# 10.1 Weapons

This chapter describes various implements used to stab, cut, crush, shoot and blow up your opposition.

Weapon Categories:

On the following few pages you’ll find tables presenting weapons sorted by a few different criteria.

First, according to time period, we have:

* **Classical weapons:** Low-tech weapons, usually originating from renaissance, medieval or earlier periods. They range from clubs at their simplest, over swords to crossbows at their most complex. Nowadays, they are either restored from museum pieces,
* **[TODO] Contemporary weapons:** Modern weapons, mostly firearms.
* **[TODO] Futuristic weapons:** Phasers, Blasters, Plasma Rifles and anything else the Sci-Fi world has to offer.

Second, according to usage, we have:

* **Melee weapons:** Weapons like axes and maces, intended for close combat. Most commonly, they use the “Melee” skill (some rare examples use the “Unarmed” skill).
* **Projectile weapons:** Bows, crossbows, rifles and the such. These weapons all use the “Marksman” skill and can be used to assault targets at a range, but consume ammunition in doing so.
* **Thrown weapons:** Weapons like javelins, slings and grenades. They use the “Throw” skill for attacking.

Basic Weapon Properties:

There are several basic properties that are inherent to every weapon: Damage, Damage Type, Might Requirement and Size. Each weapon also has at least one Special Property.

Damage (DMG):

The weapon’s damage is the main component of the Base Damage of any attack made with that weapon.

Damage Type:

Each weapon deals damage of a certain type (rarely two types). The possible damage types are: Bludgeoning, Chopping, Piercing and Slashing.

Each attack of a certain type automatically receives one special property, unless it already has the same property of a better grade.

|  |  |
| --- | --- |
| **Damage Type** | **Automatic Property** |
| Bludgeoning | Concussive I |
| Chopping | Rending |
| Piercing | Penetrating I |
| Slashing | Razor |

Occasionally, a weapon will have two “damage type” properties, separated by either “AND” or “OR”. In the former case, both are applied when attacking, and in the latter, the user chooses.

In the weapon tables, damage types are abbreviated with [B], [C], [P] and [S].

Might Requirement (MR):

This value describes how strong a character must be in order to utilize a weapon effectively. It’s written as M/N, where M is the MR for one-handed use, and N is the MR for two-handed use. The notations M/- and -/N mean that a weapon can only be used with one or two hands, respectively.

Looking at a weapon’s appropriate MR value, we have 3 possibilities:

* If a character’s effective Might score if **at least equal to the MR**, they may use it with no penalty.
* If the character’s effective Might score is **lower than the MR, but still within 2 points of it**, they may use the weapon with a -1 CM penalty to all actions with it. All of the weapon’s beneficial special properties (such as Concussive, Penetrating or Two-Handed) are also not applied in this case.
* Otherwise, the character is too weak to use the weapon. Any action with it automatically fails.

Size Category:

Weapons come in different sizes. A weapon’s size category describes its mass and bulk in broad strokes. This value goes from 0 to 5, with the following meanings:

|  |  |
| --- | --- |
| **Size Category** | **Meaning** |
| 0 | Usually this means no weapon at all, hence size 0.  However, some weapons, such as brass knuckles, also fall in this category because fighting with them is almost the same as fighting unarmed. |
| 1 | Small one-handed weapons.  Example: Dagger |
| 2 | Medium one-handed weapons.  Example: Hand Axe |
| 3 | Large one-handed weapons.  Example: Morningstar |
| 4 | Two-handed weapons.  Example: Heavy Flail |
| 4L | Polearms (all are two-handed).  Example: Halberd |
| 5 | Great (two-handed) weapons.  Example: Greataxe |

For close combat weapons, being in the same size category means having the same damage and MR values, and larger weapons also have some other advantages as described in the Combat chapter.

On the other hand, for projectile weapons, their size category usually only describes their physical bulk, but doesn’t have to correspond to their damage potential or Might requirement.

<What about thrown weapons???>

Special Weapon Properties:

While each weapon has “Damage” and “Might Requirement” characteristics, it also has one or more special properties which differentiate it from other weapons, and give it unique benefits and drawbacks.

Chain:

Block and Parry attempts against chained weapons are done with a -1 CM penalty. A chained weapon is suitable for tripping and disarming opponents.

Concussive:

When making an attack with a Concussive weapon, after your enemy makes their Armour Roll, you may forgo any damage you would normally do with the attack (if any). If you do, roll a number of d6s equal to the amount of damage (wound levels) absorbed by the armour. Your opponent then receives a Concussion whose level is equal to the amount of dice you rolled and which came up with 5+ (4+ with Concussive II; 3+ with Concussive III).

Hook:

<STUB>

Mechanical:

This weapon does not rely on the user’s strength for damage, but on its own inner mechanism.

Even when not meeting a Mechanical weapon’s Might requirement, its special properties are still in effect.

Penetrating:

After making an attack with a penetrating weapon, roll a d8. If you meet or exceed the Hardness of your target’s armour, reduce the number of dice your opponent will roll for their armour roll by 50% (rounded up).

For every 2 levels of the original wound you inflicted, you may roll an additional d8 (and then pick the highest one).

With Penetrating II/Penetrating III/Penetrating IV properties, you get a +2/+4/+6 bonus to your d8 rolls.

### Ranged Attacks With Penetrating:

When making a ranged attack with Penetration, each full range increment between you and the target degrades the Penetration level by 1, down to 0, which basically means that the property is lost.

Precise:

<STUB>

Razor:

When your attack is unaffected by the target’s armour (either because they’re wearing no armour, or rolled no successes on their armour roll), increase the level of the inflicted wound by 50% (min. +1). With Razor II, this is bolstered to 100% increase (min +2).

Reach:

Reach I:

You can attack targets at a distance of up to twice your natural reach with this weapon, but you suffer a -1 CM penalty to all actions against foes who are within your regular reach.

Reach II:

Speartip:

<STUB>

Special:

Weapons with this property do not conform to regular rules in some way. What this means, exactly, for each special weapon is written after the table in which it is presented.

Two-Handed: (Momentum, Impetus?)

When attacking with a Two-Handed weapon, add your Might modifier to the Base Damage of the attack a second time. Does not apply if wielding the weapon with only one hand.

Suffer a -1 CM penalty to all attacks when this weapon is held with only 1 hand (even if the Might requirement is met).

Unwieldy:

Whether because of its size, shape or sheer mass, this weapon is difficult to use effectively.

Any action performed with an Unwieldy weapon is done as if the Action Die spent for that action were 1 point lower.

Weapon Tables:

<Placeholder>

Classical Close Combat Weapons Table, Part I

|  |  |
| --- | --- |
| **SIZE 0** | **+2 / 1 / 1** |
| <No weapon> | [B]; Special |
| Brass Knuckles | [B]; Special |
| Spiked Knuckles | [P]; Special |
|  |  |
| **SIZE 1** | **+4 / 2 / 1** |
| Dagger | [P] OR [S]; Precise |
| Punching Dagger | [P]; Precise, Penetrating II |
| Sap | [B]; Special |
|  |  |
| **SIZE 2** | **+6 / 4 / 2** |
| Shortsword | [P] OR [S]; Precise |
| Light Mace (Club) | [B]; |
| Small Flail | [B]; Chain, Unwieldy |
| Hand Axe | [C]; |
|  |  |
| **SIZE 3** | **+8 / 6 / 4** |
| Sidesword | [P] OR [S]; Precise |
| Battleaxe | [C]; |
| Medium Flail | [B]; Chain, Unwieldy |
| Morningstar | [B] AND [P]; |
| Warhammer | [B]; |
| War Pick | [P]; Penetrating II |
| Falchion | [C]; Razor |
| Scimitar | [S]; Razor II |
|  |  |
| **SIZE 4** | **+10 / 10 / 6** |
| Longsword | [P] OR [S]; |
| Quarterstaff | [B]; Concussive II |
| Heavy Flail | [B]; Chain, Concussive II, Unwieldy |
| Trident | [P]; Penetrating II |
| Long Warhammer | [B]; |
| Long Morningstar | [B] AND [P]; |
| Broad Axe | [C]; |
| Dadao | [C]; Razor |
| Katana (Weeb!) | [S]; Razor II |

Special: <No weapon>

You use this “weapon” profile when you, in fact, have no weapon and are fighting unarmed. In such cases, use the “Unarmed” Skill instead of the “Melee” Skill for performing attacks and other relevant combat maneuvers.

By default, unarmed strikes deal nonlethal damage (they inflict concussions instead of wounds). While unarmed, you can attack with a -1 CM penalty to deal lethal (normal) damage instead.

Special: Brass Knuckles

Same as <No weapon>, except with +1 to base damage and you can deal lethal damage without the -1 CM penalty.

Special: Spiked Knuckles

Same as <No weapon>, except with +1 to base damage and you always deal lethal damage with them.

Special: Sap

Always deals nonlethal damage.

Classical close combat weapons, table 2

|  |  |
| --- | --- |
| **SIZE 4L** | **+10 / 12 / 6** |
| Medium Spear | [P]; Reach I, Penetrating II |
| Long Spear | [P]; Reach II, Penetrating II |
| Halberd | [C]; Reach I, Speartip, Hook |
| Bec de Corbin | [P]; Reach I, Speartip, Hook, Penetrating III |
| Glaive | [S]; Reach I, Razor II |
| Bill-Guisarme | [S]; Reach I, Hook, Speartip |
| Lucerne Hammer | [B]; Concussive II, Reach I, Speartip, Hook |
|  |  |
| **SIZE 5** | **+12 / 12 / 8** |
| Greataxe | [C]; Rending II, Unwieldy |
| Montante (Greatsword) | [P] OR [S]; Reach I |
| Greathammer | [B]; Concussive III, Unwieldy |
| Heavy War Pick | [P]; Penetrating IV, Unwieldy |

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… ?