

	Cost	Encumb	Availability	Short	Long	Extreme	Str	Load/Fire	Note
Bows (2h) * To draw a bow an archer needs Strength equal to or greater than it's draw weight									
Short (maple, hazel)	8	70	Common	15	30	150	3	1	Goblins (50-60 lb)
Hunting (ash, oak)	10	80	Common	20	40	200	3	1	Hunters (70-80 lb)
Long (wych elm)	13	90	Average	25	50	250	4	1	Archers (90-110 lb)
War (yew)	15	90	Scarce	30	60	300	4	1	Expert archers (120-140 lb)
Recurve (horn, sinew)	21	80	Rare	30	60	300	4	1	Mounted archers (Ungols)
Elven (lornalim)	50	80	Exotic	35	70	300	4	1	<u>sacred</u> to Elves
Crossbows (2h)									
One-foot (stirrup)	10	90	Average	15	30	150	3	1	Hunters, Conscripts
Goat's foot (lever)	16	100	Scarce	20	40	200	3	1	can reload on horseback
Two-foot (belt hook)	21	120	Average	25	50	250	4	1/1	Crossbowmen (Soldiers)
Cranequin (ratchet)	50	140	Exotic	25	50	250	4	1/1	can reload on horseback
Arbalest (windlass)	40	160	Rare	30	60	300	5	2/1	Kazak Drekmakaz
Pistol, Balestrino (1h)*	20	30	Rare	8	15	30	2	3/1	Witch-hunters, Tileans
Repeating (lever) *	100	150	Exotic	15	30	100	2	8/3	mag = 9 bolts, Druchii
Other									
Improvised	varies	5→20	Abundant	3	6	10→20	C	1	1/D2/D3 (2-h) dmg
Sling *	4/-	10	Common	20	40	150	3	1	D4 damage (lead = D6)
Staff-sling *	10/-	50	Scarce	25	50	200	4	1/1	D4 damage (lead = D6)
Spear (5-7' long)	2	60	Common	4	8	25	C	1	Hunters & "savages"
Javelin (6-7' long)	25/-	30	Average	8	20	40	C	1	often carried in sets of 3
Lasso *	1	10	Common	4	8	15	@ \$	1/2	entangles @ + ensnares \$?
Whip *	2+1/yd	3+1/yd	Scarce	-	3-7	-	2	1	snags & + entangles @?
Dart (1' long)	2	10	Scarce	5	20	50	C	1	D3 damage but -1 AP
Throwing knife *	4	10	Scarce	4	8	12	C	1	D3 damage
Throwing axe *	5	40	Scarce	3	5	10	C	1	D4 damage
Drakefyre (Greek fire)	4	25	Rare	4	8	15	fire	1/1	blast radius (below)
Bomb, Grenade	70	20	Rare	5	10	20	6	1/1	blast radius (below)
Bolas *	7/-	20	Rare	10	20	50	1	1	entangles, see @ (below)
Blowpipe *	7	20	Very Rare	5	10	20	1	1	often poisoned
Firearms * † % The blinding flash, deafening BANG & acrid smoke causes fear in untrained men & terror in animals									
Coat, Muff pistol	100	15	Very Rare	8	15	40	2	3/1	easily concealable
Coach pistol	60	20	Rare	10	20	60	3	2/1	aka "Handgonne"
Duelling, Horse pistol	150	25	Very Rare	12	25	80	3	2/1	often worn in brace
Henricus Salus^ pistol	180	30	Exotic	8	15	50	4	2/1	2 shots per ball
Duck-foot (4) pistol	200!	40	Rare	8	15	50	3	2/bar/4	hits D4/D3/D2 marks
Repeater pistol	250	50	Very Rare	10	20	60	3	1/bar/6	can shoot differ marks
Arquebus, Firearm (2h)	100	40	Rare	25	50	250	3	2/1	lighter, i.e. forkless
Blunderbuss (2h)	70	50	Rare	15	30	200	3	3/1	inflicts D4/D3/D2 hits
Repeater handgun (2h)	300	70	Very Rare	20	40	200	3	1/bar/6	can shoot differ marks
Musket, Jezzail (2h)	200	90	Very Rare	30	60	300	4	2/1	no fork/rest = -20 BS
Hochland long rifle (2h)	350	120	Very Rare	40	80	400	4	2/1	no fork/rest = -20 BS
Dwarf Grudge-Raker (2h)	400	90	Exotic	15	30	200	4	1/2/bar/2	can shoot differ marks
Pike gun (2h)	120	150	Very Rare	10	20	60	3	2/1	-10 WS & -10 BS

* *Specialist Weapon* - this weapon is particularly difficult to employ effectively, thus users suffer a -20 BS penalty unless skilled.

Ammunition

	Cost	Encumb	Availability	Range	Armour modifier	Damage	Note
Arrows/Bolts (ash)	5/-	2	Average	-	-	D6	for general purpose
Leaf, Broadhead/Fire	7/-	3	Rare	Halved	APs doubled	D6+2/1+fire	for hunting/incendiary
Livery, Bodkin/Quarrel	9/-	2	Scarce	-	-1 AP	D6	for armoured targets
Balls (per shot)	1/-	1	Rare	-	-1 AP	bloodshot/lead/silver/Dwarf (+1 Str)	
Powder (1/2 oz per shot)	2/- #	1	Rare	Bandolier: 10 shots (10 enc) / Horn: 20 shots (20 enc) / Flask: 40 shots (40 enc)			

- Arrows and bolts can be re-used but they must be found (I test) and, even then, they've often shattered on impact (50% chance).

\$ A lasso inflicts no damage but, unless the target passes an **Initiative** test, it is *entangled* (see below) and *ensnared* (roll a D8):

D8	Effects (entangled/entangled + attacker pulling)
1 - 2	Chest ensnared but both arms free - attack or escape (Dex) are possible but lassoer can drag them to the dirt (Str test)
3 - 4	Left arm is pinned - as above but it's tougher (-10/-20 to all tests) + pass a Dex test or drop any handheld item.
5 - 6	Right arm is pinned - as above, except that the victim cannot use their sword arm.
7	Both arms are pinned - all of the above, except that everything is harder (-20/-30 to all tests).
8	Victim's neck is ensnared - victim will <u>choke</u> (Tricky/Tough T test) unless they wriggle free (Dex + Str)/2 test.

@ An *entangled* victim counts as a *prone* target and suffers -10 to all tests (with a further -10 if the attacker does nothing but pull with all their might). Their best hope of escape is to wriggle free (**Dex** -10/-20), break their bonds (**Str** -10/-20) or simply flee!

& A whiplash not only stings (**Str** 2) but also *snags* (see below) and, if the victim fails a *Tricky* (-10) **Dex** test, it can *entangle* (see above).

Location	Effects (<i>snagged/entangled/entangled</i> + attacker pulling)
Head	If damage is inflicted, the victim must pass a Dexterity test or be blinded with pain for 1 round.
Arm	If the victim is holding an item and the blow causes damage, they must pass a Toughness test or drop the item.
Body	There's a 50% chance both the victim's arms are pinned. If so, the victim can try to wriggle out: Dex -10/-20/-30. If not, it's easier for the victim to try to un snag the whip snagged around his abdomen: Dex -/-10/-20.
Legs	If the whip-user passes a Strength test, the victim can be dragged to the dirt (where he'll be a <i>prone</i> target and suffer -20 WS). This is in addition to the usual chances of <i>entanglement</i> (see above). However, a target cannot be dragged to the ground if its Strength exceeds that of the whip-user by more than 1 point.

† All firearms have a point-blank range of 4 yards (2 squares). At this range shooters gain +10 **BS** and firearms gain +1 **Strength**.

The quality of a gunpowder significantly influences the reliability of the firearm in which it is loaded:

- *Poor* (½): coarse grain reduces reliability by 1, so *Unstable* becomes *Volatile* (misfires on doubles and **BS** rolls failed by 30+)
- *Average* (-): fine grain has no impact on a firearm's reliability but if it becomes damp, it fires as *Poor* quality gunpowder
- *Good* (x3): corned offers no benefit over fine grain except that should it become damp, it fires as *Average* quality powder
- *Best* (x10): dwarf-corned improves reliability by 1 step, so *Unreliable* becomes *Reliable* but it's still damp-prone (see above)

Should gunpowder get wet, regardless of quality, it will not fire. It must be thoroughly dried (several hours) before it will fire.

% A firearm's price is influenced by its craftsmanship (quality) which dictates its firing mechanism and ultimately its reliability:

- *Poor* (½): **matchlock** is *Unstable* (misfires on doubles even when **BS** roll hits), smelly, glows at night & unable to fire in rain
- *Average* (-): **wheellock** considered *Unreliable* (misfires on doubles but only when **BS** roll misses) and prone to damp
- *Good* (x3): **flintlock** considered *Reliable* (misfires on a roll of 88, 99 or 00) and water resistant
- *Best* (x10): **percussion cap** considered *Faithful* (only misfires on a roll of 99 or 00) and waterproof

^ This weapon requires the shooter to pass **Strength** test each time that it is fired. If failed, roll a D6:

Str + D6	Result
2 - 3	<i>Broken wrist</i> - arm is incapacitated until medical attention is received.
4 - 5	<i>Sprained wrist</i> - arm is incapacitated for D4 hours; medical attention halves this time.
6 - 7	<i>Strained wrist</i> - arm is incapacitated for 6 D10 turns; medical attention halves this time.
8 - 9	<i>Stressed wrist</i> - arm is incapacitated for D10 turns; medical attention halves this time.
10 +	<i>Jarred wrist</i> - gun leaps from user's hand; user may do nothing for the next round.

! *Multi-barrelled* - this indicates that the cost of the firearm is increased by 25% for each additional barrel.

Placing bombs

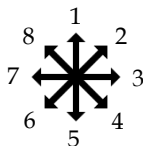
1. A fuse can be cut to any length but the minimum is 1 round.
2. An **Intelligence** test is required to check that the bomber has used the correct amount of powder/detonation cord.
3. Every round that a fuse burns, roll a D100. On a 96 to 99, the fuse splutters and appears to go out (GM's discretion).
4. When the fuse reaches the bomb, roll a D100 a final time: a double indicates a misfire (see *Misfires - Bomb*), otherwise BOOM!

house rule!

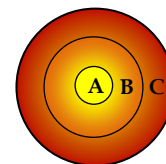
Missed bomb & incendiary deviation (D8)

Bomb & incendiaries blast radius

Range	Deviation (yards)
Short	D3
Long	D6
Extreme	D3 + D6



Zone	Radius	Blast damage
A	0 → 1 yard	full Str
B	1 → 4 yards	Str -1
C	4 → 9 yards	Str -2



Hit locations

Mounted targets

To hit roll	Humanoid	Animal
01 - 15	Head	Head
16 - 35	Right arm	Right foreleg
36 - 55	Left arm	Left foreleg
56 - 80	Body	Body
81 - 90	Right leg	Right rear leg
91 - 00	Left leg	Left rear leg

Attacker	Horse-sized mount		Larger mount	
Shorter than 10'	01 - 20	Rider	01 - 40	Rider
	21 - 00	Mount	41 - 00	Mount
Taller than 10'	01 - 50	Rider	01 - 50	Rider
	51 - 00	Mount	51 - 00	Mount
Mounted rider	01 - 20	Rider	01 - 50	Rider
	21 - 00	Mount	51 - 00	Mount

Mount slain → Rider must pass an Initiative test

Pass	<i>Dismounted</i> - rider vaults from the saddle and finds their feet, leaving behind their dented pride and fallen steed...
Fail	<i>Thrown</i> - rider crashes to earth, suffering [mount's Mov - D6W] to a random location. If charging, damage is doubled.
Fail badly (30+)	<i>Trapped</i> - mount collapses, crushing its rider beneath, who suffers [2W per mount's Str] to a random body location: <ul style="list-style-type: none"> • Rider may try, once per round, to crawl out from under their mount (Strength test) • Trapped riders count as <i>prone</i> targets!