

Weapons Appendix

Melee Weapons

Weapon Type	Power	Add	WSpd	VA	Strike	Dist.
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Basic Weapons

Bare Fist	–	2	Fast	–	Shortest
Club or Staff ^{1,2}	2	2	Fast	–	Long
Stone ²	1	2	Slow	–	Shortest

Poor Quality Weapons

Spear ^{1,2}	1	2	Fast	–	Longest
Sword	3	2	Slow	–	Long
Axe ^{1,2}	4	2	Unwieldy	1	Long
Knife, Shiv	0	1	Fast	–	Shortest

Run-of-the-Mill Weapons

Hatchet	3	2	Slow	–	Short
Small Sword	2	2	Fast	–	Short
Spear ^{1,2}	2	2	Fast	1	Longest
Sword ²	3	2	Slow	–	Long
Light Axe ²	3	2	Slow	1	Long
Footman's Axe ^{1,2}	4	2	Slow	1	Long
Hammer ^{1,2}	4	2	Unwieldy	2	Long
Dirk	1	1	Fast	–	Shortest
Mace ²	2	2	Slow	2	Short
Polearm Axe Strike ^{1,2}	4	2	Unwieldy	1	Longer
Polearm Thrust ^{1,2}	2	2	Fast	–	Longer

Superior Quality Weapons

Spear ^{1,2}	2	2	Fast	2	Longest
Sword ²	3	2	Slow	1	Long
Sweet Axe ^{1,2}	4	2	Slow	2	Long
Hammer ^{1,2}	3	2	Slow	2	Long
Dagger	1	1	Fast	1	Shortest
Great Mace ^{1,2}	2	2	Slow	3	Long
Polearm Axe Strike ^{1,2,4}	2	2	Slow	2	Longer
Polearm Thrust ^{1,2}	2	2	Fast	1	Longer

Notes: 1: Two-handed, may not be used with a shield. 2: May Great Strike

Miscellaneous Weapon Gear

Hilt/Pommel ^a	1	2	Slow	–	Shortest
Spiked Pommel ^b	1	2	Slow	1	Shortest
Weighted Pommel ^b	2	2	Slow	–	Shortest
Beak ^c	2	2	Unwieldy	3	As Weapon

Notes: a: All weapons have access to a hilt/pommel Strike. b: Spiked or weighted hilts and pommels may be added to any weapon. A weapon may only have one type of hilt/pommel. c: Beaks can only be mounted on the backs of polearms, axes and at the reverse ends of spears.

Found Weapons

Found weapons can really be anything you can get your hands around and smash your opponent with. Any character with Brawling may use found weapons. Characters with a weapon skill can use found weapons so long as they are an analog of their skill. Found weapons all have an Add 2 and no VA. (Except for the pick, which as a VA 1.)

Weapon	Power	WSpd
Bedknob	1	F
Spike/Nail	1	F
Bottle	1	F
Mallet	2	S
Broomhandle	1	F
Lantern	2	S
Chair	2	U
Pick	4	U
Branch	2	S

Note: All Found Weapons have an Add of 2.

Missile Weapons IMS and DoF

Hunting Bow	Pistol
DoF: 1-2 3-4 5-6	DoF: 1-4 5 6
I: B4 M: B7 S: B10 VA 1	I: B4 M: B8 S: B11 VA *
Actions: Reload and Acquire, 5.	Actions: Reload and Acquire, 41.
Great Bow	Arquebus
DoF: 1-2 3-4 5-6	DoF: 1-4 5 6
I: B4 M: B8 S: B12 VA 2	I: B4 M: B8 S: B12 VA *
Actions: Reload and Acquire, 7.	Actions: Reload and Acquire, 41.
Crossbow	*VA by Range: Too close to shoot VA 4, optimal VA 3, extreme VA 1.
DoF: 1-2 3-4 5-6	
I: B4 M: B8 S: B11 VA 2	
Actions: Reload and Acquire, 17.	
Heavy Crossbow	
DoF: 1-2 3-4 5-6	
I: B5 M: B9 S: B13 VA 3	
Actions: Reload and Acquire, 33.	

DoF Modifiers

- Exceed obstacle, +1 to the DoF
- Double obstacle, +2
- Triple obstacle, +3
- Extreme range, -1 to the DoF



Missile Weapon Ranges

Weapon	Optimal	Extreme	Max. Range
Hunting Bow	1D	2D	100 paces
Great Bow	2D	4D	300 paces
Crossbow	2D	3D	125 paces
Heavy Crossbow	2D	4D	300 paces
Pistol	1D	1D	10 paces
Arquebus	1D	2D	50 paces
Thrown weapons	1D	1D	See Chart*

*See the thrown weapons chart on the next page.

Specialty Bolt and Arrowheads

Arrowheads

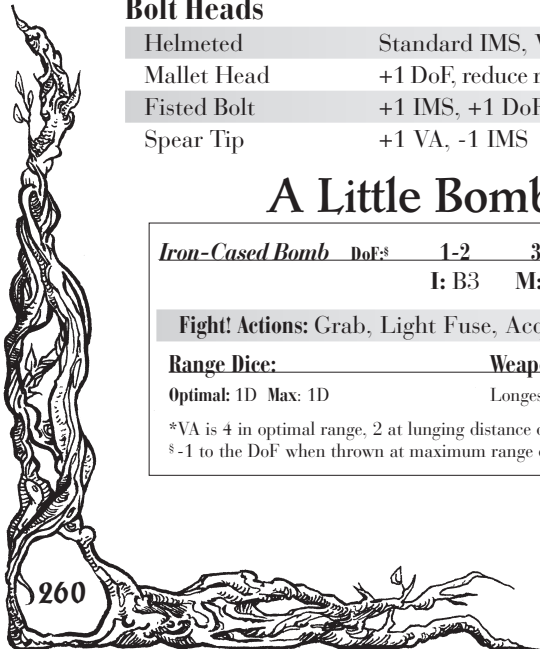
Hunting Head	Standard IMS, VA and DoF
Bodkin Head	-1 IMS, +1 VA
Leaf Head	+1 IMS, -1 VA
Frog Crotch	+1 IMS, +1 DoF, +1 Ob to hit, -1 VA
Blunt Head	-1 IMS, -1 VA, -1 DoF
Barbed Tip	Same stats as hunting arrow, but the character takes an additional Mark result wound if the barbed arrow is improperly removed. It is an Ob 4 Field Dressing or Ob 3 Surgery test to remove a barbed arrow properly.

Bolt Heads

Helmeted	Standard IMS, VA, and DoF.
Mallet Head	+1 DoF, reduce ranges by 10 paces per category
Fisted Bolt	+1 IMS, +1 DoF, +1 Ob to hit
Spear Tip	+1 VA, -1 IMS

A Little Bomb Action

<i>Iron-Cased Bomb</i>	DoF: ^s	1-2	3-4	5-6	VA
		I: B3	M: B6	S: B9	4/2
Fight! Actions: Grab, Light Fuse, Acquire Target and Throw, 7.					
Range Dice:		Weapon Length			
Optimal: 1D Max: 1D		Longest when lit. +1D per volley held.			
*VA is 4 in optimal range, 2 at lunging distance or maximum range.					
^s -1 to the DoF when thrown at maximum range or detonated at lunging distance.					



Thrown Weapons

Palm-sized Rock	Javelin
<u>DoF:</u> <u>I:</u> 1-3 <u>M:</u> 4-5 <u>S:</u> 6	<u>DoF:</u> <u>I:</u> 1-2 <u>M:</u> 3-4 <u>S:</u> 5-6
Weapon Power: +0 VA -	Weapon Power: +2 VA 1
Large Rock, Brick	Thrown Hatchet
<u>DoF:</u> <u>I:</u> 1-3 <u>M:</u> 4-5 <u>S:</u> 6	<u>DoF:</u> <u>I:</u> 1-4 <u>M:</u> 5 <u>S:</u> 6
Weapon Power: +1 VA -	Weapon Power: +2 VA -
Throwing Knife	Thrown Axe
<u>DoF:</u> <u>I:</u> 1-2 <u>M:</u> 3-5 <u>S:</u> 6	<u>DoF:</u> <u>I:</u> 1-4 <u>M:</u> 5 <u>S:</u> 6
Weapon Power: +1 VA -	Weapon Power: +3 VA -
Darts, Barbs, Spikes	Roden Knives[†]
<u>DoF:</u> <u>I:</u> 1-2 <u>M:</u> 3-5 <u>S:</u> 6	<u>DoF:</u> <u>I:</u> 1-2 <u>M:</u> 3-4 <u>S:</u> 5-6
Weapon Power: +0 VA -	Weapon Power: +1 VA 1
Shuriken*	<i>[†]Roden Only</i>
<u>DoF:</u> <u>I:</u> 1-2 <u>M:</u> 3-5 <u>S:</u> 6	DoF Modifiers
Weapon Power: +1 VA -	<ul style="list-style-type: none"> • Exceed obstacle, +1 to the DoF • Double obstacle, +2 • Triple obstacle, +3 • Extreme range, -1 to the DoF

*Ninja Only

Thrown Weapon Ranges

Weapon	Optimal	Extreme	Max Range
Large Rock, Brick	+1D	+1D	24 paces
Palm-sized Rock	+1D	+1D	50 paces
Darts, Barbs	+1D	+1D	8 paces
Throwing Knife	+1D	+1D	12 paces
Shuriken	+1D	+1D	20 paces
Javelin	+1D	+1D	50 paces
Hatchet	+1D	+1D	12 paces
Axe	+1D	+1D	12 paces

