

Melee Weapon Tables

Swords & Knives

Name	OCV	Damage	Str M	H	Class	Notes	L
Dagger	+1	1d	8	1	Stand	Throw	12-16"
Rondel	0	1d AP	9	1	Mil	No Throw	12-14"
Short Sword	+1	1d+1	10	1	Stand		18-24"
Leaf Sword	0	1½d	9	1	Stand		20-28"
Sax	0	1d+1	8	1	Tool		14-20"
True Sword	+1	1½d	11	1	Stand		30-36"
Broad Sword	0	2d-1	11	1	Stand		30-36"
Long Sword	+1	2d-1	13	1½	Mil		38-48"
War Sword	0	2d	13	1½	Mil		38-44"
Falchion	0	2d	15	1	Stand		24-36"
Great Sword	+1	2d	15	2	Mil		54-60"
Great Falchion	0	2d+1	15	2	Mil		40-56"
Staff Sword	+1	2d	15	2	Mil	Salts design	60-84"

Axes, Picks, & Hammers

Name	OCV	Damage	Str M	H	Class	Notes	L
Hatchet	-1	1d+1	10	1	Tool		14-18"
Wood Axe	-1	2d	15	2	Tool		28-38"
Hand Axe	0	2d-1	10	1	TL	Throw	16-24"
War Axe	0	2d	13	1	TL		18-28"
Battle Axe	0	2d+1	15	1½	TL		30-36"
Great Axe	0	2½d	17	2	Stan		34-40"
Mallet	-1	1d+1	12	1	Tool		12-16"
Sledge	-1	2d	17	2	Tool	Also -1 DCV if Str 12-	28-36"
Tack Hammer	-1	1d-1	10	1	Tool		10-12"
War Hammer	0	1d+1, Stn +1	12	1	TL		16-24"
Large Hammer	0	2d-1, Stn +1	15	1½	TL		24-30"
Great Hammer	0	2d, Stn +1	19	2	Stan		30-40"
Miner's Pick	-1	1½d, AP	17	2	Tool		30-38"
War Pick	0	1d+1 AP	12	1	TL		24-28"
Large Pick	0	2d-1 AP	15	1½	TL		30-38"
Great Pick	0	2d AP	19	2	Stan		36-44"

NB: Hammers and Axes made by military peoples optionally may be given such narrow heads they get the AP advantage, and function identically to Picks. Hammers, axes, and picks may be backed by each other. Such combinations, however, are "Standard" weapons, regardless of their component pieces.

Maces and Flails

Name	OCV	Damage	Str M	H	Class	Notes	L
Small Mace	0	2d-1	10	1	Stan		20-28"
Large Mace	0	2d	13	1	Stan		24-30"
Knightly Mace	0	2d+1	15	1½	Mil		36-42"
Great Mace	0	2½d	17	2	Mil		40-50"
Small Flail	0	1d+1 AP	12	1	Mil	Full phase, Flail Maneuvr	28-36"
Large Flail	0	2d-1 AP	15	1½	Mil	Full Phase, flail Maneuvr	36-44"
Great Flail	0	2d AP	19	2	Mil	Full Phase, flail Mnvr	44-52"
Agricultural Flail	-1	6dN	10	2	Tool	Full Phase, flail Mnvr	36-44"
Chain Flail	+1	1½d AP	13	2	Mil	Salts, Arslanding, full phz	3 hexes

NB. Morning Stars function either as a mace or as the corresponding Military Pick, depending on the length and arrangement of spikes. Flails may alternatively be made with solid balls rather than spiked balls. These have the +1 Stun multiplier advantage in place of the Armor Piercing advantage.

☞ Pole Arms

Name	OCV	Damage	Str M	H	Class	Notes	L
Half Spear	0	1½d	9	1	TL	Throw, set	4-6'
Spear	0	1½d	9	1½	TL	Set	7-9'
Long Spear	0	1½d	9	2	Stand	2 nd row attack, set	9-12'
Pike	0	1½d	11	2	Mil	2 hex reach, set	16-21'
Halberd	0	2d+1 or 2d-1AP	15	2	Mil	Set	7-9'
Crow's Beak	0	1½d AP	13	2	Mil	Set	6-8'
Pitch Fork, metal	-1	1d+1	9	2	Tool	Reduced Pen	5-6'
Spade, metal	-1	1d	9	2	Tool		4-6'
Scythe	-1	2d-1	15	2	Tool	Full phase	5-7'
Pruning hook	-1	1½d	11	2	Tool		9-12'
Various Arms	0	2d-1	10	2	Stand	See tribal descriptions	7-9'
Various Arms	0	2d	13	2	Stand	See tribal descriptions	7-10'
Various Arms	0	2d+1	15	2	Stand	See tribal descriptions	7-10'

Missile Weapon Tables

Bows

Name	R mod	Damage	Str M	H	Class	Notes	Max
Youth Bow	0	1d	5	2	Tool		50
Light Bow	0	1d+1	8	2	Tool		75
Standard Bow	0	2d-1	10	2	Tool		100
Heavy Bow	0	2d	13	2	Stand		125
Very Heavy Bow	0	2d+1	15	2	Stand		150
Long Bow	+1	1½d	10	2	Stand	Not from horseback	125
Heavy Long Bow	+1	2d	14	2	Stand	Not from horseback	150
Very Heavy Long Bow	+1	2d+1	16	2	Stand	Not from horseback	175

NB: all bows have the following limitations: half-phase to load • the firer is at ½DCV • extra STR does not increase damage • cannot be used at lesser STR.

The above assumes standard arrowheads. Other arrowheads have different effects:

Broadhead: +1 DC, reduced penetration

Birdhead: -1 DC, reduced penetration, +1 OCV

Fishhead: -1 DC, reduced penetration, +1 OCV

Crossbows

Name	R mod	Damage	Str M	H	Class	Notes	Max
Hand Crossbow	0	1d+1	8	1	Mech	Standard by hand	50
Lt. Crossbow	0	2d-1	10	1½	Mech	Standard w/ lever	100
Hvy. Crossbow	+1	2d	14	2	Mech	Standard by hook	125
Arbalest	+1	2d+1	16	2	Mech	Standard by winch	150

Strength Minimums above are the required Strengths to cock the crossbow in one phase with a cocking lever. Any crossbow may be cocked by hand. Most crossbows may be cocked by hook. Winches must be designed for a particular style crossbow, and levers, of course, must be installed by the maker.

Fire Crossbow: -3 STR (to fire 1½ hand Crossbow 1-handed is +1 STR, 2 hand is +5 STR)

Cock by hand: +5 STR, ½ phase

Cock by lever: 0 STR, 1 phase

Cock by hook: -3 STR, 1½ phase

Cock by winch: ½ STR, 2½ phase (for @ 2 STR short, +½ phase time)

Slings & other devices

Name	R mod	Damage	Str M	H	Class	Notes	Max
Shepherd's sling	0	1d+1	8	2	Tool	2x 1d-1 with stones	50
Sling	0	1½d	9	2	TL	1d & 1d-1 with stones	75
Javelin & atlatl	0	1½d	9	2	Stand		50

NB: all slings and atlatl have the following limitations: half-phase to load • the firer is at ½DCV • extra STR does not increase damage • cannot be used at lesser STR.

Once loaded slings and atlatl can be fired one-handed

Thrown

Name	R mod	Damage	Str M	H	Class	Notes	Max
Bolo							
Lasso							
Throwing knives							
Stones							

Weapons Tribal Notes

Arslandings

Fine craftsmen, but they make so little their work is rarely available to others. Arslanding weapons have –1 on their Strength Minimums, and some have other bonuses. In style they favor hooked and barbed weapons. The classic Arslanding sword has a curved blade, sometimes with a sharp point and short backedge, sometimes with a backward-pointing hook. Pommels are typically in cat or other animal heads. They make military weapons, though rarely, especially rarely those that are best used in formations (such as the pike). Many Arslandings use imported weapons because of the generally scarcity of native work.

Asgansi

Fine and studious craftsmen. Asgansi weapons all have –1 on their Strength Minimums. Better ones have bonuses to OCV or damage. The Asgansi make any kind of sword, but no other military or mechanical weapon. They like making the leaf sword, the only of the great sword-makers who do, and even their longer swords retain the waisted design. Many of their other weapons also show such natural, forest-inspired design. The blades are generally engraved and the hilts decorated.

Aurochi

Indifferent craftsmen. The Aurochi make most standard weapons, although their steel is of lower quality, and so are subject to more breakage. For this reason, they favor hafted weapons—axes, spears, and maces—over swords, particularly the longer bladed ones. The Aurochi covet Beorni and, especially, Asgansi arms.

Beorni

Indifferent craftsmen. They make broad, heavy swords, of slightly better quality than the Aurochi. Standard weapons are within their ken, although many make do with toollike weapons, or even with clubs. There are those among the Beorni who feel the club is the highest weapon, as it relies on the strength of the user.

Boreas

Gandlings

Keld (Sea Raiders)

Makers of beautiful broadswords, often with a damasked blade. The pommels are lobed, the guards short. They may also use geometric engravings. In addition to cutting swords, the Keld favor axes, spears, and other standard and military (though not mechanical) weapons.

Irdlings

Makers of fine, straight cut-and-thrust swords. The best Irdling weapons have –1 to the Str Mins. Irdlings make all the military and mechanical weapons. Irdling swords tend to be narrower than their Kingdom counterparts, and may be diamond-shaped in section, or perhaps have a raised fuller. Curving crossguards are often supplemented by rings. They traditionally have acorn pommels, but they keep their weapons simple and unadorned, valuing elegant proportion over decoration.

Kingdom

Traditionally favored cutting swords (broad sword, war sword) rather than cut and thrust, but in recent years has been making the full gamut of military and mechanical weapons. Kingdom swords traditionally have a wheel pommel and a broad fuller, and a straight or slightly curving crossguard

Marish

Morhirrim

The Morhirrim obtain most of their weapons and tools from trade or raiding. There are two exceptions, being short bows and an antler mace which functions as a 5dN cudgel. The bows are light and have no recurve. They are often decorated with bands and feathers. The Morhirrim can make stone arrowheads for them, in which case they have reduced penetration. The mace is kept in pure antler shape, and has ritualistic significance.

Muttheow

Makers of a few practical weapons, most of tool-like design. Their efforts resemble those of their Nami cousins, but a trained eye may notice the results are slightly broader and may flare a touch more at the business end.

Nami

Makers of a few practical weapons, most of tool-like design. They only work a steely iron, and so only attempt the leaf sword or sax. Grips are generally of wood, and guards lacking. The results are generally effective, although modest.

Orleac

Piske

Salinac

Salts

Favor long and curving lines. Salts weapons all have -2 on their strength minimums. Salts swords have curving, single-edged blades, and tending to be used for slashing maneuvers rather than chopping ones. The blades are engraved and the hilts bound with fine metals and jewels. The guards are often only flarings of the hilt, or hooks on the blade. While they do make tools, they would look askance on using such as weapons. They make military weapons, but not mechanical ones.

The best Salts weapons have bonuses.

Skarling

Tremaine

Triangardi

Wolbine

Wothen