

L = Light Weapon: Fast in combat but limited impact and damage compared to heavier arms.

M = Medium Weapon: A weapon of significant mass and capable of delivering a substantial impact as well as severe damage.

H = Heavy Weapon: A relatively massive weapon which is somewhat slow in combat but delivers a lot of damage and a severe impact.

2H = 2-Handed Heavy Weapon: This cannot be wielded with one hand at any time, making the use of a shield impossible.

2H^s = Characters wit STR 13+ may wield such arms one-handed as Medium Weapons, but this is exceptional.

LM= Light weight weapon for AP cost but classed as a medium weapon for damage.

MH = a medium weapon for AP cost but classed as a heavy weapon for damage.

Weapon Type	Weapon Name	Date in Use	Prod time in days	Wt. Lbs	Length	Base Damage	Crit Die Modifier	Bash Chance	Cost in Pennies
Cavalry Lances									
H	Kontos	100-1500AD	3	4	9'	5 P	+1	8	20
H	Lance	1000-1500AD	3	4	10'	8 P	+4	7	22
H	Chivalric Lance	1130-1500AD	4	5	12'	10 P	+5	7	26
H	Tournament Lance	1340-1500AD	3	4	13'	15C	+1	10	39
Knives									
L	Throwing Knives	-1500AD	1.5	¼	8"	1P	+0	10	16
L	Knife	-1500AD	1	½	12"	1P	+0	10	10
L	Dagger	1000-1500AD	2	½	15"	2P	+0	10	18
L	Poignard	1275-1500AD	3	¾	18"	2P	+0	10	24
L	Skean	1525-1749AD	3	1	20"	3P	+0	10	28
L	Dirk	1000-1500AD	3	1	20"	3P	+0	10	25
Short Swords									
M	Roman Gladius	216-20BC	4	2	24"	4P	+0	9	60
M	Seax	400-1275AD	4	2	24"	4P	+0	9	60
Slashing Swords									
L	Goblin Scimitar	-	-	3	27"	4S	+0	9	-
L	Yatagham	1100-1850AD	-	4	30"	4S	+0	0	-
M	Roman Spatha	20BC-580AD	7	3	36"	4S	+0	8	90
M	Arab Scimitar	1250-1500AD	14	2-4	40"	5S	+1	8	80
M	Knights Broadsword	1100-1500AD	14	2-4	40"	6S	+1	8	200
M	Orcish Scimitar	-	-	2-4	42"	5S	+1	7	-
M	Longsword	1000-1180AD	9	3-5	44"	5S	+1	7	120
H	Greatsword	1240-1500AD	14	5+	48"	6S	+1	7	160
Great Swords									
H	Falchion	1220-1500AD	7	5+	33"	6S	+1	7	24
2H	Claymore	1500-1749AD	7	5+	48"	8S	+1	7	150
2H	Greatsword	1240-1500AD	14	6+	40"	9S	+1	6	160
2H	2-Handed Scimitar	1250-1500AD	14	8+	4 ½'	9S	+2	6	150
2H	Zweihander	1450-1500AD	12	14+	6'	10S	+2	6	180

Weapon Type	Weapon Name	Date in Use	Prod time in days	Wt. Lbs	Length	Base Damage	Crit Die Modifier	Bash Chance	Cost in Pennies
War Axes									
M	War Axe	1050-1500AD	4	3	36"	5S	+1	7	8
2H	Battle Axe	1300-1500AD	9	5	48"	8S	+1	7	30
Flails, Maces & Hammers									
M	Cavalry Flail	1230-1300AD	9	4	4'	6C	+1	7	18
2H	Military Flail	1375-1500AD	7	5	5'	9C	+2	7	15
M	Dwarven Hammer	-	12	5	27"	6C	+1	9	40
2H	Dwarven Hammer	-	12	5	27"	8C	+1	8	40
M	Warhammer	1000-1500AD	5	3	21"	5C	+2	9	10
M	Mace	1000-1500AD	5	3	21"	8C	+1	9	6
2H	Maul, Sledge	-1500AD	4	9-16	48"	10C	+2	7	10
Polearms									
2H	Morningstar	1215-1500AD	9	5	88"	10P	+1	8	11
2H	Lucerne Hammer	1450-1500AD	10	4	80"	8P	+2	8	20
2H	Pole Axe	1240-1500AD	5	4	6'	8S	+1	6	12
2H	Halberd	1290-1500AD	8	6	6 1/2'	10S	+2	6	10
2H	Billhook	1325-1500AD	5	10	86"	5P	+0	9	8
War Spears									
M	Roman Pilum	325-450BC	3	4	6'	5P	+0	10	5
M	War Javelin	-1500AD	3	3	6'	5P	+0	10	5
M	Infantry Spear	-1500AD	3	7	7'-9'	5P	+0	10	5
2H	Infantry Spear	-1500AD	3	7	7'-9'	7P	+1	9	5
Civilian Spears									
M	Hunting Spear	-1500AD	3	4	6'	5P	+0	10	4
M	Harpoon	1000-1500AD	4	6	45"	6P	+1	10	9
2H	Boar Spear	1000-1500AD	5	5	80"	7P	+1	9	9
M	Fishing Trident	-1500AD	5	6	87"	5P	+1	10	8
Fighting Staves									
LM	Quarterstaff	-1500AD	1	3	7'	5C	+0	9	Make
MH	Shod Staff	-1500AD	3	5	7'	6C	+1	9	5
Clubs									
L	Blackjack	1000-1500AD	1	2	12"	1C	+0	9	2
L	Small Club	-1500AD	-	3	3"	2C	+0	9	Make
M	Medium Club	-1500AD	-	5	30"	3C	+0	8	Make
2H	Large Club	-1500AD	-	10	5'	5C	+1	8	Make

Table - Melee Weapons

Weapon Type	Weapon Name	Date in Use	Prod time in days	Wt. Lbs	Length	Base Damage	Crit Die Modifier	Bash Chance	Cost in Pennies
-	Short Bow ²	1000-1500AD	13	2	3-4'	+0	-	-	8
-	Composite Bow ³	1000-1500AD	28	2 ½	3'	+3	-	-	120
-	Longbow ³	1000-1500AD	28	2 ½	6'	+5	-	-	25
-	Elvish Longbow ^{3,4}	-	49	2 ½	5'	+5	-	-	-
L	Hunting Arrows ⁵	1000-1500AD	2	0.1	30"	9	+2	-	10
M	War Arrows ⁶	1000-1500AD	2	0.1	30"	10	+2	8	25
M	Armour Piercing Arrows ⁷	1000-1500AD	2	0.1	30"	12	+2	9	15
-	Arrow Quiver ⁸	1300-1500AD	2	3	18"				20
-	Light Crossbow	1000-1500AD	10	7 ½	30"				36
-	Medium Crossbow ⁹	1250-1500AD	15	12	3 ½'				90
-	Heavy Crossbow ⁹	1375-1500AD	8	18	3 ½'				110
L	Hunting Bolts ¹⁰	1000-1500AD	2	½	18"	6	+0	10	15
M	Light Crossbow Bolts ¹¹	1000-1500AD	2	½	18"	10	+1	10	15
M	Medium Crossbow Bolts ¹¹	1250-1500AD	2	½	18"	12	+1	9	25
H	Heavy Crossbow Bolts ¹¹	1370-1500AD	2	½	18"	18	+2	8	25
-	Bolt Quiver	1000-1500AD	2	2	22"				10
L	Shepherds Sling ¹²	1000-1500AD	1	¼	60"	4	+0	10	2
L	Slingstaff	1000-1500AD	½	5	7'	4	+0	10	20
M	Lead Bullets ¹³	1000-1500AD	1	¼	1 ½"	+5	+2	-	2
L	War Darts ¹⁴	350-625AD	½	½	18"	-	+1	10	1

¹Increase the Bash Chance by +1 for each range increment above Medium Range.

²Short bows include all bows suitable for horse archery. Heavier composite bows and longbows are strictly infantry weapons and cannot be used well from the saddle.

³Composite bows and Longbows are rated for the strength of the user. If underbowed one cannot shoot farther than the ranges stated for that bow rating. If overbowed it is impossible to shoot farther than the ranges stated for one's ideal bow rating.

⁴Elvish Longbows are considered by Elves to be a part of their very self, they will not sell them. They are essentially hunting arms but can do very well in combat.

⁵Standard civilian arrows used to hunt game but not too effective against armour. Cost is for 20 arrows.

⁶Standard fighting arrows, moderately effective versus armour. Cost is for 20 arrows.

⁷Armour-piercing arrows with limited range, very effective versus armour. Cost is for 20 arrows.

⁸Quiver has a capacity of 20 arrows. Before this date arrows were tucked in the belt.

⁹Arbelest-type crossbow using a windlass to cock the powerful weapon, this is a very time-consuming operation.

¹⁰Standard civilian bolts used to hunt game, somewhat effective versus armour. Cost is for 20 bolts

¹¹War bolts, very effective versus armour. Cost is for 20 bolts.

¹²The sling is measured from end to end.

¹³Lead bullets fired from a sling are lethal against unarmoured and lightly armoured and thus are Medium.

¹⁴War darts are the Roman Martiobarbuli. Cost is for 20 darts.

Table - Missile Weapons

TSC% Modifier		0%		-5%		-10%		-20%		-30%	
		Short		Medium		Long		Extreme		Maximum	
Weapon Name	Base Dmg	Range	Mod ¹	Range	Mod ¹	Range	Mod ¹	Range	Mod ¹	Range	Mod ¹
Dart	6	10'	0	30'	0	60'	-3	90'	-7	150'	-10
Hunting Javelin	8	10'	0	30'	0	60'	-3	90'	-8	120'	-11
War Javelin	9	10'	0	30'	0	60'	-3	90'	-6	120'	-9
Pilum	10	10'	0	30'	0	60'	-3	90'	-7	120'	-10
Thrown Axe	8	10'	0	20'	-1	40'	-3	60'	-6	90'	-9
Thrown Knife	1	5'	0	10'	0	20'	-1	30'	-3	40'	-5
Short Bow	9	20'	0	30'	-3	90'	-7	150'	-12	500'	-15
War Arrow	10	10'	0	30'	-2	60'	-4	100'	-7	400'	-9
AP Arrow	12	10'	0	20'	-2	40'	-5	60'	-7	180'	-10
Composite. Bow	12	20'	0	40'	-4	120'	-9	300'	-15	700'	-18
War Arrow	13	20'	0	40'	-3	90'	-7	175'	-14	525'	-17
AP Arrow	15	20'	0	40'	-3	80'	-7	150'	-15	375'	-18
Longbow	14	20'	0	40'	-5	150'	-10	350'	-16	800'	-20
War Arrow	15	20'	0	40'	-4	125'	-8	250'	-15	600'	-19
AP Arrow	17	20'	0	40'	-7	80'	-8	175'	-16	450'	-20
Elvish Longbow	14	20'	0	60'	-5	200'	-10	450'	-16	900'	-20
War Arrows	15	20'	0	50'	-4	150'	-8	250'	-15	600'	-19
AP Arrows	17	20'	0	50'	-7	125'	-8	175'	-16	450'	-20
Light Crossbow	10	20'	0	50'	-2	100'	-5	200'	-10	600'	-13
Mdm. Crossbow	12	20'	0	50'	-2	100'	-3	200'	-10	900'	-13
Heavy Crossbow	18	20'	0	50'	-3	100'	-6	200'	-12	1,200'	-18
Shepherd's Sling	4	10'	4	20'	-1	40'	-3	80'	-6	300'	-9
Lead Bullets	9	10'	9	20'	-2	40'	-5	80'	-8	300'	-9
Slingstaff	4	10'	5	20'	-1	60'	-3	150'	-6	600'	-9
Lead Bullets	9	10'	10	20'	-2	60'	-5	150'	-8	600'	-9

¹This is the Crit Die modifier for the range.

Table - Missile Ranges

Characters who possess a high strength gain additional bonuses when using missile weapons. Therefore, for character's with **STR 12+** increase the range of the bow by 50' per point of Strength over 12 when using at Extreme Range or Maximum range, and modify the Crit Die as shown in the table - Ranged Strength Modifier to Crit Die.

Example Edward has **STR 15** and armed with a Longbow using War Arrows. His Crit Die Modifier at Medium range is instead of -4 is now -1 due to the strength modifier.

Name	SR	MR	LR	ER	Max
Hunting Arrows	+2	+2	+1	+0	+0
War Arrows	+3	+3	+2	+2	+1
AP Arrows	+2	+2	+2	+1	+1
Lt X-Bowbolts	0	0	0	0	0
Mdm X-Bowbolts	0	0	0	0	0
Hvy X-Bowbolts	0	0	0	0	0
Darts	+2	+1	+0	+0	+0
Hunting Javelins	+2	+1	0	0	0
War Javelins	+3	+1	+1	0	0
Other Weapons	+1	+1	+1	+0	+0

Table - Ranged Strength Modifier to Crit Die