# Weapons:

Implements to stab, cut, crush, shoot and blow up your opposition.

## Weapon Tables:

The following pages contain tables providing in-game statistics for various types of weapons, divided into several categories. First, according to time period, we have:

* **Classical weapons:** Low-tech weapons, mostly from medieval and renaissance periods, ranging from clubs at their simplest, over swords to crossbows at their most complex.
* **[WIP] Contemporary weapons:** Modern weapons, mostly firearms.
* **[WIP] Futuristic weapons:** Phasers, Blasters, Plasma Rifles and anything else the Sci-Fi world has to offer.

There are also 3 categories for describing how difficult a weapon is to use, which also bear in-game mechanical changes:

* **Simple weapons:** Intuitive weapons that almost anyone could pick up and immediately understand how to use.
* **Martial weapons:** While these weapons might be intuitive even to laymen, it takes some training to be able to use them effectively. Mechanically, using a martial weapon while having no ranks in the appropriate Combat Skill (either Melee, Marksman or Throw) imposes a point of Disadvantage to the user.
* **Exotic weapons:** These are strange weapons that are rarely seen or used and can be difficult to master. Mechanically, you always suffer a point of Disadvantage when using such weapons unless you have an appropriate Skill Specialization.

### Weapon Statistics:

In the tables you’ll see the following statistics noted for each weapon:

* **Might requirements:** Minimum Might score required for effective operation with either one hand or two. Performing any action with a weapon while not meeting its Might requirement gives Disadvantage to that action equal to the difference (requirement minus your [MIG]).
* **Weapon handedness:** [See next page.]
* **Action Point (AP) cost:** How much AP it costs to attack with the given weapon.
* **Damage:** Bonus damage conferred by the weapon.
* **Size:** A number ranging from 1 to 5 loosely describing the size of the weapon, with 1 being something as small as a dagger, and 5 being something as long as a human being standing upright. Bears no mechanical consequences but could be useful to know.
* **Qualities:** What type of damage the weapon does and what qualities it possesses. (Described at the end of this chapter.)

### Simple Classical Weapons Table:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon Name | | MIG Req. | | AP | Damage | Size |
| **1h** | **2h** |
| Unarmed | | - | - | 3 | +1 | - |
| > | [B]; | | | | | |
| Dagger | | [2] | 1 | 3 | +2 | 1 |
| > | [S] OR [P] with Penetration I; Razor, Precise, Light | | | | | |
| Punching Dagger | | [2] | 1 | 3 | +3 | 1 |
| > | [P]; Penetration II, Precise, Light | | | | | |
| Club | | [3] | 1 | 3 | +2 | 2 |
| > | [B]; Concussive I, Light | | | | | |
| Light Mace | | [4] | 2 | 3 | +3 | 2 |
| > | [B]; Concussive I, Light | | | | | |
| Heavy Mace | | [5] | 3 | 4 | +4 | 3 |
| > | [B]; Concussive II | | | | | |
| Morningstar | | [5] | 3 | 4 | +4 | 3 |
| > | [B] AND [P]; Concussive II, Penetration III | | | | | |
| Long Morningstar | | 10 | [6] | 4 | +6 | 4 |
| > | [B] AND [P]; Concussive II, Penetration III | | | | | |
| Great Club | | 10 | [6] | 5 | +6 | 4 |
| > | [B]; Concussive II | | | | | |
| Great Hammer | | 12 | [8] | 6 | +8 | 4 |
| > | [B]; Concussive III | | | | | |
| Short Spear | | [3] | 1 | 3 | +3 | 3 |
| > | [P]; Penetration II, Precise | | | | | |
| Medium Spear | | 7 | [4] | 4 | +4 | 4 |
| > | [P]; Penetration II, Precise, Reach I | | | | | |
| Long Spear | | 9 | [5] | 4 | +5 | 5 |
| > | [P]; Penetration II, Reach II | | | | | |
| Light War Pick | | [4] | 3 | 4 | +4 | 3 |
| > | [P]; Penetration III | | | | | |
| Heavy War Pick | | 10 | [6] | 5 | +6 | 4 |
| > | [P]; Penetration IV | | | | | |
| Quarterstaff | | 6 | [3] | 4 | +3 | 4 |
| > | [B]; Concussive I | | | | | |
| Light Crossbow | | 5 | [3] | 3 | +4 | 2 |
| > | [P]; Penetration (20 – 1 per Qo), Reload (4 AP) | | | | | |
| Heavy Crossbow | | 6 | [4] | 3 | +6 | 3 |
| > | [P]; Penetration (24 – 1 per Qo), Reload (6 AP) | | | | | |

### Weapon handedness:

Although the wielder can hold any weapon any way he likes, most weapons are specifically made to be held with either one or two hands (square brackets around the Might requirement number in the appropriate column in the weapon tables denote the intended usage).

Wielding a weapon that’s two-handed by design in one hand imposes a Disadvantage to all actions done with that weapon, even if the Might requirement is met (mass is not all there is to a weapon – some weapons are too long for effective maneuvering with only one hand).

### Martial Classical Weapons Table:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon Name | | MIG Req. | | AP | Damage | Size |
| **1h** | **2h** |
| Short Sword | | [3] | 1 | 3 | +4 | 2 |
| > | [P] with Penetration I OR [S] OR [C]; Razor, Precise, Light | | | | | |
| Arming Sword | | [4] | 2 | 4 | +5 | 3 |
| > | [P] with Penetration II OR [S] OR [C]; Razor, Precise | | | | | |
| Long Sword | | 8 | [5] | 4 | +7 | 4 |
| > | [P] with Penetration II OR [S] OR [C]; Razor, Precise | | | | | |
| Great Sword | | 10 | [6] | 4 | +8 | 5 |
| > | [P] with Penetration II OR [S] OR [C]; Razor, Reach I | | | | | |
| Rapier | | [5] | 3 | 4 | +5 | 4 |
| > | [P] OR [S]; Precise, Razor, Penetration II | | | | | |
| Scimitar | | [5] | 3 | 4 | +5 | 3 |
| > | [S]; Razor | | | | | |
| B.F. Scimitar | | 8 | [5] | 4 | +7 | 4 |
| > | [S] OR [C]; Razor | | | | | |
| War Hammer | | [6] | 4 | 4 | +5 | 3 |
| > | [B]; Concussive II | | | | | |
| Light Hand Axe | | [4] | 2 | 3 | +3 | 2 |
| > | [C]; Light | | | | | |
| Heavy Hand Axe | | [5] | 3 | 4 | +4 | 3 |
| > | [C]; Concussive I | | | | | |
| Broad Axe | | 9 | [6] | 4 | +6 | 4 |
| > | [C]; Concussive I | | | | | |
| Great Axe | | 11 | [7] | 5 | +8 | 4 |
| > | [C]; Concussive II | | | | | |
| Long War Hammer | | 9 | [6] | 4 | +6 | 4 |
| > | [B]; Concussive II | | | | | |
| Small Flail | | [5] | 3 | 4 | +3 | 2 |
| > | [B]; Concussive I, Chain | | | | | |
| Medium Flail | | 8 | [6] | 4 | +4 | 3 |
| > | [B]; Concussive II, Chain | | | | | |
| Heavy Flail | | 10 | [7] | 5 | +6 | 4 |
| > | [B]; Concussive II, Chain | | | | | |
| Fauchard | | 10 | [6] | 4 | +6 | 5 |
| > | [S]; Reach I, Razor, Hook | | | | | |
| Halberd | | 10 | [6] | 4 | +5 | 5 |
| > | [C]; Reach I, Speartip, Hook | | | | | |
| Bec de Corbin | | 10 | [6] | 4 | +5 | 5 |
| > | [P]; Reach I, Speartip, Hook, Penetration III | | | | | |
| Bill-Guisarme | | 10 | [6] | 4 | +5 | 5 |
| > | [S]; Reach I, Razor, Barbs, Hook, Speartip | | | | | |
| Pole Hammer | | 10 | [6] | 4 | +5 | 5 |
| > | [B]; Reach I, Concussive II, Speartip, Hook | | | | | |
| Falchion | | [5] | 3 | 4 | +5 | 2 |
| > | [C]; Razor | | | | | |
| Trident | | 7 | [4] | 4 | +5 | 4 |
| > | [P]; Penetration II, Barbs | | | | | |
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### Martial Classical Weapons Table (Continuation):

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| --- | --- | --- | --- | --- | --- | --- |
| Weapon Name | | MIG Req. | | AP | Damage | Size |
| **1h** | **2h** |
| Javelin | | [5] | - | 3 | +4 | ? |
| > | [P] Penetration II; Thrown | | | | | |
| Hand Arrow | | [4] | - | 3 | +3 | ? |
| > | [P] Penetration I; Thrown | | | | | |
| Shortbow (Light) | | - | [4] | 4 | +3 | ? |
| > | [P]; Penetration(12 – 1 per Qo) | | | | | |
| Shortbow (Medium) | | - | [6] | 4 | +4 | ? |
| > | [P]; Penetration (16 – 1 per Qo) | | | | | |
| Shortbow (Heavy) | | - | [8] | 4 | +5 | ? |
| > | [P]; Penetration (20 – 1 per Qo) | | | | | |
| Longbow (Light) | | - | [5] | 5 | +6 | ? |
| > | [P]; Penetration (17 – 1 per Qo) | | | | | |
| Longbow (Medium) | | - | [7] | 5 | +7 | ? |
| > | [P]; Penetration (21 – 1 per Qo) | | | | | |
| Longbow (Heavy) | | - | [9] | 5 | +8 | ? |
| > | [P]; Penetration (25 – 1 per Qo) | | | | | |
| Arbalest | | 8 | [5] | 4 | +9 | ? |
| > | [P]; Penetration (28 – 1 per Qo), Reload (8 AP) | | | | | |
| Sling | | [3] | - | 4 | +2 | ? |
| > | [B]; Thrown | | | | | |
| Throwing Axe | | [4] | - | 3 | +4 | ? |
| > | [C]; Thrown | | | | | |
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### Empty Table:

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| Weapon Name | | MIG Req. | | AP | Damage | Size |
| **1h** | **2h** |
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## Additional Considerations:

This section addresses some additional questions you may encounter during play.

### Improvised Weapons:

Characters are free to pick up everything and anything and use it as a weapon. The rules, of course, cannot cover all the possibilities but the simplest rule of thumb is to find the most similar weapon in the provided tables and use its stats with its damage halved. The GM is free to introduce additional modifications as he sees fit.

### Inappropriately Sized Weapons:

A creature can’t make optimum use of a weapon that isn’t properly sized for it. <STUB>

### Offhand & Dual Wielding:

A fighter will usually want to wield weapons in his main hand, but he can also wield them in his offhand (provided the weapon can be operated with only one hand, unlike the bow, for example).

Holding the weapon in the off hand imposes a Major Disadvantage to all actions done with the weapon, unless the user has the Ambidextrous Trait.

If a character is dual-wielding weapons, he may attack with both as a part of a single action (AP cost is the greater of the two) but if he does so… ?

## Weapon Qualities:

This section describes effects of various qualities some weapons might have.

### Damage Type:

Piercing [P], Slashing [S], Bludgeoning [B], Chopping [C].

### Barbs:

Parry rolls are made with an advantage when they are done with a barbed weapon.

### Chain:

Block and Parry attempts against chained weapons are done with a disadvantage. A chained weapon is suitable for tripping or disarming opponents.

### Concussive I/II/III:

If the target of an attack with Concussive I/II/III quality has any damage reduction, deal 33%/50%/100% of the damage blocked by damage reduction/armour as Concussive damage.

**Rationale:** Concussive weapons are those with a lot of mass and momentum that don’t necessarily need to penetrate armour to be effective – shaking up the person inside is often more than enough (and still very painful!).

### Hook:

A weapon that has a hook is suitable for tripping or disarming opponents.

### Light:

Light weapons are better suited for dual-wielding. <STUB>

### Precise:

When using the “Precise Targeting” and “Avoiding Armour” rules from the chapter 8.1 (Combat), if you’re using a Precise weapon, the total number of successes you need to allocate is reduced by 1, down to a minimum of 1.

### Penetration (X):

A weapon’s Penetration (abbr. Pen.) value is written in parenthesis after the ‘Pen.’ keyword. Sometimes it may be a constant value but more often it will be formulaic, for example, a close combat weapon might have Pen.(2×MIG), meaning that its Pen. value is dependent on the user’s Might modifier, while a crossbow might have Pen.(16 – 2 per 10 feet), meaning that its Pen. value is 16 at point-blank range but gets lower the further you are from your target.

An attack with a weapon that has a non-zero Pen. value can ignore any damage reduction/armour that has an equal or lower value than the Pen. value, at the cost of 1 allocated success.

### Penetration I/II/III/IV:

Penetration (see above) for close combat weapons. Pen. value is the wielder’s Might score multiplied by 1/1.5/2/3.

### Razor:

When attacking with a weapon that has this quality, the target’s damage reduction is applied twice to the damage dealt, but then any damage that passes through DR is doubled.

**Rationale:** This usually applies to slashing weapons, most prominently swords, which do great against ‘soft’ targets as they can rend and tear through flesh without much effort but struggle when armour is involved.

### Reach I:

The reach of the wielder of a weapon with this quality is increased for purposes of attacking with this weapon. This increase is expressed in feet and is equal to the natural reach of the common member of the wielder’s race. The GM may decide to further increase or maybe negate this increase if the weapon is of inappropriate size for the user. However, all actions (whether offensive or defensive) against targets within your normal reach with a Reach I weapon are made with a disadvantage.

### Reach II:

Same as Reach I, except the range increase is equal to twice the natural reach of the common member of the wielder’s race.

### Reload (X AP):

This quality describes how many Action Points it takes to reload this weapon. Usually it should be a continuous action, though it can be done over the course of more than one round (if the user does not have enough AP to do it in one round). It’s up to the GM to decide whether it can be done as separate actions (for example, some crossbows have winches, so if you’re interrupted you can carry on where you left off).

### Speartip:

This weapon can be used as a Short Spear (if it has no reach), as a Medium Spear (if it has Reach I), or as a Long Spear (if it has Reach II) for purposes of attacking with it.

### Thrown:

Thrown weapons use the Ranged Combat Skill, but with Might as the secondary governing Attribute instead of Reaction.