

Weapon	Cost	Encumb	Availability	Initiative	To Hit	Damage	Parry	Notes
Fist								
Unarmed	-	-	-	-20	-10	D2	-30	unskilled brawler
Street Fighting	-	-	-	-20	-	D3	-20	skilled fighter/boxer
Knuckleduster *	1	1	Common	-20	-	+1	-30	discrete but despised
Gauntlet *	14	20	Scarce	-20	-	+1	-20	+1 AP to gloved arm
Garrotte * (2h)	1	2	Rare	-30	-20	D6+ chokes	-30	-20 WS as targets neck
Daggers								
Knife, Messer, Shiv	15/-	10	Plentiful	-10	-	D3	-20	< 7" long, cooking
Dirk, Bollock, Katzbalger	3	20	Common	-10	-	D4	-10	8-12" long, sidearm
Rondel, Stiletto, Poignard	6	15	Scarce	-10	-	D3 A	-10	Soldiers, Knights
Main-gauche, Parrying-	5	20	Scarce	-10	-	D3	-	Rakes, Duellists
Sword-breaker	4	30	Rare	-10	-	D3	-	Duellists
Axes								
Hand, Hatchet, Adze	3	40	Common	-10	-10	D8	-10	tool for hewing logs
Battle, Horseman's	7	90	Average	-10	-	2D4	-10	Ultricans, Taalites, Norse
Woodsmen's * (2h)	9	100	Average	-	-10	D10	-10	tool for felling trees
Great-, Bardiche * (2h)	13	120	Scarce	-	-	2D6	-	Ultricans, Norse, Dwarfs
Swords								
Bauernwehr, Machete	8	40	Common	-10	-	D5	-10	tool for clearing brush
Cutlass, Hanger, Back-	12	50	Common	-10	-	D6	-	Mariners, Townsfolk
Foil, Small-, Court- *	18	40	Rare	-	-	D4	+10	Rakes, Nobles
Short-, Broad-, Arming-	14	60	Average	-	-	D6	-	Militia, Verenans, Squires
Scimitar, Sabre, Tulwar	18	70	Scarce	-	-	D5	+10	Arabs, Kislevites, Inds
Falchion, Choppa, Dadao	16	80	Scarce	-	-	2D3	-10	Ossies, Orcs, Orientals
Rapier, Side-, Striscia *	20	90	Scarce	+10	-	D5	-	Duellists, Rakes
Long-, Bastard- * (1h)	27	100	Scarce	+10	-	D6	-10	Soldiers, Mercenaries,
Long-, Bastard- * (2h)	27	100	Scarce	+10	-	D8	-	Knights (Freelancers)
Great-, Zweihänder * (2h)	35	250	Rare	+10	-	D10	+10	Doppelsöldner (Mercs)
Blunted								
Sap, Cosh, Blackjack	4/-	5	Average	-20	-	D4 B	-20	Footpads, Ranaldites
Club, Cudgel, Baton	3/-	40	Plentiful	-10	-	D4 B	-	Watchmen, Bodyguards
Lump hammer	2	40	Common	-10	-10	D6 B	-10	Mason's/Smithy's tool
Mace, Bulawa	7	50	Scarce	-10	-	D8 A+B	-10	Morrites, Kislevites
Quarterstaff * (2h)	4/-	80	Plentiful	-	-	D5 B	+10	5-7' long, Shallyans
Maul, Sledge * (2h)	4	120	Average	-10	-10	2D6 B	-10	tool for demolition
Great-, Footman's * (2h)	14	200	Rare	-	-	D10 A+B	-10	3-4' long, White Wolves
Flails								
Grain- *	1	40	Average	-10	-	D4+1 T	-10	tool for threshing grain
Military, Nunchaku *	10	60	Scarce	-10	-	D6+1 T	-10	difficult & unwieldy
Morning star *	14	100	Rare	-10	-	D8+1 T	-10	difficult & unwieldy
Great-, Footman's ** (2h)	20	160	Rare	-10	-	D10+1 T	-10	** = <i>Spec Wep: 2h + Flail</i>
Picks								
Warhammer	8	60	Scarce	-10	-	D6 A/B	-10	Sigmarites, Dwarfs
Military-	9	80	Rare	-10	-	D8 A/B	-10	Freelancers, Templars
Pickaxe, Mattock * (2h)	3	120	Average	-	-10	D10 A	-10	tool for digging, hoeing
Great-, Poleaxe * (2h)	12	180	Rare	-	-	2D4 A/B	+10	4-6' long, Freelancers
Polearms								
Spear (1h)	2	50	Common	+10/+20~	-/+10^	D6	-	if thrown = see <i>Missile</i>
Spear (2h)	2	50	Common	+10/+20~	-/+10^	D6+1	+10	5-7' long, Myrmidians
Trident	4	60	Scarce	+10/+20~	-/+10^	2D3	-	6' long, Mannanites
Halberd, Glaive * (2h)	8	180	Common	+10/+20~	-/+10^	D10 #	-	6-7' long, Watch, Elves
Pike * (2h)	5	260	Average	+10/+30~	-/+10^	D6	-10	16-22' long, Pikemen
Shields								
Buckler, Boss (1' diameter)	2	20	Scarce	-10	-	D2	+10	+1 AP to left arm
Unrimmed (3' diameter)	10/-	50	Plentiful	-10	-	D2	+20	+2 AP arm, +1 AP body
Round (3' diameter)	6	60	Common	-10	-	D2	+20	+3 AP arm, +3 AP body
Heater (3' tall, 2' wide)	10	50	Average	-10	-	D2	+20	+3 AP arm, +2 AP body
Tower (5' tall, 3' wide)	16	100	Scarce	-20	-	D2	+30	+3 arm, +2 body, +2 leg

Weapon	Cost	Encumb	Availability	Initiative	To Hit	Damage	Parry	Notes
Lances								
Demilance *	3	80	Scarce	+10	-	D6 A !	-10	8-12' long, Freelancers
Field *	4	120	Rare	+20	-	D8 A !	-20	15-20' long, Templars
Jousting *	5	120	Very Rare	+10	-	D8 B !	-20	8-12' long, Freelancers
Other								
Improvised	varies	20→60	Abundant	-10	-10	D2→D4	varies	D4 = 2-handed objects
Sickle	1	20	Scarce	-10	-	D4	-	Druids, Herbalists
Net, Cloak *	2	40	Rare	-10	-	@	+10	Fishermen, Duellists

* *Specialist Weapon* – this type of weapon is particularly difficult to wield proficiently. As such combatants suffer a -20 **WS** penalty unless they possess the relevant *Specialist Weapon* skill. The only exception is *Specialist Weapon: Fist* which only suffers a -10 **WS**.

A *Armour Piercing* – these weapons are especially effective at piercing armour. So, such weapons ignore 1 point of armour, i.e. -1 **AP**.

B *Bludgeoning* – these weapons are great at knocking foes senseless. Hence their blows inflict a -10% penalty to a foe's *Trauma* (T) test.

T *Tiring* – these weapons are remarkably exhausting to wield. Thus, their +1 **damage** bonus only applies to the first round.

~ *Long Reach* - these weapons offer **Initiative** bonuses during the first round and during subsequent rounds but only if winning. If the target is mounted this bonus is doubled but again its limited to the first and subsequent rounds and only if winning.

^ *Sky Striker* – this advantage in striking (**WS**) only applies against aerial opponents.

Bill Hook - halberdiers can unsaddle a mounted enemy by using the halberd's hook (-10 **WS**). If successful, the halberdier must hold the weapon fast (**Str** test). Lastly the victim must pass a *Ride* test or be ripped from their saddle, suffering mount's **Mov**-D6 **W**:
 o If galloping (charging), the attacker and victim suffer a -10% penalty to their **Str** and *Ride* rolls, plus damage is doubled.
 o This technique can also be used against foot soldiers except that the victim tests vs. **Strength** to remain standing.

! *Fer de Lance* – these bonuses only apply if the lancer is mounted and charging. Moreover, they are limited to the first attack. Thereafter lances are unwieldy and so count as *improvised* weapons. Finally, the blow's **Str** is equivalent to the mount's **Movement**.

@ *Snare* – victim is *entangled* unless they pass an **Initiative** test. An *entangled* victim is considered *prone* target and suffers -10 to all tests (-20 if attacker pulls). Their best hope of escape it to wriggle free (**Dex** -10/-20), burst their bonds (**Str** -10/-20) or flee!

Fighting multiple opponents

- Victims can be simultaneously attacked by up to four separate opponents (front, left, right and rear).
- Victims can only attack and parry/dodge blows from attackers directly in front of them and from those at their quarters.
- Victims cannot attack nor parry/dodge blows dealt from behind.

Strike to Stun

- More accurate – targeting the victim's head is less difficult, i.e. -10 **WS** instead of -20 **WS**.
- More effective – victim's shock damage test (**Toughness**) suffers a -10% penalty.

house rule!

Specialist Weapon - Parrying weapons

- This skill helps fighters parrying with their off-hand (+10 **WS**) but only if the parrying weapon is smaller than their main one.
- Contrary to earlier interpretations of this skill, all weapons are subject to this new mechanic, except for *Fist* weapons.

Injuries, healing & recovery *Quality of care determined by result of *Heal* test: **awful** (21+) / **poor** (1-20) / **fair** (0-19) / **great** (20+)

W	Extent of injury	Pain	Local impact	Risk of infection	Heal test*	First aid (D6 mins) = Int test	Day's rest / Night's sleep = T test	Rest/Sleep +30 min medi care = Int test
≥ 4	Lightly wounded	Sore	-	-	-	<i>Ow</i> / <i>Ow</i> +1/+1/+2 W	<i>aches</i> +/+1/+2/+3 W	<i>puke</i> +/+1/+2/+3 W
2-3	Heavily wounded	Hurts	-1 / -10	<i>Easy</i> T test	-10	<i>faint</i> / <i>Ow</i> +/+1/+2 W	-1/ <i>chills</i> / <i>pain</i> +/+1 W	-1/ <i>puke</i> +/+1/+2 W
0-1	Severely wounded	Agony	-2 / -20	<i>Simple</i> T test	-20†	-1/ <i>unco</i> / <i>Ow</i> +/+1 W	-1 W / <i>deli</i> / <i>chills</i> / <i>pain</i>	-1/ <i>deli</i> / <i>puke</i> +/+1 W
< 0	Critically wounded	Numb	idem + Crit Table	<i>Routine</i> T test	-30†	idem +1 IP per critical	idem +1 IP per critical	idem +1 IP per critical

* Tougher (-20) for unskilled, routine for healers (*Heal Wounds*) and easier (+20) for physicians (*Surgery*)

† Harder (-20) without medical instruments. *Ow* = **WP** or yells in pain. *Puke* = vomits. *Chills* = fever (-10 to next roll). *Faint* = collapses (**Str** 1 hit to random limb), wakes but *stunned* for D3 rounds. *Unco* = as *Faint* but KO for 6D10 rounds. *Deli* = delirious (**CI** test or +1 **IP**). Victims can be revived by slapping but it's risky (-1 **W** to head) and unreliable (30%). Smelling salts are better (50%) and water best (80%).