

Dragonquest Armaments

Weapons, Armor & Shields

A supplement for use with the **Dragonquest^(tm)** Fantasy Role Playing Game

OVERALL SUPPLEMENT DESIGN & EXECUTION

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INTRODUCTION

This supplement is intended for use with the DragonQuest role playing game by SPI. It contains a listing of weapons and armor suitable for use in the DQ game world. With three editions, the list in the original game has undergone quite a few changes over time. Weapons and armor types have been added to the list, removed, renamed and modified so that one must always specify which edition of DQ one is using to make things clear. Additionally, the lists in the original game books contain rather glaring factual errors with regard to how much some weapons weigh. These factual errors have been corrected where they were discovered.

The weapons and armor lists in this supplement are a compilation of the lists in all three editions of DragonQuest as well as some fan-produced supplements, with some original additions. It is intended to provide a single, fairly comprehensive list of weapons, armor and shields for DQ players. Also included are descriptions of the various weapons as well as Experience Point Cost Charts for progressing Ranks. It tries to be as faithful to the spirit of DQ as possible and any failures in that regard can be laid at the author's feet.

The 2nd Edition of DragonQuest was used as the baseline for this supplement, while the 1st and 3rd Editions were scoured for missing material. There is some material from *Poor Brendan's Almanac* by Rodger Thorm and from relatively unknown supplemental material by Michael Coyne. The rest has been added by the author. Full list of sources and credits is included at the end of the document.

There are also several optional rules included that add a few twists to the combat mechanics of DQ on the part of certain weapons, but no fundamental alterations have been made. These additions have been aimed at making certain types of weapons more desirable choices as well as to reflect their actual historical versatility in combat.

Hopefully the *DragonQuest Armaments* supplement will prove a useful addition to your DQ gaming materials.

Best Regards,
Esko Halttunen (aka Edi)

WEAPONS

Knives & Daggers	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Knife (A)	10 oz	7	11	35	+1	8	B	RMC	9	8
Dagger (A)	10 oz	8	10	40	D	8	A	RMC	9	10
Dirk (A)	13 oz	11	13	45	+2	P	A	M	5	25
Basilard	1.5	10	10	40	+1	P	A	MC	6	20
Poniard	1	9	14	45	+1	P	A	M	9	15
Main-Gauche	1	8	15	45	+1	P	A	MC	10	20

Swords	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Short Sword	1.5	10	12	45	+3	P	A	M	6	40
Machete	2	12	13	50	+2	P	B	M	6	35
Falchion	1.5	12	11	50	+2	P	B	M	8	35
Cutlass	2	16	12	50	+3	P	B	M	7	40
Kukri (B)	1	13	15	45	+4	P	B	M	7	50
Khopesh	2	14	15	50	+4	P	B	M	8	50
Scimitar	2	11	15	50	+3	P	B	M	8	60
Tulwar	2.5	13	15	50	+4	P	B	M	8	65
Rapier	1	11	18	45	+3	P	A	M	10	35
Sabre	2	14	15	60	+3	P	B	M	7	40
Broadsword	2.5	15	15	55	+4	P	B	M	6	65
Longsword – A	3	14	16	45	+4	P	A	M	8	75
Longsword – B				55	+3	P	B	M		
Schiavone	3	15	12	50	+3	P	B	M	7	70
Schlaeger	3	14	17	55	+3	P	A	M	8	80
Estoc	3	15	17	45	+5	P	A	M	9	65
Hand & a Half (1-2)	2.5	17	16	60	+5	P	B	M	7	85
Claidheamh-mor (1-2), 1E	3	16	15	60	+4	P	B	M	7	80
Claymore (1-2), 2E	3.5	16	13	50	+4	P	B	M	7	80
Flamberge (1-2) (C)	3	16	15	50	+5	P	B	M	6	90
Two Handed Sword (2)	4.5	22	14	55	+7	P	B	M	5	100

Hafted Weapons	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Hand Axe	2	8	11	40	+1	8	B	RMC	4	15
Battle Axe (1-2)	3	14	14	60	+4	6	B	RM	7	20
Great Axe (2)	4	19	17	65	+6	P	B	M	7	30
Giant Axe (1-2)	15	29	12	65	+10	6	B	RM	7	50
Giant Mace	20	27	10	60	+9	8	C	RM	5	40
Giant Club	15	25	9	50	+7	9	C	RM	5	10
Crude Club	3	16	10	45	+2	6	C	RM	2	3
War Club	3	14	10	50	+2	7	C	RM	5	5
Truncheon	3	15	14	50	+3	P	C	M	5	30
Mace	4	16	9	50	+4	5	C	RM	5	15
War Hammer	3	15	13	45	+3	6	C	RM	5	14
War Pick (1-2)	3	17	13	45	+4	P	C	M	5	20
Flail (d)	3	14	15	50	+3	P	C	M	7	15
Heavy Flail (2) (D)	3.5	17	16	55	+5	P	C	M	6	20
Morningstar (1-2)	4	18	15	60	+4	P	C	M	5	18
Maul (2)	5	20	13	60	+6	3	C	RM	5	20
Mattock (2)	5	19	14	55	+6	P	C	M	5	18
Quarterstaff (2) (E)	3	12	16	55	+2	P	C	M	9	3
Sickle	1	11	14	45	+1	P	B	M	5	8
Scythe (2)	3	16	15	50	+4	P	B	M	4	14
Sap (F)	1	9	11	40	+1	P	C	MC	3	2
Torch (G)	2	8	12	40	+1	P	C	M	–	1

Pole Weapons	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Javelin (H)	3	12	15	45	+2	12	A	RM	10	4
Spear (1-2) (I)	3	15	14	50	+3	6	A	RM	7	10
Giant Spear (1-2) (I)	10	23	16	55	+7	12	A	RM	7	20
Pike (2) (J)	5	18	16	45	+5	P	A	M	5	15
Lance (K)	5	16	18	45	+6	P	A	M	6	4
Bill-hook (2) (I)	5	14	15	50	+3	P	B	M	6	8
Poleaxe (2)	5	18	15	55	+5	P	B	M	7	20
Halberd – A (2) (I)	5	16	16	50	+3	P	A	M	8	15
Halberd – B (2)				55	+5	P	B	M		
Spetum – A (2) (I)	5	16	17	55	+5	P	A	M	8	15
Spetum – B (2)				50	+3	P	B	M		
Trident (1-2) (I)	5	14	16	45	+2	5	A	RM	8	8
Glaive (2) (I)	5	16	18	55	+5	P	B	M	9	15
Giant Glaive (2) (I)	14	25	18	65	+9	P	B	M	9	30
Sarissa (2) (I)	5	16	15	45	+2	P	A	M	7	13
Bearpaw (2)(I)	5	16	16	45	+3	P	C	M	7	13

Missile Weapons (M)	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Sling (2)	1	7	15	40	+1	60	C	R	8	4
Staff-sling (2) (N)	3	13	16	45	+3	80	C	R	7	6
Short Bow (2)	2	14	15	45	+2	60	A	R	8	20
Horse Bow	2	16	15	50	+3	90	A	R	8	40
Long Bow (2)	3	16	15	55	+4	180	A	R	8	25
Composite Bow (2)	3	17	15	55	+4	225	A	R	8	30
Great Bow (2)	4	19	17	55	+5	270	A	R	8	40
Giant Bow – normal (2)	14	25	17	55	+7	130	A	R	8	80
Giant Bow – crude (2)	14	25	17	50	+7	45	A	R	8	40
Hand Crossbow	1	13	15	50	D	12	A	R	5	120
Light Crossbow (2)	4	18	14	60	+3	60	A	R	5	15
Medium Crossbow (2)	7	20	14	60	+4	90	A	R	5	20
Heavy Crossbow (2)	10	22	14	60	+5	120	A	R	5	50
Arbalest (2) (O)	13	25	14	60	+6	180	A	R	5	70
Spear Thrower (2)	2	11	14	50	+2	15	A	R	10	5
Blowgun – short (2)	0.5	7	16	30	*	7	–	R	10	3
Blowgun – long (2)	2	10	16	40	*	15	–	R	10	5

Thrown Weapons	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Throwing Dart (P)	3 oz	9	15	40	D	12	A	R	10	1
Boomerang (Q)	2	11	15	40	D	20	C	R	7	2
Hunting Stick (R)	2	12	14	45	D	18	C	R	5	1
Grenado (S)	2	9	15	40	V	15	–	R	4	V
Tankard (T)	20 oz	12	15	35	–1	10	C	RMC	3	5
Chair (2) (T)	15	14	12	25	+1	3	C	RM	2	10

Entangling Weapons	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Net (U)	2	11	16	30	–5	5	–	RMC	4	4
Bola (V)	2	11	15	35	–3	10	–	RC	6	5
Punjab Lasso (W)	1	12	18	30	–4	6	–	RC	6	5
Whip (X)	2	10	16	40	–3	P	–	MC	10	6
Bearpaw	See Pole Weapons. May be used as an Entangling Weapon or to strike for damage, but may not be used for both purposes during the same attack.									

Special Weapons	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Rock	V	5	10	30	–1	8	C	RMC	6	–
Cestus (Y)	1	12	14	35	–1	P	C	MC	9	15
Garotte (2) (Z)	1	12	15	30	+3	P	–	C	3	3
Shield	V	10	12	40	–2	P	C	M	4	V

ORIENTAL WEAPONS

Swords	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Katana (1-2)	2.5	12	17	60	+3	P	B	M	9	75
Wakizashi (1-2)	1.5	10	14	50	+2	P	B/A	M	7	50
Ninja-To (1-2)	2	11	15	60	+3	P	B/A	M	8	–
O-Dachi (2)	4	18	15	65	+5	P	B	M	6	100

Hafted Weapons	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Fang	2.5	12	15	45	+2	5	C	RM	6	20
Jo-stick (AA)	1	8	15	50	D	6	C	RM	9	3
Nunchaku (BB)	1	14	17	40	+2	6	C	RMC	8	10
Three-piece Rod (2) (CC, UU)	2.5	14	18	45	+2	P	C	M	8	15
Kau sin ke (DD)	4	15	17	45	+3	P	C	M	10	30
Kama (sickle)	1	11	14	45	+1	P	B	M	5	8
Kusari-gama – sickle (2) (EE, UU)	2	12	16	50	+2	2	B	MC	10	15
Kusari-gama – chain (2)				50	D	2	C	MC		
Kumade – rake (2) (FF)	2	13	16	55	+3	P	B	M	9	8
Kumade – staff (2)				55	+2	P	C	M	9	8
Sang Kauw – buckler (GG, UU)	2.5	15	18	50	+1	P	A	M	9	50
Sang Kauw – crescent				50	+2	P	B	M		
Tetsubo (2)	4	20	16	55	+6	P	C	M	8	20

Pole Weapons	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Lajatang (2) (HH)	4	15	17	55	+4	P	B	M	9	30
Naginata (2) (I)	5	16	18	55	+5	P	B	M	9	15
Nagimaki (2) (II)	3	15	18	50	+4	P	B	M	9	15
Sode Garami (2) (JJ)	5	15	17	45	+2	P	C	M	8	20
Yari (spear) (1-2)	3	15	14	50	+3	6	A	RM	7	10

Thrown Weapons	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Sha-Ken	1 oz	10	16	40	D	15	A	R	10	1
Shuriken	2 oz	8	15	40	D	10	A	R	10	2

Entangling Weapons (KK)	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Chain	2.5	14	16	40	D	4	C	RMC	8	15
Kawanaga – hook (2) (LL, UU)	1	8	16	40	–1	2	A	MC	8	5
Kawanaga – whip (2)				40	–3	2	C	MC		
Kyoketsu-shogi – knife (2)(MM, UU)	1	11	17	40	D	2	A	MC	8	10
Kyoketsu-shogi – whip (2)				40	–3	2	C	MC		

Special Weapons	Wt	PS	MD	BC	DM	Rng	Cl	Use	Rank	Cost
Sai (NN, UU)	0.5	10	16	40	D	P	C	MC	6	25
Jitte (OO, UU)	0.5	10	16	40	D	P	C	MC	6	20
Gunsen (PP, UU)	1	13	16	30	D	2	B/C	RM	5	15
Metsubishi (QQ)	2 oz	–	12	30	*	1	–	R	4	10
Nekode (RR)	1	8	12	35	–2	P	–	MC	9	20
Tonfa (SS)	1	10	14	50	+2	P	C	M	8	3
Thug Scarf (TT, UU)	0.5	14	15	25	–2	P	–	MC	10	5

Weapon Accessories	Number	Weight	Cost	Notes
Shot	20	4	1	Use in Sling
Dart	20	1	5	Use in Blowgun
Arrows	20	3	10	Use in any draw bows
Quarrels	20	7	15	Use in crossbows
Cranequin	1	3	10	Use to cock crossbows; requires a PS of 11 and two free hands

All Shot, Dart, Arrows and Quarrels come in appropriate pouches or quivers of 20 and the weight and cost of the pouch or quiver is included in the information given for the accessory.

SHIELDS

Shield type	Weight	Def/Rk	MD	Cost
Buckler	1	2%	—	5
Small Round Shield	3	3%	–2	8
Large Round Shield	5	4%	–3	10
Kite Shield	6	5%	–4	15
Tower Shield	8	6%	–6	20

Defensive weapon	Weight	Def/Rk	MD	Cost
Main-Gauche*	0.5	2%	—	20
Quarterstaff*	3	2%	—	3
I-type Pole Weapon*	V	2%	—	V
Sai*	0.5	2%	—	25
Jitte*	0.5	1%	—	20
Jo-stick, paired	1	2%	—	4
Three-piece-rod*	2.5	2%	—	15
Sang Kauw – buckler#	2.5	2%	—	50
Sang Kauw – crescent*	2.5	1%	—	50
Nagimaki*	3	1%	—	15
Tonfa*&	1	1%+1%	—	3

Weight: Weight of the shield in pounds, V means variable

Def/Rk: The amount by a character's defense is increased per rank while the shield is prepared.

MD: The number of points the figure's Manual Dexterity is reduced by for all purposes while the shield is prepared.

Cost: The cost in Silver Pennies for a shield of average workmanship, V means variable.

* The weapon does not subtract its defense from any Fire attack and cannot be used to make a Shield Rush attack (see [16.5]). The weapon functions both as a weapon and a shield, and only one Experience Point expenditure is used to rise in Rank in both, that of the weapon listed in [87.8].

A Shield Rush attack with a buckler-dagger version of Sang Kauw has a base damage rating of +3 due to the Dagger blade sticking out from the center of the shield.

& A Tonfa wielder who has Rank in the Martial Arts skill adds 1% per Martial Arts Rank to his Defense rating in addition to the bonus from Tonfa Rank.

When a shield is not Prepared, it is considered to be slung on the back of the figure carrying it. All shields except the Tower Shield are constructed of wood and hides or bronze or other non-ferrous metals, and do *not* affect the flow of mana with regard to Adepts. Defensive weapons will affect mana flow unless made of non-ferrous materials.

Shield Descriptions:

Buckler: A small, round shield roughly one foot in diameter and worn on the arm, the buckler provides some protection. A buckler usually leaves the hand free to do something else if mounted fixedly on e.g. plate armor.

Small Round Shield: A larger shield than the buckler, but still not very big, it provides somewhat more protection, but at a slight loss of Manual Dexterity.

Large Round Shield: A round shield some three feet or slightly more in diameter, it provides relatively good protection for proportionally less trade-off than its smaller brother. The ancient Greek *hoplon* shield is a good historical example.

Kite Shield: A triangular shield with a more or less flat upper edge, with the side edges curving down to a point, it is relatively heavy and offers good protection. Often used by mounted soldiers.

Tower Shield: A large, rectangular shield that typically gives almost full body coverage. The *scutum* used by Roman legionaries is a good historical example of a tower shield.

Other Shields: There have been a great variety of shield shapes in the history of warfare, including oval, oval with side indentations, lozenge-shaped, kite with rounded or concave top, tower shield sized kite shields, buckler sized kite shields and so on and so forth ad nauseam. Listing all of these variations is not desirable and would not serve any purpose whatsoever, because functionally they all fall into one of the previously listed categories. Determining what any given figure's shield actually looks like and which particular category it belongs to should be up to the controlling player or Game Master.

ARMOR

Armor type	Weight	Prot	AG	Stealth	Cost
Cloth, Heavy Furs	1	1	–	+5	10
Soft Leather	1.5	2	–	–	15
Wicker	2	3	–4	–	30
Leather	3	4	–1	–	20
Hide	4	4	–2	–	10
Scale	4	5	–3	–20	100
Brigandine	5	5	–2	–10	75
Ring Mail	4	5	–2	–20	100
Lamellar	6	6	–3	–15	200
Chainmail	7	6	–1	–30	125
Laminated	5	6	–3	–25	200
Half-plate	6	6	–2	–35	250
Full Plate	8*	7	–3	–50	300
Improved Plate	7*	8	–3	–45	350

Weight: The number by which a figure's size is multiplied to find the weight of the armor in pounds. Size numbers for the character races are: Halfling (3); Dwarf (4); Elf (5); Orc (5); Human (6); Giant (15). For female figures, 0.5 should be subtracted from these multiples.

Protection: The number of Damage Points the armor absorbs.

Agility Loss: The number or points the figure's Agility is reduced for all purposes when that armor is worn. Does not include possible additional Agility loss for the weight of the armor; see [82.9].

Cost: The cost in Silver Pennies for the armor. Cost assumes average workmanship and man-sized armor; larger or smaller armor should cost proportionally more or less.

Stealth Adjustment: The amount by which the figure wearing the armor has his Stealth percentage adjusted.

Note: Cloth armor is worn underneath all other armors and its protection and weight are factored into those armors.

***:** This is the real weight of the plate armor multiplier, but for encumbrance purposes, 0.5 should be subtracted because plate armor generally has better weight distribution that causes less strain on the wearer and does not feel as heavy.

Armor Descriptions:

Cloth, Heavy Furs: Simple garment made of heavy, padded cloth or thick furs, not armor as such, but thick enough to provide some protection.

Soft Leather: Not quite as hard and inflexible as true, hard-boiled leather armor, soft leather armor still provides a little protection against weapons, and is more comfortable to wear and does not restrict movement like its heavier cousin.

Wicker: Armor made of woven wicker. Light-weight, silent and cheap, it is cumbersome to wear and requires more or less complete replacement after any engagement.

Leather: Thick, hard-boiled leather. Light and non-restrictive, it allows for relatively good protection at little cost.

Hide: Primitive armor made from thick hides that have been boiled for hardness. Cruder and heavier than leather armor, it is worse in most aspects and consequently sees little use outside very backward societies.

Scale: Metal scales sewn to a leather or heavy cloth backing. Also called Jazeraint armor.

Brigandine: Overlapping metal plates riveted to the inside of a stiff leather backing. Cheap and easy to make, brigandine armor is one of the most common types of protection available.

Ring Mail: Small rings of metal individually sewn to a leather or cloth backing, not interlinked.

Lamellar: Small metal plates sewn to a leather or cloth backing.

Chainmail: Mail formed of interlinked rings of metal.

Laminated Armor: Also called banded mail, laminated armor is formed of strips of laminated metal with leather backing that are laced together to form a suit of armor. A typical historical example would be the Lorica Segmentata armor of the Roman legionaries.

Half-plate: Chain mail augmented by segments of plate, typically a breast and back plate. Slightly lighter and less noisy than pure chain mail, it provides similar protection.

Full Plate: A suit of armor made entirely of metal plates, full plate provides excellent protection.

Improved Plate: Improved plate is full plate armor that has been optimized in design and the result is a slightly lighter suit of armor that also provides a bit more protection than its less developed predecessor. The price of the improvements comes at increased monetary cost and more difficulty finding armorers capable of making such suits.

MARTIAL ARTS (Optional rule)

Another form of Unarmed combat, this allows one to acquire Rank with Trips, Restrains and Knockouts using bare hands and/or a Tonfa. The base damage done by an unarmed Martial Artist is D-2 and the base chance is 2.5 x Agility +1/per point of Agility over 15. If a Martial Artist uses a Tonfa instead of his hands to strike, the weapon characteristics of the Tonfa are used, but Martial Arts Rank is added to Strike Chance. Otherwise normal rules for Unarmed Combat apply (see [21.0]). In addition, Martial Arts allows a Throw. A Throw requires two free hands (only allowed weapons are Cesti or Nekode, which allow free use of hands). A Throw will place a target 180 degrees opposite of the hex it started in, at a range of 1 hex + 1 foot per +5 points over 15 of PS possessed, and 1 foot per 3 points of TMR used by an advancing figure. Damage is equal to D10+(1 per foot thrown after the first hex). Any figure the target impacts on takes half this damage. Target must make 2 x current Fatigue or be Stunned (with no loss of EN necessary) as in 19. A roll of 10 x rank in Martial Arts may be substituted for FT check.

A prospective Martial Artist must have Agility and Manual Dexterity of at least 15 to learn this skill.

WEAPON NOTE EXPLANATIONS

Weapons are normally wielded one-handed, and the exceptions are noted with a (2) after the name of the weapon. Some may be used either one or two-handed, and these are noted with a (1-2). When weapons of this type are wielded two-handed, increase their damage modifier by 1.

“–” indicates that a weapon has no Class for purposes of Grievous Injuries; when a possible Grievous Injury is rolled, only damage affecting Endurance results. Weapons that have two different Classes of damage listed for the same set of characteristics can do either type of damage, with the first Class listed being considered default. The controlling player or the GM must specify which type of attack is being used, and if this is not done, the attack is of the default type. For an example, see Wakizashi in the Oriental Weapons – Swords section. Weapons that have two separate Classes of damage with two separate sets of characteristics (e.g. Halberd) must always have their attack type declared before the Strike Check is made.

“V” indicates that the characteristic is variable.

* The damage done by a Blowgun dart or Metsubishi depends upon the substance which coats the tip of the dart or what the powder is composed of, respectively (poison, for instance; see [50.8] and [20.3]).

A) When attacking a foe whose modified Agility is between 12 and 9 (inclusive) the Dagger, Knife and Dirk may be used to attack twice in one Pulse without penalty; if the modified Agility is 8 or less, these weapons may be used to attack 3 times in a Pulse.

B) The Kukri wielder suffers a penalty of -5 to his defense value in Melee Combat because of the short length of the weapon, but gains a bonus of +5 to hit in Close Combat.

C) A Flamberge (which translates to “flaming sword”) is very similar to a Hand-and-a-Half type sword but with a wavy blade. Due to its particular blade, it cannot be scabbarded and carried normally.

D) Shield defense bonuses against the Flail and Heavy Flail are halved. Flails gain +10 to chance to Disarm an opponent. Parries against flails are at a -3 modifier to the defender's Parry roll. If the defender successfully Parries a Flail attack, but fails to gain a Riposte, he must make a check against $3 \times (\text{MD} + \text{PS})/2$ or be Disarmed himself as his weapon is tangled with the Flail's chain and yanked from his grasp. This may lead to both attacker and defender being Disarmed, if the rules outlined in [17.4] indicate that the attacker is Disarmed.

E) The Quarterstaff grants a 2% per rank defense bonus to the wielder, exactly like a Main-Gauche.

F) The Sap may only be used to knock out targets wearing only Leather, Soft Leather, Cloth or no armor. Used by an Assassin, *any* hit knocks out the target; for anyone else, any hit Stuns and 4 or more points of effective damage knocks out the target (exception to 16.5).

G) A Torch is not actually a weapon, but may be used as such in emergencies. Also, brandishing a burning Torch in the face of an animal may cause it to flee. Any animal whose Willpower is 10 or less may be scared off if it fails a roll of 4 times its WP or less. A successful roll indicates the animal is not impressed. No Rank may ever be achieved with a torch.

H) A Javelin functions as a Thrown Weapon unless it is launched by a Spear Thrower, in which case the Spear Thrower's characteristics are used and it functions as a Missile Weapon.

I) Pole Weapons with this note can, at the GM's discretion, grant a defensive bonus of 2% per rank. The butts of these Pole Weapons can also be used to strike an opponent, with damage equal to the Quarterstaff. These Pole Weapons also allow the wielder an automatic attempt to Repulse any enemy attempting to enter into the wielder's Melee Zone if the enemy is armed with a non-Pole weapon, but failure to Repulse the enemy forces the wielder to use the Pole Weapon as a Quarterstaff for one Pulse. This represents the time required to recover from the enemy getting inside the Pole Weapon's reach.

J) A Pike may be used to Melee attack any figure within two hexes; its Melee Zone extends into what would normally be the first hex of the wielder's Ranged Zone.

K) A Lance may only be used by a mounted figure.

L) The Bearpaw may be used to Entangle or Strike for damage, but not in the same Pulse. The Bearpaw is retained by the attacker when a character is successfully Entangled. The Entangled character falls Prone immediately but suffers no other effects from the Bearpaw. He is not considered Entangled once he falls Prone.

M) All Missile Weapons must be loaded before firing; this action is in addition to Preparing the weapon itself. A Pass action must be taken in order to load the Sling, Staff-sling, any draw bow, the Spear Thrower, the Blowgun and a Hand Crossbow. Two consecutive Pass actions must be taken to load any other Crossbow except the Arbalest (three if using a Cranequin). All Crossbows except the Hand Crossbow are armor-piercing, which means that the protection rating of armor is halved when subtracting damage from a hit. Crossbow ranges can be increased by one half when fired in an indirect volley, but with an additional -15 to hit and loss of armor penetration capability.

N) The Staff-sling (sometimes called Fustibal) requires at least 4 feet of overhead clearance in order to be employed effectively. It may also be used to launch Grenados (see R.) up to a range of 40 hexes. Grenados fired in this manner use the Staff-sling rules to determine a hit, but do Grenado damage rather than normal missile damage. A Staff-sling maybe used as a Crude Club in Melee combat if necessary.

O) The Arbalest requires a PS of 18 and the use of a Cranequin to load with three Pass Actions. If the figure's PS is between 14 and 17 (inclusive), loading an Arbalest requires four Pass actions. Figures with a PS of less than 14 are not able to load the Arbalest at all, even with a Cranequin. Some Arbalests have a built-in Cranequin, screw-handle or windlass pulley system for loading, and these versions cost somewhat more. All these are treated as a Cranequin for game play purposes.

P) Up to three Darts may be thrown at one, two or three targets in one Pulse with no penalty.

Q) A Boomerang returns to the thrower if it did not anything during its flight. War Boomerangs may do up to 3 points more damage, require two hands to throw and do not return even if they miss.

R) A Hunting Stick is used like a Boomerang, but does not return to its thrower in the event of a miss.

S) A Grenado is filled with a substance (manufactured by an Alchemist) designed to burst into flames on impact. These substances include Greek Fire, methane and anything else the GM will allow. It bursts on landing (it need not be thrown at a particular figure), and its effects are determined by the substance contained within. If a "miss" is rolled for the Strike Check, the GM should randomly determine whether the Grenado landed short, long, left or right of the target, or any combination thereof.

T) Chair and Tankard damage should be varied by the GM depending on the type of material actually used in making the particular object. The figures provided are meant more as a guideline for any sort of 'large object' or 'small object' which may be used, especially in a brawl.

U) The Net may be used to Entangle in either Melee or Ranged Combat. In Close Combat it functions as a Garotte, using the Garotte's characteristics.

V) The Bola may be used to Entangle in Ranged Combat only. In Close Combat it functions as a Garotte.

W) The Punjab Lasso is a strangling weapon as well as an Entangling Weapon. Unlike the Net and Bola, the Lasso is retained by the user even after it has Entangled a character. Further, the Lasso continues to inflict damage automatically to any character in its grip as long as the attacking character remains within 6 hexes of his target and only takes Pass or Movement actions during each Pulse. If, at any time, the attacking character moves more than 6 hexes from the Entangled target or takes a Combat Action, the Lasso is considered dropped and pulled by the Entangled character into his own hex. Any character may cut the Lasso by Striking at it with a Class B weapon as if it were a character in any hex through which it passes. The Lasso is always considered to pass through all hexes in a straight line toward between the target and the attacker. The Lasso may also be cut by fire. Any single Damage Point inflicted on it by a Class B weapon cuts the Lasso. An Entangled character may not move from the hex he currently occupies. He may attempt to free himself by executing a Pass action and rolling under 4 x MD or less on D100 to see if he disentangles himself and regains freedom of movement. He may also attempt to cut the Lasso by making a Grapple attack against it provided he has a prepared Hand Axe, Shuriken or Knife Weapon.

X) The Whip may be used to Entangle *and* do damage in the same Pulse to the same target in Melee Combat. In Close Combat it functions as a Garotte. Once the target is Entangled, the attacker may choose to leave him Entangled, thus letting go of the Whip, or disentangle the target himself and retain possession of the weapon.

Y) Cesti are worn on the hands and need not be Prepared in order to be used.

Z) The Garotte is used to strangle the target and may only be used against man-sized or smaller victims. When used by a trained Assassin, once a successful hit has been scored, it will continue to inflict damage every Pulse from then on until the victim is dead or the Assassin has taken effective damage from either the victim or an outside source. If the victim's PS is greater than the Assassin's. The GM may permit him to attempt to break the hold, similar to the attempt to Restrained (see [16.5]). If the attempt is successful, the hold is broken and the Assassin will have to make another successful Strike Check to continue the strangulation. Some types of plate armor may, at the GM's discretion, prevent the successful use of this weapon due to protection around the neck area. A non-Assassin must roll a Strike Check every Pulse to see if any damage can be done.

AA) When two Jo-sticks are used simultaneously, the user gains a Shield Defense exactly as with a Main Gauche.

BB) In close combat the Nunchaku acts as a Garrotte.

CC) The Three-piece-rod adds +15 to the success chance of any attempt to Disarm and grants the wielder a Defense bonus of 2% per rank. Shield Defense bonuses against the Three-piece-rod are reduced by 1% per two Ranks of the wielder.

DD) Shield Defense bonuses against the Kau Sin Ke are halved.

EE) A Kusari-gama can be used to strike targets 2 hexes away, but it is not a Missile Weapon. In Close Combat it functions as a Garotte. A Kusari-Gama may be used to attack two different targets that are in adjacent hexes of the attacker's Melee Zone without penalty during the same Pulse, but not with the same type of attack (i.e. one must be attacked with the Sickle and one with the Chain).

FF) A Kumade may be used to aid in climbing, and adds +10 to any success chances involving climbing. As a weapon, it can be used exactly like a Quarterstaff if the wielder does not wish to use the rake head.

GG) The Sang Kauw, in addition to being a weapon, also functions as a Buckler if the buckler-dagger variant (see description) is used. The crescent-blade variant offers a Defense bonus of 1% per Rank. The bonuses from using two Sang Kauw are cumulative. Against an opponent with a modified Agility of 8 or less, the Sang Kauw can be used to attack twice in a Pulse with no penalty. It cannot be used in Close Combat due to its size.

HH) The Lajatang increases the wielder's Defense rating by 2% per Rank. It enjoys the Repulse benefits listed in I), but does *not* suffer the penalty for failing that I) type Pole Weapons do, because it has blades at both ends.

II) The Nagimaki increases the wielder's Defense rating by 1% per rank. The butt of the weapon may be used to strike like a Quarterstaff.

JJ) The Sode Garami can be used to make an Entangle attack instead of inflicting damage. If successful, the target's clothing is snared and his Defense value is reduced by 20 until he manages to tear himself free. A character Entangled by a Sode Garami may still make attacks with any prepared, one-handed, non-Pole weapon, but his Strike Chance is reduced by 20 until he is disentangled. The target must take a Pass action to attempt to disentangle himself, and must roll 3 x AG or less on a D100 to succeed. An unarmored target may alternatively try to free himself by rolling 3 x PS or less, but in this case the target's clothing is badly torn and ruined.

KK) The oriental Entangling weapons all function as Whip for Entangling purposes, and as Garotte in Close Combat unless otherwise noted.

LL) The Kawanaga can be used as either a hook or a whip during a Pulse, but not both ways during the same Pulse. It is not a Missile Weapon, but its Range characteristic indicates that it can be used to attack targets up to 2 hexes away.

MM) The Kyoketsu-shogi can be used as both a Dagger and a Whip during a Pulse, and can be used to attack multiple opponents during the same Pulse in the same manner as the Kusari-gama. It is not a Missile Weapon, but its Range characteristic indicates that it can be used to attack targets up to 2 hexes away. In Close Combat the Kyoketsu-shogi can be used either as a Dagger or a Garotte.

NN) The Sai adds +10 to the success chance of any attempt to Disarm and grants a Defense bonus of 2% per Rank.

OO) The Jitte adds +5 to the success chance of any attempt to Disarm and grants a Defense bonus of 1% per Rank.

PP) The Gunsen, or War Fan, functions as a Buckler for defensive purposes, but can also be used to strike for damage.

QQ) The Metsubishi is a specialized weapon used to blow poison or irritant powders on enemies. The damage inflicted by a Metsubishi depends on the substance used and is adjudicated by the GM based on how well the Strike Check succeeds. A fumble may result in the attacker being subjected to the effects of the substance used.

RR) A pair of Nekode adds 20 to the success chance of any climbing attempt. It need not be Prepared to be used in combat. The spikes of the Nekode may be coated with poison, if available.

SS) A Tonfa grants the wielder a Defense bonus of 1 per Rank, and an additional 1 per Martial Arts Rank if used in conjunction with Martial Arts (see optional rule).

TT). The Thug Scarf can be used as a Melee weapon as described, or in Close Combat as a Garotte, in which case the Garotte's characteristics are used.

UU) These weapons require extensive training before they can be used proficiently to the full extent of their capabilities. An unranked figure using one of them has a Strike Chance of only one half the weapon's Base Chance. Training time required to increase Rank in these weapons is one and a half times as long as that required for normal weapons. If one of these weapons can be used like a normal weapon (e.g. Kusari-gama or Kyoketsu-shogi), the applicable weapon Rank may be substituted, but then only this type of attack may be used and the weapon's special capabilities (e.g. striking multiple opponents at once) will not be available to the wielder.

EXPERIENCE POINT COST CHARTS

<i>Knives & Daggers:</i>	0	1	2	3	4	5	6	7	8	9	10
Knife	50	75	100	150	200	500	800	1500	3000	4500	–
Dagger	25	25	50	100	200	400	700	1500	3000	4000	–
Dirk	100	150	200	300	500	900	–	–	–	–	–
Basilard	75	75	150	250	400	700	1000	–	–	–	–
Poniard	25	75	150	250	450	850	1250	1650	2500	3500	–
Main Gauche	50	50	100	200	400	1100	1500	3000	3000	3000	4000
<i>Swords:</i>	0	1	2	3	4	5	6	7	8	9	10
Short Sword	100	100	200	400	700	1500	3000	–	–	–	–
Machete	25	50	100	200	500	1100	2000	–	–	–	–
Falchion	25	25	50	100	200	400	700	1500	3000	–	–
Cutlass	100	150	250	500	1000	2000	2500	3000	–	–	–
Kukri	100	100	200	400	700	1500	3000	3000	–	–	–
Khopesh	100	100	200	400	700	1700	3000	3500	4000	–	–
Scimitar	100	100	200	400	700	1500	3000	3000	3000	–	–
Tulwar	100	100	200	400	700	1500	3000	3000	3000	–	–
Rapier	200	200	200	200	200	500	500	2000	4000	4000	3000
Sabre	150	150	200	500	1000	2000	2000	2000	–	–	–
Broadsword	50	50	100	200	400	700	1500	–	–	–	–
Longsword	150	150	250	500	750	1500	3000	3000	3500	–	–
Schiavone	50	50	100	200	350	650	1350	2000	–	–	–
Schlaeger	100	100	150	350	600	1000	2000	3000	3500	–	–
Estoc	75	75	150	200	500	1000	2000	4000	4000	3000	–
Hand & a Half	100	100	200	400	500	900	1700	2000	–	–	–
Claymore	50	50	100	200	400	700	1500	1800	–	–	–
Flamberge	75	100	200	400	600	800	1750	–	–	–	–
Two-handed Sword	50	50	100	200	400	700	–	–	–	–	–
<i>Hafted Weapons:</i>	0	1	2	3	4	5	6	7	8	9	10
Hand Axe	100	100	200	500	1500	–	–	–	–	–	–
Battle Axe/Giant Axe	75	75	150	200	500	1000	2000	4000	–	–	–
Great Axe	150	50	100	200	500	1000	3000	5000	–	–	–
Truncheon	50	75	125	250	500	900	–	–	–	–	–
Crude Club	25	25	50	–	–	–	–	–	–	–	–
War Club/Giant Club	25	75	150	300	500	700	–	–	–	–	–
Mace/Giant Mace	50	50	100	200	400	700	–	–	–	–	–
War Hammer	50	50	100	200	400	700	–	–	–	–	–
War Pick	75	75	150	200	500	1000	–	–	–	–	–
Flail	25	25	50	100	200	400	–	–	–	–	–
Heavy Flail	25	25	50	100	200	400	1000	–	–	–	–
Morningstar	100	100	200	400	700	1800	–	–	–	–	–
Maul	100	100	200	400	700	1800	–	–	–	–	–
Mattock	50	50	100	200	400	700	–	–	–	–	–
Quarterstaff	75	75	150	200	500	1000	2000	4000	4000	3000	–
Sickle	100	150	250	500	1000	1500	–	–	–	–	–
Scythe	75	100	200	400	750	–	–	–	–	–	–
Sap	25	75	150	250	–	–	–	–	–	–	–

<i>Pole Weapons:</i>		0	1	2	3	4	5	6	7	8	9	10
Javelin	50	50	100	200	400	800	1400	2000	2000	2000	3000	
Spear/Giant Spear		100	100	200	400	700	1800	3000	3000	—	—	—
Pike		200	200	400	700	1500	3000	—	—	—	—	—
Lance		250	400	700	1000	1700	3000	3000	—	—	—	—
Bill-hook		100	100	200	400	700	1500	2500	—	—	—	—
Poleaxe		100	100	200	400	700	1500	3000	4000	—	—	—
Halberd		100	100	200	400	700	1500	3000	3000	3000	—	—
Spetum		50	50	100	200	400	700	1500	2000	5000	—	—
Trident		200	200	400	800	1400	3000	3000	3000	3000	—	—
Glaive/Giant Glaive		50	50	100	200	200	200	500	800	1500	3000	—
Sarissa	200	200	400	700	1500	3000	—	—	—	—	—	—
Bearpaw		100	100	200	400	200	1000	2000	4000	—	—	—

<i>Missile Weapons:</i>		0	1	2	3	4	5	6	7	8	9	10
Sling		200	200	400	700	1500	3000	3000	3000	3000	—	—
Staff-sling		200	250	500	750	1500	3000	3000	3000	—	—	—
Short Bow		100	100	200	400	700	1500	3000	3000	3000	—	—
Horse Bow		200	200	400	700	1500	3000	3000	3000	3000	—	—
Long Bow/Giant Bow		300	200	500	1000	2000	2000	2000	2000	2000	—	—
Composite Bow		200	200	400	700	1500	3000	3000	3000	3000	—	—
Great Bow		300	300	500	800	1600	3500	4000	4000	4000	—	—
Hand Crossbow		100	100	200	500	1000	2000	2000	3000	—	—	—
Light Crossbow		100	100	200	400	800	1000	—	—	—	—	—
Medium Crossbow		100	100	200	400	800	1000	—	—	—	—	—
Heavy Crossbow		100	100	200	400	800	1000	—	—	—	—	—
Arbalest		100	100	200	400	800	1000	—	—	—	—	—
Spear Thrower		25	25	50	100	200	400	700	1500	3000	4000	5000
Blowgun		25	25	50	100	200	400	700	1500	3000	4000	5000

<i>Thrown Weapons:</i>		0	1	2	3	4	5	6	7	8	9	10
Throwing Dart		200	100	200	500	1000	2000	2000	2000	2000	2000	2000
Boomerang		100	300	500	1000	1200	1500	1500	1500	—	—	—
Hunting Stick		100	250	400	800	1200	1500	—	—	—	—	—
Grenado		25	50	75	100	150	—	—	—	—	—	—
Tankard		25	50	100	200	—	—	—	—	—	—	—
Chair		50	150	250	—	—	—	—	—	—	—	—

<i>Entangling Weapons:</i>		0	1	2	3	4	5	6	7	8	9	10
Net		150	150	300	600	1300	—	—	—	—	—	—
Bola		200	200	400	700	1500	2000	5000	—	—	—	—
Punjab Lasso		300	200	500	1000	2000	4000	7000	—	—	—	—
Whip		150	150	500	900	1400	2000	3500	4000	5000	5000	6000

<i>Special Weapons:</i>		0	1	2	3	4	5	6	7	8	9	10
Rock		25	25	100	150	200	300	500	—	—	—	—
Cestus		30	40	50	100	200	400	700	1500	3000	6000	—
Garrotte		100	200	300	600	—	—	—	—	—	—	—
Shield		25	25	50	100	200	—	—	—	—	—	—

<i>Unarmed Combat:</i>		0	1	2	3	4	5	6	7	8	9	10
Basic		150	300	450	600	800	900	1500	3000	4000	5000	4000
Martial Arts		250	400	600	750	1000	1400	2000	4000	5000	6000	7000

Oriental Weapons:

<i>Swords:</i>	0	1	2	3	4	5	6	7	8	9	10
Katana	150	150	200	500	1000	2000	2000	2000	4000	3000	—
Wakizashi		150	150	200	500	1000	2000	2000	2000	—	—
Ninja-To		150	150	200	500	1000	2000	2000	2000	—	—
O-Dachi		150	200	300	500	900	1700	2100	—	—	—
<i>Hafted Weapons:</i>	0	1	2	3	4	5	6	7	8	9	10
Fang		75	75	150	200	500	1000	2000	—	—	—
Jo-stick		50	50	100	200	400	700	1500	2000	2000	3000
Nunchaku		300	200	500	1000	2000	2000	2000	2000	5000	—
Three-piece Rod		400	200	500	1200	2400	2500	2500	3000	3500	—
Kau sin ke		200	200	400	800	1600	2000	2000	3000	3000	4000
Kama (sickle)		100	150	250	500	1000	1500	—	—	—	—
Kusari-gama		150	150	300	600	1000	1500	2500	3000	4000	5000
Kumade		75	75	150	200	500	1000	2000	4000	4000	3000
Sang Kauw		300	200	250	400	800	1600	2500	3500	5000	4000
Tetsubo		100	100	200	500	1100	1500	1500	3000	5000	—
<i>Pole Weapons:</i>	0	1	2	3	4	5	6	7	8	9	10
Lajatang		100	100	200	400	400	500	700	1000	1700	3500
Naginata		50	50	100	200	200	200	500	800	1500	3000
Nagimaki		50	50	100	200	200	200	500	800	1500	3000
Sode Garami		100	100	200	200	200	200	500	1000	1200	—
Yari		100	100	200	400	700	1500	1800	3000	—	—
<i>Thrown Weapons:</i>	0	1	2	3	4	5	6	7	8	9	10
Sha-Ken		200	100	200	100	500	1000	2000	2000	2000	2000
Shuriken		150	150	500	900	1400	2000	4000	4000	5000	6000
<i>Entangling Weapons:</i>	0	1	2	3	4	5	6	7	8	9	10
Chain		150	250	500	900	1700	2500	3000	4000	5000	—
Kawanaga		150	150	500	900	1500	2200	3700	4300	5000	7000
Kyoketsu-shogi		175	175	550	1000	1600	2400	4200	5500	8000	9000
<i>Special Weapons:</i>	0	1	2	3	4	5	6	7	8	9	10
Sai/Jitte		100	50	50	300	500	1000	3000	—	—	—
Gunsen		75	100	200	400	700	1500	—	—	—	—
Metsubishi		100	100	200	400	800	—	—	—	—	—
Nekode		30	40	50	100	200	400	700	1500	3000	6000
Tonfa		50	75	125	250	500	900	1800	2500	3000	—
Thug Scarf		75	75	300	500	1000	1500	2000	3000	4000	5000

WEAPON DESCRIPTIONS

Knife: A short cutting blade, typically between four and ten inches long, set into a wooden, bone or ivory handle and used as all around tool, eating utensil and weapon. The blade may be curved or straight.

Dagger: A short stabbing blade with an edge and typically with a crossguard at the hilt. Blade length usually varies between six and eight inches, but may be as long as one foot. Blade may be curved, straight or in some cases wavy. Stiletos are a particular type of dagger designed specifically to penetrate chain mail type armor, and have no edge but a sharp, narrow blade with a triangular cross section.

Dirk: A dirk is a heavy, broad-bladed dagger up to a foot in length. Somewhat of a cross between a dagger and a real sword, the dirk is not quite either. Typically single-edged, with an edge on the back side near the tip. The historical dirk is specifically a Scottish weapon of a particular type.

Basilard: A basket-hilted short bladed weapon halfway between a dagger and a sword.

Poniard: Another straight-bladed, basket-hilted dueling weapon somewhere halfway between a dagger and a sword.

Main Gauche: French for "left hand", the main gauche is a parrying dagger typically used in the left hand in conjunction with a rapier or similar dueling blade. It has a wide, curving cross-guard to catch an opponent's blade, and may feature a basket hilt. The blade is narrow and roughly a foot long.

Short Sword: A short, double-edged stabbing sword, approximately two feet in length. The Roman gladius is a typical historical example of the short sword. Often a backup weapon for archers and crossbowmen.

Machete: A heavy two-foot, slightly curving blade that is used to chop one's way through thick undergrowth. Sturdy, and plain, it is primarily a tool, but serves also as a quite effective if somewhat crude weapon.

Falchion: A short, heavy-bladed sword featuring a blade that curves toward the tip on the cutting edge but has a straight back, concentrating most of the striking power in the tip.

Cutlass: A relatively heavy, curved sword with a basket hilt, favored by sailors and pirates. Roughly two feet long.

Kukri: A short, heavily curved, heavy-bladed sword with the edge on the inside curve, the kukri is a hacking weapon that causes devastating damage. Ideal for dirty, up close work, it is at a disadvantage against longer blades at distance.

Khopesh: A three-foot long, curved blade of Egyptian origin, the Khopesh is made for hacking rather than slashing. The blade is relatively gently curving up until halfway when it widens slightly and curves much more sharply to form a very uniquely shaped blade that allows for powerful blows. The khopesh is typically made of bronze. Historically this sword was single-handed only.

Scimitar: Three feet in length, this single-edged curved blade widens and flares toward the tip.

Tulwar: A somewhat larger and heavier version of the scimitar with essentially the same design.

Rapier: A narrow-bladed dueling sword that requires great skill to be used effectively. Often has a basket hilt that may be very ornate. A gentleman's weapon for the most part, rarely used by soldiers. The blade is three feet long.

Sabre: A three-foot long curved blade, typically used by cavalry. Style may vary greatly.

Broadsword: A straight, heavy, double-edged sword used by infantry and mounted soldiers alike, the broadsword is plain and lethal. Used almost exclusively to hack and slash, it doesn't really have a tip to speak of. Three feet long.

Longsword: Of equal length but not quite as heavy as the broadsword, the longsword is a one-handed, single or double-edged blade used both for thrusting and slashing.

Schiavone: A heavy, one-handed, straight-bladed broadsword with an elaborate basket hilt. Some versions of the Schiavone may have curved blades, but they are uncommon. The name comes from the weapon's use by soldiers of Slavic origin who served Venice during the Renaissance era.

Schlaeger: A straight sword similar in many respects to a rapier, but heavier in construction. It is from the period when light cut and thrust broadswords began to give way to rapiers.

Estoc: A long, straight thrusting sword whose blade typically has a lozenge shaped or hexagonal cross-section, or more rarely a triangular one. The blade is very stiff and ideal for thrusting, but rather useless for slashing attacks. Blade length may be up to almost four feet.

Hand & a Half Sword: A large and relatively heavy straight-bladed sword with a long hilt to allow both one and two-handed use. Three and a half feet to four feet in length.

Claymore: A relatively light blade for its size, the claymore is a straight, double-edged weapon three and a half feet in length that may be wielded one-handed or with both hands on the hilt. It has two upward-slanted quillons. The name is a corruption of the Gaelic word Claidheamhormor (literally "great sword"), which the Scottish Highlanders who used this weapon called it.

Flamberge: A Flamberge (which translates to "flaming sword") is very similar to a Hand-and-a-Half type sword but with a wavy blade. Due to its particular blade, it cannot be scabbarded and carried normally.

Two Handed Sword: A very heavy, straight-bladed and double-edged sword, the two-handed sword is typically four feet or more in length, requires tremendous strength to use and inflicts devastating damage on anything it hits.

Hand Axe: A small hatchet used for chopping firewood and doing other such tasks.

Battle Axe: A large axe with either a single or double blade, the battle axe lends itself to use with either one or both hands, as well as to being thrown for small distances. Typically the haft is two and a half to three feet in length.

Great Axe: A large, double-bladed axe that requires two hands to wield.

Truncheon: A sturdy wooden club of uniform thickness all along its length, the truncheon is typically used by city watchmen who need to pacify unruly crowds without spilling blood.

Crude Club: A simple club carved of wood, sometimes no more than a thick branch cut from a tree without any further refinement.

War Club: A more refined version of the crude club, the war club has been whittled into shape as a proper weapon, but is still rather primitive.

Mace: Maces come in a variety of forms, but the basic form is a metal or metal-studded head at the end of a wooden haft, making for a more effective club. Some maces are made entirely out of metal and the head welded to the haft to make single-piece weapon. Mace heads may be smooth, but are typically studded, spiked or flanged.

War Hammer: A short, typically full metal hammer with a relatively small head to maximize damage on impact, and a spiked, backward curving fluke on the reverse side. The war hammer may also be thrown.

War Pick: A simple, sharp pick at the end of a wooden haft, usable in one or both hands according to the wielder's preference. Typically comes in two varieties, a shorter version with a two to three-foot haft for horsemen and one with a three to four-foot haft for footmen.

Flail: Originally developed from a common farm implement used to thrash the grain from the chaff, the flail is a wooden haft with a hinged weight or a ball or rod at the end of a chain attached. The weight or ball is often spiked. Military flails may have up to three or four different chains with spiked metal balls attached, and require more skill to use.

Heavy Flail: A much heavier version of the single-handed flail, the heavy flail has haft nearly four feet long with between two and four spiked iron balls or weights attached by chains. It requires both hands and a lot of room to wield, and is somewhat slow, but does devastating damage.

Morningstar: The morningstar in its basic form is a sturdy, thick wooden rod some three and a half feet long with thick, long iron nails jutting from the end. More refined versions may be steel-reinforced or resemble a spiked mace, but larger. May be used with either one or two hands. This term is also sometimes used to describe the mace-and-chain type flails, so care must be taken to ensure to avoid confusion when talking about morningstars.

Maul: The maul is a large, heavy, two-handed hammer. It can be thrown, but not very far, and unless the thrower has a backup weapon, he will find himself unarmed if he misses.

Mattock: Another weapon that began life as a tool, a mattock is a double-ended steel blade attached to a long wooden haft and wielded in two hands. One end of the blade is a pickaxe, the other a broad shovel-like one used for digging.

Quarterstaff: A sturdy staff of hardwood some six feet long, the quarterstaff is a common sight, something for a weary traveler to lean on when tired or fend off bandits with. The ends are often shod with bronze, iron or steel to enhance durability and increase the impact of a strike.

Sickle: A common, short-handled farm implement used to harvest grain that has a curved blade with the cutting edge on the inside of the curve. Can be used as a weapon in a pinch when nothing better is available.

Scythe: Another common farm implement, used to cut grain and grass alike, the scythe has a two-foot, slightly curved blade attached to a five-foot haft with handles. Common weapon for peasants who have no real need for swords, and easily converted to a proper instrument of war just by realigning the blade on the shaft. The scythe is the father of most bladed polearms.

Sap: A blackjack, the sap is typically a smallish, sand-filled leather bag attached to a small handle used to knock unsuspecting targets unconscious, and of very little use in actual combat. The preferred weapon of muggers and those Assassins who need their prey alive.

Javelin: A four-foot long throwing spear. A typical example of a military javelin is the Roman *spiculum*, which had a heavy iron shaft about half of its length, attached to a wooden half which was grasped for throwing. Javelins can be thrown either by hand or launched with a spear-thrower.

Spear: A sharp iron or steel tip attached to a long, straight shaft, typically six to eight feet in length. A primitive spear can be made just by fire-hardening the tip of the shaft, but these spears require constant maintenance and are easily broken. Can be thrown for short distances. The spear is perhaps the most ubiquitous weapon of all, due to its cheapness and ease of manufacture.

Pike: A very long spear, typically twelve to fifteen or as many as twenty feet, with a very thick shaft, the pike is very heavy and practically useless on its own, but used in formations, it becomes the horseman's nightmare. Charging a bristling formation of pikes is certain suicide for mounted soldiers, no matter how heavily armored. The only reliable way to take out pike formations is to send swordsmen who can slip past the pikes to disrupt the formation, as arrows tend to get deflected and fouled by the bristling forest of long pikes in a typical large formation, thus causing little damage.

Lance: The mounted warrior's weapon, especially used by knights, the lance is a ten to sixteen foot shaft of sturdy wood tipped with steel and equipped with a handguard, used from horseback to spear an enemy after a charge. A solid hit can punch through even plate armor with relative ease.

Halberd: An axe-blade with a jutting spike perpendicular to the blade, mounted atop a six-foot shaft of wood. Can be used to either slash with the blade, stab with the spike or strike with the butt or shaft like a quarterstaff.

Poleaxe: A large, heavy axe-blade, typically two feet long and at least one foot wide, mounted on a four to six-foot shaft. Also called a Lochaber axe. A single solid hit is usually fatal, even to heavily armored opponents.

Trident: A shaft of wood or metal several feet long with between two and six possibly barbed tines at one end.

Bill-Hook: A wide blade with various protruding projections mounted at the top of a pole, the bill-hook is an early military adaptation of the scythe and very common among armies. It is the father of most bladed polearms, such as the glaive and the spetum.

Glaive: A heavy slightly curved blade at the end of a seven-foot pole, the glaive can be a devastating weapon in skilled hands. Used mainly to slash, but can also be used like quarterstaff if so desired.

Sarissa: A form of spear with a pike-like sharp tip on the top of a six-foot shaft.

Spetum: An offspring of the scythe, the spetum is a long, wide, triangular ox-tongue blade mounted on top of a long pole, with two smaller, outward-projecting blades right below the main blade to stop an impaled enemy from running himself through and trapping the weapon. Can be used to both stab and slash, though stabbing is the primary method of attack, and the butt of the spetum lends itself to being used like a quarterstaff.

Bearpaw: The bearpaw, or man-catcher, is a specialized polearm typically used by watchmen to subdue captives. It has a spike-lined catching hoop that can be used to trap an opponent with an Entangling attack and knock them prone.

Giant Axe: A giant-sized version of the Battle Axe.

Giant Club: A giant-sized version of the War Club.

Giant Mace: A giant-sized version of the Mace.

Giant Spear: A giant-sized version of the Spear.

Giant Glaive: A giant-sized version of the Glaive.

Giant Bow: A giant-sized version of the Long Bow. Its range is reduced because giant-sized arrows are much heavier than normal arrows and will consequently not fly quite as far.

Sling: A leather square with attached strings on both sides, used to launch stones or metal bullets. The stone or bullet is placed in the pouch formed by the square when both strings are grasped and whirled above the head. One of the strings is let go and the stone is loosed at high speed. Requires considerable skill to use, but is a good weapon, light and easy to carry and manufacture, and wherever there are stones, there is ammunition.

Staff-sling: A sling attached to the end of a four-foot pole, the staff-sling or fustibal allows for more momentum and range for sling-stones and bullets, but is slower and more awkward to use.

Short Bow: A short bow some two feet long, made of a single piece of wood. Bows of this type are self-bows.

Horse Bow: A stronger, often double-recurved composite short bow used from horseback.

Long Bow: Up to six feet in length, the long bow is a very powerful self-bow that requires massive upper body strength to use. They have an effective combat range of over 300 yards when used in mass fire formations.

Composite Bow: A bow made from a combination of wood, horn and sinew to provide greater power in a smaller package, composite bows are a very effective weapon.

Great Bow: A huge self-bow up to eight feet in length, the great bow provides unmatched penetration and range, but requires tremendous strength to use.

Hand Crossbow: A small crossbow with a pistol grip that can be fired one-handed, usable only at short range and typically employed in conjunction with poisoned darts. Some versions lack the pistol grip but can be mounted on the arm like a buckler to leave both hands free, but this variant is rare.

Light Crossbow: A small crossbow with a light wooden stock and a short, wooden or metal bow attached. Primarily a hunting weapon, it sees limited use in the battlefield.

Medium Crossbow: A war crossbow with a sturdier stock and heavier, metal bow.

Heavy Crossbow: A heavier version of the war crossbow.

Arbalest: A very heavy crossbow with excellent penetration capabilities that allow it to punch through even heavy plate armor with ease, the arbalest is often built with hand cranks incorporated to allow loading it.

Spear Thrower: Also called an atlatl, the spear thrower is a stick two feet long with a groove on the top and a leather sling attached to a short string on one end, used to propel javelins with a greater strength than simply throwing them would allow, and for longer distances.

Blowgun: A hollow pipe used to propel small, envenomed darts at enemies. There are several versions, ranging in size from a foot-long variant to five-foot long blowpipes. The smaller ones are more of an assassin's weapon, while the larger ones are typical hunting weapons for primitive jungle-dwelling tribes who have access to various poisonous substances that are used to coat the blowgun darts.

Throwing Dart: A heavy, fletched metal dart.

Boomerang: A curved stick of wood carefully shaped to give it aerodynamic properties that cause the boomerang to return to its thrower if it misses its target. Mainly a hunting weapon. War boomerangs may be heavier, requiring two hands to throw, and do more damage, but they also do not return to the thrower even if they miss.

Hunting Stick: Used like a boomerang, the hunting stick won't return to the thrower. Very easy to manufacture, as opposed to boomerangs which require years of practice and extensive knowledge of the properties of different types of wood to learn to make well.

Grenado: A hollow clay sphere topped with a cork and filled with some flammable or irritating substance that splashes around on impact as the vessel shatters.

Net: A net weighted at the edges with bits of metal, often hooks. Used to entangle an opponent. A staple of gladiatorial arenas, typically used in conjunction with a trident in such a setting.

Bola: Two or three weights at the ends of ropes that are all joined at the middle, whirled above the head and thrown at the target. A successful hit entangles the opponent as the bola wraps around him and the balls smash into him. Typically a hunting weapon, the bola can be used as a weapon of war, and a hit to the neck is often instantly fatal as the target is strangled and his neck snapped by the force of the hit.

Punjab Lasso: A length of rope with a loop on one end, used for entangling opponents. A much used tool of cattle herders that requires considerable skill to use effectively.

Whip: A 10-foot length of woven leather used for driving horse teams, cattle or slaves, the whip is more a tool of punishment than a real weapon, but is sometimes used in gladiatorial combat. Useless against armored opponents except for entangling and hindering them.

Cestus: Cesti are metal gloves with spiked knuckles.

Garotte: A strangling weapon used by assassins from behind, the garotte is a length of rope, string, or wire with handles at the ends to allow for maximum force to be applied when strangling the victim. Wire garottes often cut deep wounds into the victim's throat as they dig into the flesh.

Katana: A light, curved sword with a narrow, single-edged blade some two and half feet long and ending in a chisel point, with a long, cloth-wrapped grip that allows either one or two-handed use. Usually forged with the Damascus method of layered folds and extremely sharp.

Wakizashi: A shorter version of the katana, the wakizashi is usually paired with one of the longer blades. A katana-wakizashi pair is known as daisho, literally "long and short", and only samurai were allowed to carry them historically.

Ninja-To: Slightly longer than a short sword, the ninja-to is similar in construction to the katana, but with a straight blade. It has a long grip to allow more power for certain types of attack and two-handed use. The scabbard is often slightly longer than the blade and open at both ends so it can double as a breathing tube, and may be wrapped with cloth that can be unwound and used as a garotte.

O-Dachi: An oriental two-handed sword with a slightly curved blade.

Fang: A heavy iron weapon modeled on the elephant goad. Roughly two feet long, it has a sharp point with a hook protruding just below it.

Jo-stick: A short, straight stick of wood, used in pairs.

Nunchaku: Two rods of wood, each one foot long, joined by a short length of chain. Developed from a farm flail.

Three-piece Rod: Another flail offshoot, this weapon has three hardwood rods of about one foot in length connected by short lengths of metal chain. Can be used to strike, an opponent, block attacks and disarm, but requires extensive training to be of any use.

Kau sin ke: Also called whipping chain, the kau sin ke consists of four to six short iron bars joined by lengths of chain. A derivative of the agricultural flail, the kau sin ke is a shield-bearer's nightmare because it can be used to deliver powerful crushing blows around or over a shield.

Kama (sickle): A type of common sickle, this is a farm implement that is used as a weapon by peasants with nothing better at hand.

Kusari-gama: A derivative of the sickle, the kusari-gama has a sickle-blade with a length of weighted chain attached to the handle. In skilled hands it can be used to attack multiple opponents at once, but in untrained hands it is often as dangerous to the wielder as to the enemy.

Kumade: The kumade is a five to six-foot long bamboo staff with a three or four-pronged metal rake at the end, and can be used like a quarterstaff in combat, or to slash with the rake end. It is also a useful too to aid in climbing. A kumade can be made to be collapsible to a mere two feet in length and easy to hide.

Sang Kauw: The sang kauw is a rod with dagger blades at each end and a loop handle in the center, and comes in two basic varieties. The first one has a crescent blade projecting from the center, and the second has a buckler attached, with a dagger blade projecting from its center. The sang kauw requires great skill to use effectively.

Tetsubo: The tetsubo is a polearm version of the mace, a long wooden rod thickening toward the iron-studded business end and wielded with two hands. It can double as a heavy walking stick and is popular with travelers for this reason.

Lajatang: A shaft of three to five feet in length with a crescent shaped blade at each end and wielded with two hands. Sometimes the blades have smaller barbs projecting downward from the outside edge.

Naginata: A light-weight glaive type polearm with a six to eight-foot long shaft topped by a heavy, curved sword-blade.

Nagimaki: A shorter version of the naginata used by horsemen.

Sode Garami: A highly specialized weapon, the sode garami is used to catch and entangle an opponent without causing harm. Consisting of a six-foot shaft topped by a crossbar studded with spikes and hooks, the sode garami is used to entangle an opponent's clothing, but can be used to strike serious blows as well.

Yari: A spear.

Sha-Ken: A throwing weapon much like the shuriken, the sha-ken consists of spikes joined at one end and designed so that no matter how it is thrown, one of the spikes hits.

Shuriken: A metal throwing weapon shaped like a star with sharpened edges, the shuriken comes in many varieties that share the same basic form.

Chain: A length of chain with weights at the ends. Can be used to strike for damage and to entangle an opponent or thrown much like a bola, but not as far.

Kawanaga: The kawanaga is a two or three-pronged hook at the end of a strong cord and weighted at the other end with a piece of metal. It is as much or more a climbing tool as a weapon, and can be easily concealed on the body, making it very popular with assassins.

Kyoketsu-shogi: The kyoketsu-shogi consists of a combination hook-knife joined to a metal ring or weight by a length of stout cord. Both ends of the weapon can be used to attack, and the hooked knife-end be used like a grappling hook to aid in climbing.

Sai: A short dagger-like weapon with two side prongs protruding from the hilt and curving up. May be blunt or sharp, and requires great skill to use effectively. Usually used in pairs.

Jitte: Identical to the Sai in all other respects, the Jitte only has one side prong.

Gunsen: An iron war fan, the gunsen functions as a buckler but can be used to strike blows as well. It requires considerable training to use effectively.

Metsubishi: This is a device used to blow a puff of powder in an opponent's face. The metsubishi consists of a chamber to hold the powder, a wooden mouthpiece and a small tube at the business end. Typically used to blow finely ground pepper, ashes or other irritants at the enemy, but can be used to deliver poisons as well, but this is a much riskier proposition because the user may be exposed to the venom himself.

Nekode: A pair of gloves or straps with spikes fitted in the palm, the nekode is primarily a climbing tool, helping an ascent because the spikes can be jammed into cracks and crevices for better gripping and more secure holds, but can also be used to claw an enemy in barehanded combat.

Tonfa: A truncheon with a short handle sticking out at a 90-degree angle roughly eight inches from one end and allows the tonfa to be used either as a usual truncheon or held from the side handle to augment punch-type blows and block incoming attacks.

Thug Scarf: A long length of silk cloth, this weapon can be used like a garotte. Its other usage requires a great deal of skill, as the user spins the scarf rapidly so that it twists until it becomes like a semi-rigid rod that can be used to strike an opponent. Mainly a highly specialized weapon used by assassins.

CREDITS

Kevin Farrell: Feedback and fact-checking to ensure factual and historical accuracy of weights and descriptions

Mike Coyne: Optional rule for martial arts, baseline where many of the oriental weapons were developed from.

Don Hawthorne: Optional rule for defensive bonus for using quarterstaff or certain polearms.

David Barrass: Optional rule for Repulsing attacker with non-Pole Weapon if figure has Pole Weapon, before attacks are resolved; contribution to decision to increase Pole Weapon Rank limits.

John Davis: Contribution to decision to increase Pole Weapon Rank limits, general input at DQN-list

Rodger Thorm, John M. Kahane: Discussion and general feedback at DQN-list, feedback and suggestions for improvement on first finished draft and *Rodger Thorm* again for *Poor Brendan's Almanac*.

Kalle Ojala: Advice and feedback, as has always been the case with my DQ projects.

SOURCES

<http://www.myarmoury.com> ; excellent resource for material on medieval weapons and armor, and specifically swords. Primary source for sword information and descriptions

The Compendium of Weapons, Armor and Castles by Matthew Balent, Palladium Books (primary source for armor, secondary source for weapon descriptions)

Poor Brendan's Almanac by Rodger Thorm, being a source for some of the weapons and several insights.

Oriental Adventures, AD&D 1st Edition: This book was used as a source for several of the oriental weapons included in the supplement. Descriptions of those weapons are based on the illustrations in *Oriental Adventures*.