

Weapons

Weapon	Properties	Trained	Mastered
Club	bludgeon		stun
Dagger		throwable	auto-hit after grapple
Spear	reach	throwable	interposing
Staff	two-handed, bludgeon	+1 AC	parry (melee)

Table 1: Simple Weapons

Weapon	Properties	Mastered
Short sword		+2 attack in formation
Short bow		+2 attack with aim
Sling	unencumbering, versatile ammo	N/A

Table 2: Light Weapons

Weapon	Properties	Mastered
Axe	minimum damage 2	hits destroy an item
Mace, war hammer	bludgeon, +2 vs. armor	+4 vs. heavy armor
Long sword		riposte
Pole arm	two-handed, reach, 2DTH	interposing
Two-handed sword	two-handed, 2DTH	riposte
Long bow		volley

Table 3: Heavy Weapons

All weapons deal one die of damage. Attack rolls are penalized by four with untrained weapons. Mastered weapons deal an extra point of damage. Some weapon options only become available with training or mastery.

Weapon Properties

2DTH Roll two dice for damage and take the highest result (2DTH stands for “2 Dice, Take Highest”).

Interposing Opponents must make a saving throw to get past the weapon and make an attack. If this saving throw is failed, a die of damage is sustained.

Riposte Enemies that miss the wielder with a melee strike and roll a natural five or less on the attack roll take a die of damage.

Stun A successful hit requires the enemy to make a saving throw in addition to the standard damage inflicted. If that saving throw is failed, the enemy may not take an action during the next turn. Stuns are only effective against enemies of the same size or smaller than the weapon wielder.

Volley Up to six shots (roll a die) may be taken in a single round, though the targets are determined randomly.

Crossbows

There are no penalties for using a crossbow without training. There are also no benefits gained from training or mastery. Given this ease of use, the crossbow is a weapon for the masses, and is renowned for its value against heavily armored troops. As such, crossbows are often controlled munitions, and will usually be forbidden to all other than those in official uniforms.

Weapon	Properties
Crossbow	+2 vs. armor, +4 vs. heavy armor, requires a round to reload

Table 4: Crossbow