

# CHAPTER 8: ADDENDUM

# ADDITIONAL WEAPONS

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## hand Weapons

### Footman's Flail

The footman's flail is a common military weapon, a stout stave topped with a very short chain typically suspending a heavy baton bound with iron rings, sometimes spiked.

of which is riven through with cruel iron spikes. It is a common weapon among peasant soldiers and militias.

### Holy Water Sprinkler

A cheap but brutal weapon, the holy water sprinkler is nothing more than a heavy cudgel, the end

### Longsword

The longsword, also known as a bastard sword or hand-and-a-half sword, features a longer blade and hilt than the common sword, the latter allowing it to

### HAND WEAPONS

<i>Weapon</i>	<i>Damage</i>	<i>Warlock Weapon Group</i>
Footman's Flail*	(d6, 5 points)	Weapon Group III
Holy Water Sprinkler	(d6, 5 points)	Weapon Group I
Longsword*	(2d4, 4 points)	Weapon Group IV
Pollaxe*	(d12, 4 points)	Weapon Group III
Scourge	(d2, 3 points)	Weapon Group I
War Axe	(d6, 5 points)	Weapon Group V
Warhammer	(d10, 3 points)	Weapon Group I
War Lance	(2d4, 6 points)	Weapon Group III

\* These weapons require two hands and thus preclude the use of a shield.

### MISSILE WEAPONS

<i>Weapon</i>	<i>Damage</i>	<i>Short</i>	<i>Medium</i>	<i>Long range</i>	<i>Warlock Weapon Group</i>
Arbalest	(d12, 5 points)	0-50m	51-250m	251-450m	Weapon Group VII
Longbow	(d8, 4 points)	0-50m	51-150m	151-300m	Weapon Group VI

be wielded with both hands. A versatile weapon, it is beloved of knights, and may be wielded one-handed by a trained user. Longswords may be used two-handed by anyone, using the Damage rules above. Knights are extensively trained with them and may wield longswords one-handed, though when doing so they have the same Damage as a normal sword (d8, 4 points).

### Pollaxe

Developed specifically to counter the great advantage of plate armour, the pollaxe is a sturdy polearm sometimes referred to as a footman's hammer. It typically features a thrusting spike at its tip, but its main armament is a crushing hammerhead on one side of the shaft, and a modest axe blade or pick on the other. Metal langets reinforce the striking end of the pole.

### Scourge

More an implement of torture than a weapon, the scourge is a whip, a short wooden handle covered in braided leather with several short leather thongs attached. It inflicts little real damage but can cause considerable pain as it flays skin from flesh.

### War Axe

While the greatest of battleaxes may only be born in both hands, many other axes intended for use in battle are one-handed, normally simple wooden shafts topped with single-headed axe blades such as the smaller bearded axes of Thuland and Merkania. Suffice to say, this is a common barbarian weapon.

### Warhammer

The warhammer is a light bludgeon designed to counter heavy armour. Its short shaft, as often steel as wood, is topped with a short thrusting spike, small hammerhead, and small pick head. It is sometimes referred to as a horseman's hammer.

### War Lance

The battlefield counterpart to the jousting weapon, the war lance is little more than a long, heavy wooden

spear tipped with a tough piercing steel lancehead, and often bears a pennon indicating the wielder's personal ensign. Couched under the arm during a mounted charge, it is often equipped with an ampate, a small circular plate affixed to the shaft that prevents the hand sliding on impact. War Lances can only be wielded from horseback by characters skilled in riding warhorses.

## Missile Weapons

### Arbalest

The most powerful man-portable missile weapon in existence, the arbalest is a large crossbow of extraordinary power. Its use of a steel prod gives it immense drawing weight but necessitates its recocking by means of an inbuilt windlass; a slow and laborious process. Arbalests require 5 rounds of partial loading before they are ready to shoot.

### Longbow

A bow as tall as its wielder, the longbow is a simple selfbow generally crafted from yew, ash or boxwood. Although not as handy as a shorter bow, the longbow has greater draw weight, and thus greater power and range, making it far more suitable as a weapon of battle than its smaller cousin.

### BUYING AND SELLING

<i>Item</i>	<i>Price</i>	<i>Availability</i>
Arbalest	250F	10% / 05% / 01%
Footman's Flail	15F	80% / 40% / 60%
Holy Water Sprinkler	10F	100% / 70% / 60%
Longbow	40F	80% / 30% / 75%
Longsword	50F	80% / 20% / 05%
Pollaxe	50F	70% / 30% / 01%
Scourge	5F	85% / 50% / 05%
War Axe	12F	100% / 80% / 80%
Warhammer	15F	100% / 50% / 05%
War Lance	20F	100% / 50% / 05%