

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 | 1 or 2 hex reach |
| Epee | 1d-2 | 8 | 50 | 0.4 | |
| Falx † | 1d+3 | 9 | 45 | 0.6 | |
| Rapier | 1d | 9 | 40 | 0.5 | |
| Heavy Saber | 1d+1 | 10 | 45 | 0.8 | (No point, can't thrust.) |
| Cutlass | 2d-2 | 10 | 50 | 1.0 | |
| Machete | 1d+2 | 11 | 55 | 0.9 | |
| 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 | 1 or 2 hex reach |
| 2 handed sword † | 3d+1 | 14 | 120 | 2.5 | |
| Great sword † | 3d+3 | 16 | 150 | 3 | |
| 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 *2 damage on a 5, 6. |
| Hatchet * | 1d | 9 | 15 | 0.4 | |
| Hammer * | 1d+1 | 10 | 25 | 0.8 | |
| 1 ball Morningstar | 1d+2 | 10 | 45 | 1.0 | Above weapon with wooden rod w/ nails. |
| 1 rod Flail (wood) | 1d+1 | 10 | 8 | 0.7 | |
| 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+ hex charge attacks (in an approximate straight line). If a person is somehow able to move 13 hexes and still attack, they may do double damage on a charge attack. (The 13 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 some how 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 |
| Fletched Darts * | 1d-3 | 6 | 4 | 0.2 | May only be thrown. Can throw max 3 per turn. +1 DX when thrown one at time. |
| Hvy Fletched Darts * | 1d-1 | 11 | 6 | 0.4 | Very small – a bandolier can hold 8. 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:

| <u>Damage</u> | <u>Saving throw</u> | <u>Cost / 5 doses</u> | <u>Notes:</u> |
|---------------|---------------------|-----------------------|--|
| +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 | |

| <u>DX penalty</u> | <u>Saving throw</u> | <u>Cost / 5 doses:</u> | <u>Notes:</u> |
|-------------------|---------------------|------------------------|--|
| -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 |
| Hvy Boomerang * | 3d-1 | 17 | 40 | 2.5 | carry many. |
| 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 |
| Petard | ☐ | - | ? | 4 | weapons. |
| 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.