

## WEAPONS LISTS

Here are the lists of weapons that each character type is able to buy at the start of the game and use. Those weapon with their names in **bold type** can only used by those characters who have the 'weapon specialist' special skill. Turn to the requisite page for the character concerned.

|  |    |
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### ABBREVIATIONS

|      |   |
|------|---|
| DV   | Defensive value, the value added to the character's defensive skill if he has that weapon in use.   |
| MC   | Metal content. A metal of 3 indicates that it is a completely metallic weapon (usually iron), a value of 2 means that it is completely metal except for the handle, a value of 1 indicates that some part of the weapon is metallic and a value of 0 indicates that it completely non-metallic. |
| OD   | Opens Doors? If nothing is written in this column it means that this weapon cannot be used to open a door. The letter W means that it can be used to open an unenchanted wooden door. The letter S means that it can be used to open a sliding metallic door.                                   |
| SR   | Strength requirement. The weapon can only be used if the character's strength is above this value. Throwing weapons have two SR values depending on whether they are being used in hand-to-hand combat or are being thrown.   |
| CC   | Close Combat. Throwing weapons can be used as hand-to-hand weapons, though only some of them are at all effective in hand-to-hand combat.   |
| HWS  | The character's hand weapon skill   |
| GWS  | The character's General Weapon Skill  |
| BS   | The character's Bow Skill   |
| SF   | Scale factor. The skill value quoted for throwing and firing weapons applies only when the opponent is at the minimum distance from the character. At greater distances the skill value is reduced by this value for each addition space of distance.   |
| ACL  | Additional Constitution loss. An additional constitutional loss is inflicted to the opponent when struck with this weapon. If due to poisoning, it only takes effect if at least 2 points of energy are reduced from the area hit and not at all if the enemy is wearing venom-proof armour.    |
| AP   | Armour Piercing? If a Y is in this column it means that this weapon is capable of cutting straight through armour with no reduction in sustained damage.  |
| dist | Distance.   |

The value quoted under 'hands' indicates whether two working hands are required to use the weapon

# TROLLS, OGRES, ORCS, HOBGOBLINS, LANGKRINCHES AND BOARZAKS

## HAND-TO-HAND WEAPONS

|                                 |                      | mass / g | max dist | damage | skill     | SR | WPV. | cost | hands | MC | OD |
|---------------------------------|----------------------|----------|----------|--------|-----------|----|------|------|-------|----|----|
| Swords                          | Broadsword           | 3000     | 1.5      | 3 - 8  | HWS +5    | 0  | 4    | 50   | 1     | 2  |    |
|                                 | Long sword           | 3000     | 1.5      | 4 - 9  | HWS +9    | 0  | 5    | 70   | 1     | 2  |    |
|                                 | <b>Samurai sword</b> | 3500     | 2        | 5 - 12 | HWS +17   | 30 | 6    | 145  | 2     | 2  | W  |
|                                 | <b>Sabre</b>         | 2000     | 1        | 3 - 7  | HWS +7    | 0  | 3    | 35   | 1     | 2  |    |
|                                 | Sawer                | 3000     | 1        | 3 - 8  | HWS +5    | 0  | 4    | 62   | 1     | 2  | W  |
|                                 | <b>Scimitar</b>      | 3000     | 1        | 4 - 9  | HWS +11   | 0  | 4    | 85   | 1     | 2  | W  |
|                                 | Two-handed sword     | 4000     | 2        | 5 - 10 | HWS +13   | 40 | 7    | 120  | 2     | 2  | W  |
| Knives                          | Dagger               | 500      | 1        | 3 - 6  | ½ HWS +5  | 0  | 0    | 15   | 1     | 2  |    |
|                                 | Stiletto             | 500      | 1        | 2 - 5  | ½ HWS +4  | 0  | 0    | 8    | 1     | 2  |    |
|                                 | Kitchen knife        | 500      | 1        | 3 - 7  | ¾ HWS -5  | 0  | 1    | 27   | 1     | 2  |    |
|                                 | Large dagger         | 1500     | 1        | 3 - 8  | ¾ HWS +2  | 0  | 2    | 45   | 1     | 2  |    |
| Axes                            | Hatchet              | 1000     | 1        | 3 - 6  | ¾ HWS -3  | 0  | 2    | 15   | 1     | 1  |    |
|                                 | Chopper              | 4000     | 1.5      | 5 - 10 | HWS -4    | 50 | 8    | 65   | 2     | 1  | W  |
|                                 | Poleaxe              | 3000     | 2        | 5 - 12 | HWS +12   | 0  | 8    | 110  | 2     | 1  |    |
|                                 | Battle axe           | 5000     | 2        | 7 - 14 | HWS +20   | 55 | 12   | 200  | 2     | 1  | WS |
|                                 | Pick axe             | 3500     | 1        | 4 - 9  | ¾ HWS -2  | 35 | 5    | 30   | 2     | 1  |    |
| Spears and forks                | Short spear          | 1000     | 1        | 3 - 6  | ¾ HWS 0   | 0  | 2    | 19   | 1     | 2  |    |
|                                 | Long spear           | 3000     | 2        | 3 - 7  | HWS +2    | 0  | 5    | 32   | 2     | 2  |    |
|                                 | Warhammer            | 3000     | 2        | 4 - 9  | HWS +10   | 0  | 7    | 70   | 2     | 1  |    |
|                                 | Pike                 | 5000     | 3        | 6 - 13 | HWS +8    | 58 | 10   | 170  | 2     | 2  | W  |
|                                 | Speargun spear       | 500      | 1        | 3 - 6  | ½ HWS +4  | 0  | 2    | 5    | 1     | 3  |    |
|                                 | Trident              | 2500     | 2        | 3 - 8  | HWS +6    | 0  | 6    | 46   | 2     | 2  |    |
|                                 | Pitch fork           | 2000     | 1.5      | 3 - 6  | ¾ HWS +5  | 0  | 5    | 26   | 2     | 2  |    |
| Maces                           | Mace                 | 2000     | 1        | 3 - 6  | ¾ HWS +7  | 0  | 2    | 19   | 1     | 2  |    |
|                                 | Morning Star         | 4000     | 1        | 5 - 10 | ¾ HWS +3  | 45 | 4    | 52   | 2     | 2  |    |
|                                 | Flail                | 4000     | 1        | 5 - 10 | HWS +7    | 45 | 3    | 75   | 2     | 2  |    |
|                                 | Rotor-mace**         | 4000     | 1        | 8 - 17 | HWS +12   | 45 | 5    | 150  | 2     | 2  | WS |
|                                 | Skull Cracker        | 7000     | 1.5      | 7 - 14 | ¾ HWS +3  | 65 | 15   | 120  | 2     | 2  | WS |
|                                 | Two-headed mace      | 6000     | 1        | 5 - 12 | ¾ HWS +8  | 62 | 5    | 85   | 2     | 2  | W  |
|                                 | Three-headed mace    | 7000     | 1        | 6 - 13 | ¾ HWS +12 | 68 | 6    | 100  | 2     | 2  | W  |
|                                 |                      |          |          |        |           |    |      |      |       |    |    |
| Clubs and other bashing weapons | Small club           | 1000     | 1        | 2 - 5  | ½ HWS +10 | 0  | 1    | 9    | 1     | 0  |    |
|                                 | Spiked club          | 1500     | 1        | 4 - 9  | ½ HWS +12 | 0  | 1    | 40   | 1     | 1  |    |
|                                 | Large club           | 2000     | 1        | 3 - 7  | ¾ HWS +7  | 0  | 3    | 35   | 1     | 0  |    |
|                                 | Small mallet         | 1500     | 1        | 2 - 5  | ¾ HWS +6  | 0  | 2    | 12   | 1     | 0  |    |
|                                 | Large Mallet         | 3000     | 1.5      | 3 - 8  | ¾ HWS +8  | 0  | 10   | 40   | 2     | 0  |    |
|                                 | Hammer               | 8000     | 1.5      | 7 - 16 | ¾ HWS +10 | 72 | 13   | 150  | 2     | 2  | WS |
|                                 | Baseball bat         | 1000     | 1        | 2 - 5  | ¾ HWS +3  | 0  | 4    | 16   | 1     | 0  |    |
|                                 | Cricket bat          | 1000     | 1        | 3 - 6  | ¾ HWS +3  | 0  | 4    | 25   | 1     | 0  |    |

**HAND-TO-HAND cont**

|          |                     | mass / g | max dist | damage | skill      | SR | WPV. | cost | hands | MC | OD |
|----------|---------------------|----------|----------|--------|------------|----|------|------|-------|----|----|
| Chargers | Carried arrow       | 3000     | 2        | 4 - 9  | 1 HWS -5   | 0  | 9    | 50   | 2     | 1  |    |
|          | Charger             | 1500     | 2        | 3 - 8  | 3/4 HWS +6 | 0  | 4    | 21   | 1     | 1  |    |
|          | Short spike         | 2000     | 1        | 3 - 6  | 3/4 HWS -5 | 0  | 2    | 12   | 1     | 2  |    |
|          | Long spike          | 3000     | 2        | 3 - 7  | 1 HWS -2   | 0  | 5    | 26   | 2     | 2  |    |
|          | Fist                | 4000     | 2        | 5 - 10 | 3/4 HWS +4 | 50 | 6    | 70   | 2     | 0  | W  |
|          | Wooden stake        | 0        | 1        | 1 - 4  | 1/2 HWS -1 | 0  | 0    | 6    | 1     | 0  |    |
|          | <b>Whip</b>         | 0        | 1        | 1 - 4  | 1 HWS +20  | 0  | 0    | 9    | 1     | 0  |    |
|          | <b>Wooden stick</b> | 1000     | 2        | 3 - 6  | 1 HWS +2   | 0  | 6    | 20   | 2     | 0  |    |

\* Wooden stakes inflict 5-11 damage to vampires

\*\* The rotor mace comes with a battery that lasts for 10 turns. Additional batteries may be purchased for 25 gold pieces.

**THROWING WEAPONS**

|                    | Mass / g | Max cc dist | Hand skill | hand damage | SR | Throwing distance | Throwing skill | SF   | Throw damage | TSR | WPV. | cost | hands | MC |
|--------------------|----------|-------------|------------|-------------|----|-------------------|----------------|------|--------------|-----|------|------|-------|----|
| Brick              | 4000     | 1           | ½ HWS -1   | 2 - 5       | 38 | 2 - 4             | ¾ GWS -5       | 3.25 | 2 - 5        | 50  | 0    | 16   | 1     | 0  |
| Cannon ball        | 8000     | 1           | ½ HWS -3   | 3 - 7       | 60 | 2 - 3             | ¾ GWS -1       | 6.5  | 3 - 7        | 64  | 0    | 24   | 1     | 3  |
| Cricket ball       | 100      | 1           | ½ HWS -2   | 1 - 4       | 0  | 2 - 10            | ¾ GWS +4       | 1.6  | 1 - 4        | 0   | 0    | 16   | 1     | 0  |
| Dart               | 0        | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 5             | GWS -5         | 3.3  | 1 - 4        | 0   | 0    | 11   | 1     | 2  |
| <b>Javelin</b>     | 500      | 2           | HWS -3     | 3 - 6       | 0  | 2 - 15            | GWS +8         | 1.5  | 3 - 8        | 0   | 4    | 55   | 1     | 1  |
| <b>Star 1</b>      | 200      | 1           | ½ HWS -1   | 1 - 4       | 0  | 2 - 9             | GWS +6         | 1.9  | 3 - 6        | 0   | 0    | 20   | 1     | 3  |
| <b>Star 2</b>      | 100      | 1           | ½ HWS -3   | 1 - 3       | 0  | 2 - 8             | GWS +2         | 2    | 2 - 5        | 0   | 0    | 15   | 1     | 3  |
| <b>Star 3</b>      | 1000     | 1           | ½ HWS +3   | 2 - 5       | 0  | 2 - 7             | GWS +8         | 2.2  | 3 - 8        | 0   | 0    | 26   | 1     | 3  |
| <b>Star 4</b>      | 500      | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 11            | GWS +13        | 1.4  | 3 - 7        | 0   | 0    | 29   | 1     | 3  |
| <b>Switchblade</b> | 500      | 1           | ½ HWS +4   | 3 - 6       | 0  | 2 - 7             | GWS +10        | 2.2  | 3 - 6        | 0   | 0    | 32   | 1     | 2  |
| Throwing axe       | 2000     | 1           | 1 HWS -3   | 5 - 10      | 0  | 2 - 5             | GWS +22        | 4    | 5 - 10       | 45  | 5    | 72   | 1     | 2  |

**FIRING WEAPONS****Launchers**

|                 | mass / g | DV | hands | cost |
|-----------------|----------|----|-------|------|
| <b>Crossbow</b> | 2500     | 4  | 2     | 19   |
| <b>Speargun</b> | 3000     | 4  | 2     | 30   |
| <b>Bow</b>      | 1300     | 0  | 2     | 25   |

**Projectiles**

|                         | mass / g | Firing distance | Firing skill | SF   | Firing damage | ACL | AP | cost |
|-------------------------|----------|-----------------|--------------|------|---------------|-----|----|------|
| <b>Crossbow dart</b>    | 50       | 1.5 - 12        | GWS +25      | 1.5  | 3 - 6         | 0   | N  | 2    |
| <b>Speargun spear</b>   | 500      | 2 - 15          | GWS +18      | 1.5  | 4 - 9         | 0   | N  | 5    |
| <b>Arrow 1</b>          | 70       | 2 - 16          | BS +5        | 0.85 | 3 - 6         | 0   | N  | 2    |
| <b>Arrow 2</b>          | 180      | 2 - 14          | BS +10       | 1.15 | 3 - 8         | 0   | N  | 3    |
| <b>Poisoned Arrow 2</b> | 180      | 2 - 14          | BS +10       | 1.15 | 3 - 8         | 12  | N  | 8    |
| <b>Arrow 3</b>          | 120      | 2 - 22          | BS +15       | 1.2  | 3 - 7         | 0   | N  | 4    |

## HUMAN KNIGHTS

### HAND-TO-HAND WEAPONS

|                  |                      | mass / g | max dist | damage | skill     | SR        | WPV. | cost | hands | MC | OD |
|------------------|----------------------|----------|----------|--------|-----------|-----------|------|------|-------|----|----|
| Swords           | Broadsword           | 3000     | 1.5      | 3 - 8  | HWS +15   | 0         | 4    | 50   | 1     | 2  |    |
|                  | Long sword           | 3000     | 1.5      | 4 - 9  | HWS +19   | 0         | 5    | 70   | 1     | 2  |    |
|                  | Fencing sword        | 1000     | 1        | 3 - 6  | HWS +12   | 0         | 3    | 25   | 1     | 2  |    |
|                  | <b>Samurai sword</b> | 3500     | 2        | 5 - 12 | HWS +27   | 30        | 6    | 145  | 2     | 2  | W  |
|                  | <b>Sabre</b>         | 2000     | 1        | 3 - 7  | HWS +17   | 0         | 3    | 35   | 1     | 2  |    |
|                  | Sawer                | 3000     | 1        | 3 - 8  | HWS +15   | 0         | 4    | 62   | 1     | 2  | W  |
|                  | <b>Scimitar</b>      | 3000     | 1        | 4 - 9  | HWS +21   | 0         | 4    | 85   | 1     | 2  | W  |
|                  | Two-handed sword     | 4000     | 2        | 5 - 10 | HWS +23   | 40        | 7    | 120  | 2     | 2  | W  |
|                  | Knives               | Dagger   | 500      | 1      | 3 - 6     | ½ HWS +10 | 0    | 0    | 15    | 1  | 2  |
| Stiletto         |                      | 500      | 1        | 2 - 5  | ½ HWS +9  | 0         | 0    | 8    | 1     | 2  |    |
| Kitchen knife    |                      | 500      | 1        | 3 - 7  | ¾ HWS     | 0         | 1    | 27   | 1     | 2  |    |
| Large dagger     |                      | 1500     | 1        | 3 - 8  | ¾ HWS +7  | 0         | 2    | 45   | 1     | 2  |    |
| Axes             | Hatchet              | 1000     | 1        | 3 - 6  | ¾ HWS -3  | 0         | 2    | 15   | 1     | 1  |    |
|                  | Chopper              | 4000     | 1.5      | 5 - 10 | HWS -4    | 50        | 8    | 65   | 2     | 1  | W  |
|                  | Poleaxe              | 3000     | 2        | 5 - 12 | HWS +12   | 0         | 8    | 110  | 2     | 1  |    |
|                  | Battle axe           | 5000     | 2        | 7 - 14 | HWS +20   | 55        | 12   | 200  | 2     | 1  | W  |
|                  | Pick axe             | 3500     | 1        | 4 - 9  | ¾ HWS -2  | 35        | 5    | 30   | 2     | 1  |    |
| Spears and forks | Short spear          | 1000     | 1        | 3 - 6  | ¾ HWS +10 | 0         | 2    | 19   | 1     | 2  |    |
|                  | Long spear           | 3000     | 2        | 3 - 7  | HWS +12   | 0         | 5    | 32   | 2     | 2  |    |
|                  | Warhammer            | 3000     | 2        | 4 - 9  | HWS +20   | 0         | 7    | 70   | 2     | 1  |    |
|                  | Pike                 | 5000     | 3        | 6 - 13 | HWS +18   | 58        | 10   | 170  | 2     | 2  | W  |
|                  | Speargun spear       | 500      | 1        | 3 - 6  | ½ HWS +14 | 0         | 2    | 5    | 1     | 3  |    |
|                  | Trident              | 2500     | 2        | 3 - 8  | HWS +16   | 0         | 6    | 46   | 2     | 2  |    |
|                  | Pitch fork           | 2000     | 1.5      | 3 - 6  | ¾ HWS +15 | 0         | 5    | 26   | 2     | 2  |    |
| Maces            | Mace                 | 2000     | 1        | 3 - 6  | ¾ HWS 0   | 0         | 2    | 19   | 1     | 2  |    |
|                  | Morning Star         | 4000     | 1        | 5 - 10 | ¾ HWS -4  | 45        | 4    | 52   | 2     | 2  |    |
|                  | <b>Flail</b>         | 4000     | 1        | 5 - 10 | HWS       | 45        | 3    | 60   | 2     | 2  |    |
|                  | <b>Rotor-mace**</b>  | 4000     | 1        | 8 - 17 | HWS +12   | 45        | 5    | 150  | 2     | 2  | WS |
| Bats             | Baseball bat         | 1000     | 1        | 2 - 5  | ¾ HWS -2  | 0         | 4    | 16   | 1     | 0  |    |
|                  | Cricket bat          | 1000     | 1        | 3 - 6  | ¾ HWS -2  | 0         | 4    | 25   | 1     | 0  |    |
|                  | Short spike          | 2000     | 1        | 3 - 6  | ¾ HWS -5  | 0         | 2    | 12   | 1     | 2  |    |
|                  | Long spike           | 3000     | 2        | 3 - 7  | HWS -2    | 0         | 5    | 26   | 2     | 2  |    |
|                  | Wooden stake*        | 0        | 1        | 1 - 4  | ½ HWS -1  | 0         | 0    | 6    | 1     | 0  |    |
|                  | <b>Whip</b>          | 0        | 1        | 1 - 4  | HWS +20   | 0         | 0    | 9    | 1     | 0  |    |
|                  | <b>Wooden stick</b>  | 1000     | 2        | 3 - 6  | HWS +2    | 0         | 6    | 20   | 2     | 0  |    |

\*Wooden stakes inflict 5-11 damage to vampires

\*\* The rotor mace comes with a battery that lasts for 10 turns. Additional batteries may be purchased for 25 gold pieces.

## THROWING WEAPONS

|                     | Mass / g | Max cc dist | Hand skill | hand damage | SR | Throwing distance | Throwing skill | SF  | Throw damage | TSR | WPV. | cost | hands | MC |
|---------------------|----------|-------------|------------|-------------|----|-------------------|----------------|-----|--------------|-----|------|------|-------|----|
| Cricket ball        | 100      | 1           | ½ HWS -2   | 1 - 4       | 0  | 2 - 10            | ¾ GWS +4       | 1.6 | 1 - 4        | 0   | 0    | 16   | 1     | 0  |
| Dart                | 0        | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 5             | 1 GWS -5       | 3.3 | 1 - 4        | 0   | 0    | 11   | 1     | 2  |
| Javelin             | 500      | 2           | HWS +7     | 3 - 6       | 0  | 2 - 15            | 1 GWS +18      | 1.5 | 3 - 8        | 0   | 4    | 55   | 1     | 1  |
| <b>Star 1</b>       | 200      | 1           | ½ HWS -1   | 1 - 4       | 0  | 2 - 9             | 1 GWS +6       | 1.9 | 3 - 6        | 0   | 0    | 20   | 1     | 3  |
| <b>Star 2</b>       | 100      | 1           | ½ HWS -3   | 1 - 3       | 0  | 2 - 8             | 1 GWS +2       | 2   | 2 - 5        | 0   | 0    | 15   | 1     | 3  |
| <b>Star 3</b>       | 1000     | 1           | ½ HWS +3   | 2 - 5       | 0  | 2 - 7             | 1 GWS +8       | 2.2 | 3 - 8        | 0   | 0    | 26   | 1     | 3  |
| <b>Star 4</b>       | 500      | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 11            | 1 GWS +13      | 1.4 | 3 - 7        | 0   | 0    | 29   | 1     | 3  |
| <b>Switchblade</b>  | 500      | 1           | ½ HWS +4   | 3 - 6       | 0  | 2 - 7             | 1 GWS +10      | 2.2 | 3 - 6        | 0   | 0    | 32   | 1     | 2  |
| <b>Throwing axe</b> | 2000     | 1           | 1 HWS -3   | 5 - 10      | 0  | 2 - 5             | 1 GWS +12      | 4   | 5 - 10       | 45  | 5    | 72   | 1     | 2  |

## FIRING WEAPONS

### Launchers

|                 | mass / g | DV | hands | cost |
|-----------------|----------|----|-------|------|
| <b>Crossbow</b> | 2500     | 4  | 2     | 19   |
| <b>Speargun</b> | 3000     | 4  | 2     | 30   |
| <b>Bow</b>      | 1300     | 0  | 2     | 25   |

### Projectiles

|                         | mass / g | Firing distance | Firing skill | SF   | Firing damage | ACL | AP | cost |
|-------------------------|----------|-----------------|--------------|------|---------------|-----|----|------|
| <b>Crossbow dart</b>    | 50       | 1.5 - 12        | GWS + 25     | 1.5  | 3 - 6         | 0   | 0  | 2    |
| <b>Speargun spear</b>   | 500      | 2 - 15          | GWS + 18     | 1.5  | 4 - 9         | 0   | 0  | 5    |
| <b>Arrow 1</b>          | 70       | 2 - 16          | BS + 5       | 0.85 | 3 - 6         | 0   | 0  | 2    |
| <b>Arrow 2</b>          | 180      | 2 - 14          | BS + 10      | 1.15 | 3 - 8         | 0   | 0  | 3    |
| <b>Poisoned Arrow 2</b> | 180      | 2 - 14          | BS + 10      | 1.15 | 3 - 8         | 12  | 0  | 8    |
| <b>Arrow 3</b>          | 120      | 2 - 22          | BS + 15      | 1.2  | 3 - 7         | 0   | 0  | 4    |

## HUMAN NINJAS AND GALCINS

### HAND-TO-HAND WEAPONS

|        |                         | mass / g | max dist | damage | skill     | SR | WPV. | cost | hands | MC | OD |
|--------|-------------------------|----------|----------|--------|-----------|----|------|------|-------|----|----|
| Swords | <b>Broadsword</b>       | 3000     | 1.5      | 3 - 8  | HWS +12   | 0  | 4    | 50   | 1     | 2  |    |
|        | <b>Long sword</b>       | 3000     | 1.5      | 4 - 9  | HWS +19   | 0  | 5    | 70   | 1     | 2  |    |
|        | Samurai sword           | 3500     | 2        | 5 - 12 | HWS +27   | 20 | 6    | 145  | 2     | 2  | W  |
|        | Sabre                   | 2000     | 1        | 3 - 7  | HWS +17   | 0  | 3    | 35   | 1     | 2  |    |
|        | Sawer                   | 3000     | 1        | 3 - 8  | HWS +15   | 0  | 4    | 62   | 1     | 2  | W  |
|        | Scimitar                | 3000     | 1        | 4 - 9  | HWS +21   | 0  | 4    | 85   | 1     | 2  | W  |
|        | <b>Two-handed sword</b> | 4000     | 2        | 5 - 10 | HWS +23   | 52 | 7    | 120  | 2     | 2  | W  |
| Knives | Dagger                  | 500      | 1        | 3 - 6  | ½ HWS +15 | 0  | 0    | 15   | 1     | 2  |    |
|        | Stiletto                | 500      | 1        | 2 - 5  | ½ HWS +14 | 0  | 0    | 8    | 1     | 2  |    |
|        | Kitchen knife           | 500      | 1        | 3 - 7  | ¾ HWS +5  | 0  | 1    | 27   | 1     | 2  |    |
|        | Large dagger            | 1500     | 1        | 3 - 8  | ¾ HWS +12 | 0  | 2    | 45   | 1     | 2  |    |
|        | <b>Nunchaku</b>         | 1000     | 1        | 3 - 6  | HWS +28   | 0  | 3    | 18   | 1     | 1  |    |
|        | Wooden stake*           | 0        | 1        | 1 - 4  | ½ HWS -1  | 0  | 0    | 6    | 1     | 0  |    |
|        | <b>Whip</b>             | 0        | 1        | 1 - 4  | HWS +20   | 0  | 0    | 9    | 1     | 0  |    |
|        | <b>Wooden stick</b>     | 1000     | 2        | 3 - 6  | HWS +2    | 0  | 6    | 20   | 2     | 0  |    |

\*Wooden stakes inflict 5-11 damage to vampires

### THROWING WEAPONS

|                       | Mass / g | Max cc dist | Hand skill | hand damage | SR | Throwing distance | Throwing skill | SF   | Throw damage | TSR | WPV. | cost | hands | MC |
|-----------------------|----------|-------------|------------|-------------|----|-------------------|----------------|------|--------------|-----|------|------|-------|----|
| <b>Boomerang star</b> | 200      | 1           | ½ HWS -1   | 3 - 6       | 0  | 2 - 10            | GWS +17        | 1.75 | 3 - 6        | 0   | 0    | 60   | 1     | 3  |
| <b>Knifed star</b>    | 2000     | 1           | ½ HWS +8   | 3 - 6       | 0  | 2 - 6             | GWS +23        | 2.75 | 4 - 9        | 0   | 2    | 50   | 1     | 3  |
| Star 1                | 200      | 1           | ½ HWS -1   | 1 - 4       | 0  | 2 - 9             | GWS +16        | 1.9  | 3 - 6        | 0   | 0    | 20   | 1     | 3  |
| Star 2                | 100      | 1           | ½ HWS -3   | 1 - 3       | 0  | 2 - 8             | GWS +12        | 2    | 2 - 5        | 0   | 0    | 15   | 1     | 3  |
| Star 3                | 1000     | 1           | ½ HWS +3   | 2 - 5       | 0  | 2 - 7             | GWS +18        | 2.2  | 3 - 8        | 0   | 0    | 26   | 1     | 3  |
| Star 4                | 500      | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 11            | GWS +23        | 1.4  | 3 - 7        | 0   | 0    | 29   | 1     | 3  |
| <b>Star5</b>          | 600      | 1           | ½ HWS +2   | 2 - 5       | 0  | 2 - 12            | GWS +26        | 1.4  | 3 - 8        | 0   | 0    | 40   | 1     | 3  |
| Switchblade           | 500      | 1           | ½ HWS +14  | 3 - 6       | 0  | 2 - 7             | GWS +20        | 2.2  | 3 - 6        | 0   | 0    | 32   | 1     | 2  |

## ELF WARRIORS

### HAND-TO-HAND WEAPONS

|                  |                      | mass / g | max dist | damage | skill     | SR | WP.V. | cost | hands | MC | OD |
|------------------|----------------------|----------|----------|--------|-----------|----|-------|------|-------|----|----|
| Swords           | Broadsword           | 3000     | 1.5      | 3 - 8  | HWS +15   | 0  | 4     | 50   | 1     | 2  |    |
|                  | Long sword           | 3000     | 1.5      | 4 - 9  | HWS +19   | 0  | 5     | 70   | 1     | 2  |    |
|                  | Fencing sword        | 1000     | 1        | 3 - 6  | HWS +12   | 0  | 3     | 25   | 1     | 2  |    |
|                  | <b>Samurai sword</b> | 3500     | 2        | 5 - 12 | HWS +27   | 30 | 6     | 145  | 2     | 2  | W  |
|                  | <b>Sabre</b>         | 2000     | 1        | 3 - 7  | HWS +17   | 0  | 3     | 35   | 1     | 2  |    |
|                  | Sawer                | 3000     | 1        | 3 - 8  | HWS +15   | 0  | 4     | 62   | 1     | 2  | W  |
|                  | <b>Scimitar</b>      | 3000     | 1        | 4 - 9  | HWS +21   | 0  | 4     | 85   | 1     | 2  | W  |
|                  | Two-handed sword     | 4000     | 2        | 5 - 10 | HWS +23   | 40 | 7     | 120  | 2     | 2  | W  |
| Knives           | Dagger               | 500      | 1        | 3 - 6  | ½ HWS +10 | 0  | 0     | 15   | 1     | 2  |    |
|                  | Stiletto             | 500      | 1        | 2 - 5  | ½ HWS +9  | 0  | 0     | 8    | 1     | 2  |    |
|                  | Kitchen knife        | 500      | 1        | 3 - 7  | ¾ HWS     | 0  | 1     | 27   | 1     | 2  |    |
|                  | Large dagger         | 1500     | 1        | 3 - 8  | ¾ HWS +7  | 0  | 2     | 45   | 1     | 2  |    |
| Axes             | Hatchet              | 1000     | 1        | 3 - 6  | ¾ HWS +2  | 0  | 2     | 15   | 1     | 1  |    |
|                  | Chopper              | 4000     | 1.5      | 5 - 10 | HWS +1    | 50 | 8     | 65   | 2     | 1  | W  |
|                  | Poleaxe              | 3000     | 2        | 5 - 12 | HWS +7    | 0  | 8     | 110  | 2     | 1  |    |
|                  | Battle axe           | 5000     | 2        | 7 - 14 | HWS +15   | 55 | 12    | 200  | 2     | 1  | W  |
|                  | Pick axe             | 3500     | 1        | 4 - 9  | ¾ HWS +3  | 35 | 5     | 30   | 2     | 1  |    |
| Spears and forks | Short spear          | 1000     | 1        | 3 - 6  | ¾ HWS +5  | 0  | 2     | 19   | 1     | 2  |    |
|                  | Long spear           | 3000     | 2        | 3 - 7  | HWS +7    | 0  | 5     | 32   | 2     | 2  |    |
|                  | Warhammer            | 3000     | 2        | 4 - 9  | HWS +15   | 0  | 7     | 70   | 2     | 1  |    |
|                  | Pike                 | 5000     | 3        | 6 - 13 | HWS +13   | 58 | 10    | 170  | 2     | 2  | W  |
|                  | Speargun spear       | 500      | 1        | 3 - 6  | ½ HWS +9  | 0  | 2     | 5    | 1     | 3  |    |
|                  | Trident              | 2500     | 2        | 3 - 8  | HWS +11   | 0  | 6     | 46   | 2     | 2  |    |
|                  | Pitch fork           | 2000     | 1.5      | 3 - 6  | ¾ HWS +10 | 0  | 5     | 26   | 2     | 2  |    |
| Maces            | Mace                 | 2000     | 1        | 3 - 6  | ¾ HWS 0   | 0  | 2     | 19   | 1     | 2  |    |
|                  | Morning Star         | 4000     | 1        | 5 - 10 | ¾ HWS -4  | 45 | 4     | 52   | 2     | 2  |    |
|                  | <b>Flail</b>         | 4000     | 1        | 5 - 10 | HWS       | 45 | 3     | 60   | 2     | 2  |    |
|                  | <b>Rotor-mace**</b>  | 4000     | 1        | 8 - 17 | HWS +12   | 45 | 5     | 150  | 2     | 2  | WS |
| Bats             | Baseball bat         | 1000     | 1        | 2 - 5  | ¾ HWS -2  | 0  | 4     | 16   | 1     | 0  |    |
|                  | Cricket bat          | 1000     | 1        | 3 - 6  | ¾ HWS -2  | 0  | 4     | 25   | 1     | 0  |    |
|                  | Short spike          | 2000     | 1        | 3 - 6  | ¾ HWS -5  | 0  | 2     | 12   | 1     | 2  |    |
|                  | Long spike           | 3000     | 2        | 3 - 7  | HWS -2    | 0  | 5     | 26   | 2     | 2  |    |
|                  | Wooden stake*        | 0        | 1        | 1 - 4  | ½ HWS -1  | 0  | 0     | 6    | 1     | 0  |    |
|                  | <b>Whip</b>          | 0        | 1        | 1 - 4  | HWS +20   | 0  | 0     | 9    | 1     | 0  |    |
|                  | <b>Wooden stick</b>  | 1000     | 2        | 3 - 6  | HWS +2    | 0  | 6     | 20   | 2     | 0  |    |

\*Wooden stakes inflict 5-11 damage to vampires

\*\* The rotor mace comes with a battery that lasts for 10 turns. Additional batteries may be purchased for 25 gold pieces.

## THROWING WEAPONS

|                     | Mass / g | Max cc dist | Hand skill | hand damage | SR | Throwing distance | Throwing skill | SF   | Throw damage | TSR | WPV. | cost | hands | MC |
|---------------------|----------|-------------|------------|-------------|----|-------------------|----------------|------|--------------|-----|------|------|-------|----|
| Brick               | 4000     | 1           | ½ HWS -1   | 2 - 5       | 38 | 2 - 4             | ¾ GWS -5       | 3.25 | 2 - 5        | 50  | 0    | 16   | 1     | 0  |
| Cannon ball         | 8000     | 1           | ½ HWS -3   | 3 - 7       | 60 | 2 - 3             | ¾ GWS -1       | 6.5  | 3 - 7        | 64  | 0    | 24   | 1     | 3  |
| Cricket ball        | 100      | 1           | ½ HWS -2   | 1 - 4       | 0  | 2 - 10            | ¾ GWS +4       | 1.6  | 1 - 4        | 0   | 0    | 16   | 1     | 0  |
| Dart                | 0        | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 5             | 1 GWS -5       | 3.3  | 1 - 4        | 0   | 0    | 11   | 1     | 2  |
| <b>Javelin</b>      | 500      | 2           | HWS +2     | 3 - 6       | 0  | 2 - 15            | 1 GWS +13      | 1.5  | 3 - 8        | 0   | 4    | 55   | 1     | 1  |
| <b>Star 1</b>       | 200      | 1           | ½ HWS -1   | 1 - 4       | 0  | 2 - 9             | 1 GWS +6       | 1.9  | 3 - 6        | 0   | 0    | 20   | 1     | 3  |
| <b>Star 2</b>       | 100      | 1           | ½ HWS -3   | 1 - 3       | 0  | 2 - 8             | 1 GWS +2       | 2    | 2 - 5        | 0   | 0    | 15   | 1     | 3  |
| <b>Star 3</b>       | 1000     | 1           | ½ HWS +3   | 2 - 5       | 0  | 2 - 7             | 1 GWS +8       | 2.2  | 3 - 8        | 0   | 0    | 26   | 1     | 3  |
| <b>Star 4</b>       | 500      | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 11            | 1 GWS +13      | 1.4  | 3 - 7        | 0   | 0    | 29   | 1     | 3  |
| <b>Switchblade</b>  | 500      | 1           | ½ HWS +4   | 3 - 6       | 0  | 2 - 7             | 1 GWS +10      | 2.2  | 3 - 6        | 0   | 0    | 32   | 1     | 2  |
| <b>Throwing axe</b> | 2000     | 1           | 1 HWS -3   | 5 - 10      | 0  | 2 - 5             | 1 GWS +12      | 4    | 5 - 10       | 45  | 5    | 72   | 1     | 2  |

## FIRING WEAPONS

### Launchers

|                 | mass / g | DV | hands | cost |
|-----------------|----------|----|-------|------|
| Crossbow        | 2500     | 4  | 2     | 19   |
| <b>Speargun</b> | 3000     | 4  | 2     | 30   |
| <b>Bow</b>      | 1300     | 0  | 2     | 25   |

### Projectiles

|                         | mass / g | Firing distance | Firing skill | SF   | Firing damage | ACL | AP | cost |
|-------------------------|----------|-----------------|--------------|------|---------------|-----|----|------|
| Crossbow dart           | 50       | 1.5 - 12        | GWS + 25     | 1.5  | 3 - 6         | 0   | 0  | 2    |
| <b>Speargun spear</b>   | 500      | 2 - 15          | GWS + 18     | 1.5  | 4 - 9         | 0   | 0  | 5    |
| <b>Arrow 1</b>          | 70       | 2 - 16          | BS + 5       | 0.85 | 3 - 6         | 0   | 0  | 2    |
| <b>Arrow 2</b>          | 180      | 2 - 14          | BS + 10      | 1.15 | 3 - 8         | 0   | 0  | 3    |
| <b>Poisoned Arrow 2</b> | 180      | 2 - 14          | BS + 10      | 1.15 | 3 - 8         | 12  | 0  | 8    |
| <b>Arrow 3</b>          | 120      | 2 - 22          | BS + 15      | 1.2  | 3 - 7         | 0   | 0  | 4    |

## ELF ARCHERS

### HAND-TO-HAND WEAPONS

|                  |                         | mass / g | max dist | damage | skill    | SR | WPV. | cost | hands | MC | OD |
|------------------|-------------------------|----------|----------|--------|----------|----|------|------|-------|----|----|
| Swords           | Broadsword              | 3000     | 1.5      | 3 - 8  | HWS +8   | 0  | 4    | 50   | 1     | 2  |    |
|                  | Long sword              | 3000     | 1.5      | 4 - 9  | HWS +12  | 0  | 5    | 70   | 1     | 2  |    |
|                  | <b>Fencing sword</b>    | 1000     | 1        | 3 - 6  | HWS +6   | 0  | 3    | 25   | 1     | 2  |    |
|                  | <b>Sabre</b>            | 2000     | 1        | 3 - 7  | HWS +10  | 0  | 3    | 35   | 1     | 2  |    |
|                  | <b>Scimitar</b>         | 3000     | 1        | 4 - 9  | HWS +14  | 0  | 4    | 85   | 1     | 2  | W  |
|                  | Sawer                   | 3000     | 1        | 3 - 8  | HWS +8   | 0  | 4    | 62   | 1     | 2  | W  |
|                  | <b>Two-handed sword</b> | 4000     | 2        | 5 - 10 | HWS +16  | 40 | 7    | 120  | 2     | 2  | W  |
| Knives           | Dagger                  | 500      | 1        | 3 - 6  | ½ HWS +5 | 0  | 0    | 15   | 1     | 2  |    |
|                  | Stiletto                | 500      | 1        | 2 - 5  | ½ HWS +4 | 0  | 0    | 8    | 1     | 2  |    |
|                  | Kitchen knife           | 500      | 1        | 3 - 7  | ¾ HWS -5 | 0  | 1    | 27   | 1     | 2  |    |
|                  | Large dagger            | 1500     | 1        | 3 - 8  | ¾ HWS +2 | 0  | 2    | 45   | 1     | 2  |    |
| Axes             | Hatchet                 | 1000     | 1        | 3 - 6  | ¾ HWS -3 | 0  | 2    | 15   | 1     | 1  |    |
|                  | <b>Chopper</b>          | 4000     | 1.5      | 5 - 10 | HWS -4   | 50 | 8    | 65   | 2     | 1  | W  |
|                  | <b>Poleaxe</b>          | 3000     | 2        | 5 - 12 | HWS +12  | 0  | 8    | 110  | 2     | 1  |    |
| Spears and forks | Short spear             | 1000     | 1        | 3 - 6  | ¾ HWS 0  | 0  | 2    | 19   | 1     | 2  |    |
|                  | <b>Warhammer</b>        | 3000     | 2        | 4 - 9  | HWS +10  | 0  | 7    | 70   | 2     | 1  |    |
|                  | Trident                 | 2500     | 2        | 3 - 8  | HWS +6   | 0  | 6    | 46   | 2     | 2  |    |
|                  | Long spear              | 3000     | 2        | 3 - 7  | HWS +2   | 0  | 5    | 32   | 2     | 2  |    |
|                  | Pitch fork              | 2000     | 1.5      | 3 - 6  | ¾ HWS +5 | 0  | 5    | 26   | 2     | 2  |    |
| Maces            | Mace                    | 2000     | 1        | 3 - 6  | ¾ HWS 0  | 0  | 2    | 19   | 1     | 2  |    |
|                  | <b>Morning Star</b>     | 4000     | 1        | 5 - 10 | ¾ HWS -4 | 45 | 4    | 52   | 2     | 2  |    |
|                  | <b>Flail</b>            | 4000     | 1        | 5 - 10 | HWS      | 45 | 3    | 60   | 2     | 2  |    |
| Chargers         | Short spike             | 2000     | 1        | 3 - 6  | ¾ HWS -5 | 0  | 2    | 12   | 1     | 2  |    |
|                  | Long spike              | 3000     | 2        | 3 - 7  | HWS -2   | 0  | 5    | 26   | 2     | 2  |    |
|                  | Wooden stake*           | 0        | 1        | 1 - 4  | ½ HWS -1 | 0  | 0    | 6    | 1     | 0  |    |
|                  | <b>Whip</b>             | 0        | 1        | 1 - 4  | HWS +20  | 0  | 0    | 9    | 1     | 0  |    |
|                  | <b>Wooden stick</b>     | 1000     | 2        | 3 - 6  | HWS +2   | 0  | 6    | 20   | 2     | 0  |    |
|                  |                         |          |          |        |          |    |      |      |       |    |    |

\*Wooden stakes inflict 5-11 damage to vampires

**THROWING WEAPONS**

|                    | Mass / g | Max cc dist | Hand skill | hand damage | SR | Throwing distance | Throwing skill | SF  | Throw damage | TSR | WPV. | cost | hands | MC |
|--------------------|----------|-------------|------------|-------------|----|-------------------|----------------|-----|--------------|-----|------|------|-------|----|
| Cricket ball       | 100      | 1           | ½ HWS -2   | 1 - 4       | 0  | 2 - 10            | ¾ GWS +4       | 1.6 | 1 - 4        | 0   | 0    | 16   | 1     | 0  |
| Dart               | 0        | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 5             | 1 GWS -5       | 3.3 | 1 - 4        | 0   | 0    | 11   | 1     | 2  |
| <b>Javelin</b>     | 500      | 2           | ½ HWS -3   | 3 - 6       | 0  | 2 - 15            | 1 GWS +8       | 1.5 | 3 - 8        | 0   | 4    | 55   | 1     | 1  |
| <b>Star 1</b>      | 200      | 1           | ½ HWS -1   | 1 - 4       | 0  | 2 - 9             | 1 GWS +6       | 1.9 | 3 - 6        | 0   | 0    | 20   | 1     | 3  |
| <b>Star 2</b>      | 100      | 1           | ½ HWS -3   | 1 - 3       | 0  | 2 - 8             | 1 GWS +2       | 2   | 2 - 5        | 0   | 0    | 15   | 1     | 3  |
| <b>Star 3</b>      | 1000     | 1           | ½ HWS +3   | 2 - 5       | 0  | 2 - 7             | 1 GWS +8       | 2.2 | 3 - 8        | 0   | 0    | 26   | 1     | 3  |
| <b>Star 4</b>      | 500      | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 11            | 1 GWS +13      | 1.4 | 3 - 7        | 0   | 0    | 29   | 1     | 3  |
| <b>Switchblade</b> | 500      | 1           | ½ HWS +4   | 3 - 6       | 0  | 2 - 7             | 1 GWS +10      | 2.2 | 3 - 6        | 0   | 0    | 32   | 1     | 2  |

**FIRING WEAPONS****Launchers**

|          | mass / g | DV | hands | cost |
|----------|----------|----|-------|------|
| Crossbow | 2500     | 4  | 2     | 19   |
| Bow      | 1300     | 0  | 2     | 25   |

**Projectiles**

|                              | mass / g | Firing distance | Firing skill | SF   | Firing damage | ACL | AP | OD    | cost |
|------------------------------|----------|-----------------|--------------|------|---------------|-----|----|-------|------|
| Crossbow dart                | 50       | 1.5 - 12        | GWS + 25     | 1.5  | 3 - 6         | 0   | 0  |       | 2    |
| Arrow 1                      | 70       | 2 - 16          | BS + 5       | 0.85 | 3 - 6         | 0   | 0  |       | 2    |
| Arrow 2                      | 180      | 2 - 14          | BS + 10      | 1.15 | 3 - 8         | 0   | 0  |       | 3    |
| Poisoned Arrow 2             | 180      | 2 - 14          | BS + 10      | 1.15 | 3 - 8         | 12  | 0  |       | 8    |
| Arrow 3                      | 120      | 2 - 22          | BS + 15      | 1.2  | 3 - 7         | 0   | 0  |       | 4    |
| <b>Armour piercing arrow</b> | 210      | 2 - 18          | BS + 10      | 1.3  | 4 - 9         | 0   | 1  |       | 17   |
| <b>Door buster arrow</b>     | 280      | 2 - 8           | BS           | 2.2  | 3 - 8         | 0   | 0  | W S M | 25   |

The 'M' in the OD column for door buster arrows indicates that it may be used to open a solid metal or stone door. To open any door with door buster arrows the player must roll under  $\frac{1}{3}$  the skill.

## ELF MOLEND'S

### HAND-TO-HAND WEAPONS

|                  |                         | mass / g | max dist | damage | skill     | SR | WPV. | cost | hands | MC | OD |
|------------------|-------------------------|----------|----------|--------|-----------|----|------|------|-------|----|----|
| Swords           | Broadsword              | 3000     | 1.5      | 3 - 8  | HWS +10   | 0  | 4    | 50   | 1     | 2  |    |
|                  | Long sword              | 3000     | 1.5      | 4 - 9  | HWS +14   | 0  | 5    | 70   | 1     | 2  |    |
|                  | <b>Fencing sword</b>    | 1000     | 1        | 3 - 6  | HWS +8    | 0  | 3    | 25   | 1     | 2  |    |
|                  | <b>Sabre</b>            | 2000     | 1        | 3 - 7  | HWS +12   | 0  | 3    | 35   | 1     | 2  |    |
|                  | <b>Scimitar</b>         | 3000     | 1        | 4 - 9  | HWS +16   | 0  | 4    | 85   | 1     | 2  | W  |
|                  | Sawer                   | 3000     | 1        | 3 - 8  | HWS +10   | 0  | 4    | 62   | 1     | 2  | W  |
|                  | <b>Two-handed sword</b> | 4000     | 2        | 5 - 10 | HWS +18   | 45 | 7    | 120  | 2     | 2  | W  |
| Knives           | Dagger                  | 500      | 1        | 3 - 6  | ½ HWS +10 | 0  | 0    | 15   | 1     | 2  |    |
|                  | Stiletto                | 500      | 1        | 2 - 5  | ½ HWS +9  | 0  | 0    | 8    | 1     | 2  |    |
|                  | Kitchen knife           | 500      | 1        | 3 - 7  | ¾ HWS     | 0  | 1    | 27   | 1     | 2  |    |
|                  | Large dagger            | 1500     | 1        | 3 - 8  | ¾ HWS +7  | 0  | 2    | 45   | 1     | 2  |    |
| Axes             | Hatchet                 | 1000     | 1        | 3 - 6  | ¾ HWS -3  | 0  | 2    | 15   | 1     | 1  |    |
|                  | <b>Chopper</b>          | 4000     | 1.5      | 5 - 10 | HWS -4    | 52 | 8    | 65   | 2     | 1  | W  |
|                  | <b>Poleaxe</b>          | 3000     | 2        | 5 - 12 | HWS +12   | 0  | 8    | 110  | 2     | 1  |    |
| Spears and forks | Short spear             | 1000     | 1        | 3 - 6  | ¾ HWS +5  | 0  | 2    | 19   | 1     | 2  |    |
|                  | <b>Warhammer</b>        | 3000     | 2        | 4 - 9  | HWS +15   | 0  | 7    | 70   | 2     | 1  |    |
|                  | Trident                 | 2500     | 2        | 3 - 8  | HWS +11   | 0  | 6    | 46   | 2     | 2  |    |
|                  | Long spear              | 3000     | 2        | 3 - 7  | HWS +7    | 0  | 5    | 32   | 2     | 2  |    |
|                  | Pitch fork              | 2000     | 1.5      | 3 - 6  | ¾ HWS +10 | 0  | 5    | 26   | 2     | 2  |    |
| Maces            | Mace                    | 2000     | 1        | 3 - 6  | ¾ HWS 0   | 0  | 2    | 19   | 1     | 2  |    |
|                  | <b>Morning Star</b>     | 4000     | 1        | 5 - 10 | ¾ HWS -4  | 30 | 4    | 52   | 2     | 2  |    |
|                  | <b>Flail</b>            | 4000     | 1        | 5 - 10 | HWS       | 36 | 3    | 60   | 2     | 2  |    |
| Chargers         | Short spike             | 2000     | 1        | 3 - 6  | ¾ HWS -5  | 0  | 2    | 12   | 1     | 2  |    |
|                  | Long spike              | 3000     | 2        | 3 - 7  | HWS -2    | 0  | 5    | 26   | 2     | 2  |    |
|                  | Wooden stake*           | 0        | 1        | 1 - 4  | ½ HWS -1  | 0  | 0    | 6    | 1     | 0  |    |
|                  | <b>Whip</b>             | 0        | 1        | 1 - 4  | HWS +20   | 0  | 0    | 9    | 1     | 0  |    |
|                  | <b>Wooden stick</b>     | 1000     | 2        | 3 - 6  | HWS +2    | 0  | 6    | 20   | 2     | 0  |    |

\*Wooden stakes inflict 5-11 damage to vampires

**THROWING WEAPONS**

|                    | Mass / g | Max cc dist | Hand skill | hand damage | SR | Throwing distance | Throwing skill | SF  | Throw damage | TSR | WPV. | cost | hands | MC |
|--------------------|----------|-------------|------------|-------------|----|-------------------|----------------|-----|--------------|-----|------|------|-------|----|
| Cricket ball       | 100      | 1           | ½ HWS -2   | 1 - 4       | 0  | 2 - 10            | ¾ GWS +4       | 1.6 | 1 - 4        | 0   | 0    | 16   | 1     | 0  |
| Dart               | 0        | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 5             | GWS -5         | 3.3 | 1 - 4        | 0   | 0    | 11   | 1     | 2  |
| <b>Javelin</b>     | 500      | 2           | HWS -3     | 3 - 6       | 0  | 2 - 15            | GWS +8         | 1.5 | 3 - 8        | 0   | 4    | 55   | 1     | 1  |
| <b>Switchblade</b> | 500      | 1           | ½ HWS +9   | 3 - 6       | 0  | 2 - 7             | GWS +15        | 2.2 | 3 - 6        | 0   | 0    | 32   | 1     | 2  |

**FIRING WEAPONS****Launchers**

|                 | mass / g | DV | hands | cost |
|-----------------|----------|----|-------|------|
| <b>Crossbow</b> | 2500     | 4  | 2     | 19   |

**Projectiles**

|                      | mass / g | Firing distance | Firing skill | SF  | Firing damage | ACL | AP | cost |
|----------------------|----------|-----------------|--------------|-----|---------------|-----|----|------|
| <b>Crossbow dart</b> | 50       | 1.5 - 12        | GWS + 25     | 1.5 | 3 - 6         | 0   | 0  | 2    |

# GOBLINS, GNOMES, MALICHES, KOLDORNS AND ZEMAKS

## HAND-TO-HAND WEAPONS

|                                 |                      | mass / g | max dist | damage | skill     | SR | W.P.V. | cost | hands | MC | OD |
|---------------------------------|----------------------|----------|----------|--------|-----------|----|--------|------|-------|----|----|
| Swords                          | Broadsword           | 3000     | 1.5      | 3 - 8  | HWS +8    | 0  | 4      | 50   | 1     | 2  |    |
|                                 | Long sword           | 3000     | 1.5      | 4 - 9  | HWS +12   | 0  | 5      | 70   | 1     | 2  |    |
|                                 | <b>Samurai sword</b> | 3500     | 2        | 5 - 12 | HWS +20   | 30 | 6      | 145  | 2     | 2  | W  |
|                                 | <b>Sabre</b>         | 2000     | 1        | 3 - 7  | HWS +10   | 0  | 3      | 35   | 1     | 2  |    |
|                                 | Sawer                | 3000     | 1        | 3 - 8  | HWS +8    | 0  | 4      | 62   | 1     | 2  | W  |
|                                 | <b>Scimitar</b>      | 3000     | 1        | 4 - 9  | HWS +14   | 0  | 4      | 85   | 1     | 2  | W  |
|                                 | Two-handed sword     | 4000     | 2        | 5 - 10 | HWS +16   | 40 | 7      | 120  | 2     | 2  | W  |
| Knives                          | Dagger               | 500      | 1        | 3 - 6  | ½ HWS +5  | 0  | 0      | 15   | 1     | 2  |    |
|                                 | Stiletto             | 500      | 1        | 2 - 5  | ½ HWS +4  | 0  | 0      | 8    | 1     | 2  |    |
|                                 | Kitchen knife        | 500      | 1        | 3 - 7  | ¾ HWS -5  | 0  | 1      | 27   | 1     | 2  |    |
|                                 | Large dagger         | 1500     | 1        | 3 - 8  | ¾ HWS +2  | 0  | 2      | 45   | 1     | 2  |    |
| Axes                            | Hatchet              | 1000     | 1        | 3 - 6  | ¾ HWS +2  | 0  | 2      | 15   | 1     | 1  |    |
|                                 | Chopper              | 4000     | 1.5      | 5 - 10 | HWS +1    | 50 | 8      | 65   | 2     | 1  | W  |
|                                 | Poleaxe              | 3000     | 2        | 5 - 12 | HWS +17   | 0  | 8      | 110  | 2     | 1  |    |
|                                 | Battle axe           | 6000     | 2        | 7 - 14 | HWS +25   | 55 | 12     | 200  | 2     | 1  | W  |
|                                 | Pick axe             | 3500     | 1        | 4 - 9  | ¾ HWS +3  | 35 | 5      | 30   | 2     | 1  |    |
| Spears and forks                | Short spear          | 1000     | 1        | 3 - 6  | ¾ HWS     | 0  | 2      | 19   | 1     | 2  |    |
|                                 | <b>Long spear</b>    | 3000     | 2        | 3 - 7  | HWS +2    | 0  | 5      | 32   | 2     | 2  |    |
|                                 | <b>Warhammer</b>     | 3000     | 2        | 4 - 9  | HWS +10   | 0  | 7      | 70   | 2     | 1  |    |
|                                 | <b>Pike</b>          | 6000     | 3        | 6 - 13 | HWS +8    | 58 | 10     | 170  | 2     | 2  | W  |
|                                 | <b>Trident</b>       | 2500     | 2        | 3 - 8  | HWS +6    | 0  | 6      | 46   | 2     | 2  |    |
|                                 | <b>Pitch fork</b>    | 2000     | 1.5      | 3 - 6  | ¾ HWS +5  | 0  | 5      | 26   | 2     | 2  |    |
| Maces                           | Mace                 | 2000     | 1        | 3 - 6  | ¾ HWS +5  | 0  | 2      | 19   | 1     | 2  |    |
|                                 | Morning Star         | 4000     | 1        | 5 - 10 | ¾ HWS +1  | 45 | 4      | 52   | 2     | 2  |    |
|                                 | Flail                | 4000     | 1        | 5 - 10 | HWS +5    | 45 | 3      | 60   | 2     | 2  |    |
|                                 | Rotor-mace**         | 3000     | 1        | 8 - 17 | HWS +10   | 45 | 5      | 150  | 2     | 2  | W  |
|                                 | Skull Cracker        | 7000     | 1.5      | 7 - 14 | ¾ HWS +1  | 72 | 15     | 120  | 2     | 2  | W  |
|                                 | Two-headed mace      | 6000     | 1        | 5 - 12 | ¾ HWS +6  | 55 | 5      | 85   | 2     | 2  | W  |
| Clubs and other bashing weapons | Small club           | 1000     | 1        | 2 - 5  | ½ HWS +15 | 0  | 1      | 9    | 1     | 0  |    |
|                                 | Spiked club          | 1500     | 1        | 4 - 9  | ½ HWS +17 | 0  | 1      | 40   | 1     | 1  |    |
|                                 | Large club           | 2000     | 1        | 3 - 7  | ¾ HWS +12 | 0  | 3      | 35   | 1     | 0  |    |
|                                 | Small mallet         | 1500     | 1        | 2 - 5  | ¾ HWS +11 | 0  | 2      | 12   | 1     | 0  |    |
|                                 | Large Mallet         | 3000     | 1.5      | 3 - 8  | ¾ HWS +13 | 0  | 6      | 40   | 2     | 0  |    |
|                                 | Baseball bat         | 1000     | 1        | 2 - 5  | ¾ HWS +8  | 0  | 4      | 16   | 1     | 0  |    |
|                                 | Cricket bat          | 1000     | 1        | 3 - 6  | ¾ HWS +8  | 0  | 4      | 25   | 1     | 0  |    |

**HAND-TO-HAND cont**

|          |                     | mass / g | max dist | damage | skill     | SR | WP.V. | cost | hands | MC | OD |
|----------|---------------------|----------|----------|--------|-----------|----|-------|------|-------|----|----|
| Chargers | Carried arrow       | 3000     | 2        | 4 - 9  | HWS +5    | 0  | 9     | 50   | 2     | 1  |    |
|          | Charger             | 1500     | 2        | 3 - 8  | ¾ HWS +16 | 0  | 4     | 21   | 1     | 1  |    |
|          | Short spike         | 2000     | 1        | 3 - 6  | ¾ HWS +5  | 0  | 2     | 12   | 1     | 2  |    |
|          | Long spike          | 3000     | 2        | 3 - 7  | HWS +3    | 0  | 5     | 26   | 2     | 2  |    |
|          | Fist                | 4000     | 2        | 5 - 10 | ¾ HWS +14 | 50 | 6     | 70   | 2     | 0  | W  |
|          | Wooden stake        | 0        | 1        | 1 - 4  | ½ HWS -1  | 0  | 0     | 6    | 1     | 0  |    |
|          | <b>Whip</b>         | 0        | 1        | 1 - 4  | HWS +20   | 0  | 0     | 9    | 1     | 0  |    |
|          | <b>Wooden stick</b> | 1000     | 2        | 3 - 6  | HWS +2    | 0  | 6     | 20   | 2     | 0  |    |

\*Wooden stakes inflict 5-11 damage to vampires

**THROWING WEAPONS**

|                    | Mass / g | Max cc dist | Hand skill | hand damage | SR | Throwing distance | Throwing skill | SF   | Throw damage | TSR | WP.V. | cost | hands | MC |
|--------------------|----------|-------------|------------|-------------|----|-------------------|----------------|------|--------------|-----|-------|------|-------|----|
| Brick              | 4000     | 1           | ½ HWS -1   | 2 - 5       | 38 | 2 - 4             | ¾ GWS -5       | 3.25 | 2 - 5        | 50  | 0     | 16   | 1     | 0  |
| Cannon ball        | 8000     | 1           | ½ HWS -3   | 3 - 7       | 60 | 2 - 3             | ¾ GWS -1       | 6.5  | 3 - 7        | 64  | 0     | 24   | 1     | 3  |
| Cricket ball       | 100      | 1           | ½ HWS -2   | 1 - 4       | 0  | 2 - 10            | ¾ GWS +4       | 1.6  | 1 - 4        | 0   | 0     | 16   | 1     | 0  |
| Dart               | 0        | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 5             | GWS -5         | 3.3  | 1 - 4        | 0   | 0     | 11   | 1     | 2  |
| <b>Javelin</b>     | 500      | 2           | HWS -3     | 3 - 6       | 0  | 2 - 15            | GWS +8         | 1.5  | 3 - 8        | 0   | 4     | 55   | 1     | 1  |
| <b>Star 1</b>      | 200      | 1           | ½ HWS -1   | 1 - 4       | 0  | 2 - 9             | GWS +6         | 1.9  | 3 - 6        | 0   | 0     | 20   | 1     | 3  |
| <b>Star 2</b>      | 100      | 1           | ½ HWS -3   | 1 - 3       | 0  | 2 - 8             | GWS +2         | 2    | 2 - 5        | 0   | 0     | 15   | 1     | 3  |
| <b>Star 3</b>      | 1000     | 1           | ½ HWS +3   | 2 - 5       | 0  | 2 - 7             | GWS +8         | 2.2  | 3 - 8        | 0   | 0     | 26   | 1     | 3  |
| <b>Star 4</b>      | 500      | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 11            | GWS +13        | 1.4  | 3 - 7        | 0   | 0     | 29   | 1     | 3  |
| <b>Switchblade</b> | 500      | 1           | ½ HWS +4   | 3 - 6       | 0  | 2 - 7             | GWS +10        | 2.2  | 3 - 6        | 0   | 0     | 32   | 1     | 2  |
| Throwing axe       | 2000     | 1           | 1 HWS +2   | 5 - 10      | 0  | 2 - 5             | GWS +17        | 4    | 5 - 10       | 45  | 5     | 72   | 1     | 2  |

**FIRING WEAPONS****Launchers**

|                 | mass / g | DV | hands | cost |
|-----------------|----------|----|-------|------|
| <b>Crossbow</b> | 2500     | 4  | 2     | 19   |
| <b>Speargun</b> | 3000     | 4  | 2     | 30   |
| <b>Bow</b>      | 1300     | 0  | 2     | 25   |

**Projectiles**

|                         | mass / g | Firing distance | Firing skill | SF   | Firing damage | ACL | AP | cost |
|-------------------------|----------|-----------------|--------------|------|---------------|-----|----|------|
| <b>Crossbow dart</b>    | 50       | 1.5 - 12        | GWS + 25     | 1.5  | 3 - 6         | 0   | N  | 2    |
| <b>Speargun spear</b>   | 500      | 2 - 15          | GWS + 18     | 1.5  | 4 - 9         | 0   | N  | 5    |
| <b>Arrow 1</b>          | 70       | 2 - 16          | BS + 5       | 0.85 | 3 - 6         | 0   | N  | 2    |
| <b>Arrow 2</b>          | 180      | 2 - 14          | BS + 10      | 1.15 | 3 - 8         | 0   | N  | 3    |
| <b>Poisoned Arrow 2</b> | 180      | 2 - 14          | BS + 10      | 1.15 | 3 - 8         | 12  | N  | 8    |
| <b>Arrow 3</b>          | 120      | 2 - 22          | BS + 15      | 1.2  | 3 - 7         | 0   | N  | 4    |

# LEPRECHAUNS

## HAND-TO-HAND WEAPONS

|                                 |                         | mass / g | max dist | damage | skill      | SR | WP.V. | cost | hands | MC | OD |
|---------------------------------|-------------------------|----------|----------|--------|------------|----|-------|------|-------|----|----|
| Swords                          | Broadsword              | 3000     | 1.5      | 3 - 8  | HWS +8     | 0  | 4     | 50   | 1     | 2  |    |
|                                 | Long sword              | 3000     | 1.5      | 4 - 9  | HWS +12    | 0  | 5     | 70   | 1     | 2  |    |
|                                 | <b>Samurai sword</b>    | 3500     | 2        | 5 - 12 | HWS +20    | 30 | 6     | 145  | 2     | 2  | W  |
|                                 | <b>Sabre</b>            | 2000     | 1        | 3 - 7  | HWS +10    | 0  | 3     | 35   | 1     | 2  |    |
|                                 | Sawer                   | 3000     | 1        | 3 - 8  | HWS +8     | 0  | 4     | 62   | 1     | 2  | W  |
|                                 | <b>Scimitar</b>         | 3000     | 1        | 4 - 9  | HWS +14    | 0  | 4     | 85   | 1     | 2  | W  |
|                                 | <b>Two-handed sword</b> | 4000     | 2        | 5 - 10 | HWS +16    | 40 | 7     | 120  | 2     | 2  | W  |
| Knives                          | Dagger                  | 500      | 1        | 3 - 6  | ½ HWS +10  | 0  | 0     | 15   | 1     | 2  |    |
|                                 | Stiletto                | 500      | 1        | 2 - 5  | ½ HWS +9   | 0  | 0     | 8    | 1     | 2  |    |
|                                 | Kitchen knife           | 500      | 1        | 3 - 7  | ¾ HWS      | 0  | 1     | 27   | 1     | 2  |    |
|                                 | Large dagger            | 1500     | 1        | 3 - 8  | ¾ HWS +7   | 0  | 2     | 45   | 1     | 2  |    |
| Axes                            | Hatchet                 | 1000     | 1        | 3 - 6  | ¾ HWS +2   | 0  | 2     | 15   | 1     | 1  |    |
|                                 | <b>Chopper</b>          | 4000     | 1.5      | 5 - 10 | HWS +1     | 50 | 8     | 65   | 2     | 1  | W  |
|                                 | <b>Pick axe</b>         | 3500     | 1        | 4 - 9  | ¾ HWS +3   | 35 | 5     | 30   | 2     | 1  |    |
| Spears and forks                | Short spear             | 1000     | 1        | 3 - 6  | ¾ HWS 0    | 0  | 2     | 19   | 1     | 2  |    |
|                                 | <b>Long spear</b>       | 3000     | 2        | 3 - 7  | HWS +2     | 0  | 5     | 32   | 2     | 2  |    |
|                                 | <b>Trident</b>          | 2500     | 2        | 3 - 8  | HWS +6     | 0  | 6     | 46   | 2     | 2  |    |
|                                 | <b>Pitch fork</b>       | 2000     | 1.5      | 3 - 6  | ¾ HWS +5   | 0  | 5     | 26   | 2     | 2  |    |
| Maces                           | Mace                    | 2000     | 1        | 3 - 6  | ¾ HWS 0    | 0  | 2     | 19   | 1     | 2  |    |
|                                 | Morning Star            | 4000     | 1        | 5 - 10 | ¾ HWS -4   | 30 | 4     | 52   | 2     | 2  |    |
|                                 | <b>Flail</b>            | 4000     | 1        | 5 - 10 | HWS        | 36 | 3     | 60   | 2     | 2  |    |
| Clubs and other bashing weapons | Small club              | 1000     | 1        | 2 - 5  | ½ HWS +10  | 0  | 1     | 9    | 1     | 0  |    |
|                                 | Spiked club             | 1500     | 1        | 4 - 9  | ½ HWS +12  | 0  | 1     | 40   | 1     | 1  |    |
|                                 | <b>Large club</b>       | 2000     | 1        | 3 - 7  | ¾ HWS +7   | 0  | 3     | 35   | 1     | 0  |    |
|                                 | Small mallet            | 1500     | 1        | 2 - 5  | ¾ HWS +6   | 0  | 2     | 12   | 1     | 0  |    |
|                                 | Large Mallet            | 5000     | 1.5      | 3 - 8  | ¾ HWS +8   | 50 | 10    | 40   | 2     | 0  |    |
|                                 | Baseball bat            | 1000     | 1        | 2 - 5  | ¾ HWS +3   | 0  | 4     | 16   | 1     | 0  |    |
|                                 | Cricket bat             | 1000     | 1        | 3 - 6  | ¾ HWS +3   | 0  | 4     | 25   | 1     | 0  |    |
| Chargers                        | Carried arrow           | 3000     | 2        | 4 - 9  | 1 HWS      | 0  | 9     | 50   | 2     | 1  |    |
|                                 | Charger                 | 1500     | 2        | 3 - 8  | ¾ HWS +11  | 0  | 4     | 21   | 1     | 1  |    |
|                                 | Short spike             | 2000     | 1        | 3 - 6  | ¾ HWS      | 0  | 2     | 12   | 1     | 2  |    |
|                                 | Long spike              | 3000     | 2        | 3 - 7  | 1 HWS +3   | 0  | 5     | 26   | 2     | 2  |    |
|                                 | Fist                    | 4000     | 2        | 5 - 10 | ¾ HWS +9   | 50 | 6     | 70   | 2     | 0  | W  |
|                                 | Wooden stake            | 0        | 1        | 1 - 4  | 1/2 HWS -1 | 0  | 0     | 6    | 1     | 0  |    |
|                                 | <b>Whip</b>             | 0        | 1        | 1 - 4  | 1 HWS +20  | 0  | 0     | 9    | 1     | 0  |    |
|                                 | <b>Wooden stick</b>     | 1000     | 2        | 3 - 6  | 1 HWS +2   | 0  | 6     | 20   | 2     | 0  |    |

\*Wooden stakes inflict 5-11 damage to vampires

**THROWING WEAPONS**

|                     | Mass / g | Max cc dist | Hand skill | hand damage | SR | Throwing distance | Throwing skill | SF  | Throw damage | TSR | W.P.V. | cost | hands | MC |
|---------------------|----------|-------------|------------|-------------|----|-------------------|----------------|-----|--------------|-----|--------|------|-------|----|
| Cricket ball        | 100      | 1           | ½ HWS -2   | 1 - 4       | 0  | 2 - 10            | ¾ GWS +4       | 1.6 | 1 - 4        | 0   | 0      | 16   | 1     | 0  |
| Dart                | 0        | 1           | ½ HWS +1   | 1 - 4       | 0  | 2 - 5             | GWS -5         | 3.3 | 1 - 4        | 0   | 0      | 11   | 1     | 2  |
| <b>Javelin</b>      | 500      | 2           | HWS -3     | 3 - 6       | 0  | 2 - 15            | GWS +8         | 1.5 | 3 - 8        | 0   | 4      | 55   | 1     | 1  |
| <b>Throwing axe</b> | 2000     | 1           | HWS +2     | 5 - 10      | 0  | 2 - 5             | GWS +17        | 4   | 5 - 10       | 45  | 5      | 72   | 1     | 2  |

**FIRING WEAPONS****Launchers**

|                 | mass / g | DV | hands | cost |
|-----------------|----------|----|-------|------|
| <b>Crossbow</b> | 2500     | 4  | 2     | 19   |

**Projectiles**

|                      | mass / g | Firing distance | Firing skill | SF  | Firing damage | ACL | AP | cost |
|----------------------|----------|-----------------|--------------|-----|---------------|-----|----|------|
| <b>Crossbow dart</b> | 50       | 1.5 - 12        | GWS + 25     | 1.5 | 3 - 6         | 0   | N  | 2    |

**THROWING WEAPONS**

|                | mass / g | max cc dist | Hand skill | CC damage | SR | DV. | hands | Throw dist | Throw skill | SF  | Throw damage | Throw SR | cost |
|----------------|----------|-------------|------------|-----------|----|-----|-------|------------|-------------|-----|--------------|----------|------|
| Cricket ball   | 100      | 1           | ½ HWS -2   | 1 - 4     | 0  | 0   | 1     | 2 - 10     | ¾ GWS +4    | 1.6 | 1 - 4        | 0        | 16   |
| Dart           | 0        | 1           | ½ HWS -2   | 1 - 4     | 0  | 0   | 1     | 2 - 5      | GWS -5      | 3.3 | 1 - 4        | 0        | 11   |
| <b>Javelin</b> | 500      | 2           | HWS -3     | 3 - 6     | 0  | 4   | 1     | 2 - 15     | GWS +8      | 1.5 | 3 - 8        | 0        | 55   |

**FIRING WEAPONS****Launchers**

|                 | mass / g | DV | hands | cost |
|-----------------|----------|----|-------|------|
| <b>Crossbow</b> | 2500     | 4  | 2     | 19   |

**PROJECTILES**

|                      | mass / g | Firing distance | Firing skill | SF  | Firing damage | ACL | AP | OD | cost |
|----------------------|----------|-----------------|--------------|-----|---------------|-----|----|----|------|
| <b>Crossbow dart</b> | 50       | 1.5 - 12        | GWS + 25     | 1.5 | 3 - 6         | 0   | 0  |    | 2    |