON	HFT	VM	BR	PB-ZD	IMPACT
Javelin	11	×2	60	d6	d8+2P
Shorkana	10	×2	40	d8	d8+2E
Spear	13	×2	40	d8	d8+3P
Taburi	6	×2	30	d6	d8+0P
Others	varies	×2	15	d8	MELEE IMPACT-2

THROWN OBJECTS

CONTAINER	STONE	HFT	BR	VM	PB-ZD	IMP	LB
Glass Vial, 4 oz	2" dia	6	60	×2	d6	d6+SB-1	0.5
Glass Jar, 1 pt	3" dia	10	40	×2	d8	d6+SB-1	2
Ceramic Jar, 1 qt	4" dia	14	30	×2	d8	d6+SB-1	5
Ceramic Pot, 2 qt	6" dia	18	15	×2	d8	d6+SB-1	9
Ceramic Jug, 1 gal	7" dia	22	5	×2	d8	d6+SB-1	16

DISTANCE IN FT TO TARGET POINT

≤ 5	15	30	60	90	120
CF	M	M	M	M	M
F	0	1	d2	d3	d4
S	0	0	1	d2	d3
CS	0	0	0	1	d2



M (MISHAP): FUMBLE (0) OR STUMBLE (5).

DEVIATION IS IN FIVE-FOOT INCREMENTS.

PROJECTILE SHAFT

The mass of the projectile's shaft directly affects strike impact but inversely affects volley range.

SHAFT	IMP ●	VM-B	VM-C	PR
Heavy	d12	×3	×2	15d
Light	d8	×4	×3	12d

SHAFT the rules distinguish between two shaft weights: *heavy* or *light*. Heavy arrow shafts weigh around 3.5 ounces; light ones, around 2 ounces. Crossbow shafts have a comparable mass, but they are about a third the length and thicker.

IMP heavy shafts give projectiles a d12 strike impact die; light shafts, a d8. The impact *modifier* is determined by the missile weapon's DRAW, as indicated by the bonus after the (●) symbol in the weapon tables (as explained above).

VM-B the maximum *volley multiplier* applied to a bow's base range (BR) when making a volley shot. Thus, a heavy arrow has a volley range of BR×3; light arrows extend it to BR×4.

VM-C the maximum *volley multiplier* for a crossbow bolt. Although less than a bow's maximum range, crossbows usually have a higher relative BR.

PR the cost to purchase twelve projectiles for a bow or crossbow in all shaft and head types.

PROJECTILE HEAD

The design of the head of the projectile, whether arrow or bolt, affects how it inflicts trauma.

HEAD	EFFECT
Bodkin	AR 4P • IMPACT TA 3
Blunt	HALF STRIKE IMPACT
Broad	BLEEDING 5

BODKIN the narrow head penetrates more easily armour. Strike impact includes ARMOUR REDUCTION 4P and IMPACT TA 3 (pages 98 and 111).

BLUNT the head halves strike impact after impact die roll and all modifiers.

BROAD the wide sharp edges of the head more easily inflict bleeding injury. After determining the missile strike's Injury Severity (Injury Sequence, step 3, page 170), add five to Effective Impact. Use the new 'virtual' injury level to see if the impact causes a bleeder, if it did not already. *The original Injury Severity does not change in either case.* See the Melee Example for a demonstration of the effect (page 175 top of column 2).

CROSSBOW SPANNERS

Archers can use mechanical spanners on a crossbow to multiply their Pull rating.

SPANNER	PULL	RELOAD	LB	PR
Belt & Claw	×3	2 rounds	2	10d
Lever [K]	×5	4 rounds	3	25d
Windlass [K]	×10	8 rounds	5	60d

BELT & CLAW a hook attached to a belt pulls the string back when reloaders put their foot through a stirrup at the end of the crossbow and straighten their back. This triples (×3) their Pull but requires a 2-round action to complete.

LEVER a device made by the Kuzhai that attaches to the crossbow stirrup and enables reloaders to push or pull with their arms to bring back the string. It multiplies Pull by five (×5) but takes a 4-round action to complete.

WINDLASS a Kuzhan device of pulleys and rotating arms attached to the end of the crossbow that allows the reloader to crank back the string. It multiplies Pull by ten (×10) but requires an 8-round action to complete.

STRENGTH IMPACT MODIFIER

STR	IMPACT	STR	IMPACT	STR	IMPACT
1	-10	6–7	-2	16–17	+3
2	-8	8–9	-1	18–19	+4
3	-6	10–11	0	20–21	+5
4	-4	12–13	+1	22–23	+6
5	-3	14–15	+2	24–25	+7

Off-hand: reduce Strength Impact Modifier by 1.

Thrown: reduce Strength Impact Modifier by 1.