# Weapons Mechanics

**Main weapon categories**

1. Pierce

(such as: arrows, daggers, spears, swords\*)

Specialty: increase chances of Critical Strike significantly

2. Slash

(such as: axes, scimitars, swords\*)

Specialty: increase AS

3. Blunt

(such as: clubs, hammers, maces)

Specialty: can cause dazed effect to the opponent

**Main armor categories**

1. Body Armor

(all items equipped on the body)

Specialty: Increase A, but have penalty on AP

2. Head Armor

(all items equipped on the head)

Specialty: Increase A, but have penalty on AS/DS

3. Shield

(all shields)

Specialty: Increase DS (major) and A (minor), but have penalty on AS

**Other item types**

Items not fitting in the 2 main categories,

(such as: bows, tattoos, talismans, jewelry etc.)

\*about ranged attacks

Ranged attacks function in the same principal as melee attacks and have the same damage calculation formula, however they require additional weapon and skill variable - that is range.

**Range** of a weapon determents the amount of tiles between the skirmisher and the target in which the skirmishers attack will deliver 100% HPP. Each additional tile beyond the range between the skirmisher and the target will have 25% HPP penalty. This is called **ranged penalty**. After a certain distance this penalty is 100% - the target is out of range and no shot can be performed.

This ranged penalty will be shown as UI feedback to the player during battle and will vary between ranged weapon types significantly. With skill perks in ranged combat the player will have the chance to significantly influence the ranged penalty of a unit, thus improving massively the ranged performance of this unit. Experienced units in ranged combat will be much more efficient then others, not skilled in this area and the player will notice this in the game play.

\* Use of weapons

Weapons can be used either in one hand or in both hands. Some, such as most spears (short), can be used in both as well as in one. Using them with both hands will give AS bonus. If a weapon can be used in both hands and there is no item in the second hand, the both hands mechanic applies automatically.

Generally using additional weapon or shield on the second hand, will give AS penalty.