











## WEAPON DATA TABLE 1/3






NATURAL WEAPONS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price	
	Hand/Paw/Forearm I	Unarmed	—	6	—	0/3	—	05	0/—/—	n/a	n/a	n/a
	Hand/Paw/Forearm II	Unarmed	—	12	—	0/3	—	05	1/—/—	n/a	n/a	n/a
	Hand/Paw/Forearm III	Unarmed	—	18	—	0/3	—	05	2/—/—	n/a	n/a	n/a
	Foot/Leg/Knee/Tail I	Unarmed	—	6	—	1/1	—	05	1/—/—	n/a	n/a	n/a
	Foot/Leg/Knee/Tail II	Unarmed	—	12	—	1/1	—	05	2/—/—	n/a	n/a	n/a
	Foot/Leg/Knee/Tail III	Unarmed	—	18	—	1/1	—	05	3/—/—	n/a	n/a	n/a
	Head/Gore/Bite I	Unarmed	—	6	—	0/0	—	n/a	1/—/—	n/a	n/a	n/a
	Head/Gore/Bite II	Unarmed	—	12	—	0/0	—	n/a	2/—/—	n/a	n/a	n/a
	Head/Gore/Bite III	Unarmed	—	18	—	0/0	—	n/a	3/—/—	n/a	n/a	n/a

**CLAW(S):** Natural: *Tear* Aspect, Impact 1 higher than *Blunt*. (No wrong hand penalties). **Artificial:** *Tear* Aspect 1 higher than *Blunt*. (Rare: Make: 2d/8 Price 12d).  
**HORN(S):** Add Point Aspect to Head — Impact 2 points higher than indicated Blunt Impact.  
**PLATE:** **Steel:** (Eg. Gauntlet/Greaves) Increase Indicated Blunt Impact by 2. **Other:** (Eg. Kurbul) Increase indicated Blunt Impact by 1.  
**BITES:** **Animal** *Tear* Aspect to Head/Bite — Impact 2 higher than Blunt Impact shown. **Human:** *Tear* aspect to Head/Bite — Impact = half Blunt Impact shown.

SHIELDS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Buckler II	Shield	2	4	12	1/B	—	—	1/—/—	4d 16	24d
	Buckler III	Shield	3	9	13	1/B	—	—	1/—/—	6d 16	30d
	Roundshield V	Shield	5	6	12	1/R	—	—	2/—/—	8d 30	42d
	Roundshield VI	Shield	6	10	13	1/R	—	—	2/—/—	10d 30	46d
	Roundshield VII	Shield	7	14	14	1/R	—	—	2/—/—	12d 30	50d
	Knight's Shield V	Shield	5	6	13	1/H	—	—	2/—/—	8d 42	60d
	Knight's Shield VI	Shield	6	10	14	1/H	—	—	2/—/—	10d 42	72d
	Knight's Shield VII	Shield	7	14	15	1/H	—	—	2/—/—	12d 42	84d
	Kite Shield VII	Shield	7	7	13	1/K	—	—	2/—/—	9d 54	66d
	Kite Shield VIII	Shield	8	12	14	1/K	—	—	2/—/—	11d 54	72d
	Kite Shield IX	Shield	9	16	15	1/K	—	—	2/—/—	13d 54	78d
	Tower Shield VIII	Shield	8	8	13	1/T	—	—	2/—/—	9d 76	96d
	Tower Shield IX	Shield	9	12	14	1/T	—	—	2/—/—	11d 76	102d
	Tower Shield X	Shield	10	16	15	1/T	—	—	2/—/—	13d 76	108d

**BOSS GORE:** A Boss gore may be added to any shield. The sole effect is to provide *Point* aspect with Impact 3.





KNIVES & SHORTSWORDS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Dagger I	Knives	1	—	11	1/1	—	05	1/2/4	2d 20	24d
	Knife (m) I	Knives	1	—	10	1/0	—	05	0/1/4	1d 4	6d
	Kéltan (Main Gauche) II	Knives	2	—	11	1/2	—	05	2/0/3	4d 28	36d
	Tabûri (Throwing Knife) I	Knives	1	—	12	1/0	—	05	0/—/3	2d 16	20d
	Longknife (r) I	Shortswords	1	—	11	2/2	—	05	1/3/5	3d 90	96d
	Mankar I (r) II	Shortswords	2	6	11	2/1	—	10	2/5/0	4d 72	80d
	Mankar II (r) III	Shortswords	3	12	11	2/1	—	10	3/6/0	5d 76	84d
	Shortsword II	Shortswords	2	6	11	2/1	—	10	2/4/4	4d 82	90d
	Shortsword III	Shortswords	3	12	11	2/1	—	10	3/5/4	5d 86	96d
	Falchion III	Shortswords	3	7	11	3/1	—	10	3/5/0	6d 102	108d
	Falchion IV	Shortswords	4	11	11	3/1	—	10	4/6/1	8d 104	120d
	Falchion V	Shortswords	5	15	11	3/1	—	10	5/7/2	10d 106	124d


LONGSWORDS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Broadsword III	Longswords	3	9	12	3/2	—	15	3/5/3	6d 138	144d
	Broadsword IV	Longswords	4	13	12	3/2	—	15	4/6/4	8d 138	156d
	Broadsword V	Longswords	5	17	12	3/2	—	15	5/7/5	10d 138	168d
	Máng III (r)	Longswords	3	10	10	3/2	05	20	3/5/0	6d 90	108d
	Máng IV (r)	Longswords	4	14	10	3/2	05	20	4/6/0	8d 90	114d
	Máng V (r)	Longswords	5	18	10	3/2	05	20	5/7/0	10d 90	120d
	Estoc III	Longswords	3	9	11	3/2	—	15	3/0/5	6d 138	144d
	Estoc IV	Longswords	4	13	11	3/2	—	15	4/0/6	8d 138	160d
	Estoc V	Longswords	5	17	11	3/2	—	15	5/0/7	10d 138	172d
	Bastard Sword V	Longswords	5	8	12	4/2	10	20	4/6/4	10d 160	172d
	Bastard Sword VI	Longswords	6	12	12	4/2	10	20	5/7/5	12d 160	184d
	Bastard Sword VII	Longswords	7	16	12	4/2	10	20	6/8/6	14d 160	196d
	Battlesword VIII	Longswords	8	10	13	5/2	20	30	5/8/4	12d 200	208d
	Battlesword IX	Longswords	9	14	13	5/2	20	30	6/9/5	14d 200	220d
	Battlesword X	Longswords	10	18	13	5/2	20	30	7/10/6	16d 200	232d
	Battlesword XI	Longswords	11	22	13	5/2	20	30	8/11/7	18d 200	244d
	Battlesword XII	Longswords	12	26	13	5/2	20	30	9/12/8	18d 200	256d


## WEAPON DATA TABLE 2/3


CLUBBING WEAPONS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Stick I (c)	Clubs	1	3	8	2/1	—	05	1/—/—	n/a n/a	n/a
	Stick II (c)	Clubs	2	6	8	2/1	—	05	2/—/—	n/a n/a	n/a
	Stick III (c)	Clubs	3	9	8	2/1	—	05	3/—/—	n/a n/a	n/a
	Club IV (c)	Clubs	4	12	9	3/1	—	10	4/—/—	n/a n/a	n/a
	Club V (c)	Clubs	5	15	9	3/1	—	10	5/—/—	n/a n/a	n/a
	Club VI (c)	Clubs	6	18	9	3/1	—	10	6/—/—	n/a n/a	n/a
	Club VII (c)	Clubs	7	21	9	3/1	—	10	7/—/—	n/a n/a	n/a
	Club/Maul VIII (c)	Clubs	8	12	9	3/1	10	20	8/—/—	n/a n/a	n/a
	Club/Maul IX (c)	Clubs	9	15	9	3/1	10	20	9/—/—	n/a n/a	n/a
	Club/Maul X (c)	Clubs	10	18	9	3/1	10	20	10/—/—	n/a n/a	n/a
	Club/Maul XI (c)	Clubs	11	21	9	3/1	10	20	11/—/—	n/a n/a	n/a
	Club/Maul XII (c)	Clubs	12	24	9	3/1	10	20	12/—/—	n/a n/a	n/a
	Mace III	Clubs	3	9	11	3/1	—	10	5/—/—	9d 66	84d
	Mace IV	Clubs	4	12	11	3/1	—	10	6/—/—	11d 66	96d
	Mace V	Clubs	5	15	11	3/1	—	10	7/—/—	13d 66	108d
	Morningstar V	Clubs	5	15	11	4/1	10	20	0/—/5	12d 24	48d
	Morningstar VI	Clubs	6	18	11	4/1	10	20	0/—/6	14d 24	60d
	Morningstar VII	Clubs	7	21	11	4/1	10	20	0/—/7	16d 24	72d
	Morningstar VIII	Clubs	8	24	11	4/1	10	20	0/—/8	18d 24	84d
AXES		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Sickle I (m)	Axes	1	3	9	1/1	—	05	1/4/3	3d 6	10d
	Shōrkána II	Axes	2	4	10	1/1	—	10	3/5/—	6d 36	48d
	Shōrkána III	Axes	3	8	10	1/1	—	10	4/6/—	8d 36	54d
	Hatchet II (m)	Axes	2	4	9	1/1	—	10	3/4/—	3d 3	6d
	Hatchet III (m)	Axes	3	8	9	1/1	—	10	4/5/—	5d 3	9d
	Handaxe III	Axes	3	10	11	2/1	—	10	4/6/4	8d 54	72d
	Handaxe IV	Axes	4	15	11	2/1	—	10	5/7/5	10d 54	84d
	Handaxe V	Axes	5	20	11	2/1	—	10	6/8/6	12d 54	96d
	Battleaxe V *	Battleaxes	5	12	12	4/2	15	25	5/8/5	14d 68	96d
	Battleaxe VI *	Battleaxes	6	16	12	4/2	15	25	6/9/6	16d 68	108d
	Battleaxe VII *	Battleaxes	7	20	12	4/2	15	25	7/10/7	18d 68	120d
	Warhammer IV	Battleaxes	4	12	11	3/1	05	15	5/—/4	8d 54	72d
	Warhammer V	Battleaxes	5	15	11	3/1	05	15	6/—/5	10d 54	84d
	Warhammer VI	Battleaxes	6	18	11	3/1	05	15	7/—/6	12d 54	96d
FLAILS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Nachakas I	Flails	1	5	10	3/3	—	05	2/—/—	2d 8	12d
	Grainflail II (c)	Flails	2	3	9	4/1	—	10	4/—/—	4d 4	12d
	Grainflail III (c)	Flails	3	6	9	4/1	—	10	5/—/—	6d 4	16d
	Ball & Chain III*	Flails	3	6	12	4/2	—	15	5/—/3	10d 36	60d
	Ball & Chain IV*	Flails	4	12	12	4/2	—	15	6/—/4	12d 36	72d
	Ball & Chain V*	Flails	5	18	12	4/2	—	15	7/—/5	14d 36	84d
	Ball & Chain VI*	Flails	6	24	12	4/2	—	15	8/—/6	16d 36	96d
	Warflail IV *	Flails	4	6	11	5/2	20	30	7/—/3	6d 44	48d
	Warflail V *	Flails	5	12	11	5/2	20	30	8/—/4	8d 44	60d
	Warflail VI *	Flails	6	18	11	5/2	20	30	9/—/5	10d 44	72d
	Warflail VII *	Flails	7	24	11	5/2	20	30	10/—/6	13d 44	84d
STAVES		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Javelin III	Staves	3	6	10	3/1	—	15	2/—/6	7d 22	36d
	Javelin IV	Staves	4	12	10	3/1	—	15	3/—/7	9d 22	48d
	Javelin V	Staves	5	18	10	3/1	—	15	4/—/8	11d 22	60d
	Staff III (c) †	Staves	3	5	11	4/3	10	20	3/—/—	5d 14	12d
	Staff IV (c) †	Staves	4	10	11	4/3	10	20	4/—/—	7d 14	24d
	Staff V (c) †	Staves	5	15	11	4/3	10	20	5/—/—	9d 14	36d
	Staff VI (c) †	Staves	6	20	11	4/3	10	20	6/—/—	11d 14	48d
	Spear IV †	Staves	4	10	11	4/2	05	15	4/—/6	10d 14	52d
	Spear V †	Staves	5	15	11	4/2	05	15	5/—/7	11d 14	60d
	Spear VI †	Staves	6	20	11	4/2	05	15	6/—/8	12d 14	66d
	Trident VI †	Staves	6	12	12	4/2	10	20	4/—/5	12d 52	72d
	Trident VII †	Staves	7	18	12	4/2	10	20	5/—/6	14d 52	84d
	Lance VI †	Staves	6	6	11	5/1	15	25	3/—/8	15d 90	108d
	Lance VIII †	Staves	8	12	11	5/1	15	25	4/—/9	18d 90	120d
	Lance X †	Staves	10	18	11	5/1	15	25	5/—/10	21d 90	132d

## WEAPON DATA TABLE 3/3

POLEARMS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Glaive VII	Polearms	7	8	11	5/2	20	35	5/6/6	16d 42	48d
	Glaive VIII	Polearms	8	13	11	5/2	20	35	6/7/7	18d 42	60d
	Glaive IX	Polearms	9	18	11	5/2	20	35	7/8/8	20d 42	72d
	Poleaxe VII *	Polearms	7	9	11	5/1	20	35	6/9/6	18d 44	84d
	Poleaxe VIII *	Polearms	8	15	11	5/1	20	35	7/10/7	21d 44	96d
	Poleaxe IX *	Polearms	9	21	11	5/1	20	35	8/11/8	24d 44	108d
	Falcastra VII (m)	Polearms	7	8	9	4/1	20	40	3/5/6	14d 30	36d
	Falcastra VIII (m)	Polearms	8	13	9	4/1	20	40	4/6/7	15d 30	42d
	Falcastra IX (m)	Polearms	9	18	9	4/1	20	40	5/7/8	16d 30	48d
	Pike X (Lr)	Polearms	10	8	11	5/1	25	50	5/—/7	14d 72	84d
	Pike XII (Lr)	Polearms	12	12	11	5/1	25	50	6/—/8	16d 72	96d
	Pike XIV (Lr)	Polearms	14	16	11	5/1	25	50	7/—/9	18d 72	108d

NETS & WHIPS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Net IV	Nets	4	6	9	4/0	05	10	2/—/—	8d 32	48d
	Whip II (h)	Whips	2	6	9	5/0	—	10	1/1/—	6d 6	12d
	Whip III (h)	Whips	3	9	9	5/0	—	10	2/2/—	8d 6	16d
	Isagara IV (Lhr)	Whips	4	12	10	5/0	—	10	3/3/—	10d 6	20d
	Isagara V (Lhr)	Whips	5	15	10	5/0	—	10	4/4/—	12d 6	24d

BOWS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Shortbow 40 (f)	Bows	Var.	s	10	n/a	n/a	n/a	variable	6d 12	24d
	Shortbow 60 (f)	Bows	Var.	s	10	n/a	n/a	n/a	variable	6d 12	24d
	Shortbow 80 (f)	Bows	Var.	s	10	n/a	n/a	n/a	variable	8d 12	48d
	Shortbow 100 (f)	Bows	Var.	s	10	n/a	n/a	n/a	variable	10d 12	60d
	Longbow 40 (f)	Bows	Var.	s	11	n/a	n/a	n/a	variable	12d 18	36d
	Longbow 60 (f)	Bows	Var.	s	11	n/a	n/a	n/a	variable	14d 18	48d
	Longbow 80 (f)	Bows	Var.	s	11	n/a	n/a	n/a	variable	16d 18	60d
	Longbow 100 (f)	Bows	Var.	s	11	n/a	n/a	n/a	variable	18d 18	72d

OTHER MISSILE WEAPONS		SKILL	WT	STR	WQ	A/D	Pr	Se	B/E/P	Make	Price
	Blowgun (r)	Blowgun	1	—	8	n/a	n/a	n/a	—/—/0	n/a n/a	n/a
	Sling (h)	Slings	T	—	9	n/a	—	35	variable	2d 3	6d
	Staff Sling (c)	Slings	1	—	10	n/a	20	40	variable	7d 4	12d
	Crossbow 20 (r)	Crossbow	5	s	9	n/a	10	n/a	variable	12d 36	60d
	Crossbow 40 (r)	Crossbow	6	s	9	n/a	15	n/a	variable	14d 36	72d

### NOTES

**WEAPON** Weapon name, and sometimes notes. Some weapons are not made with Weaponcraft skill. Weaponcraft rules are used, but the skills are:: (c) Carpentry; (f) Fletching (m) Metalcraft; (h) Hideworking;.

- (r) Limited to a particular region, race or culture and unavailable in most of Håm.
- (\*) *Point Aspect* is optional and, if included, reduces basic Weapon Quality by one (1).
- (L) *Long-weapon*. It can only attack at 2 hex range, never an adjacent target.

**SKILL** The skill with which the weapon is used in combat (speciality for each specific type of weapon).

**WT** Weight in pounds. Multiple weights are given for most weapons — additional weights can be easily extrapolated from those given. Weight determines Strength requirements, impact, construction cost and prices. Bows are classed by **pull** (lbs) and also have multiple versions.

**T** *Trace* items, arrows, slingstones, etc. are presumed to weigh 0.1 pounds each.

**STR** The minimum Strength required to use the weapon/weight. If additional weapons are extrapolated, STR is adjusted proportionately. In the basic game, a character who cannot meet the STR requirement cannot use the weapon. s Every bow/crossbow has a draw weight, or pull, rated in pounds. The maximum DW that a character can draw and fire effectively is determined by adding Strength and applicable Skill SI and multiplying by 5. Hence, a character with 12 Strength and ML44 (SI4) could pull an 80 pound bow.

**WQ** *Average Weapon Quality*. This rating may be modified by the maker's skill.

**A/D** Weapon attack/defence class (not really required if the Weapon Comparison Table is used).

**Pr/Se** Hand Mode Penalties There is no penalty for using a weapon 2-handed, but some are penalized when used in the Primary (Pr) or Secondary (Se) hand. If the weapon is used in the primary hand only (right-hand for right-handed characters) any penalty under (Pr) is applied; if used only in the secondary hand, any penalty under (Se) is applied. Bows and Blowguns can only be used two-handed.

† Weapon not penalized if held in the primary hand for a mounted charge.

**B/E/P** Aspect Most weapons are rated for Blunt (B), Edge (E) and/or Point (P) Aspect. In combat, the wielder may choose from available aspects. A dash (—) indicates the weapon never has the aspect. A zero (0) rating means the weapon has the aspect, but has no "add" to strike impact.

**MAKE** The basic cost of materials and time (hours) to make the weapon. (Costing information for weaponcrafters — see *WEAPONCRAFT*)

**PRICE** Typical "off the shelf" retail prices for typical weapon.