

Weapon Tables

25/07/2007

MELEE WEAPONS

Name	Cost	SWG	Length	Dmg	Qualities
Buckler	3s 4p	Par.	Short	SB-4	Defensive, Pummelling
Dagger	20p	— <i>or</i> Par.	Short	SB-3	—
Demilance	25s	Cav.	Long	SB	Charge, Fast, Momentum
Flail*	25s	Fla.	—	SB+1	Momentum
Foil	30s	Fen.	—	SB-2	Fast, Injuring
Gauntlet	15s	—	Short	SB-3	Pummelling
Great Weapon*	33s 4p	Two.	—	SB	Impact, Slow
Hand Weapon	16s 8p	— <i>or</i> Par.	—	SB	—
Improvised	2p	—	Short	SB-4	—
Knuckle-duster	20p	—	Short	SB-3	Pummelling
Lance	33s 4p	Cav.	Very Long	SB+1	Charge, Fast, Momentum
Longspear/Halfpike*	1gc	—	Long	SB	Fast, Vs. Charge
Main Gauche	6s 8p	Par.	Short	SB-3	Defensive
Morning Star	25s	Fla.	—	SB	Momentum
Natural	—	—	—	SB	—
Pike*	25s	—	Very Long	SB	Fast, Vs. Charge
Polearm*	25s	Two.	Long	SB	Impact, Slow <i>or</i> Fast
Quarterstaff*	3p	—	—	SB-2	Defensive, Pummelling
Rapier	30s	Fen.	—	SB-1	Fast
Shield	16s 8p	—	Short	SB-2	Defensive
Spear	16s 8p	—	—	SB	Fast <i>or</i> —
Sword-breaker	8s 4p	Par.	Short	SB-3	—

*) This weapon requires two hands to wield.

Special Weapon Groups: Par. = Parrying, Cav. = Cavalry, Fla. = Flail, Fen. = Fencing, and Two. = Two-handed

MISSILE WEAPONS

Name	Cost	SWG	Dmg	Range	Reload	Qualities
Bola	7p	Ent.	1	8/16	Half	Snare
Bow*	16s 8p	—	3	24/48/96/192	Half	—
Crossbow, Heavy*	2gc 1s	—	4	40/80/160/320	Full & Half	A. P.
Crossbow, Light*	1gc 14s	—	4	24/48/96/192	Full	A. P.
Crossbow Pistol	2gc 18s	Crb.	2	PB + 8/16/24	Full	—
Elfbow*	5gc 16s	Lng.	3	40/80/160/320	Half	A. P.
Improvised	3p	—	SB-4	6	Half	—
Javelin	25p	—	SB-1	8/16/32	Half	—
Lasso*	20p	Ent.	—	8	Full	Snare
Longbow*	25s	Lng.	3	32/64/128	Half	A. P.
Net	5s	Ent.	—	4/8	Full	Snare
Repeater Crossbow*	8gc 6s	Crb.	2	16/32/64	Free	—
Shortbow*	11s 8p	—	3	16/32/64	Half	—
Sling	6s 8p	Sli.	3	16/32	Half	—
Spear	16s 8p	—	SB	8	Half	—
Staff Sling	10s	Sli.	4	24/48	Full	—
Throwing Axe/Hammer	8s 4p	Thr.	SB-2	8	Half	—
Throwing Dagger/Star	5s	Thr.	SB-3	6/12	Half	—
Whip	3s 4p	Ent.	SB-4	6	Half	Fast, Snare

*) This weapon requires two hands to wield.

Special Weapon Groups: Ent. = Entangling, Crb. = Crossbow, Lng. = Longbow, Sli. = Sling, and Thr. = Throwing

GUNPOWDER WEAPONS

Name	Cost	SWG	Dmg	Range	Reload	Qualities
Blunderbuss*	3gc	Gunpowder	3	16	3 Full	Shrapnel, Unr.
Bomb	3gc 5s	Explosive	6	4/20	—	Unr.
Duck-Foot	21gc	Engineer	3	16	4 Full	Shrapnel†, Exp.
Arquebus*	12gc 10s	Gunpowder	4	24/48/96/192	2 Full	A. P., Impact, Unr.
Hochland Long Rifle*	19gc	Engineer	4	48/96/192/384	2 Full	A. P., Impact, Unr.
Incendiary	8s 4p	Explosive	4	4/20	Full & Half	—
Pistol	8gc	Gunpowder	4	PB + 8/16/32	2 Full	Impact, Unr.
Repeater Rifle*	25gc	Engineer	4	24/48/96	Free	A. P., Exp.
Repeater Pistol	17gc	Engineer	4	PB + 8/16/32	Free	Exp.

*) This weapon requires two hands to wield.

†) This weapon deals Shrapnel damage in a wider area. Use the Cone template.

WEAPONS QUALITIES

Armour Piercing (A. P.)

When you calculate damage, you can ignore one Armour Point. If the target has no armour, this quality has no effect.

Charge

If mounted and taking the Charge action, you may use your mount's Movement in place of your own Strength Bonus when calculating damage.

Defensive

You gain a +10% bonus to WS when parrying.

Experimental (Exp.)

On an attack roll of 92-00% the weapon **Misfires**.

Fast

Your enemies take a –10% penalty to WS and Agility when attempting to parry or Dodge your attacks.

Impact

When you roll for damage, you may roll two dice and pick the higher result.

Injuring

The Critical Value of any critical hit is increased by 1.

Momentum

You gain the Impact quality in any round you start out **not engaged** to any opponent in melee.

Pummelling

You gain a +10% to Strength when using the Strike to Stun talent.

Shrapnel

Firing a Shrapnel weapon does not require a BS Test to hit (but you may still have to roll a random d100 to check for misfire). The weapon simply deals its damage to everyone within range in a line 2 yards wide that fails an Agility Test.

Slow

Your enemies gain a +10% bonus to WS and Agility when attempting to parry or Dodge your attacks.

Snare

On a successful hit, the target is entangled. It can attempt no other actions except escaping the bond. He can try to burst the bonds (Strength Test) or wriggle free (Agility Test). The target is considered Helpless until he escapes.

Unreliable (Unr.)

On an attack roll of 96-00% the weapon **Misfires**.

Vs. Charge

If on foot, you may take the **Vs. Charge Stance half action**. If you are charged while in this Stance, it allows you to use the charger's (or the charger's mount's) Movement in place of your own Strength Bonus when calculating damage.

MISFIRES

Exp.	Unr.	Misfire
92-95	96	Jam. The weapon cannot be fired again until a successful Trade (Gunsmith) Test is made.
96	97	Dud charge. Reload and try again.
97	98	Slow burn. Nothing seems to happen, but the weapon will fire by itself the following turn.
98	99	Welded Shot. The weapon becomes useless, and will explode if used again.
99-00	00	Explosion. The weapon is destroyed, inflicting normal damage on the wielder (Experimental weapons deal double the normal damage).