

Weaponry & Armor

“Imagine walking five hundred miles over the course of two weeks, carrying an arquebus, a bardiche, a stone of grain, another stone of water, ten pounds of shot, your own armor, your tent, whatever amenities you want for yourself, and your lord’s favorite dog. In the rain. In winter. With dysentery. Alright, are you imagining that? Now imagine that as soon as you’re done with that, you need to actually fight the enemy. You have a horse, but a Senator’s nephew is riding it. You’re knee-deep in mud, and you’ve just been assigned a new recruit to train. He speaks four languages, none of which are yours, and has something to prove. Now he’s drunk and arguing with your superiors, you haven’t slept in thirty hours, you’ve just discovered that the fop nephew has broken your horse’s leg in a gopher hole, and your gun’s wheellock is broken, when just then out of the dark comes the beating of war-drums. Someone screams, and a cannonball lands in your cooking fire, where you were drying your boots.

“Welcome to war. Enjoy your stay.”

*-Mago Straddock
-Dacian Volkodav*

You’re probably going to see a lot of combat in Song of Swords, and you’re going to want to be ready for it. This section includes everything you need to know about weapons, armor, and the cost of carrying them to battle. That includes fatigue and encumbrance.

If you’re new to the game and want advice picking out a weapon, be sure to check the ***Which Weapon for Me?*** section below.

Weight & Encumbrance

A character’s Encumbrance is the degree to which they are hindered by the equipment, baggage and armor that they’re wearing and carrying. This is as much tied to the awkwardness of the things being carried as it is to the weight.

A character’s Encumbrance Level is determined by their **Carry Score**, and the total **Weight** they are currently carrying. **Weight** is determined by the following:

-Stowed/Sheathed/Holstered Weapons (Weapons currently being wielded do not add to Encumbrance, because they are generally very light and handy when wielded. It is the awkwardness of carrying them on your person that contributes Weight. Imagine trying to do anything with a 15 foot pike strapped to your back!)

-Worn or carried Armor

-Miscellaneous Gear/Equipment/Items carried in pockets, satchels, and backpacks. Generally, 20 lbs in a backpack or 10 lbs in pockets/over the shoulder should equal 1 Weight. Superior carrying equipment, like a large framed backpack or a harness may further decrease these numbers, situationally.

There are five Levels of **Encumbrance**. **Unencumbered**, **Light**, **Medium**, **Heavy**, and **Overloaded**. Each Encumbrance Level has a different effect on a character’s Combat Pool, Mobility, certain Skill Checks, and also on Exhaustion. Skills that suffer additional difficulty from Encumbrance have a special tag, as shown in the Skills section.

Table X.X Encumbrance Level

Weight	Encumbrance Level	CP Effect	Mobility Effect	Skill Penalty	Exhaustion Speed	Recover Speed
Less than CARRY	Unencumbered	0	0	0	x1	1x
Equal to CARRY	Light	-1	-2	+1 RS	x 1.5	1x
2x CARRY	Medium	-2	-4	+2 RS	x 2	1/2x
3x CARRY	Heavy	-3	-6	+3 RS	x 3	1/4x
4x CARRY	Overloaded	-4	-8	+4 RS	x3.5	None

At 5x Carry and beyond, the character is too heavily encumbered to move, and cannot engage in combat or make any sort of skill or attribute tests that involves moving. Reducing the load is the only way to continue moving.

Exhaustion & Fatigue

As characters exert themselves physically, either in combat or other strenuous activities like running, jumping or severe lifting, fatigue will begin to set in.

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[Fatigue rules add another layer of realism to combat, but also another layer of complexity. These should be considered Optional Rules, and can be safely ignored in campaigns with new players, those more interested in heroic action, and those who wish to keep bookkeeping to a minimum.]

Fatigue Points

At the end of each **Round**, while in combat, all characters in the combat who acted in the previous Round gain one Fatigue point. Encumbrance and Environmental effects can increase this amount (being in Medium Encumbrance, for example, causes a character to gain double the normal number of Fatigue). Additionally, if a character has a visor, helmet etc with the **Constricts Breathing** special rule, add an additional 1x to Fatigue Gain per point of the quality (i.e. Constricts Breathing 3 adds 3x to the Fatigue Gain.). If the visor/whatever is raised, then it has no effect. Once a character reaches the amount of Fatigue to move to the next level of Exhaustion, they suffer penalties until they've had a chance to rest.

Additionally, any Wound inflicts Fatigue equal to the level of the Wound, regardless of what sort of Wound it is. Some Wounds will inflict additional Fatigue, and Blood Loss, with its ability to reduce **Health**, can also effect Fatigue.

Table X.X Fatigue Level

Fatigue Level	Exhaustion Level	CP Penalty	Mobility Penalty	Skill Penalty
0 to 5+ HLT	Fresh	0	0	0
6 to 10+ HLT	Winded	-1	-1	-1
11 to 15+ HLT	Tired	-2	-2	-2
16 to 20+ HLT	Very Tired	-4	-4	-4
21 to 25+ HLT	Exhausted	-6	-6	-6

Resting

A character who takes no Actions during a Bout Cycle (or who only takes Actions that do not cause Fatigue) loses Fatigue equal to his Endurance score, modified by his Encumbrance level (see Recovery Speed). Full-Face Helmets and Visors halve a character's Endurance for this purpose, unless lifted or removed (see Movable Visors later in this section for more details.)

Sitting down and having a drink adds 2 to a character's effective Endurance (after Encumbrance) for the purposes of Resting.

Wearing Armor Long-Term

Fighting in armor is one thing, but living in armor is quite another. Wearing armor for long periods of time, such as while traveling, performing everyday tasks, or especially while sleeping, was tiresome and uncomfortable.

If an individual has already been wearing armor for more than 4 hours, the armor's effective **Weight** increases by half until he has had a chance to take it off and rest.

If an individual sleeps in armor, the armor's effective **Weight** doubles for the next day.

Generally people who expected to be wearing armor all the time wore lighter and more comfortable stuff, so that as the day dragged on it would not reduce their performance as much.

[Sidebar: Comfortable Armoring]

Wealthier aristocrats and warriors who had heavier armor usually wouldn't just walk around in it, they would be armored by servants and squires once it was clear that battle was inevitable. Some sorts of armor, like mail and lamellar, had the advantage that they were light and could be worn all the time with little problem.

[End Sidebar]

Armor

[Boxed Entry: DON'T PANIC!]

Before you proceed to this next section, there's something you should know. There are dozens and dozens of armor pieces and types in the section to follow. It's very easy to be overwhelmed by the sheer *number* of choices you're about to be presented with. Don't hyperventilate. Remain calm. If sifting through ~150 armor pieces to custom-build your own outfit doesn't appeal to you, we've got your back. Immediately after the armor section, there are **PREMADE ARMOR SETS** that you can choose from. These are full suits of armor (not including helmets) complete with references for the total weight of the armor, how much it costs, and what it protects and how well it protects it, as well as an entry about what it actually is. You'll still have to pick a helmet, but that's just one list.

Armor Value

The Armor Value, or "AV" of a piece of armor, has three entries. Armor versus Cutting (**AVC**), Armor versus Piercing (**AVP**) and Armor versus Bludgeoning (**AVB**).

- When an individual is attacked with a weapon and suffers damage, the Armor adds its **AV** to his Toughness for the purposes of resisting that damage. The **AV** used is, obviously, of the category of damage that is being suffered. So if a piece of armor has **AV** 8/7/6, and a character suffers a Piercing attack to the area protected by this armor, then he benefits from 7 **AV**.

[Sidebar: OPTIONAL RULE: CUTTING THROUGH ARMOR]

A lot of people may be bothered by the idea of a human being having the strength to seriously cleave through metal armor. It is certainly true that such feats are rare in history. Julius Caesar spoke of a soldier whose helmet and face were equally mangled by a Spanish saber, and William the Conqueror was said to be able to cleave a man's helmet, and head, in half with one blow of his sword. Japanese accounts also mentioned feats like this, and for a time there was a sort of sport built up around splitting helmets, called *Kabutowari*. But for the most part, this was simply not something that happened, and doing it in Song of Swords may leave a bad taste in your mouth. If that is so, this optional rule is here to save the day: Whenever a Cutting weapon inflicts damage to an area protected by armor, change it to Bludgeoning Damage, and reduce its Damage Bonus by 2. At the GM's discretion, if the damage inflicted exceeds TOU+AV by 4 or more, it may cleave through the armor and inflict a Cutting wound.

[End Sidebar]

Armor Weight

Armor Weight is a measurement not of the literal weight in pounds of the armor, but of the amount of subjective weight that the wearing of it imposes upon the character. Much as modern backpacks endeavor to distribute weight evenly between shoulders and hips, armor worn on the torso is much less encumbering than armor worn on extremities.

Armor Weight across the character is added together, and used for determining their current Encumbrance. Don't forget that backpacks and other non-armor loads are also used in determining Encumbrance.

Coverage

The Coverage of a piece of armor details what hit locations the piece covers, and provides AV to. Some Armor provides only Half **AV** to certain Hit Locations. These will be marked with an Asterisk (*) in their entries.

- Armor of the same and differing types can be layered, but multiple Helmets, unless they have the "Layers" quality, cannot be worn simultaneously.
- If an armor's Coverage ever lists "Full X," with X being a limb (Arm, Leg), the Torso, or the Head, then every hit location on that section of the body is covered by the armor.
- "Leg" refers to the Thigh, Knee, Shin and Foot.
- "Arm" refers to the Shoulder, Upper Arm, Elbow, Forearm and Hand.
- "Torso" refers to the Chest, side, hip, and belly.

- “Head” refers to the Upper Head, Lower Head, and Face.
- The Neck/Throat and Groin, are never included in “Full” armor listings, and are not covered unless they are listed separately.
- **All Armor is considered symmetrical by default.** The cost and weight of any Shoulder, Arm, Hip or Leg armor includes two pieces, one for each arm/leg/shoulder/hip/etc.
- **If only one piece of a symmetrical armor is worn,** as in, one gauntlet, one pauldron, etc, Halve the Weight of that armor. This only applies when no matching armor (or Weight 0 armor) is being worn on the opposite side.
- **If two different pieces of symmetrical armor are worn,** as in, a gauntlet on one hand and a mail glove on the other, then the Weight of the armor is averaged out between them (combine the Weight of the two armors, and then halve the result.)

Layering Armor

Armor can be layered (worn over other armor) within reason, but the AVs do not normally layer unless otherwise stated. **However, layered armor always uses the highest AV of the layered pieces against any attack to that area.** This is *after* factoring in qualities like Armor Piercing, Textile, Hard, Draw, Layer, etc.

[Sidebar: Underarmor]

Realistically, no armor is worn on its own. Plate armor was usually worn with clothes specifically designed to pad the wearer from blows, and sometimes had loops to attach elements of the armor to, with the intention of better distributing the armor’s weight. Mail was very often worn with cloth backing, to cushion impacts and to snag missiles with thin tips that penetrate through them.

The Attributes presented here assume the bare minimum amount of underarmor in order for the armor listed to function. Realistically, you will want to purchase Quilt armor to accompany a great many armors in this section.

[End Sidebar]

Weak Spots

In the Coverage section, some areas will be listed with a ϕ . This symbol indicates a **Weak Spot**. Weak Spots can be targeted using the *Joint-Thrust* Maneuver, as detailed in Chapter 4.

Special

The Special rules of a piece of armor note any unusual and special effects of that armor, like it layering with other armor in a unique way, providing unique armor bonuses against certain types of attacks, influencing encumbrance/exhaustion differently than normal, etc. Some of these rules are **Generic**, and are compiled at the end of the Armor section in their own table.

Perception Penalty

Only Helmets and other head-covering pieces of armor have this category. Perception Penalty (**PP**) is a penalty applied to Perception, so long as the helmet is being worn. This represents the obscured vision and limited breathing of the helmet. This penalty can sometimes be alleviated by raising or lowering the helmet’s visor, as detailed in the helmet’s Special section, or the section of its Visor if the visor is attached.

Cost

This is the cost of the piece of armor. At the GM’s discretion, this number can vary greatly depending on availability and local economic climate. If a gigantic battle was fought in the fields outside of the city, and the markets are now flooded with the looted swords, armor and other goods of the dead, then it is quite reasonable for the cost of second-hand gear to have gone down significantly.

Armor List

Table X.X Helmets

Helmets	AVC	AVP	AVB	Coverage	Special	Wt.	PP	Cost
Skullcap	8	7	6	Upper Head	Hard, Can be worn with Great Helm for Layer 2 on Upper Head.	0	0	1 sp

Kettle Helm	8	7	6	Upper Head, Lower Head*	Hard, No protection vs Upwards Swings	0	0	3 sp
Open Sallet	8	7	6	Upper Head, Lower Head*	Hard	2	0	5 sp
Conical Helm	8	7	6	Upper Head	Hard, +2 vs Downward Swings	2	0	2 sp
Burgonet	8	7	6	Upper Head, Lower Head	Hard, +1 vs Downward Swings	2	-1	10 sp
Barbute	8	7	6	Upper Head, Lower Head, Faceφ*	Hard	1	-1	10 sp
Morion	8	7	6	Upper Head, Lower Head*	Hard, +1 vs Downward Swings	1	0	12 sp
Bascinet	8	7	6	Upper Head, Lower Head	Hard, +1 vs Downward Swings, Can be worn with Great Helm for Layer 1 on Upper Head and Lower Head.	1.5	0	12 sp
Great Bascinet	8	7	6	Full Head, Neck/Throat, Shoulder, Faceφ	Hard, Integrated Visor, Shoulders protected by Mail (6/4/3) +1 vs Downward Swings, Constricts Breathing [2]	3.5	-2	15 sp
Zischagge/ Szyszak	8	7	6	Upper Head, Lower Head, Neck/Throat*, Shoulders*	Hard, +4 AV Upper Head	2.5	0	10 sp
Roman Helm (Gallic Style)	8	7	6	Upper Head, Lower Head, Neck/Throat*, Shoulders*	Hard	2	0	15 sp
Reinforced Roman Helm	8	7	6	Upper Head, Lower Head, Neck/Throat*, Shoulders*	Hard, +4 AV Upper Head.	2.5	0	1 gp
Stechhelm	10	9	8	Full Head, Neck/Throat	Hard, +4 AV Lower Head, Face, Neck/Throat, Constricts Breathing [3]	8	-3	1 gp
Great Helm	8	7	6	Full Head, Neck/Throatφ Faceφ	Hard, Can be worn with a Skullcap or Bascinet for Layer 1 on overlapping areas,, Constricts Breathing [3]	5	-3	30 sp
Armet	8	7	6	Full Head, Neck/Throat, Faceφ	Hard, Integrated Visor, Constricts Breathing [2]	4	-2	2 gp
Close Helmet	8	7	6	Full Head, Neck/Throat, Faceφ	Hard, Integrated Visor, Constricts Breathing [2]	3.5	-1	3 gp
Closed Sallet	8	7	6	Upper Head, Lower Head*, Faceφ	Hard, No armor vs Upward face Swings	2	-1	10 sp
Tailed Sallet	8	7	6	Upper Head, Lower Head* Faceφ, Shoulders,* Neck/Throat*	Hard, No armor vs Upward face Swings	2	-1	12 sp
Leather Skullcap	4	3	3	Upper Head		0	0	6 cp

Leather Pot Helm	4	3	3	Upper Head, Lower Head		1	-1	10 cp
Lamellar Pot Helm	5	5	5	Upper Head, Lower Head	Hard	2	-1	8 sp
Quilted Helmet	2	4	5	Upper Head, Lower Head	Textile	0	0	8 cp
Hat/Cap	1	0	0	Upper Head		0	0	1 cp

*Armor provides only Half **AV** to certain Hit Locations.

Optional Visors

Any Helmet that does not cover the Face can be equipped with a *visor*, which can be chosen from the list below. The Visor then becomes “part” of the helmet, applying **AV** and coverage as normal. If a Visor type covers more than the Face, it cannot be attached to any Helmet that already covers any of those additional areas.

Movable Visors

A Visor can be opened or closed at will (in combat this requires an **ADR** test (**RS** 1) and an expenditure of 3 **CP**). When open, a Visor ceases to provide any **AV** for the target area, but also removes all **PP** and **Wt.** penalties from the Visor for as long as it is open. Closing a visor is much easier than opening one, and can be done with a sharp nod of the head (no **ADR** test, 1 **CP** in combat)

There is a darker side to this as well. Opening an enemy’s visor during a grapple is easier than trying to pull off his helmet (see that section).

Table X.X Visors

Visors	AVC	AVP	AVB	Coverage	Special	Wt.	PP	Cost
Goggle Type	5	4	3	Faceφ	Hard, No protection from Upwards Swings.	.5	-1	3 sp
Bar-Nasel	4	2	1	Faceφ	Hard, No protection from Upwards Swings.	0	0	1 sp
Tri-Bar Nasel	6	3	2	Faceφ	Hard, No protection from Upwards Swings	.5	0	3 sp
Cage Visor	7	3	5	Faceφ	Hard, Movable	1	0	5 sp
Full Visor	8	7	6	Faceφ	Hard, Movable, Constricts Breathing [2]	1.5	-1	10 sp
Falling Buff (Hinged Gorget)	8	7	6	Faceφ, Neck/Throat	Hard, Movable, Constricts Breathing [2]	2	-1	1 gp
Mail Ventail	6	4	3	Face	Hard, Layer 1	1	-1	2 sp

Optional Helmet Crests

You may add an optional decorative crest to your helmet by paying the additional cost and adding the listed weight (if any) to the helmet.

Table X.X Helmet Crests

Crest Type	Crest Description	Wt	Cost
Intimidating	Intimidating war-crests, horns, demonic imagery, heightening effect, etc. Opponents in Bout who have WIL lower than yours suffer a -1 penalty to their CP for the first Round of combat they fight with you unless they have the Brave Boon. If they are Craven , the -1 Penalty will remain throughout combat, so long as the helmet is worn.	0	1 gp
Ruthlessly	Magnificent paper maché or wooden crests, possibly with mechanical	1	3 gp

Fashionable	movements. You gain a +1 bonus to Leadership rolls made in battle.		
Identifying	Large and visible crest or plume, (see: Roman Centurion), aids in troop identification. You gain a +1 bonus to Tactics or Strategy rolls made in battle.	0	1 gp

Table X.X Non-Helmet Head Protection

Headwear	AVC	AVP	AVB	Coverage	Special	Wt.	PER Pen	Cost
Quilted Coif	2	3	4	Upper Head, Lower Head, Neck/Throat	Textile	0	0	4 cp
Mail Coif	6	4	3	Upper Head, Lower Head, Neck/Throat	Hard, Mail, Layer 1	1	0	2 sp
Quilted Ventail	2	3	4	Face	Textile	0	-1	1 cp
Mail Ventail	6	4	3	Face	Hard, Mail, Layer 1	1.5	-1	1 sp
Lamellar Ventail	5	5	5	Face, Neck/Throat	Hard	1.5	-1	2 sp
Mail Camail	6	4	3	Lower Head, Neck/Throat, Shoulders	Hard, Mail, Layer 1	1	0	4 sp
Quilted Camail	2	3	4	Lower Head, Neck/Throat, Shoulders	Textile	0	0	8 cp
Steel Facemask	8	7	6	Face ϕ	Hard, Constricts Breathing [1]	2	-1	8 sp

Table X.X Neck/Throat Protection

Headwear	AVC	AVP	AVB	Coverage	Special	Wt.	PER Pen	Cost
Gorget	8	7	6	Neck/Throat	Hard	1	0	10 sp
Bevor	8	7	6	Neck/Throat, Lower Head, Face ϕ *	Hard, Constricts Breathing [1]	2	0	12 sp
Neck-Wrap (scarf, etc)	2	3	4	Neck/Throat	Textile	0	0	1 cp
Leather Neck-Stock	3	2	2	Neck/Throat		0	0	8 cp
Reinforced Leather Neck-Stock	4	3	3	Neck/Throat	Hard	0	0	1 sp

*Armor provides only Half AV to certain Hit Locations.

Torso Armor

Table X.X Plate Torso Armor

Armor	AVC	AVP	AVB	Coverage	Special	Wt.	Cost
Heartguard	8	7	6	Chest ϕ	Hard	0	1 sp
Mirror-Plate	10	9	8	Chest ϕ	Hard	1.5	1 gp
Munitions Breastplate	7	6	5	Chest	Hard	2.5	10 sp
Breastplate	8	7	6	Chest, Belly, Side	Hard	1.5	1 gp
Bulletproof Breastplate	10	9	8	Chest, Belly, Side	Hard, Bulletproof	3.5	2 gp

Munitions Cuirass	7	6	5	Chestφ, Bellyφ, Sideφ	Hard	3.5	15 sp
Cuirass	8	7	6	Chest, Belly, Side, Back	Hard	2.5	2 gp
Bulletproof Cuirass	10	9	8	Chest, Belly, Side, Back	Hard, Bulletproof	4.5	4 gp
Plackart	8	7	6	Bellyφ, Sideφ, Hipsφ	Hard, Layers 2 (Belly, Side)	.5	1 gp
Munitions Fauld	7	6	5	Hipsφ, Thighsφ, Groinφ	Hard, Layers 1 (Groin, Hips, Thighs)	2.5	10 sp
Fauld	8	7	6	Hipsφ, Thighsφ, Groinφ	Hard, Layers 2 (Groin, Hips, Thighs)	1.5	10 sp
Codpiece	8	7	6	Groin	Hard	0	5 sp
Bulletproof Codpiece	10	9	8	Groin	Hard, Bulletproof	.5	1 gp

Table X.X Laminar Torso Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Anima Cuirass	7	7	7	Chest, Belly, Side	Hard	3	48 sp
Laminar Cuirass	8	7	5	Chestφ, Bellyφ, Sideφ	Hard	3	1 gp
Anima Fauld	7	7	7	Hips, Thighsφ, Groinφ	Hard	3	1 gp
Segmented Tassets	8	7	5	Hips, Groin	Hard	3	12 sp

Table X.X Mail Torso Armor

Armor	AVC	AVP	AVB	Coverage	Special	Wt.	Cost
Mail Vest	6	4	3	Full Torso	Hard, Mail, Layer 1	.5	18 sp
Mail Shirt	6	4	3	Full Torso, Goin, Hips, Thighs	Hard, Mail, Layer 1	1.5	1 gp
Mail Coat	6	4	3	Full Torso, Shoulders, Groin, Hips, Thighs, Knees	Hard, Mail, Layer 1	2.5	2 gp
Brigandine Vest	5	6	4	Full Torso	Hard	1	1 gp
Brigandine Shirt	5	6	4	Full Torso, Goin, Hips, Thighs	Hard	2	30 sp
Brigandine Coat	5	6	4	Full Torso, Shoulders, Groin, Hips, Thighs, Knees	Hard	3	3 gp
Lamellar Vest	5	5	5	Full Torso	Hard	1	1 gp
Lamellar Shirt	5	5	5	Full Torso, Goin, Hips, Thighs	Hard	2	2 gp
Lamellar Coat	5	5	5	Full Torso, Shoulders, Groin, Hips, Thighs, Knees	Hard	3	3 gp

Table X.X Textile Torso Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Quilted Vest	2	3	4	Full Torso	Textile	0	5 cp

Quilted Shirt	2	3	4	Full Torso, Goin, Hips, Thighs	Textile	0	1 sp
Quilted Coat	2	3	4	Full Torso, Shoulders, Groin, Hips, Thighs, Knees	Textile	.5	17 cp
Heavy Quilted Vest	3	4	5	Full Torso	Textile	0	2 sp
Heavy Quilted Shirt	3	4	5	Full Torso, Goin, Hips, Thighs	Textile	.5	3 sp
Heavy Quilted Coat	3	4	5	Full Torso, Shoulders, Groin, Hips, Thighs, Knees	Textile	1	5 sp

Table X.X Leather Torso Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Leather Vest	3	2	2	Full Torso		0	1 sp
Leather Jack	3	2	2	Full Torso, Goin, Hips, Thighs		0	2 sp
Leather Buffcoat	3	2	2	Full Torso, Shoulders, Groin, Hips, Thighs, Knees		0	5 sp
Shagreen Greatcoat	4	3	3	Full Torso, Full Arms, Groin, Hips, Thighs, Knees, Shins		0	1 gp
Hardened Leather Breastplate	4	3	3	Chest, Belly, Side		0	5 sp
Hardened Leather Cuirass	4	3	3	Chest, Belly, Side, Back		1	8 sp
Leather Lamellar Vest	3	4	3	Full Torso		0	3 sp
Leather Lamellar Shirt	3	4	3	Full Torso, Goin, Hips, Thighs		.5	6 sp
Leather Lamellar Coat	3	4	3	Full Torso, Shoulders, Groin, Hips, Thighs, Knees		1	9 sp

Arm Armor

Table X.X Plate Arm Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Munitions Pauldrons	8	7	6	Shoulderφ, Upper Armφ	Hard	4	8 sp
Pauldrons	10	9	8	Shoulder, Upper Arm	Hard, Bulletproof	3	1 gp
Spaulders	8	7	6	Shoulderφ, Upper Armφ*	Hard. Provides ½ protection against Thrusts to the Shoulder and Upper Arm.	.5	6 sp
Munitions Spaulders	7	6	5	Shoulderφ, Upper Armφ*	Hard. Provides ½ protection against Thrusts to the Shoulder and Upper Arm.	1	4 sp
Besagews	8	7	6	Shoulder (Thrust Only), Upper Arm* (Thrust Only)	Hard. When layered with Spaulder, use Besagew value against Thrusts.	.5	8 sp

Rerebraces	8	7	6	Upper Arm	Hard	1	5 sp
Munitions Rerebraces	7	6	5	Upper Armφ	Hard	3	2 sp
Jack Chains	6	0	3	Upper Armφ, Forearmφ, Elbowφ	Hard. Does not protect at all against Thrusting Attacks of any damage type.	.5	1 sp
Couters	8	7	6	Elbowφ	Hard	1	5 sp
Vambraces	8	7	6	Forearm	Hard	1	5 sp
Munitions Vambraces	7	6	5	Forearmφ	Hard	1.5	2 sp
Bulletproof Vambraces	10	9	8	Forearm	Hard, Bulletproof	2	1 gp
Gauntlets	8	7	6	Handφ	Hard	2	5 sp

*Armor provides only Half AV to certain Hit Locations.

Laminar Arm Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Anima Pauldrons	7	7	7	Shoulder, Upper Arm	Hard	2	2 gp
Anima Spaulders	7	7	7	Shoulder, Upper Armφ*	Hard. Provides ½ protection against Thrusts to the Shoulder and Upper Arm.	2	1 gp
Anima Rerebraces	7	7	7	Upper Arm	Hard	1	1 gp
Anima Vambrace	7	7	7	Forearm	Hard	2	3 gp
Laminar Pauldrons	8	7	5	Shoulder, Upper Armφ	Hard	4	10 sp
Laminar Rerebrace	8	7	5	Upper Armφ	Hard	1	3 sp
Laminar Elbow Joint	8	7	5	Elbowφ	Hard	2	3 sp
Laminar Forearm Guard	8	7	5	Forearmφ	Hard	2	3 sp

Table X.X Mail Arm Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Mail Short-Sleeves	6	4	3	Shoulder, Upper Arm	Hard, Mail, Layer 1	.5	12 sp
Mail Long-Sleeves	6	4	3	Shoulder, Upper Arm, Elbow, Forearm	Hard, Mail, Layer 1	1.5	1 gp
Mail Glove/Mittens	6	4	3	Hand	Hard, Mail, Layer 1	.5	3 sp
Brigandine Short-Sleeves	5	6	4	Shoulder, Upper Arm	Hard	2	14 sp
Brigandine Long-Sleeves	5	6	4	Shoulder, Upper Arm, Elbow, Forearm	Hard	3	2 gp
Brigandine Glove/Mittens	5	6	4	Hand	Hard	1	3 sp
Lamellar Short-Sleeves	5	5	5	Shoulder, Upper Arm	Hard	2	12 sp
Lamellar Long-Sleeves	5	5	5	Shoulder, Upper Arm,	Hard	4	1 gp

				Elbow, Forearm			
Lamellar Glove/Mittens	5	5	5	Hand	Hard	1	3 sp

Table X.X Leather Arm Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Leather Sleeves	3	2	2	Shoulder, Upper Arm, Elbow Forearm		0	2 sp
Hardened Leather Pauldrons	4	3	3	Shoulder, Upper Armφ		0	5 sp
Hardened Leather Rerebraces	4	3	3	Upper Arm		0	3 sp
Hardened Leather Vambraces	4	3	3	Forearm		0	3 sp
Leather Gloves	3	2	2	Hand		0	1 sp
Leather Lamellar Short-Sleeve	3	4	3	Shoulder, Upper Arm		0	1 sp
Leather Lamellar Long-Sleeve	3	4	3	Shoulder, Upper Arm, Elbow, Forearm		0	3 sp
Reinforced Leather Gloves	4	3	3	Hand		0	2 sp

Table X.X Textile Arm Armor

Armor	AVC	AVP	AVB	Coverage	Special	Wt.	Cost
Quilted Short-Sleeves	2	3	4	Shoulder, Upper Arm	Textile	0	2 cp
Quilted Long-Sleeves	2	3	4	Shoulder, Upper Arm, Elbow, Forearm	Textile	0	4 cp
Quilted Gloves	2	3	4	Hand	Textile	0	1 cp
Reinforced Quilted Gloves	4	4	5	Hand	Textile	0	1 sp

Leg Armor

Table X.X Plate Leg Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Munitions Cuisses	7	6	5	Thighφ	Hard	3	4 sp
Cuisses	8	7	6	Thigh	Hard	2	8 sp
Bulletproof Cuisses	10	9	8	Thigh	Hard, Bulletproof	4	2 gp
Poleyns	8	7	6	Kneeφ	Hard	1.5	5 sp
Bulletproof Poleyns	10	9	8	Knee	Hard, Bulletproof	2	1 gp
Munitions Greaves	7	6	5	Shinφ	Hard	2	3 sp

Greaves	8	7	6	Shin	Hard	1.5	6 sp
Bulletproof Greaves	10	9	8	Shin	Hard, Bulletproof	2	2 gp
Sabatons	8	7	6	Foot	Hard	1.5	5 sp

Laminar Leg Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Anima Cuisses	7	7	7	Thigh	Hard	3	1 gp
Anima Poleyns	7	7	7	Knee	Hard	2	10 sp
Anima Greaves	7	7	7	Shin	Hard	2	1 gp
Laminar Cuisses	8	7	5	Thigh	Hard	3	4 sp
Laminar Greaves	8	7	5	Shin	Hard	3	4 sp
Laminar Boots	8	7	5	Foot	Hard	2	4 sp

Table X.X Mail Leg Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Mail Leggings	6	4	3	Hips, Groin, Thighs, Knees, Shins	Hard, Mail, Layer 1	2.5	8 sp
Mailed Boots	6	4	3	Feet	Hard, Mail, Layer 1	1	3 sp
Mail Groin Gusset	6	4	3	Groin	Hard, Mail, Layer 1	0	3 sp
Brigandine Leggings	5	6	4	Hips, Groin, Thighs, Knees, Shins	Hard	3	10 sp
Brigandine Boots	5	6	4	Feet	Hard	1.5	8 sp
Lamellar Leggings	5	5	5	Hips, Groin, Thighs, Knees, Shins	Hard	3	12 sp
Lamellar Boots	5	5	5	Feet	Hard	1.5	10 sp

Table X.X Leather Leg Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Leather Leggings	3	2	2	Hips, Thighs, Groin, Knees, Shins		0	2 sp
Leather Boots	3	2	2	Feet		0	1 sp
Hardened Leather Cuisses	4	3	3	Hips, Thighs		0	8 cp
Hardened Leather Knee-Guards	4	3	3	Knee		0	6 cp
Hardened Leather Greaves	4	3	3	Shins		0	1 sp
Leather Lamellar Cuisses	3	4	3	Hips, Thighs		0	3 sp
Leather Lamellar Greaves	3	4	3	Shins		0	3 sp

Table X.X Textile Leg Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Quilted Leggings	2	3	4	Hips, Thighs, Groin, Knees, Shins	Textile	0	2 cp

Table X.X Horse Armor

Armor	AV C	AVP	AVB	Coverage	Special	Wt.	Cost
Caprisoning	2	4	5	Horse	Textile	0	5 sp
Hardened Leather Barding	4	3	3	Horse		1	1 gp
Mail Barding	6	4	3	Horse		4	10 gp
Lamellar Barding	5	5	5	Horse		4	15 gp
Brigandine Barding	5	6	4	Horse		4	20 gp
Plate Barding	8	7	6	Horse		6	30 gp

Table X.X Armor Special Rules

Quality	Effect
Hard	Armor with this quality is more resistant to certain Weapon Special Rules (such as Draw), and triggers certain effects with others. In and of itself, it has no effect.
Mail	Armor with this quality is made up of interlocking ringlets of metaand triggers certain special qualities with other Special Rules. In and of itself, it has no effect.
Layer [X]	If worn on the same Hit Location as another armor of equal to or higher AVC, AVP, and/or AVB, this armor increases the appropriate AV on that area (or multiple, if multiple are higher) by X. Multiple instances of Layer do not combine. Armor that benefits from the <i>Textile</i> Special Rule does benefit from layer if its new AV is higher than the AV of the armor with Layer.
Textile	This armor has double Piercing AV vs Non-Firearm Missiles. Double the Piercing AV BEFORE adding in other bonuses like Layer. For the purposes of layering armor, double the AV of this armor before deciding whether or not to use it.
Bulletproof	Halves AP from Missile Weapons.
Constricts Breathing [X]	As long as this helmet is on/visor is down, add X to the multiplier for your current Fatigue Gain Modifier.

PREMADE ARMOR SETS

The following are premade sets of armor consisting of pieces selected from the list above. Each armor set includes a list of components, their weights and costs, the total weight and cost of the entire set, and a description of the set, who would've used it, when/where it's from, etc. It also includes the Armor Values of the protection on each body part, which are organized "X/Y/Z," with X being Cutting, Y being Piercing, and Z being Bludgeoning AV. You can very easily modify any of these sets by removing or adding a piece here and there, just be sure to record the change in weight and cost when you do. None of these suits come with helmets, you can choose your own from the lists above.

Armor marked with a * has the "Textile" special rule, which is "This armor has double Piercing AV vs Non-Firearm Missiles"

Armor marked with a ** as the "Layer" special rule, which is "If worn on the same Hit Location as another armor of equal to or higher AVC, AVP, and/or AVB, this armor increases the appropriate AV on that area (or multiple, if multiple are higher) by X. Multiple instances of Layer do not combine. Armor that benefits from the *Textile* Special Rule does benefit from layer if its modified AV is higher than the AV of the armor with Layer."

Full Plate Armor

This is full plate armor of the sort that would be commonly worn by knights, wealthy mercenaries and men at arms, and the nobility. Some versions would have Pauldrons instead of Spaulders and Besegews, or a Bevor instead of a Gorget. Helmet not included.

Components

Quilted Shirt (0 wt, 1 sp)

Quilted Long Sleeves (0 wt, 4 cp)

Quilted Leggings (0 wt, 2 cp)

Mail Coat (2.5 wt, 2 gp)

Mail Longsleeves (1.5 wt, 1 gp)

Gorget (1 wt, 10 sp)

Cuirass (2.5 wt, 2 gp)

Spaulders (.5 wt, 6 sp)

Besegews (.5 wt, 8 sp)

Rerebraces (1 wt, 5 sp)

Couters (1 wt, 5 sp)

Vambraces (1 wt, 5 sp)

Gauntlets (2 wt, 5 sp)

Fauld (1.5 wt, 10 sp)

Cuisses (2 wt, 8 sp)

Polyens (.5 wt, 5 sp)

Greaves (1.5 wt, 6 sp)

Sabatons (1.5 wt, 5 sp)

Parts Protected by Plate (8/7/6): Full Torso, Hips, Full Arms, Full Legs, Neck/Throat

Parts Protected by Quilt (2/3/4):* Full Torso, Hips, Full Arms, Full Legs

*Parts Protected by Mail (6/4/3**):* Full Torso, Hips, Groin, Thighs, Full Arms

Total Weight: 20.5

Total Cost 8 gp 19 sp 6 cp

Half-Plate

Half-Plate here means armor that covers... About half of one's body in plate. This is the sort of armor popular amongst infantry of various sorts (the Rodeleros of Spain and Pikemen of various nations often wore armor like this) and also that of mercenaries and noblemen who dislike the weight of heavier armor. Helmet not included.

Components

Quilted Coat (.5 wt, 1 sp, 5 cp)

Quilted Long Sleeves (0 wt, 4 cp)

Leather Leggings (0 wt, 1 sp)

Cuirass (2.5 wt, 2 gp)

Spaulders (.5 wt, 6 sp)

Fauld (1.5 wt, 10 sp)

Reinforced Leather Gloves (0 wt, 2 sp)

Leather Boots (0 wt, 1 sp)

Parts Protected by Plate (8/7/6): Full Torso, Hips, Thighs, Shoulders, Groin

Parts Protected by Quilt (2/3/4):* Full Torso, Hips, Thighs, Upper Arms, Elbows, Forearms

*Parts Protected by Mail (6/4/3**):* Full Torso, Hips, Groin, Thighs, Full Arms

Parts Protected by Leather (3/3/3): Groin, Full Legs

Parts Protected by Reinforced Leather (5/4/4): Hands

Total Weight: 5

Total Cost: 3 gp, 1 sp, 9 cp

Plate & Mail Armor

This is an older sort of plate armor. Here, plate components are worn over a coat of mail, so that the gaps where the plate do not cover are still armored, and so that attacks that slip through gaps must still defeat the mail to injure the wearer. It is cheaper and lighter than Full Plate, but it provides less comprehensive protection. Helmet not included.

Quilted Coat (.5 wt, 1 sp, 5 cp)

Quilted Long Sleeves (0 wt, 4 cp)

Leather Leggings (0 wt, 1 sp)
Mail Coat (2.5 wt, 2 gp)
Mail Longsleeves (1.5 wt, 1 gp)
Mail Mittens (.5 wt, 3 sp)
Couters (1 wt, 5 sp)
Cuirass (2.5 wt, 2 gp)
Polyens (.5 wt, 5 sp)
Greaves (1.5 wt, 6 sp)
Mailed Boots (1 wt, 3 sp)
Parts Protected by Plate (8/7/6): Knees, Shins, Chest, Belly, Side, Elbows
Parts Protected by Mail (6/4/3): Full Arms, Full Torso, Thighs,
Parts Protected by Quilt (2/3/4):* Full Torso, Hips, Full Arms, Full Legs
Total Weight: 11.5
Total Cost: 8 gp, 13 sp, 9 cp

Leather Outfit

Clothing leather wasn't generally worn as armor. Leather clothing was common enough, and plenty of warriors wore gloves, jerkins and so forth, but it wasn't really expected to protect the wearer from swords or spears. Rawhide, or thick leather like that used in buffcoats, however, could definitely thwart a sword-blow, and for a time, leather coats were issued to infantry and cavalymen alike to wear as armor. This suit takes it a bit further, it's just a full suit of leather. It weighs virtually nothing, it's not that expensive, and it provides comprehensive, if minimal, protection to the whole body. Helmet not included, but why would you bother? Just buy a hat.

Components

Leather Coat (0 wt, 5 sp)
Leather Sleeves (0 wt, 2 sp)
Leather Gloves (0 wt, 1 sp)
Leather Leggings (0 wt, 1 sp)
Leather Boots (0 wt, 1 sp)
Leather Neck-Stock (0 wt, 8 cp)
Parts Protected by Leather (3/3/3): Full Torso, Full Arms, Full Legs, Groin, Neck/Throat
Total Weight: 0
Total Cost: 10 sp, 8 cp

Lamellar Outfit

This armor is a full suit of lamellar, though it could pass just as easily for a full suit of scale. Lamellar is tough, and provides good protection against all damage types. The suit is actually very heavy, as one might expect a suit that covers every inch of one's body beneath the neck with uniform protection, but it provides awesome protection, and does not require particularly advanced technology to produce. This general sort of armor, small scales or squares of metal attached either to each other with lacing or to a backing (the chief difference between Lamellar and Scale) goes way back. Bronze age warriors wore this sort of armor, as did certain Roman and Persian cavalymen, and Medieval Chinese, Japanese and Korean warriors. The ubiquity of lamellar and scale armor even exceeds that of mail.

Components

Lamellar Coat (2 wt, 3 gp)
Lamellar Long-Sleeves (2 wt, 1 gp)
Lamellar Gloves (.5 wt, 1 gp)
Lamellar Leggings (4 wt, 12 sp)
Lamellar Boots (1 wt, 10 sp)
Parts Protected by Lamellar (5/5/5): Full Torso, Full Arms, Full Legs, Groin
Total Weight: 9.5
Total Cost: 6 gp, 2 sp

Winged Hussar Armor

This is an example of the highly varied armor worn by the Winged Hussars of Poland. In Tattered Realms, very similar armor might be worn by the Husaria of the Lendian Commonwealth, and also by the Pontifatrix Guard, who defend the person of the Empress of Illegon. This is by no means a uniform, every Hussar was self-equipped, though there was a dominant fashion among them. This armor provides good protection against missiles, swords, and even lances and bullets, and it does not impede movement by too much.

Components

Quilted Coat (.5 wt, 1 sp 5 cp)
Quilted Long-Sleeves (0 wt, 4 cp)
Gorget (.5 wt, 10 sp)
Anima Cuirass (1.5 wt, 2gp 8 sp)
Anima Spaulders (1 wt, 1 gp)
Anima Rerebraces (.5 wt, 1 gp)
Vambraces (1.5 wt. 5 sp)
Anima Cuisses (1.5 wt, 1 gp)
Anima Poleyns (.5 wt, 10 sp)
Anima Greaves (1 wt, 1 gp)
Parts Protected by Anima Plate (7/7/7): Chest, Belly, Side, Shoulders, Forearms, Hips, Thighs, Knees, Shins
Parts Protected by Quilt (2/3/4):* Full Torso, Shoulders, Groin, Hips, Thighs, Upper Arms, Elbows, Forearms
Parts Protected by Plate (8/7/6): Forearms, Neck/Throat

Total Weight: 8.5

Total Cost: 6 gp, 14 sp, 9 cp

Krajini Footman's Uniform

This is armor from the Tattered Realms campaign setting.

The military of Krajina are known for being professional, disciplined, and fabulously dressed. These outfits are produced by the Guild of Tailors, Armorers and Hatmakers, and are magnificently decorated. The armor provides excellent protection against all sorts of attacks, but primarily focuses on defending the core of the body with layered brigandine and quilt armor. The limbs are protected with hidden Jack Chains on the inside of the surcoat, and the neck is protected with a thick and high collar of leather that also gives the wearers an imposing figure. This armor does not include the standard-issue Kettle Helm, but you can buy one for yourself for 3 sp, a bargain at any price!

The Officer's Version of this armor doesn't have any protective improvements, but it costs twice as much and is obscenely fashionable.

Components

Leather Neck-Stock (0 wt, 8 cp)

Brigandine Coat (1 wt, 3 gp)

Quilted Coat (.5 wt, 1 sp, 5 cp)

Quilted Long-Sleeves (0 wt, 4 cp)

Couters (.5 wt, 5 sp)

Jack Chains (0 wt, 1 sp)

Reinforced Leather Gloves (0 wt, 2 sp)

Leather Leggings (0 wt, 1 sp)

Leather Boots (0 wt, 1 sp)

Parts Protected by Plate (8/7/6): Elbows

Parts Protected by Leather (3/3/3): Full Legs, Groin, Neck/Throat

Parts Protected by Brigandine (5/6/4): Full Torso, Groin, Hips, Thighs

Parts Protected by Quilt (2/3/4):* Full Torso, Groin, Hips, Thighs, Shoulders, Upper Arms, Elbows, Forearms

Parts Protected by Jack Chain: Upper Arms, Forearms

Total Weight: 2

Total Cost: 3 gp, 12 sp, 5 cp

Fighting Volkodav Outfit

The Fighting Volkodavs are a Dacian paramilitary organization formed by the Colonial Sich Authority to range the Steppe. Officially their mission is to protect the colonies. Unofficially their mission is to exterminate every living thing in the Steppe that isn't a Dacian. The Marju steppelanders have long been the enemy of Dace, and the Volkodavs were created to be the final resolution of the feud. The Volkodavs wear armor intended for long deployment. The heavy quilt keeps them warm on the freezing steppe, and combined with their chainmail coats, they are virtually immune to arrows. Just in case, though, many of them also wear a mirror-plate on their chests. Volkodav armor is much cheaper than full suits of plate, and much lighter. In the highly mobile environment of the Infinite Steppe, this armor is invaluable. The Volkodavs wear special helmets, Zischagges with a movable hounskull (made to resemble a hound's skull, or dog's face) visors, and intimidating wolf's fur crests. You can get one too, they're only 2 gp.

Components

Heavy Quilted Coat (1 wt, 5 sp)

Mail Coat (1 wt, 2 gp)

Mail Long-Sleeves (.5 wt, 12 sp)

Mirror-Plate (1 wt, 1 gp)

Quilted Long-Sleeves (0 wt, 4 cp)

Quilted Leggings (0 wt, 2 cp)

Poleyns (1 wt, 5 sp)

Greaves (1.5 wt, 6 sp)

Leather Boots (0 wt, 1 sp)

Parts Protected by Plate (8/7/6): Shins, Knees

Parts Protected by Heavy Quilt (3/4/5): Full Torso, Groin, Hips, Thighs, Knees, Shins

Parts Protected by Quilt (2/3/4):* Shoulders, Upper Arms, Elbows, Forearms

Parts Protected by Leather (3/3/3): Feet

Parts Protected by Mail (6/4/3): Full Torso, Groin, Hips, Thighs, Shoulders, Upper Arms, Elbows, Forearms

Parts Protected by Mirror Plate (10/9/8): Chest

Total Weight: 6

Total Cost: 4 gp, 9 sp, 6 cp

Shields

Shields are useful tools that are typically held in a fighter's off-hand, and used to block, bind and bash in conjunction with a proper weapon held in the other hand.

Shields have a long history in a lot of places, and come in a huge variety of shapes and compositions.

Attributes of a Shield

Shield Name

The variety of shield. Some of these are generalizations, as dozens of different cultures may have had very minor permutations on the same shield design, but each called it something different.

Shield Bash TN/Damage

This is the ease with which a shield is used to Bash or otherwise use “actively” to disrupt an opponent, and the amount of additional Bludgeoning Damage it does on strike.

Spiked shields, when used this way, inflict Piercing instead of Bludgeoning.

Block Target Number

This is the ease with which a shield is used to block, deflect, or otherwise thwart opponents. The Block TN is used in Block, and similar maneuvers.

AV

This is the amount of passive AV that is applied to any body part Covered by the shield when it is attacked. Certain effects can ignore shield AV or remove it temporarily from the body part. The AV stated is the same for all damage types.

Durability

This is the resistance of the shield to physical damage. If a shield suffers damage (from Hews or similar sources) equal to its Durability, it is destroyed. Each time a Shield sustains a *Hew* attempt that does not destroy it, its Durability is permanently reduced by 2.

Coverage

Coverage represents the hit locations that are covered by the shield. Much like armor, when a shield is carried on the arm, it provides AV equal to the amount listed in its AV column to the body-parts listed. All of this AV stacks with regularly armored AV.

Weight

This is the Weight added to encumbrance as long as the shield is carried on the arm. When a shield is held on the back or belt, it does not add to effective Weight.

Cost

The cost of the shield.

Table X.X Shields

Shield Name	Bash TN	Block TN	AV	Durability	Coverage	Wt.	Cost
Buckler	7(+0b)	7	8	15	Hands*, Forearm*	0	5 sp
Wooden Targe	7(+0b)	7	6	10	Hand, Forearm, Chest	0	10 cp
Wicker Targe	7(-2b)	7	4	6	Hand, Forearm, Chest	0	2 cp
Rodela	8(+0b)	7	8	15	Hand, Forearm, Upper Arm, Chest, Side	1	10 sp
Bulletproof Rodela/Round Shield	8(+1b)	7	10	20	Hand, Forearm, Upper Arm, Chest, Side	2	30 sp
Heater Shield	8(+0b)	7	6	10	Hand, Forearm, Upper Arm, Shoulder, Chest, Side, Belly, Hip, Groin, Thigh	1	1 sp

Kite Shield	9(+0b)	7	6	10	Hand, Forearm, Upper Arm, Shoulder, Chest, Side, Belly, Hip, Groin, Upper Leg, Knee	2	2 sp
Large Round Shield	9(+0b)	7	6	10	Hand, Forearm, Upper Arm, Shoulders, Neck/Throat, Chest, Sides, Belly, Hips, Groin, Thighs	2	1 sp
Scutum	6(+1b)	7	6	12	Hand, Forearm, Upper Arm, Shoulders, Neck/Throat, Chest, Sides, Belly, Hips, Groin, Thighs	2	5 sp
Hand Pavise	9(+0b)	7	6	12	Hand, Forearm, Upper Arm, Shoulders, Neck/Throat, Chest, Sides, Belly, Hips, Groin, Thighs	1	5 sp

***As long as a Buckler's AV is in effect, it applies its AV to BOTH hands and forearms.**

Melee Weapons

Melee weapons are weapons intended to be used up close, in hand to hand combat. Any character who expects to enter combat should carry one. Below you will find a full list of these weapons, as well as information on each of their qualities.

[Text Box: Which Weapon for Me?]

Let's be serious, you probably flipped straight to the weapon section as soon as you found out there was one. Everyone loves weapons!

But I'll bet you weren't expecting there to be this many. *Song of Swords* has over 150 weapons, many of which can be used in combination with shields, parrying daggers, or even other weapons of the same or different types. The potential combinations are hovering somewhere in the low millions.

"So how am I supposed to pick a weapon?" you might be thinking. Well don't worry. That's what this little section is for.

First, remember that you're not limited to just one. A well equipped warrior might carry a spear, a shield, a sword and a dagger, and expect to use any or all of them in combat. It's good to have options, and it's very handy to have weapons of varying reach, so that you can never end up trying to fight at knife-range with a pike.

Here are some general tips for choosing a weapon:

Attack TNs

Weapons with low Attack TNs are easier to hit with. Weapons with higher Attack TNs are harder to hit with. Remember, a TN of 8 means that statistically, you'll succeed with 3 out of every 10 dice you roll (8, 9, and 10) whereas a 7 means 4, and a 6 means 5, etc. Plan accordingly! Bonus Successes carry directly into damage with most attacks.

Attack Damage

One of the counterpoints to TN is Damage. Most weapons with good TNs do not inflict huge amounts of damage, and that damage may be necessary for cracking open enemy armor. Clunkier weapons with high Damage modifiers can be more useful in some situations, particularly on a battlefield.

Defense TN

If you have a shield, your weapon's Parry TN isn't a huge priority, but if you're fighting with just the weapon, be wary to pick a weapon

with a good Parry number. Also remember that Shields can be beaten away or even destroyed by the enemy. You don't want to get left out in the cold. The Guard value of the weapon is also important for protecting your weapon-hand, which is a popular target if undefended.

Reach

Reach dictates the terms of engagement more than most other factors. Generally speaking if two fighters of similar skill have mismatched Reach, the one with the longer Reach will win. This is not universally true, but it's a fair enough guideline that you should account for it. However, some weapons are so long that they become very clumsy in 1v1 combat, like Pikes. Additionally, the longer your weapon, the more penalties you suffer if the enemy closes within your Reach. Consider keeping a sidearm of shorter range alongside a longer weapon, or be prepared to close past an enemy's longer weapon with a short one of your own.

Special

The Special Rules of a weapon can completely change its uses. Always pay close attention to the Special section of the weapon. Draw, Armor Piercing, Multi-Hit, Hook, these can give you an edge over your enemies.

Don't forget, you can carry multiple weapons! Don't think you have to limit yourself to just one. Also, be very careful to read the Proficiencies that each weapon uses, some Proficiencies give access to good maneuvers earlier than others!

[End Text Box: Which Weapon for Me?]

Weapon Name

The name of the weapon.

Hands/Reach

The number of hands required to use the weapon, and the Reach of the weapon. Weapon Reach has important effects in combat, as you can read about in Chapter 7.

Table X.X Reach

Stages of Reach	Example
Half-Arm/HA (1)	Knee, Elbow, Grapple
Hand/H (2)	Dagger
Short/S (3)	Short Sword
Medium/M (4)	Arming Sword
Long/L (5)	Poleaxe
Very Long/VL (6)	Zweihander
Extremely Long/EL (7)	Spear
Ludicrously Long/LL (8)	Pike

Swing

The Swing **TN** of the weapon is the Target Number against which attacks that use Swing **TN** are rolled. The number in (Parentheses) is the weapon's base damage, and the letter accompanying it is the type of damage the weapon's Swing inflicts, with c standing for Cutting, p standing for Piercing, and b standing for Blunt.

Thrust

The Thrust **TN** of the weapon is the Target Number against which attacks that use Thrust **TN** are rolled. The number in (Parentheses) is the weapon's base damage, and the letter accompanying it is the type of damage the weapon's Thrust inflicts.

Defense

The Defense **TN** of the weapon is the Target Number against which defenses that use the Parry **TN** are rolled.

Guard

The number in parenthesis next to the Defense **TN** is the Guard Value of the weapon. This value is applied as **AV** against any attacks that hit the weapon-hand of the wielder while the weapon is being held normally. This **AV** layers with any actual armor worn on the weapon-hand.

Special

The special qualities of a weapon that can be referenced on the Melee Qualities table [Table X.X]

Max STR S/T

This is the maximum Strength score you may benefit from when wielding this weapon. The first value is for Swing maneuvers, the second value is for Thrusts. This applies to any attack that inflicts actual damage using a weapon, including Hew, Break, Pommel-Strike, etc.

Weapons not listed here, like unarmed attacks, shields, and improvised weapons, always have a Max **STR** equal to ½ of the character's Strength.

Weight

This is the weight of the weapon added to Encumbrance *when sheathed/holstered/stored*. When being held, a weapon has no Weight value.

Cost

The weapon's cost. May vary regionally.

Daggers

Table X.X Daggers

Weapon	Weapon Type	Hands/Reach	Swing	Thrust	Defense/Guard	Special	Max STR S/T	Wt	Cost
Ballock Dagger	Dagger	1H/H	7(-1c)	6(+1p)	8(1)	Fluid Thrusts, Light Blade	4/4	0	5 cp
Baselard	Dagger	1H/S	6(+0c)	6(+0p)	7(1)	Fluid Thrusts	4/4	0	2 sp
Bowie Knife/Pishkan Toothpick	Dagger	1H/S	6(+0c)	6(+1p)	9(1)	Draw 2	5/5	0	10 cp
Cinquedea	Dagger, Sword	1H/S	6(+0c)	7(+2p)	8(0)		5/6	0	3 sp
Curved Dagger	Dagger	1H/H	6(+0c)	8(-1p)	8(0)	Draw 2, Light Blade	4/4	0	1 sp
Degan	Dagger, Sword	1H/S	6(-1c)	6(+1p)	7(0)	Fluid Thrusts, Light Blade	4/4	0	1 sp
Dirk	Dagger	1H/H	7(-1c)	6(+0p)	7(0)	Fluid Thrusts, Light Blade	4/5	0	4 cp
Knife (Large)	Dagger	1H/S	6(-1c)	6(+0p)	9(0)	Draw 1, Light Blade	5/5	0	7 cp
Knife (Small)	Dagger	1H/H	6(-2c)	6(-1p)	9(0)	Draw 1, Thin	4/4	0	6 cp

						Blade, Light Blade			
Main Gauche	Dagger	1H/H	7(-1c)	7(+0p)	6(2)	Companion Dagger, Light Blade	4/4	0	3 sp
Misericorde	Dagger	1H/H	9(-2c)	5(-2p)	10(0)	Fluid Thrusts, Thin Blade, Light Blade	4/4	0	3 cp
Navaja	Dagger	1H/H	6(+0c)	7(-1p)	8(0)	Draw 1, Light Blade	4/4	0	6 cp
Poignard	Dagger	1H/H	6(-1c)	6(+0p)	8(1)	Fluid Thrusts, Thin Blade, Light Blade	4/5	0	6 cp
Pugio	Dagger	1H/H	7(-1c)	6(+1p)	7(0)	Spatulate Tip 2, Light Blade	4/5	0	6 cp
Puukko	Dagger	1H/H	6(-0c)	6(+0p)	9(0)	Fluid Thrusts, Light Blade	4/4	0	4 cp
Rondel Dagger	Dagger	1H/S	7(-1c)	6(+1p)	7(1)	Fluid Thrusts, Thin Blade, Light Blade	4/5	0	6 cp
Short Katzbalger	Dagger, Sword	1H/S	7(+0c)	7(+0p)	7(1)	Spatulate Tip 2	5/5	0	6 sp
Stiletto	Dagger	1H/H	7(-1c)	6(+0p)	8(1)	Fluid Thrusts, Thin Blade, Light Blade	4/4	0	8 cp
Swordbreaker	Dagger	1H/S	6(-1c)	6(+0p)	7(2)	Companion Dagger, Parrying Teeth	4/4	0	1 sp
Tanto	Dagger	1H/H	7(+0c)	6(+0p)	8(1)	Draw 1, Thin Blade, Light Blade	4/4	0	3 sp

1-Handed Swords

Table X.X One-Handed Swords

Weapon	Weapon Type	Hands/Reach	Swing	Thrust	Defenses	Special	Max STR S/T	Wt	Cost
Arming Sword (Early)	Sword	1H/M	7(+1c)	7(+0p)	7(1)	Draw 2, Spatulate Tip 3	6/6	.5	1 gp
Arming Sword (Chivalric)	Sword	1H/M	7(+2c)	7(+0p)	7(2)		6/6	.5	1 gp
Arming Sword (Late)	Sword	1H/M	7(+0c)	7(+2p)	7(2)		6/6	.5	1 gp
Backsword	Sword	1H/M	7(+1c)	7(+1p)	7(4)		6/6	.5	1 gp
Heavy Backsword	Sword	1H/L	7(+2c)	8(+1p)	8(3)		6/6	.5	25 sp
Basket Hilted Claymore	Sword	1H/M	7(+1c)	7(+0p)	7(4)	Tight Grip [2]	6/6	.5	1 gp
Cutlass	Sword	1H/S	7(+1c)	8(+0p)	7(3)		6/6	.5	1 sp
Dussack	Sword	1H/S	7(+1c)	7(-1p)	7(3)	Draw 2, Tight Grip [1]	6/6	.5	1 sp
Espada Ropera	Sword	1H/L	7(+0c)	7(+1p)	7(3)		6/6	.5	25 sp
Falcata	Sword	1H/S	6(+1c)	8(-1p)	8(3)	Forward Swept	7/6	.5	1 gp
Falchion	Sword	1H/M	7(+2c)	8(+0p)	8(2)		7/6	.5	18 cp

Gladius	Sword	1H/S	7(+1c)	7(+1p)	7(0)		6/6	0	1 sp
Katzbalger	Sword	1H/S	7(+1c)	8(+0p)	7(2)	Spatulate Tip 2	6/6	.5	4 sp
Kilij	Sword	1H/M	7(+1c)	8(+0p)	7(2)	Draw 2	6/6	.5	30 sp
Koncerz	Sword	1H/VL	7(-2c)	8(+2p)	8(3)	Armor Piercing 2, Couched Charge	6/6	.5	25 sp
Khopesh	Sword, Blunt	1H/S	6(+1c)	9(-1p)	8(0)	Forward Swept, Hook	7/6	.5	1 sp
Langes Messer	Sword	1H/M	7(+1c)	7(+0p)	8(2)	Draw 2	6/6	.5	1 sp
Pallasch	Sword	1H/L	7(+1c)	8(+1p)	7(3)	Cavalry Sword	6/6	.5	35 sp
Rapier	Sword	1H/L	6(-1c)	6(+0p)	7(3)	Fluid Thrusts, Thin Blade	3/5	.5	30 sp
Karthacki Dueling Sword	Sword	1H/M	6(-1b)	6(+0p)	7(0)	Fluid Thrusts, Thin Blade, Light Blade	4/4	.5	10 sp
Saber (Early)	Sword	1H/M	7(+0c)	7(+0p)	8(1)	Draw 2, Cavalry Sword	5/5	.5	10 sp
Saber (Hussar)	Sword	1H/M	7(+1c)	7(-1p)	7(3)	Draw 3, Cavalry Sword	6/5	.5	25 sp
Saber (Karabela)	Sword	1H/M	7(+0c)	8(-1p)	7(3)	Draw 4, Cavalry Sword	6/5	.5	30 sp
Zellish Saber	Sword	1H/M	7(+1c)	8(+0p)	8(3)	Forward Swept, Draw 2	6/5	.5	15 sp
Scimitar	Sword	1H/M	7(+0c)	7(-1p)	7(2)	Draw 2, Cavalry Sword	6/5	.5	15 sp
Scythe-Sword	Sword	1H/S	7(+1c)	9(-1p)	8(1)	Draw 2, Forward Swept	4/4	.5	16 cp
Shaska	Sword	1H/M	7(+0c)	7(+0p)	7(0)	Draw 2	4/4	.5	15 sp
Schiavona	Sword	1H/L	7(+0c)	7(+0p)	7(3)	Tight Grip [2]	6/6	.5	1 gp
Short Sword	Sword	1H/S	7(+0c)	6(+1p)	7(1)		5/5	0	1 sp
Sidesword	Sword	1H/L	7(+1c)	7(+1p)	8(3)		4/4	.5	15 sp
Smallsword	Sword	1H/M	6(-2c)	6(+0p)	7(3)	Fluid Thrusts, Thin Blade, Light Blade	3/4	.5	30 sp
Spadroon	Sword	1H/M	6(-1c)	6(+0p)	7(3)	Fluid Thrusts, Light Blade	4/4	.5	30 sp
Tesshake	Sword	1H/S	7(+1c)	7(+0p)	8(3)		5/4	.5	1 sp
Tulwar	Sword	1H/S	7(+0c)	7(-2p)	8(2)	Draw 4, Tight Grip [2]	5/4	.5	25 sp
Urumi	Sword	1H/VL	7(+0c)	NA	9(1)	Chain 3, Draw 2	2/2	0	30 sp
Wakizashi	Sword	1H/S	7(+0c)	8(+0p)	7(1)	Draw 1	4/4	0	10 sp
War Cleaver	Sword	1H/M	8(+2c)	8(-1p)	8(0)		6/4	.5	6 cp
Yataghan	Sword	1H/S	7(+0c)	8(+0p)	7(0)	Forward Swept, Draw 3	5/4	.5	10 sp

2H-Swords

Table X.X Two-Handed Swords

Weapon	Weapon Type	Hands / Reach	Swing	Thrust	Defense	Special	Max STR S/T	Wt	Cost
Bastard Sword 2H	Sword	2H/L	7(+1c)	7(+2p)	7(2)	Hand-Off, Heavy Weapon	7/7	1	50 sp
Bastard Sword 1H	Sword	1H/L	7(+0c)	7(+1p)	8(2)	Heavy Weapon	6/6	-	-
Claymore	Sword	2H/L	7(+2c)	7(+0p)	7(2)	Heavy Weapon	7/7	2	50 sp
Estoc	Sword	2H/L	8(+0b)	6(+2p)	7(2)	Armor Piercing Thrust 1, Thin Blade, Fluid Thrusts	3/7	1	45 sp
Flammenschwert	Sword	2H/VL	8(+3c)	8(+3p)	8(3)	Draw 1, Crushing 1, Heavy Weapon	7/7	2	4 gp
Godenak	Sword	2H/M	7(+3c)	8(-1p)	8(0)	Armor Piercing Swing 1, Heavy Weapon	7/4	1	2 sp
Grosses Messer	Sword	2H/L	7(+2c)	8(+0p)	8(1)	Draw 3, Heavy Weapon	7/7	2	1 gp
Katana 2H	Sword	2H/M	7(+2c)	7(+1p)	7(1)	Draw 4, Hand-Off, Heavy Weapon	7/7	1	50 sp
Katana 1H	Sword	1H/M	7(+1c)	8(+1p)	8(1)	Draw 3, Heavy Weapon	6/6	-	-
Kriegsmesser 2H	Sword	2H/M	7(+2c)	7(+0p)	7(2)	Draw 3, Hand-Off, Heavy Weapon	7/7	1	10 sp
Kriegsmesser 1H	Sword	1H/M	7(+1c)	8(+0p)	8(2)	Draw 2, Heavy Weapon	6/6	-	-
Large Katzbalger	Sword	2H/L	7(+2c)	8(+0p)	7(2)	Spatulate Tip 1, Heavy Weapon	7/7	1	2 gp
Longsword 2H	Sword	2H/L	7(+2c)	7(+1p)	7(2)	Hand-Off, Heavy Weapon	7/7	1	50 sp
Longsword 1H	Sword	1H/L	7(+1c)	7(+0p)	8(2)	Heavy Weapon	6/6	1	-
Montante	Sword	2H/VL	7(+2c)	8(+1p)	7(2)	Heavy Weapon	7/7	2	4 gp
No-Dachi	Sword	2H/L	7(+2c)	8(+0p)	8(1)	Draw 3, Heavy Weapon	7/7	1	3 gp
Swiss Saber ("Schneppf")	Sword	2H/L	7(+1c)	7(+0p)	7(3)	Draw 3, Heavy Weapon	7/7	1	45 sp
Zweihander	Sword	2H/VL	8(+3c)	8(+2p)	7(2)	Heavy Weapon	7/7	2	75 sp

Zweihander, Grutte	Sword	2H/EL	8(+4c)	8(+3p)	7(2)	Heavy Weapon, Freakishly Large	10/10	3	6 gp
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1H-Blunt

Table X.X One-Handed Blunt

Weapon	Weapon Type	Hands / Reach	Swing	Thrust	Defense	Special	Max STR S/T	Wt	Cost
Bar Mace	Blunt	1H/S	7(+1b)	7(-2b)	7(0)	Armor Piercing Swing 1, Shock 1, Thrusting Slot	8/3	0	1 sp
Double Headed Flail	Blunt	1H/M	8(+1b)	8(-2b)	10(0)	Chain 1, Shock 2, Multi-Hit (Swing 2)	8/3	1	9 cp
Hand Axe/Hatchet	Blunt	1H/S	7(+2c)	7(-2b)	8(0)	Armor Piercing Swing 1, Shock 1, Swing Slot, Thrusting Slot, Hook	8/3	0	6 cp
Light Flail	Blunt	1H/M	7(+2b)	8(-2b)	9(0)	Chain 2, Shock 2	8/3	1	6 sp
Light Mace (Flanged)	Blunt	1H/S	7(+2b)	7(-2b)	7(0)	Armor Piercing Swing 2, Shock 2, Crushing 1 Thrusting Slot	8/3	0	3 sp
Light Mace (Knobbed)	Blunt	1H/S	7(+2b)	7(-2b)	7(0)	Armor Piercing Swing 1, Shock 2, Thrusting Slot	8/3	0	4 cp
Light Mace (Spiked)	Blunt	1H/S	7(+2b)	7(-2b)	7(0)	Bleed 2, Shock 2, Thrusting Slot	8/3	0	8 cp
Truncheon/Short Club	Blunt	1H/S	6(+0b)	7(-2b)	6(0)	Thrusting Slot, Swinging Slot	8/3	0	1 cp
Rod/Medium Club	Blunt	1H/M	7(+0b)	7(-1b)	6(0)	Thrusting Slot, Swinging Slot	8/5	0	1 cp
Warhammer	Blunt	1H/S	7(+2b)	7(-2b)	8(0)	Shock 1, Armor Piercing Swing 1, Crushing 1, Reverse Slot, Thrusting Slot	8/3	0	6 cp
War Pick	Blunt	1H/S	7(+2p)	7(-2b)	8(0)	Armor Piercing Swing 2, Reverse Slot, Thrusting Slot, Hook	8/3	0	2 sp
Arming Spike	Blunt	NA	NA	(+0p)	NA	Weapon Attachment (Thrust)	-/4	0	2 cp
Reverse Blade	Blunt	NA	7(+1c)	NA	NA	Weapon Attachment (Swing)	8/-	0	6 cp
Reverse Hammer	Blunt	NA	7(+0b)	NA	NA	Weapon Attachment (Swing), Armor Piercing Swing 1, Shock 1, Crushing 1	8/-	0	6 cp
Reverse Spike	Blunt	NA	7(+0p)	NA	NA	Weapon Attachment (Swing), Armor	8/-	0	6 cp

						Piercing Swing 2, Hook			
Weighted Chain	Blunt	1H/VL	8(+1b)	NA	8(0)	Weapon Attachment (Swing), Chain 3, Shock 2, Hook	8/6	1	6 cp

2H-Blunt

Table X.X Two-Handed Blunt

Weapon	Weapon Type	Hands/Reach	Swing	Thrust	Defense	Special	Max STR S/T	Wt	Cost
Battleaxe	Blunt	2H/M	7(+3c)	7(-2b)	8(0)	Armor Piercing Swing 1, Shock 2, Hand Off, Thrusting Slot, Swinging Slot, Heavy Weapon, Hook	9/4	1	6 sp
Battleaxe 1H	Blunt	1H/M	7(+2c)	7(-2b)	9(0)	Armor Piercing Swing 1, Shock 2, Hand Off, Thrusting Slot, Swinging Slot, Hook	9/3	-	-
Dane Axe	Blunt	2H/L	8(+4c)	8(-2b)	9	Shock 2, Armor Piercing Swing 2, Crushing 2, Thrusting Slot, Swinging Slot, Hook, Heavy Weapon	10/3	2	7 sp
Large Club	Blunt	2H/M	6(+1b)	7(-1b)	7	Shock 1, Thrusting Slot, Swinging Slot, Heavy Weapon	10/4	1	3 cp
Goedendag	Blunt/Polearm	2H/L	8(+3b)	8(+2p)	8	Armor Piercing Swing 2, Armor Piercing Thrust 2, Shock 2, Crushing 1, Heavy Weapon	10/5	2	1 sp
Gunstock Club	Blunt	2H/M	7(+3b)	7(-1b)	7	Shock 1 (Bludgeoning) Armor Piercing Swing 1 (Bludgeoning), Swinging Slot, Heavy Weapon	10/4	1	7 cp
Heavy Mace (Flanged)	Blunt	2H/M	7(+3b)	7(-2b)	7	Armor Piercing Swing 2, Shock 1, Crushing 2, Heavy Weapon	10/3	1	6 sp
Heavy Mace (Knobbed)	Blunt	2H/M	7(+3b)	7(-2b)	7	Armor Piercing Swing 1, Shock 4, Heavy Weapon	10/3	1	1 sp
Heavy Mace (Spiked)	Blunt	2H/M	7(+3b)	7(-2b)	7	Armor Piercing Swing 1, Bleed 3, Crushing 1, Heavy Weapon	10/3	1	2 sp
Heavy Warhammer	Blunt	2H/M	7(+2b)	7(-2b)	8	Shock 2, Armor Piercing Swing 1, Crushing 2, Thrusting Slot,	9/3	1	2 cp

						Swinging Slot, Heavy Weapon			
Pole-Flail	Blunt/Polearm	2H/L	8(+2b)	7(-2b)	8	Chain 2, Armor Piercing Swing 2, Shock 2, Crushing 2, Heavy Weapon	9/2	2	2 sp
Tabarzin	Blunt	2H/L	7(+3c)	8(+0p)	8	Shock 2, Armor Piercing Swing 2, Hand Off, Thrusting Slot, Swinging Slot, Hook, Heavy Weapon	7/4	2	10 sp
Tabarzin IH	Blunt	2H/L	7(+2c)	8(+0p)	9	Shock 1, Armor Piercing Swing 1, Hand Off, Thrusting Slot, Swinging Slot, Hook	6/4	-	-
War Maul	Blunt	2H/M	8(+3b)	8(-2b)	8	Shock 4, Armor Piercing Swing 1, Crushing 2, Heavy Weapon	10/1	2	2 sp
Wood Axe	Blunt	2H/M	8(+2c)	8(-2b)	8	Shock 2, Armor Piercing Swing 1, Hook, Heavy Weapon	8/2	1	2 sp
Arming Spike	Blunt	NA	NA	(+0p)	NA	Weapon Attachment (Thrust)	-/4	0	1 cp
Reverse Blade	Blunt	NA	7(+3c)	NA	NA	Weapon Attachment (Swing), Heavy Weapon	7/-	0	6 cp
Reverse Hammer	Blunt	NA	7(+2b)	NA	NA	Weapon Attachment (Swing), Armor Piercing Swing 1, Shock 1, Crushing 1, Heavy Weapon	7/-	0	6 cp
Reverse Spike	Blunt	NA	7(+2p)	NA	NA	Weapon Attachment (Swing), Armor Piercing Swing 2, Hook, Heavy Weapon	7/-	0	6 cp

Polearms

Table X.X Polearms

Weapon	Weapon Type	Hands/Reach	Swing	Thrust	Defense	Special	Max STR S/T	Wt	Cost
Ahlspiess	Polearm, Spear	2H/L	8(-1b)	7(+1p)	8	Armor Piercing Thrust 3, Thin Blade	4/10	5	4 sp
Bardiche	Polearm	2H/VL	8(+3c)	9(-1p)	8	Armor Piercing Swing 2, Shock 2, Crushing 2, Swinging Slot, Heavy Weapon	10/4	5	2 sp
Bec de Corbin	Polearm	2H/VL	8(+2p)	8(+2p)	7	Armor Piercing Swing 2, Hook,	9/6	5	1 sp

						Swinging Slot, Heavy Weapon			
Bill (Black)	Polearm	2H/VL	8(+2c)	7(+2p)	7	Armor Piercing Swing 1, Shock 2, Hook, Crushing 1, Swinging Slot, Heavy Weapon	9/6	5	1 sp
Bill (Forest)	Polearm	2H/EL	8(+2c)	8(+2p)	8	Armor Piercing Swing 2, Shock 2, Hook, Crushing 1, Swinging Slot, Heavy Weapon	9/6	5	1 sp
Falx	Polearm	2H/L	8(+3c)	10(-1p)	8	Forward Swept, Armor Piercing Swing 2, Heavy Weapon	8/2	4	1 sp
Fauchard	Polearm, Spear	2H/VL	7(+2c)	8(+1p)	8	Forward Swept, Swinging Slot, Heavy Weapon	8/4	4	1 sp
Ge (Chinese Dagger-Axe Halberd)	Polearm, Spear	2H/VL	8(+3p)	8(+2p)	8	Armor Piercing Swing 1, Hook, Heavy Weapon	8/6	5	1 sp
Glaive	Polearm	2H/VL	7(+2c)	8(+1p)	8	Draw 2, Swinging Slot, Heavy Weapon	7/4	5	3 sp
Guandao (Chinese Glaive)	Polearm	2H/VL	8(+2c)	8(+2p)	8	Draw 2, Armor Piercing Swing 1, Heavy Weapon	8/4	5	5 sp
Halberd	Polearm	2H/VL	7(+3c)	8(+2p)	8	Armor Piercing Swing 2, Crushing 2, Swinging Slot, Heavy Weapon	9/7	5	3 sp
Lance (Light)	Spear	1H/VL	10(-1c)	8(+2p)	10	Couched Charge, Heavy Weapon	1/8	4	1 cp
Lance (Heavy)	Spear	1H/EL	10(-1c)	9(+3p)	10	Couched Charge, Heavy Weapon	1/8	6	1 sp
Lance (Hollow)	Spear	1H/LL	10(-1c)	9(+3p)	10	Couched Charge, Heavy Weapon	1/8	8	4 sp
Lochaber Axe	Polearm	2H/VL	8(+3c)	9(-1p)	8	Armor Piercing Swing 2, Shock 2, Hook, Heavy Weapon	9/4	5	2 sp
Longstaff	Polearm, Spear	2H/EL	8(+0b)	7(-1b)	7	Heavy Weapon	7/7	6	4 cp
Lucerne Hammer	Polearm	2H/VL	8(+2b)	8(+2p)	7	Armor Piercing Swing 2, Crushing 2, Swinging Slot, Heavy Weapon	8/6	5	1 sp
Military Fork	Polearm, Spear	2H/VL	10(-1c)	8(+2p)	7	Multi-Hit (Thrust 2), Swinging Slot	4/8	5	3 cp
Morningstar	Polearm, Blunt	2H/L	8(+3b)	8(+1p)	8	Armor Piercing Swing 2, Bleed 3, Heavy Weapon	8/6	5	1 sp
Musket (Butt)	Spear	2H/H	7(+1b)	7(-1 b)	8	Shock 2, Heavy Weapon	5/5	0	0
Musket (Bayonet)	Spear	2H/L	9(-1c)	8(+2p)	8	Heavy Weapon	3/6	0	3 cp
Naginata	Polearm	2H/VL	7(+2c)	8(+1p)	8	Draw 2, Fluid Thrusts	6/6	4	10 sp

Partisan	Polearm, Spear	2H/EL	8(+2c)	8(+3p)	7	Fluid Thrusts	6/6	5	10 sp
Pike	Spear	2H/LL	10(-2c)	8(+3p)	9	Brace	1/8	6	1 sp
Poleaxe	Polearm, Spear, Blunt	2H/L	7(+2c)	7(+2p)	7	Armor Piercing Swing 1, Armor Piercing Thrust 1, Shock 2, Swinging Slot, Heavy Weapon	8/8	5	8 sp
Quarterstaff	Polearm, Spear	2H/VL	6(+0b)	6(-1b)	7	Fluid Thrusts, Heavy Weapon	7/7	4	3 cp
Ranseur	Polearm, Spear	2H/EL	8(+2c)	8(+2p)	8		7/7	5	1 sp
Saber-Halberd	Polearm	2H/VL	8(+3c)	8(+0p)	8	Armor Piercing Swing 1, Crushing 1, Draw 2, Swinging Slot, Heavy Weapon	8/6	5	15 sp
Spear (Arming)	Spear	2H/VL	7(+0c)	7(+2p)	7	Hand Off, Fluid Thrusts, Tail Weapon	4/8	2	6 cp
Spear (Arming) 1H	Spear	1H/VL	9(-1c)	8(+1p)	9	Tail Weapon	4/7	-	-
Spear (Short)	Spear	1H/M	8(+0c)	7(+2p)	8	Fluid Thrusts	4/5	0	3 cp
Spear	Spear	2H/EL	8(+0c)	7(+3p)	8	Hand Off, Fluid Thrusts, Tail Weapon	4/9	4	8 cp
Spear 1H	Spear	1H/EL	9(+0c)	8(+3p)	9	Tail Weapon	4/8	-	-
Spetum	Polearm, Spear	2H/VL	8(+1c)	7(+2p)	7	Fluid Thrusts, Tail Weapon	4/8	4	2 sp
Spontoon	Spear	2H/L	7(+1c)	7(+2p)	7	Fluid Thrusts, Tail Weapon	6/6	4	1 sp
Spontoon 1H	Spear	1H/L	8(+0c)	7(+1p)	8	Fluid Thrusts	6/6	-	-
Swordstaff	Polearm, Spear	2H/EL	8(+3c)	8(+3p)	8	Tail Weapon	6/6	8	3 sp
Trident	Polearm, Spear	1H/L	10(-1c)	8(+0p)	9	Multi-Hit (Thrust 3) Hand-Off, Tail Weapon	3/6	4	5 cp
Trident 2H	Polearm, Spear	2H/L	9(+0c)	8(+1p)	7	Multi-Hit (Thrust 3), Tail Weapon	4/7	4	5 cp
Voulge	Polearm	2H/VL	7(+2c)	8(+1p)	8	Armor Piercing Swing 1, Swinging Slot, Heavy Weapon, Tail Weapon	7/6	5	4 sp
War-Scythe	Polearm	2H/VL	8(+3c)	9(+0p)	8	Forward Swept, Heavy Weapon, Tail Weapon	8/3	4	4 cp
Yari (Jumonji)	Polearm, Spear	2H/VL	8(+2c)	8(+2p)	7	Heavy Weapon, Tail Weapon	6/6	4	2 sp
Yari (Bishamon)	Polearm, Spear	2H/VL	8(+3c)	8(+2p)	8	Armor Piercing Swing 1, Tail Weapon	6/6	4	3 sp

Yari (Kata Kama)	Polearm, Spear	2H/VL	8(+2p/+2c)	7(+2p)	8	Armor Piercing Swing 1, Hook, Heavy Weapon, Tail Weapon	8/6	4	3 sp
Reverse Blade	Blunt	NA	7(+2c)	NA	NA	Weapon Attachment (Swing), Heavy Weapon	7/-	0	6 cp
Reverse Hammer	Blunt	NA	7(+1b)	NA	NA	Weapon Attachment (Swing), Armor Piercing Swing 1, Shock 1, Crushing 1, Heavy Weapon	7/-	0	6 cp
Reverse Spike	Blunt	NA	7(+1p)	NA	NA	Weapon Attachment (Swing), Armor Piercing Swing 2, Hook, Heavy Weapon	7/-	0	6 cp
Weapon Queue	Polearm, Spear, Blunt	-/-	7(-2c)	7(+2p)	8	Thin Blade, Armor Piercing Swing 1, Tail Weapon	4/8	-	-

Special Melee Weapon Qualities

Table X.X Melee Weapon Qualities

Quality	Effect
Brace	When using this weapon, You gain 2 automatic bonuses on Initiative Tests made as a result of Red/Red results.
Thin Blade	When making a Coup de Grace or Joint Thrust attack, this weapon's Thrust TN is decreased by 1. In addition, against mail armor this weapon gains Armor Piercing Thrust 3. This is cumulative with other Armor Piercing Thrust effects.
Light Blade	When Parrying Swing/Swinging attacks from any weapon that does <i>not</i> have this quality, this weapon's DTN is increased by 1. Against Heavy Weapons, this penalty increases to 2.
Heavy Weapon	When weapons with Light Blade Parry Swing/Swing attacks from this weapon, the DTN is increased by 2, instead of 1.
Draw [X]	When making a Swinging Attack Maneuver that would inflict Cutting Damage with this weapon, inflict X additional Cutting Damage if you roll 3 or more Bonus Successes. This Special Rule does not come into play if the Target benefits from any sort of Hard Armor on the Hit Location being hit.
Spatulate Tip [X]	When making a Thrust attack that would inflict Piercing damage, inflict one point of additional damage for every X bonus successes scored. This Special Rule does not come into play if the target benefits from any sort of Hard Armor on the target-location being hit.
Armor Piercing Swing [X]	When making a Swing attack against on a Hit Location with Armor protection that has the Hard quality, this weapon inflicts additional damage equal to [X]
Armor Piercing Thrust [X]	When making a Thrust attack against on a Hit Location with Armor protection that has the Hard quality, this weapon inflicts additional damage equal to [X]

Tight Grip [X]	When using the <i>Power Attack</i> option on a Swing attack, you add an additional +1 to damage, and increase the Max Swing Strength of your weapon by 1, up to a maximum of X. When testing against Weapon Loss because of a Disarm maneuver or similar event, you may roll 2 additional dice.
Crushing [X]	When this weapon successfully hits with a Swing attack on a Hit Location with any sort of Hard Armor, reduce all AVs of the armor on that Hit Location by [X]. This is done <i>after</i> damage is resolved for this attack, and only counts for future attacks. Only the highest AV armor on that location is reduced by Crushing. If that armor is reduced to AVN 0 in all areas, then Crushing begins to effect lesser Hard Armors beneath it.
Hand-Off	This weapon can be wielded with one hand in addition to 2. If used in this fashion, you may continue using it with its normal Proficiency, or with a 1H version of either Blunt or Sword proficiency (depending on the base type of the weapon). However, instead of using the normal profile of the weapon, use the 1H version of the weapon with an * next to it. Switching from 1H to 2H versions of a weapon can be done at the beginning of any Action (or in response to an injury) and requires no CP expenditure.
Tail Weapon	Any Polearm with the Queue quality can use this profile instead of its primary one by reversing the weapon. The Tail Weapon retains the length of the original weapon, but uses its new swing/thrust/defense profiles instead of the old ones. Switching from the primary Polearm to the Tail Weapon can be done at the beginning of any Action, or immediately before a Butt-Strike, and requires a 1 CP expenditure.
Thrusting Slot	This weapon can have its Thrust profile replaced with a Thrusting Weapon Attachment.
Swinging Slot	This weapon can have a Swinging Weapon Attachment added to its Swing Profile. This does not replace the current Swing Profile, but can be used instead of it at the time of declaring a maneuver.
Companion Weapon	When this weapon is used to make any sort of defensive maneuver, one of the dice devoted automatically succeeds before rolling.
Chain [X]	Any attack made at Swing TN with this weapon ignores the first X successes of an enemy's Parry or Block defense, including Parrying and Blocking Maneuvers like Counter or Arm-Parry. Additionally, this weapon can neither engage in, nor be engaged in a Hilt Push of any sort.
Forward-Swept	When this weapon is used in a Swing attack against which the target would receive an AV bonus, use the lower value between the armor's Cut and Piercing AV. The Swing still inflicts Cut damage regardless of which AV is used.
Multi-Hit [Y] [X]	When this weapon is used in a [Y] type (Swing or Thrust) attack that targets Hit Locations that successfully hits the target, instead of resolving one attack, [X] identical attacks of equal strength hit instead. Roll on the the same Hit Location Table to see where these additional attacks land.
Hook	This weapon can be used with the Hook maneuver (see Hook maneuver for details).
Fluid Thrusts	This weapon can Feint from a Thrust (see Thrust and Feint maneuvers for details).
Freakishly Large	This weapon is so massive and large that unless the character using it

	has either 9 Strength or Tall 2 , the TNs for the weapon are all increased by 1.
Couched Charge	When making a Lance Charge attack with this weapon, reduce its Thrusting TN by 2, and use the Horse's Strength as the base for damage instead of your own. This weapon has no Max Strength limit for this attack. However, your Reach is not increased by Tall Boons In addition, if a Mounted Charge attack made by this weapon is Blocked, it carries through on the intended target zone anyway as though it hit with 0 Bonus Successes, and is reduced by the Shield's AV regardless of where it hit. If the total damage inflicted by an attack that takes advantage of Lance Charge exceeds the Break Threshold of the weapon by 5 or more, then the weapon breaks immediately after the attack is made.
Weapon Attachment	This attachment can be attached to any weapon of the type listed. Use its attack TN and Damage instead of the original where listed, use original where no new number is listed.
Parrying Teeth	-1 Parry TN vs attacks made by Swords and Daggers.
Shock	Any hit from this weapon inflicts additional Stun equal to the listed number.
Bleed [X]	Any Swing from this weapon that either inflicts a Wound, or fails to inflict a Wound by 2 or fewer damage, inflicts X Blood Loss.
Queue	This weapon has a Weapon Queue that it can switch between, as detailed in the Tail Weapon section.
Cavalry Sword	When making a Swing with Rideby Attack, this weapon's Draw value is increased by 1.

Sword Customization Options

[These customization options are intended for swords, but at your GM's discretion can apply to other weapons as well. More Customization options will be released for other weapon types in the future!]

Bizarre Gimmick (+100% cost)

Hidden parrying hooks, a hollow blade containing an extendable point, a hollow grip filled with blinding dust, or a blade coated in a magnesium solution that can explode into blazing light for an instant. Bizarre Gimmick worsens the weapon's best TN by 1 (if its TNs are all the same, worsen the attack TN that inflicts the most damage. If those are the same, reduce the DTN), but in return, the Maneuver for which the Gimmick was designed (which must be chosen at creation, with GM approval) gets a special bonus. Once per fight when performing the chosen Maneuver, you may increase your opponent's Defense TN against it by 2. It can also, optionally, give a weapon "Hook" if that is the Maneuver chosen.

Additional downside: Professionals and experts tend to look down on this sort of tomfoolery.

Examples:

- A spring-loaded sword whose blade juts out another six inches when a button is pressed. Affects "Steal Initiative."
- Movable crossguard hooks that snap shut to help capture enemy weapons. Affects "Disarm."
- Flip-out flukes that allow the weapon to hook and catch. Affects "Hook" and if the weapon didn't have the Hook Quality, it does now.
- A hollow grip filled with powder. Affects "Blind Toss," and counts as something to "throw."

Custom Hilt (+50% cost)

A more advanced hilt that provides better protection to the hand. The weapon gains 2 points of Guard value.

Custom Grip (+50% cost)

A handgrip that corrects the form and facilitates a certain sort of strike. The weapon either gains Tight Grip 1 (or improves its

current Tight Grip value by 1) or gains Draw 1 (or improves its current Draw value by 1.) It is possible to buy this upgrade twice to give/upgrade both Tight Grip and Draw.

Exquisite Decoration (+100-2000% cost)

The weapon is beautifully decorated with gemstones, reliefs, inlays, and other fineries. This has no effect on the weapon's usefulness in battle, but it may be impressive enough to provide circumstantial bonuses to social rolls involving glamor and grandeur.

Fine Forging (+50% cost)

The weapon's Durability increases by 3. You may take this up to three times, increasing the weapon's Durability by as much as 9 for a 150% increase in cost.

Integrated Pistol [+100% cost AND 1 gp]

*Weapon gains an **Integrated Pistol** as listed below. This pistol can be fired as a normal pistol. Alternatively, in the event of a Strike or Thrust maneuver that hits an enemy, 1 CP can be spent to make an immediate Melee Fire attack on the target with Bonus Successes from the Strike or Thrust. This shot always hits in the same location as the Strike or Thrust. Because of the bulk of the pistol, the weapon's best Attack TN is worsened by 1. If the Attack TNs are equal, you may choose which is worsened.*

This can be taken multiple times to represent a revolver-type weapon, allowing the weapon to be fired multiple times before needing to be reloaded. Additional purchases do not worsen the weapon's TNs further.

[You may purchase a Firing Mechanism for the Integrated Pistol, if you are so inclined, otherwise it is assumed to use a flintlock.]

The idea of designing a sword with a pistol built into it may sound like fantasy, but if so, it's the sort of fantasy that appealed to the medieval mind enough for them to give it a shot. Integrated pistols usually fire in-line with the blade, but a few are built into the crossguard, and fire forward from the hand like regular pistols. Either way, they're not very accurate and they tend to make the weapon more cumbersome, but they can be a huge advantage at close range, or when closing with longer-ranged adversaries.

Weapon Name	Weapon Type	Range	Missile TN	Load	Ammunition	Dam
Integrated Pistol	Firearm	3	8	10	Ball	7p

Missile Weapons

Weapon Name

This is the name of the weapon listed.

Weapon Type

This is the Weapon Type of the weapon, and thus the Proficiency that it can be used with.

Range

This is the distance in Yards that a missile weapon can be used and considered to be at "Short" range. Every multiple of this distance the weapon is used at past the first increases the range modifier by one. See **Missile Weapons in Combat** in the Combat section for more details.

Missile TN

This is the attack TN used when making a missile attack with this weapon.

Damage

This is the strength (before modification by arrowheads or maneuvers/talents) of an attack made by the Missile Weapon, as well as the damage-type done. This will invariably be Piercing (p) damage.

Weight

This is the Weight of the weapon when it is being stored. When in use, a weapon's Weight is 0.

Cost

This is the cost of the weapon.

Ammunition Specific

Catch Chance

Some missile weapons have a significant chance to get stuck in their victims. If a missile with a Catch Chance inflicts a Wound on a character, roll 1d10. If the result is equal to or under the Catch Chance, then the head of the missile becomes *Stuck* in the Wound. This adds +4 Pain to the Wound, and increases its Infection Chance by 2 until it is removed.

If it is not removed (Surgery Check RS 3), and the wound heals with the missile (or its head, in the case of arrows) still stuck inside, then the character immediately gains either the Minor or Major **Lasting Pain** Bane in that area. (GM Decides, or Roll for which Lasting Pain, 1-6 Minor, 7-10 Major.)

Self Bow Specific

Loading Time

Self Bows, like Thrown weapons, have no loading time. They can be drawn and fired in the same Action.

Required Strength

If a user does not match the required strength of a Self Bow, he cannot string it. If already strung, the bow can be used with inferior strength, but the ATN increases by 1, and Strength decreases by 1, per point of user's Strength beneath Required Strength.

Table X.X Bows

Weapon Name	Weapon Type	Range	MTN	DAM	Req Str.	Wt	Special	Cost
Horsebow	Bow	20	7	4p	3	0	Cavalry Bow 3	2 sp
Longbow	Bow	25	7	5p	4	.5		3 sp
Warbow	Bow	30	7	6p	6	.5		4 sp
Composite Horsebow	Bow	25	7	5p	4	0	Cavalry Bow 3	6 sp
Composite Warbow	Bow	30	7	6p	5	.5	Cavalry Bow 2	8 sp
Zellish Wheelbow	Bow	40	7	7p	5	3		5 gp

Table X.X Crossbow and Self Bow Ammunition

Ammunition	Effect	Catch Chance	Cost
Barbed Broadhead	Winged 2	10/10	4 sp/20
Bodkin	+10 Range, Narrow	1/10	1 sp/20
Broadhead	+1 Damage, Winged 2	5/10	2 sp/20
Heavy Broadhead	+2 Damage, Winged 2, -5 Range	5/10	3 sp/20

Blunt/Stun	Blunt, Shock 2, -5 Range	0/10	10 cp/20
Fire Arrow	-1 Damage, +1 ATN, -5 Range, Flaming	5/10	2 sp/20
Lozenge-Head	-5 Range, AP 2	2/10	2 sp/20
Swallowtail	-1 Str, Winged 1	8/10	4 sp/20

Crossbow Specific

Load

This is the number of Reloading successes that must be put into the weapon before it can be shot. With crossbows, some Loading Tools cannot store Load in between Rounds--if a weapon has N in its Store Span section, it must be fully reloading in one Reload action, not over multiple Rounds.

Tool

“Tool” lists the different types of Spanning tools that can be used with a crossbow to Span it. Each Spanning tool has different effects.

Table X.X Crossbows

Weapon Name	Weapon Type	Range	Missile TN	Span	Tool	Damage	Wt	Cost
Hand Crossbow	Crossbow	5	5	2	Lever, Screw	4p	0	5 sp
Light Crossbow	Crossbow	10	6	4	Lever	6p	1	10 sp
Hunting Crossbow	Crossbow	10	6	6	Hand, Lever, Stirrup	8p	1	15 sp
Heavy Crossbow	Crossbow	15	6	10	Hand, Lever, Stirrup, Crank	10p	2	1 gp
Arbalest	Crossbow	20	6	25	Crank, Windlass	12p	3	2 gp cp
Manuballista /Samostrel	Crossbow	25	10(7)*	40	Winch	15p	5	5 gp

*This weapon’s Missile TN is 10 if it is fired while moving, standing normally, from a horse, etc. In order to be used with the TN in parenthesis, it must be **Braced** against the ground, on cover or a wall, on a stand or rest, etc.

Spanning Tools

Table X.X Spanning Tools

Tool	Effect	Store Span	Wt	Cost
Hand	TN 6	N	0	-
Screw	TN 8	Y	0	1 sp
Lever	TN 5	N	0	5 cp
Stirrup	TN 4	N	1	5 cp
Crannequin (Crank)	TN 7	Y	0	1 sp
Windlass	TN 6	Y	1	2 sp

Winch	TN 5	Y	2	3 sp
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Firearm Specific

Load

This is the number of Reloading successes required before the weapon is ready to fire. (See Reload maneuver for Reloading details).

Ammunition

This is the type of ammunition that can be fired from the weapon. Obviously the ammunition must first be loaded before it can be fired.

Table X.X Firearms

Weapon Name	Weapon Type	Range	Missile TN	Load	Ammunition	Dam	Wt	Cost
Arquebus	Firearm	10	7	20	Ball, Shot	8p	1	12 sp
Blunderbuss	Firearm	3	6	18	Ball, Heavy Shot	8p	1	12 sp
Dragon	Firearm	2	6	10	Ball, Shot	7p	.5	18 sp
Hand-Bombard	Firearm	8	8	30	Ball, Shot, Spike	14p	2	10 sp
Musket	Firearm	15	7	20	Ball, Shot, Buck & Ball	10p	2	20 sp
Pistol	Firearm	5	7	12	Ball, Shot	7p	0	10 sp
Rifle	Firearm	20	7	30	Ball, Rifle Ball	12p	1	40 sp
Abus Gun	Firearm	25	10(7)*	50	Ball, Heavy Shot, Spike	20p	10	100 sp

*This weapon's Missile TN is 10 if it is fired while moving, standing normally, from a horse, etc. In order to be used with the TN in parenthesis, it must be **Braced** against the ground, on cover or a wall, on a stand or rest, etc.

Table X.X Capacity

Capacity	Load	Special	Wt	Cost
Single	1	Standard for most weapons.	-	-
Double	2	Can be fired twice before reloading, or both barrels can be fired simultaneously (declare a single Shot normally, resolve the second shot with the same amount of dice as the first. Each attack hits and is resolved separately) Each chamber must be reloaded separately. This weapon can now use Rapid Shot.	-	+50%
Revolver (X)	X+1	Can be fired X additional times before reloading. Each chamber must be reloaded separately. Each purchase of this Capacity increases X by 1, to a maximum of 6. However, after the first purchase additional purchases do not increase the weapon's	+5/0	+100%

		Weight further. This Weapon can now use Rapid Shot.		
Multishot (X)	X+1	This weapon now has X additional shots that fire simultaneously (declare a single Shot normally, then, resolve the other X with the same amount of dice as the first. Each attack hits and is resolved separately) HOWEVER, any attack made with this weapon suffers a Missile Pool reduction equal to X because of increased recoil. Each chamber must be reloaded separately. Each purchase of this Capacity increases X by 1, to a maximum of 10. This weapon CANNOT use Rapid Shot, as the barrels do not fire sequentially.	+5	+50%
Magazine	8	This weapon now has an internal magazine that chambers 8 rounds. This weapon can only fire Brass Cartridges . If a Reload Action scores more successes than the Load Value of the weapon, it is possible to reload multiple rounds into the Magazine with a single Reload Action. (The minimum number of BS necessary to load a round into a weapon is 1.) This weapon can now use Rapid Shot.	+1	+2000%

Table X.X Ammunition

Ammunition	Effect	Catch Chance	Cost
Ball	AP 4	9/10	1 cp/10
Buck & Ball	AP 2 (First Hit Only), Scatter (3/6)	9/10	1 cp/10
Spike	+2 Damage, -1 MTN, +3 Range, +10 Load	1/10	1 cp
Shot	Scatter [6/6]	9/10	1 cp/10
Heavy Shot	Scatter [8/6], -1 Range	9/10	3 cp/10
Rifle Ball	AP 4, -1 MTN, -10 Load	8/10	6 cp/10

Table X.X Firing Mechanism

Firing Mechanism	Effect	Ammunition	Cost
Firelock	Must be touched off by hand to fire [+10 Load] , Gun Explodes on Critical Failure (as Light Hand Grenade)	Manual	0
Matchlock	Fuse must be lit before being fired [+20 Load First Shot Only] and won't work if wet (rain, splash, etc), burns 1 foot of match per hour if kept lit. Match is extinguished on Critical Failure (Matchcord costs 1 cp per foot)	Manual, Paper Cartridge	6 cp
Wheellock	-1 MTN, Wheel Breaks on Critical Failure	Manual, Paper Cartridge	8 sp
Snaplock	Flint must be changed every 10 Shots, Flint Breaks on Critical Failure. Changing flint is	Manual, Paper Cartridge	2 sp

	a Load 5 effort.		
Flintlock	Flint must be changed every 20 shots. Flint Breaks on Critical Failure. Changing flint is a Load 5 effort.	Manual, Paper Cartridge	3 sp
Caplock*	-5 Load, -1 MTN, Requires a Percussion Cap for each shot. (Percussion Caps cost 1 cp each)	Manual, Paper Cartridge	1 gp
Needlefire*	-1 MTN, -8 Load	Paper Mache Cartridge, Brass Cartridge	5 gp

*These weapons are several centuries more advanced than the rest, and would not be available in any sort of medieval campaign. The first percussion caps were developed in the 19th century, shortly after the Napoleonic Wars.

Table X.X Firearm Loading Mechanism

Reloading Mechanism	Load TN	Ammo Cost Mod
Manual	TN 8	100%
Paper Cartridge	TN 6	200%
Paper Mache Cartridge	TN 4	300%
Brass Cartridge	TN 3	1000%

Table X.X Missile Rules

Missile Special Rules	Effect
AP [X]	Inflicts X additional damage against Hard Armor.
Blunt	Inflicts Blunt type damage regardless of the weapon's damage type.
Shock [X]	Successful hit inflicts Stun equal to X.
Flaming [X]	On hit inflicts 2/TN 5 Burn for 3 Rounds to hit location.
Narrow	This weapon gains AP 4 against Mail.
Winged [X]	When this weapon hits, it inflicts 1 bonus damage per X bonus successes scored. This damage is not inflicted if the missile hits Hard Armor.
Bleed [X]	Any Wounds inflicted by this missile cause X additional Bleeding damage.
Scatter [X/Y]	In addition to the primary shot, which resolves normally, you automatically hit with a number of additional attacks equal to X (roll for Hit Location with each) at Strength Y. Attacks that hit the same location combine their damage before subtracting AV and TOU . No special rules apply to these additional attacks unless they are listed in parenthesis after X/Y. Scattered attacks do not gain Bonus Successes as damage. Weapons with Scatter do not suffer the normal penalties for Range. Instead, each Range Increment past the first reduces X by 1. Once X is 0, the next Range Increment renders the weapon totally ineffective.
Cavalry Bow X	This Bow is easier to use while riding horseback. The penalty for shooting from horseback while moving (4 CP normally) is reduced

	by X for this weapon.
Shield Stick	If a Fling attempt made by this missile is blocked, or if it hits an area protected by a shield's Passive AV, it becomes "Stuck" in the shield. The shield's Block TN is increased by 2, and its Weight is increased by 2 as well. Removing the missile is very difficult, requiring several minutes of work that cannot be done in combat.

Throwing Weapons

Table X.X Throwing Weapons

Weapon Name	Weapon Type	Range	Missile TN	Strength	Qualities	Stuck Chance	Wt	Cost
Axe	Thrown	10	8	+3c/+1b		5/10	-	-
Club	Thrown	10	7	+1b		0/10	-	-
Hammer	Thrown	10	7	+2b	AP 1	0/10	-	-
Heavy Dart	Thrown	20	8	+2p	AP 1	6/10	0	1 cp
Light Javelin	Thrown	15	7	+2p		5/10	0	1 cp
Heavy Javelin	Thrown	10	8	+3p	AP 1	5/10	1	2 cp
Lead Javelin	Thrown	5	8	+4p	AP 2, Shield Stick	10/10	1	3 cp
Knife	Thrown	5	8	+1p/+0c		4/10	0	-
Metal Weight	Thrown	10	7	+2b		0/10	1	1 cp
Rock	Thrown	15	7	+1b		0/10	0	-
Spear	Thrown	10	7	+2p		5/10	-	-
Soliferrum	Thrown	5	8	+3p	AP 3, Shield Stick	8/10	1	4 cp
Sword	Thrown	5	8	+3p		8/10	-	-
Throwing Knife	Thrown	10	7	+1p/+0c		4/10	0	8 cp
Light Sling	Thrown	15	7	+1b		0/10	0	1 cp
Long Sling	Thrown	20	7	+2b		0/10	0	2 cp
Pole-Sling	Thrown	25	7	+3b		0/10	2	5 cp

Table 5.4 Items

Item	Notes	Cost/Unit
Animals	Notes	Cost Per Animal
Chicken	Annoying	5 cp
Courser	Fast	60 sp
Cow	Mercifully ignorant of the ways of the world	10 sp
Donkey	Plotting something	5 sp
Friendly Doge	Much fur.	1 cp
Goat	Will eat anything.	8 cp
Heavy Warhorse (Destrier)	Thirsts for blood	100 sp
Hunting Falcon	Ruthless towards rabbits	20 sp
Ox	Stubborn	12 sp
Palfrey	Noble	40 sp
Pig	Disgusting	3 sp
Sheep	Fluffy	6 sp
Tiger	Fearfully symmetrical, not at all tame	15 gp
Workhorse	Feathering optional	15 sp

Clothing	Notes	Cost per suit
Work Clothes		1 cp
Traveling Cloak		1 cp
Urban Attire		1 sp
Wealthy Garment		1 gp
Noble Dress		5 gp
Court Attire		10 gp
Finery fit for a King		20-50 gp
Fine Horse Caparison		10 gp

Obscenely Decadent Horse Ornamentation		20-50 gp
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Drink	Unit	Cost per unit
Ale/Beer	Flagon	1 cp per 10
Ale/Beer	Gallon	1-2 cp
Brandy	Flask	2 cp
Cider	Gallon	1 cp
Mead	Gallon	2 cp
Rakia	Flask	1 cp
Waterskin	Skin (1 Gallon)	1 cp (water not included)
Wine	Flagon	1 cp per 8
Wine	Gallon	2-4 cp

Food	Unit	Cost
Traveling Bread	(brick)	1 cp/10
Black Bread	(loaf)	1 cp
Brown Bread	(loaf)	5 cp
Fine White Bread	(loaf)	10 cp
Cheap Meat (Beef, Pork, Chicken, etc)	(lb)	3 cp
Cheese	(lb)	1 cp
Common Fish	(lb)	1 cp
Expensive Meat (Swan, Dormouse, Giraffe, Bork, etc)	(lb)	1 sp
Fruit	(lb)	1 cp
Lavish Banquet	Per 10 people	5 sp
Meal (Poor)	Per 1 person	1 cp
Meal (Good)	Per 1 person	4 cp
Meal (Fine)	Per 1 person	1 sp

Meal (Exquisite)	Per 1 Person	1 gp
Vegetables	(lb)	1 cp
Rare Fish	(lb)	6 cp
Week's Rations	(lb)	4 cp
Cheap Grain (Kesh, Sorghum, Rye)	(lb)	1 cp
Regular Grain (Oats, Barley, Hops)	(lb)	3 cp
Fine Grain (Wheat)	(lb)	5 cp

Torches & Illumination	Unit	Cost
Candle (Low Quality)	Pound (5 Candles)	2 cp
Candle (High Quality)	Pound (5 Candles)	7 cp
Torch	Per 10	3 cp
Lamp	Per item	5 cp
Candle Lantern	Per item	9 cp
Oil Lantern	Per item	1 sp
Oil	Pint	1 sp

Services	Unit (Duration)	Cost
Guide (Frontier)	1 Day	6 cp
Mercenary (Poor)	1 Week	1 sp
Mercenary (Mediocre)	1 Week	3 sp
Mercenary (Good)	1 Week	6 sp
Mercenary (Excellent)	1 Week	1 gp
Servant (Domestic)	1 Year	1 gp (counting board)
Ship (Cog)	1 Month	10 gp
Ship (Caravel)	1 Month	25 gp
Poor Inn	1 Night	1 cp/Person
Decent Inn	1 Night	4 cp/Person
Fine Inn	1 Night	1 sp/Person

Stabling for Beasts (Summer/Temperate)	1 Night	1 cp/Horse
Stabling for Beasts (Winter/Cold)	1 Night	3 cp/Horse

Medicine & Surgery	Unit	Cost
Surgeon's Tools	Needles, blades, splints, tongs, pliers, tweezers, mirrors, prongs, clamps.	15 sp
Surgeon's Kit	Bandages, Plasters, Ointments, Oils, Select Herbs. Enough to treat ~5 serious injuries before requiring more supplies.	5 sp
Poultice, Expensive	Single, Made from honey, bread, mercury, and God knows what else (cannot be stored for long!)	1 gp
Poultice Ingredients	All required to make an Expensive Poultice (See Skill [Insert Skill])	10 sp
Bandages, Plasters, etc.	Enough to replenish a single use of a surgeon's kit	6 cp
Prescription Remedy	One Month's Supply for Illness	1 cp to 1 gp
Hired Surgeon (Cheap)	One Operation (Skill 3)	1 sp
Hired Surgeon (Regular)	One Operation (Skill 6)	1 gp
Hired Surgeon (Excellent)	One Operation (Skill 9)	10 gp

Miscellanea	Unit	Cost
Anvil	One, heavy	5 sp
Farm Implement (Hoe, Shovel, etc)	One, handy	1 sp
Flints (Flintlock)	10, also good for lighting fires	1 cp
Gunpowder	Pound (Good for about 50 shots from an arquebus)	5 cp
Instrument (Lute, drum, flute, horn)	One, pleasant	1 sp to 10 gp
Leather (Cowskin)	One, tanned	1 sp
Matchcord (50 ft)	50 feet, you'll go through it quick	1 cp
Musketballs/Shot	10 Balls/10 Loads of Shot	1 cp

Paper	One sheet, useful	4 cp
Parchment	One sheet, fancy	8 cp
Rope (50 ft)	50 feet, useful	2 cp
Smith's Tools	Set, anvil not included	4 sp
Tinderbox	One, rugged	3 cp
Tradesman's Tools	Set, guild approved!	10 sp
Whetstone	One, dry	1 cp
Woodsman's Axe	One, trusty	1 sp

Trade Goods

Textiles	By the Yard	Cost
Canvas		2 cp
Linen		6 cp
Kersey		3 cp
Broadcloth		20 cp
Broadcloth (dyed)		30-40 cp
Scarlet Broadcloth		150 cp
Plain Silk		100 cp
Plain Velvet		180 cp
Exquisite Velvet		280 cp

Spices	By the Pound	Cost
Cyrv		1 cp
Pepper		18 cp
Ginger		12 cp
Cinnamon		24 cp

Cloves		35 cp
Salt		12 cp
Saffron		182 cp
Sugar		16 cp
Karspice		150 cp

Trade Metal	Ingot	Cost per Pound /Ingot
Copper	An Ingot is 7x3x2 inches, and weighs: 11 lbs	3 cp/33 cp
Tin	An Ingot is 7x3x2 inches, and weighs: 9 lbs	6 cp/54 cp
Iron	An Ingot is 7x3x2 inches, and weighs: 10 lbs	3 cp/30 cp
Silver	An Ingot is 7x3x2 inches, and weighs: 14 lbs	1 gp/14 gp
Gold	An Ingot is 7x3x2 inches, and weighs: 27 lbs	5 gp/ 135 gp
Bronze	An Ingot is 7x3x2 inches, and weighs: 11 lbs	5 cp/55 cp
Steel	An Ingot is 7x3x2 inches, and weighs: 10 lbs	5 cp/50 cp
Magestone	Not available in ingots, stones are of varying sizes.	50 gp
Orichalcum	An Ingot is 7x3x2 inches, and weighs: 11 lbs	500 gp/550 0 gp

Trade Goods	Unit	Cost
Cotton	Ton	30 gp
Coffee	Pound	1 sp
Coffee (Bulk)	Ton	100

		gp
Cocoa	Pound	10 cp
Cocoa (Bulk)	Ton	80 gp
Fine Rug	Throw	5 gp
Common Tea	brick (pound)	1 sp
Common Tea (Bulk)	Ton	100 gp
Fine Tea	brick (pound)	1 gp
Fine Tea (Bulk)	Ton	200 0 gp

Slaves

Slave	Details	Cost
Labor Slave	Oh, anyone with all their limbs will do.	1 gp
House Slave	A house slave must be made of sharper, gentler stuff than a worker.	3 gp
Educated Slave	A “marsupial attendant,” always carrying around his notes in a pouch on his apron.	10 gp
Pit Fighter/Gladiator	Why is it that it is easier to train a vicious man than a vicious dog?	20 gp
Exotic	Strange but alluring features and language.	x2
Inferior Race	Goblins, Ex-Bandits	½ Cost
Exotic Race	Non-human Race, Burdinadin, Zell, etc.	x3
Especially Loyal	Conditioned to be loyal to the death.	+50%
Especially Beautiful	Beauty isn’t just about features, it’s about habit, too.	+100%
Especially Intelligent	Any idiot can learn to scribble on a tablet. True intelligence is rare.	+100%
Especially Strong	Ever move a piano up a staircase? Don’t worry, you’ll never have to.	+150%