

Weapons in Rick's Campaign

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Daggers

	Dam	HTH	Min ST	Cost	Kg	Notes
Stiletto *	1d-5	1d-1	2	\$ 7	0.06	Very easy to conceal
Dagger *	1d-3	1d	5	10	0.1	A standard dagger
Dirk *	1d-1	2d-3	10	20	0.45	-2DX when in HTH
Poinard	1d+1	2d-2	12	45	1.2	-4DX when in HTH
Giant's Dagger *	1d+4	2d+3	24	100	3.2	<3 hex figures use as an unbalanced Bastard sword at -3 DX.
Main Gauche'	1d-3	1d-3	4	10	0.1	Used for defense – see below

Thrown, the weapons do the regular damage, not the HTH damage.

A main-gauche' may be used for defense in these 2 ways:

1. Block as a 2 pt shield (no good vs. missiles) for -2DX, OR
2. Block as above and attack with it, for -4 adj DX on both actions.

A main-gauche' with the talents Fencing or Knife 2 any blocking with it is at +2 adj DX (for a net +0 adj DX). With the talent Fencing 2 or Knife 3, it stops 4 hits per block.

Swords

	Dam	Min ST	Cost	Kg	Notes
Goblin's Glave	1d-3	4	\$ 20	0.2	Dagger sized but not balanced for throwing.
Goblin's Glave †	1d-1	4	20	0.2	
Kobold Kuttier	1d-2	5	25	0.3	
Kobold Falchion †	1d	6	30	0.4	
Small Saber	1d-1	7	35	0.4	
Epee	1d-2	8	50	0.4	1 or 2 hex reach
Falx †	1d+3	9	45	0.6	
Rapier	1d	9	40	0.5	
Heavy Saber	1d+1	10	45	0.8	
Cutlass	2d-2	10	50	1.0	
Machete	1d+2	11	55	0.9	(No point, can't thrust.)
Short sword	2d-1	11	60	1.2	
Glave †	2d+1	11	95	2	
Broadsword	2d	12	80	1.5	
Bastard sword	2d+1	13	100	2	
Bastard sword †	3d	13	100	2	
2 handed sword †	3d+1	14	120	2.5	1 or 2 hex reach
Great sword †	3d+3	16	150	3	1 or 2 hex reach
Light Long sword	2d+2	18	350	2.7	2h jab at 1/2 dam.
Falchion †	4d+1	20	200	4	1 or 2 hex reach
Long sword	3d+1	23	500	3	2h jab at 1/2 dam.
Hvy. Falchion †	5d+1	25	300	5	1 or 2 hex reach
Hvy. Long sword	3d+3	28	650	3.5	2h jab at 1/2 dam.
Volte' Blade †	6d+2	35	500	8	1 or 2 hex reach

All the swords with a min ST 16 or more require fairly sophisticated metallurgy.

Notes: † Weapon requires 2 hands.

Axes – Flails – Hammers – Maces – Mauls – Morningstars – Picks

	Dam	Min ST	Cost	Kg	Notes
Club	Fist+2	-	-	~2	No talent needed to use
Club †	Fist+4	-	-	~2	No talent needed to use
Ice Pick	1d-2	8	\$ 12	0.4	Picks do *3 damage on a 3, 4 and
Hatchet *	1d	9	15	0.4	*2 damage on a 5, 6.
Hammer *	1d+1	10	25	0.8	
1 ball Morningstar	1d+2	10	45	1.0	
1 rod Flail (wood)	1d+1	10	8	0.7	Above weapon with wooden rod w/ nails.
Shepard's axe	1d+1	11	20	1.2	Walking stick w/ ax head & pick on handle.
Shepard's axe (pick)	2d-5	11	20	1.2	When used as a pick. See Pick rules.
Tabarzin (axe) †	1d+4	11	35	1.5	May attack w/ -2 DX & -2 dam. at 2 hexes.
Mace *	1d+3	11	15	1.4	
Small Axe *	1d+2	11	40	1.2	
Military Pick †	3d-4	12	60	1.5	See Pick rules.
Orcish Maul (mace) †	2d+2	12	25	1.7	aka the Korkrech
Morningstar	2d+1	13	100	1.8	
Huribat (axe) *	2d	13	50	2	+2 DX when thrown, -1 DX when swung
Great Hammer †	3d+1	14	90	2	
Battle Axe †	3d+2	15	130	3	
Dwarven walking stick	2d+2	15	45	1.5	used as axe. A version of Shepard's axe.
Dwarven walking stick	3d-5	15	45	1.5	used as pick. See Pick rules.
Sifthik (pick) †	3d-2	16	145	2.7	See Pick rules.
Pyegonon (flail)	3d+1	17	120	3	-2 DX to use.
Dwarven Axe †	4d+2	18	220	5	
Great Maul (mace) †	3d+4	19	60	3	
Pole Flail †	5d+2	22	240	4	-2DX. 1 or 2 hex reach. 1/2 dam at 1 hex.
Nadziak (pick)	4d-4	25	300	4	See Pick rules. (Often used mounted.)

All of these weapons may be used with the Ax-Mace talent.

Picks do triple damage on a roll of 3 or 4 and do double damage on rolls of 5 or 6. However, they get stuck if a number evenly divisible by 4 is rolled on the 'To Hit' roll (and on a miss or a 16 it gets stuck in the floor or something). If stuck, it requires a 3vsST and a ready weapon action to free a pick. If the pick user has Quick Draw, the figure may free it, and attack if it makes this ST roll (but is at -3DX for the rest of the turn as per normal for that talent).

Axes & Picks do +2 damage when you have Ax / Mace 2.

With the appropriate level of talent, morningstars and flails may wrap around shields. (At Ax / Mace 2 they do +1 damage and ignore shields unless shield user makes a 5vsDX.)

Hammers, Maces & Mauls do mass impact damage which is affected less by soft armor and may do some minimum damage thru the armor. (At Ax/Mace 2 Hammers, Mauls and Maces do +1 damage and if you do 5+ points of damage, a minimum of one point of damage gets thru armor.) (With Mace / Hammer 3, cloth, leather and chainmail armor stops one less point against hammers, maces and mauls.)

Pole Weapons

	Dam	Min ST	Cost	Kg	Notes
Goblin's Jikk *	1d-2	7	\$ 3	0.8	1m. No 2 hex jab
Goblin's Jikk * †	1d-1	7	3	0.8	1m. No 2 hex jab (Two handed.)
Javelin *	1d-1	9	5	1	1.5m, no 2 hex jab
Javelin * †	1d	9	5	1	1.5m, no 2 hex jab (Two handed.)
Trident *	2d-4	10	10	1.5	1.5m, no 2 hex jab
Trident * †	2d-3	10	10	1.5	1.5m, no 2 hex jab (Two handed.)
Naginata †	2d-2	10	25	3	2m. Extra damage but needs talent
Spear *	2d-3	11	8	2	2.25 to 2.5m
Spear * †	2d-2	11	8	2	2.25 to 2.5m (Two handed.)
Halberd † □	2d-1	13	20	2.5	2.25 to 2.75m (Used as spear.)
Pike Axe † □	2d-1	13	35	3	2.5 to 3m (Used as spear.)
Cavalry Lance □	2d-3	13	50	4	3 to 4.5m. Must be mounted
Pike † □	2d-2	12	15	4	5m+ Used vs mounted figures only. (Note halberds and pike axes may poke at 3 hexes but as a spear.)

The weapons with the □ symbol only can be used in charge attacks. (Note Pole Weapons used as axes below tho.)

Pole weapons do 1.5 times damage (round down for one handed weapons, round up for two handed weapons) on 3+ charge attacks (in an approximate straight line). If a person is able to move 8 hexes and still attack, they may do double damage on a charge attack. (The 8 hexes should be in an approximate straight line.)

Note figures on foot thrust with their arms, so they only need to move 3 hexes forward (a 3 hex charge attack) to do * 1.5 damage. Mounted figures which use their mount's speed, must move 5 hexes for the * 1.5 damage.

If a friendly figure is in the hex behind a pole weapon user (who has a pole weapon 2.1+ m long) then the pole weapon user is at -4 adj DX attacking with it. If there is a wall or enemy figure behind the pole weapon user, there is a -6 adj DX penalty.

Note the separate listings for Halberds and Pike Axes below. This is for when they are not being used as a spear to do a charge attack, but are being swung as an axe. (They still use the Pole Weapons talent and not Ax-Mace.)

Pole Weapons Used as Axes

	Dam	Min ST	Cost	Kg	Notes
Halberd †	2d+1	13	\$ 20	2.5	Range of 1 or 2 hexes. -2 damage at 1 hex
Pike Axe †	2d+3	15	35	3	Range of 1 to 2 hexes. -2 damage at 1 hex.

Dismounting Mounted Figures:

Naginata, halberds and pike axes may hook mounted troops and try to pull them off their mounts. To do this, requires an attack at -4 adj DX to hook the mounted figure. The attack does ½ the pole weapon damage above. Then (on the same turn) the pole weapon user makes an X:X+1vsST roll, with each level of Pole Weapon talent giving a die bonus to the pole weapon user and each level of Riding/ Horsemanship talent giving the rider a die bonus. (Naginata talent also counts if you are using a naginata.) If the mounted figure does not have stirrups, they are at a +2 dice penalty.

If the pole weapon user succeeds and the mounted figure fails, the mounted figure is dismounted and must make a 3vsDX Riding roll to fall cleanly. If the mounted figure succeeds and the pole weapon user fails, the pole weapon user drops the pole weapon. On any other result, the mounted figure remains hooked and the contest can continue next turn. The pole weapon user can disengage the pole weapon, when they wish, as an action.

The faster a mounted weapon goes the more damage it does, see below:

MA of mount from 0 to 4 MA:	Damage x 1	(Note that running figures need two less MA to get these
MA of mount from 5 to 14 MA:	Damage x 1.5	bonuses, because they are assumed to lunge at the end of their
MA of mount from 15 to 24 MA:	Damage x 2	movement. So for a ground spearman to do x 2 damage, they
MA of mount from 25 to 34 MA:	Damage x 2.5,	must run between 13 and 22 hexes and attack.)
MA of mount from 35 to 44 MA:	Damage x 3.	

OPTIONAL RULE: GM may require a +2 ST added to the min ST of the weapons for every increase of Damage multiplier beyond *1.5. (So if you were going to be riding a horse fast enough to do *2.5 damage, your Cavalry Lance would have a min ST of 17.) Likewise if you can somehow run 13 hexes per turn and attack with a spear, you would need 13 ST to use it.

Notes: * Weapon can be thrown † Weapon requires 2 hands. □ Special. See rules for that item.

Throwing Stars

	Dam	Min ST	Cost	Kg	Notes
Throwing Needles *	1d-6	1	\$ -	0.01	\$0.4 for pack of 10. May be spit at -6 DX
Sha-ken*	1d-4	4	3	0.05	May throw <= 12/turn
Shurikin *	1d-2	8	5	0.1	May throw <= 6/ turn
Hvy. Throwing Stars*	1d	12	10	0.5	May throw <= 3/turn
Fledged Darts *	1d-3	6	4	0.2	May only be thrown. Can throw max 3 per turn. +1 DX when thrown one at time. Very small – a bandolier can hold 8.
Hvy Fledged Darts *	1d-1	11	6	0.4	As above but larger. Thicker and a bit longer – a bandolier can hold 5.
Bandolier for darts			5	0.4	

Notes:

* Weapon can be thrown

Note on Throwing Stars: All throwing stars can be thrown 1 at a time with Dagger Marksmanship rules. Thrown Weapons talent allows you to ready and throw 1 star in a single turn.

If you take the ready weapon option you may ready up to a full pouch of stars (depending on their size, see notes above). The stars are commonly poisoned. If you draw several poisoned stars at once, you must have heavy gloves.

As well as chemical poisons, these natural poisons are common everywhere. A Naturalist can extract these from animals:

Common Natural Poisons & Their Costs:

Damage	Saving throw	Cost / 5 doses	Notes:
+1 dam	2 vs ST	\$ 1	All of these poisons have a 5 turn delay before they work.
+1 dam	3 vs ST	\$ 5	
+1 dam	4 vs ST	\$ 15	
+2 dam	2 vs ST	\$ 3	
+2 dam	3 vs ST	\$ 10	
+2 dam	4 vs ST	\$ 35	
+3 dam	2 vs ST	\$ 6	
+3 dam	3 vs ST	\$ 20	
+3 dam	4 vs ST	\$ 60	

DX penalty	Saving throw	Cost / 5 doses:	Notes:
-1 DX	2 vs ST	\$ 1	All of these poisons have a 3 turn delay before they work.
-1 DX	3 vs ST	\$ 4	
-1 DX	4 vs ST	\$ 12	
-2 DX	2 vs ST	\$ 2	
-2 DX	3 vs ST	\$ 8	
-2 DX	4 vs ST	\$ 16	
-3 DX	2 vs ST	\$ 4	
-3 DX	3 vs ST	\$ 15	
-3 DX	4 vs ST	\$ 45	

Note, that these poisons may or may not be able to smear on a weapon. Some may require ingesting. See GM for more details of how the individual poison works. The ones above work with a bit of sap on the weapon tip, with poison smeared on that.

Note 1 poisoned throwing star can be ready and thrown per turn (with Thrown Weapons talent) providing a 3vsDX is made. If it is failed the user poisons himself.

If the ready weapon option is taken roll XvsDX where X is the number of stars trying to be readied. If the roll is blown by 1 you are poisoned once, by 2 you are poisoned twice (providing you are trying to ready at least 2 stars), etc.

Missile Weapons

	Dam	min ST	Cost	Mass	Notes
Sling	Fist+1	–	\$ 2	0.1 kg	All slings use fist damage
Pole Sling	Fist+3	–	10	0.6	–3 DX for all users.
Military Pole Sling †	Fist+(1d+3)	–	16	1.2	–6 DX for all users.
Thrown Rock	Fist dam.	–	–	1	
Goblin Bow †	1d–3	5	20	1.4	
Goblin Bow †	1d–3	8	20	1.4	*2/turn if Spd >= 6
Hobbit Bow †	1d–2	7	25	1.5	
Hobbit Bow †	1d–2	10	25	1.5	*2/turn if Spd >= 9
Small Bow †	2d–4	9	35	1.7	
Small Bow †	2d–4	12	35	1.7	*2/turn if Spd >= 12
Horse Bow †	2d–3	11	55	2	
Horse Bow †	2d–3	14	55	2	*2/turn if Spd >= 15
Hunting Bow †	2d–2	13	100	2.5	
Hunting Bow †	2d–2	16	100	2.5	*2/turn if Spd >= 18
Long Bow †	3d–4	15	220	3.2	
Long Bow †	3d–4	18	220	3.2	*2/turn if Spd >= 21
Composite Bow †	3d–3	17	600	2	
Composite Bow †	3d–3	20	600	2	*2/turn if Spd >= 24
Comp. Long Bow †	3d–2	19	2,000	2.2	
Comp. Long Bow †	3d–2	22	2,000	2.2	*2/turn if Spd >= 27

Giant's & Ogre's Bows:

All G.'s & O's bows require 3hex creatures to fire.

G.'s Small Bow †	(2d–4)*3	29	200	5	
G.'s Small Bow †	(2d–4)*3	29	200	5	*2/turn if Spd >= 12
G.'s Indri Bow †	(2d–3)*3	34	350	7	
G.'s Indri Bow †	(2d–3)*3	34	350	7	*2/turn if Spd >= 15
G.'s Long Bow †	(3d–4)*3	55	600	9	
G.'s Long Bow †	(3d–4)*3	55	600	9	*2/turn if Spd >= 21
O.'s Lt. Comp. †	(3d–3)*3	73	1,000	10	
O.'s Lt. Comp. †	(3d–3)*3	73	1,000	10	*2/turn if Spd >= 24

If a character's speed is equal to or higher than the # listed in the notes for each bow it fires twice per turn. Note that to fire a bow twice per turn, the users ST must be higher.

If a character's has Bow 2 talent and his adjusted Speed is double the Speed needed to fire twice per turn the character can fire 3 times per turn with a bow. If a Bowman gets 3 shots, then the first shot is taken at end of movement at same part of the turn as when charging pole weapons attack.

Note that a Composite Bow requires a Master Armorer to build and requires wood that has been seasoned for at least 2 years. Many cultures can not make them. Composite bows realistically should be 4 ST lower to use, but I have given them the higher ST for game balance.

Giant and Ogre bows have you roll the damage, apply the minus, then multiply the results by 3. The purpose of this rule is to give them a wide range of damages. These weapons follow the example of the other Giant and Ogre heavy weapons.

Notes:

† Weapon requires 2 hands.

Crossbows:

	Dam	min ST	Cost	Mass	Notes
Lt Crossbow (Cq) †	2d-1	8	150	3	1 shot / 12 turns
Lt Crossbow (Gf) †	2d-1	10	150	3	1/4 turns if Spd >=12, else 1/6 turns.
Lt Crossbow (Hd) †	2d-1	12	150	3	Once / turn if Spd >=15, else 1/2 turns.
Hv Crossbow (Cq) †	3d-1	12	200	5	1 shot / 18 turns.
Hv Crossbow (Gf) †	3d-1	14	200	5	1/4 turns if Spd >=14, else 1/6 turns.
Hv Crossbow (Hd) †	3d-1	16	200	5	1/2 turns if Spd >=18, else 1/3 turns.

Lt = Light, Hv (or Hvy) = Heavy.

Cq = Loaded with a cranquin, Gf = Loaded with a goats foot, Hd = Loaded by hand.

Note that you may be standing or prone to load a crossbow by hand or using a cranquin. You must be standing to use a goats foot.

Siege Weapons:

Lt. Arbalist 2†	4d-2	11	200	15	Fires every 6 turns
Hvy. Arbalist 3†	5d-2	12	400	25	Fires every 12 turns
Ballista 8†	6d-2	14	1,500	100	Fires every 2 minutes
Hvy. Ballista 12†	7d-2	15	8,000	500	Fires every 8 minutes

The symbol 2† means that a crew of 2 people will require both hands for the required amount of time to reload and fire the weapon. 8† requires a crew of 8, etc.

All people in the crew must have the listed minimum ST. (Often an extra crew member does not reload the weapon, only fires it. This person does not need the minimum ST.) If everyone does not have this ST, then the rate of fire will decline. (Average the crew's ST and compare to the minimum expected ST. If the crew is 8% short, the rate of fire will be at least 8% slower.)

If a crew has trained together for 50 hours or more the reload time can be reduced by 10% to 20% or so.

Ammo and Archery Equipment:

	Cost	Mass	Notes
Sling Pellets	1	0.1	40 pellets in pouch
Arrows	10	0.5	20 arrows or Crossbow bolts
Giants arrows or bolts	12	1	Javelin sized arrows.
Ballista bolts	35	5	Javelin sized arrows but much heavier with metal heads.
Cranequin	35	1	Allows under ST people to load a crossbow.
Goatsfoot	20	1	Allows under ST people to load a crossbow.
Quiver	15	1.5	Carries 20 arrows.

Notes:

† Weapon requires 2 hands.

3† Weapon requires a crew of 3 people.

Other Weapons

	Dam	min ST	Cost	Mass	Notes
Lt Quarterstaff †	1d	8	\$ 3	1.0 kg	Needs Quarterstaff talent.
Quarterstaff †	1d+2	11	5	1.5	See Advanced Melee
Hvy. Q. staff †	2d	14	10	2.5	
V. Hvy Q. staff †	3d+2	19	15	3.5	
Lt Boomerang *	1d-2	8	25	0.5	Needs talent. See Advanced Melee
Boomerang *	2d-1	12	30	1.5	Boomerangs are big, so a PC can't carry many.
Hvy Boomerang *	3d-1	17	40	2.5	
Net *	1d-3	10	40	1	See Advanced Melee
Large Net *	1d	14	80	2.5	
Giant's Net *	2d+1	17	300	7	
Cestus	Fist+2	-	20	1	See Advanced Melee
Kosh ☐	1d+1	10	15	0.4	Does subdual damage.
Lasso *	varies	8	10	0.5	See Advanced Melee
Nunchuku	1d+1	8	35	2	See Advanced Melee
Nunchuku †	1d+3	8	35	2	
Spear Thrower ☐	+2	-	15	0.5	See Advanced Melee
Blowgun	☐	-	15	0.5	See Advanced Melee
Small Whip	1d-1	8	15	0.5	See Advanced Melee
Reg. Whip	2d-2	12	35	1	See Advanced Melee
Bull Whip	3d-2	16	75	2	See Advanced Melee
Steel Whip	4d-2	20	250	6	See Advanced Melee aka chain whip.
Torch *	☐	-	1	1	Cost is for 15 torches
Thrown Object *	-	-	-	-	GM choice. See Advantages of G. ST.
Molotail *	☐	-	50	1	See Advanced Melee (A Molotov cocktail.)
Bola *	☐	9	15	0.5	See Advanced Melee
Grenade	☐	-	?	1	See Advanced Melee for all gunpowder weapons.
Petard	☐	-	?	4	
Arquebus † ☐	3d+3	-	500	4	
Blunderbus † ☐	1d+2	-	200	2	Area damage.

Notes:

* Weapon can be thrown

† Weapon requires 2 hands.

☐ Special. See rules for that item.