

SAVAGE ARMOURY

PRINTER-FRIENDLY VERSION



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INTRODUCTION

Savage Worlds and the various Companions provide an extensive selection of weapons with an interesting variety of modifiers, but some weapons are significantly better than others. For many gaming groups this doesn't matter, but in some cases it can result in players choosing weapons for their bonuses rather than because they're appropriate to the character concept.

Savage Armoury addresses this issue by breaking weapons down into a series of abilities, in exactly the same way as the race creation rules in Savage Worlds Deluxe or the Fantasy Companion. Not everyone cares about weapon balance, and for those who don't the core weapons are fine. But if you notice your players always use katanas, or you wish to encourage more exotic character concepts such as knife fighters, you might find Savage Armoury useful for adding a bit more weapon diversity to the party.

This document can be used in a number of different ways:

CUSTOM-MADE WEAPONS

The original purpose of Savage Armoury was to provide a system for players to create their own weapons. You can allow players to create all their own weapons, or limit them in some way (such as only **Masterwork** or **Exotic** weapons) – or you can keep it as a GM-only tool.

To design a new weapon, the player should first describe it (or provide a picture), then select the abilities that best fit the description, and finally apply any appropriate trappings. As always, the GM has the final say, but player creativity should be encouraged.

DEFAULT WEAPON LIST

Another option is just to use the list of weapons at the back of this document instead of those in the core rules – these weapons are all designed and balanced using Savage Armoury. If the GM needs additional setting-specific weapons, they could be added to the list before the campaign begins.

EDGE CREATION

This document can also be used as a guideline for designing and balancing new Combat Edges. An Edge should typically give 3 points of weapon abilities, and be Novice or Seasoned (depending on the other requirements). An "Improved" version that doubles the bonus should be at least Veteran. Examples from the core rules would be Block and Trademark Weapon.

EXTRA OPTIONS

Although Savage Armoury primarily focuses on weapons, it does also include several new Edges and some optional rules. There are also guidelines for designing your own custom armour and helmets, which work in the same way as the weapon creation rules.

MAGIC WEAPONS

The GM can also use Savage Armoury to create magical weapons and armour as adventure rewards, designing a regular item and then applying *magic only* weapon abilities, using **Expensive** and **Masterwork** to represent higher quality weapons.

For example a demon-bound axe might have **Elemental** (+1), **Returning** (+1) and **Major Hindrance** (-2), making it cost neutral. It now bursts into flames when drawn, and returns to your hand when thrown, but it also gives the owner the Bloodthirsty hindrance.

MODERN AND FUTURISTIC GEAR

Savage Armoury is mainly intended for creating medieval weapons and armour, but it can also be used to design modern and even futuristic gear.

If the item uses modern technology (automatic weapons, grenades, Kevlar vests, etc), the GM should give it an additional +2 ability points to represent its superior quality. This doesn't apply to all items, only military weapons and armour that utilise modern techniques; a knife or leather jacket shouldn't get any additional points.

If the item uses futuristic technology (laser swords, power armour, etc), the GM should instead give it an additional +3 ability points. In addition, the "base Armour" value of futuristic armour is doubled, as is the AP of futuristic weapons.

POWER TRAPPINGS

Weapon abilities may also be used to adjust the trappings of offensive powers such as Bolt, Burst or Blast, and at the GM's discretion some abilities may even be taken multiple times. The power has 0 points of weapon abilities, or 2 points if you increase the PP cost by +1.

For example a necromantic attack that shoots shards of bone at the enemy might have **High Powered** (+2) and **Low Penetration** *twice* (-2), while a beam of light might have **Very High Penetration** *twice* (+4) and **Very Lower Powered** (-4). An electrical or flaming attack that bypasses armour might simply take **High Penetration** (+2) and increase its PP cost by +1.

The GM may also allow players to use the Natural Weapons Edge to create magical attacks, simply by letting them take *magic only* abilities. These won't be as powerful as regular spells, but players also won't have to worry about Backlash or running out of Power Points.

SUPER POWERS

Savage Armoury can also be used with Necessary Evil or the Super Powers Companion, replacing "Attack, Melee", "Attack, Ranged" and "Armor" with the following two powers (don't forget to apply the rules from the Modern and Futuristic Gear section as well):

ATTACK (I)

Trappings: Claws, magical weapons, breath attack, super martial arts, hi-tech guns.

This power grants you a special form of attack, calculated exactly like the Natural Weapons Edge (or Magical Heirloom if this is a Device). You may take *magic only* weapon abilities.

Modifiers

- **Heavy Weapon (+1):** The attack counts as a Heavy Weapon.
- **Potent Attack (+1/2):** Every point assigned to this modifier gives +2 weapon abilities.
- **Armour Piercing (+1):** AP 2 (stacks with other AP, but can only be taken once).
- **Elemental Trick (+2):** The same as Necessary Evil or the Super Powers Companion.
- **Focus (+3):** The same as Necessary Evil or the Super Powers Companion.
- **Knockback (+2):** The same as Necessary Evil or the Super Powers Companion.

ARMOUR (I)

Trappings: Metal suit, tough carapace, power armour.

This power grants you a special form of armour. If it's a Device then create the armour as if you had Magical Heirloom, otherwise use the **Making Armour** rules and add **Weightless** for free. You cannot take **Masterwork**, **Expensive**, **Cheap** or **Crude** for any armour created with this power, nor can you take **Fast Don** or **Slow Don** if the armour is a Device, but you may take *magic only* and *super only* abilities if you wish.

Modifiers

- **Potent Armour (+1/2):** Every point assigned to this modifier gives +2 armour abilities.
- **Enhanced Armour (+2):** Increase the base Armour by +3.
- **Requires Activation (-1):** The same as Necessary Evil or the Super Powers Companion.

NEW RULES

Savage Armoury is designed to be used with the following rules.

AMMUNITION

It's generally assumed that most missile weapons don't run out of ammunition during the normal course of play. For weapons with the **Limited Ammo** ability, roll 2d6 after each Shooting roll: if neither roll exceeds the amount of ammunition used then you need to reload as an action. The **Very Limited Ammo** ability works the same way, except you only roll 1d6.

ENCUMBRANCE

Savage Armoury uses a simplified encumbrance system that defines Load Limit in *significant items* rather than in pounds. A *significant item* is one that weighs roughly 5-14 pounds, and you can carry a number of such items equal to half your Strength without penalty. The Brawny Edge increases your Load Limit in *significant items* by 1½ times (rounded up).

Particularly heavy items may count as two or more *significant items*; divide their weight (in lb) by 10 and round to the nearest whole number to determine how many items they count as. At the GM's discretion, multiple small items can be collectively classified as a *significant item*.

If you strongly dislike this approach, look at "Traditional Encumbrance" in the optional rules.

PRICING

If you don't really pay attention to equipment costs, then you can ignore the **Masterwork**, **Expensive**, **Cheap** and **Crude** abilities. If you use some sort of wealth system instead of tracking money, you should be able to use their ability values as difficulty modifiers to any rolls for finding and buying the item. Obviously these four abilities are mutually exclusive.

The default weapon prices are fairly abstract, and don't need to be taken literally. There's no reason why a **Cheap** dagger can't cost \$25 instead of \$100, or why a regular longsword can't cost \$300 instead of \$250. The final decision is up to the GM, and can be based on a range of factors (such as supply and demand), but it shouldn't be treated as an exact science.

However weapon abilities also impact the repair costs, and can indicate how difficult the weapon is to find and make. Perhaps a **Crude** staff requires only a Survival roll, but a **Cheap** dagger should require Repair or even Knowledge (Blacksmithing). **Masterwork** weapons might require a more specialised Knowledge (Weaponsmithing), or even a Professional Edge.

WEAPON REQUIREMENTS

The weapons in Savage Armoury are balanced against each other without consideration of Strength; a character with Strength d8 is just as effective with a weapon that inflicts d4 or d6 damage as they are with a weapon that inflicts d8 damage. You may therefore choose to drop the Strength requirements from weapons if you wish.

If you'd rather keep the requirements, consider allowing players to substitute an increased melee damage die with a fixed damage bonus. d8 damage becomes d6+1 (increasing the average by 0.06), d10 damage becomes d6+2 (increasing the average by 0.09), and d12 damage becomes d6+3 (increasing the average by 0.11). If this option is used, it should be limited to **High Damage** and **Very High Damage**, and *possibly* **Two-Handed (Damage)**. It is not recommended that you allow fixed bonuses for d4s.

NEW EDGES

The following Edges are designed to take advantage of the weapons and armour created using Savage Armoury.

COMBAT EDGES

ARMOUR PROFICIENCY

Requirements: Novice, Strength d6, Vigor d6

You're used to the weight and feel of armour, and may therefore ignore up to 3 *significant items* worth of encumbrance from worn armour.

EXOTIC WEAPON TRAINING

Requirements: Seasoned, Fighting d8 (or Shooting d8 for missile weapons)

Weapons with the **Exotic** ability are particularly difficult to use without special training. This Edge represents such training, negating the -1 penalty to attack and Parry when wielding one specific type of **Exotic** weapon. You may take this Edge multiple times, applying it to a different type of weapon each time. You must take Exotic Weapon Training twice for the same weapon if you wish to negate the penalty for both hands while dual wielding.

NATURAL WEAPONS

Requirements: Novice, Fighting d6 (or Shooting d6 for missile weapons)

You possess natural weapons of some sort, and are considered armed when using them (unless they have the **Non-Melee** ability). Maybe you have claws and fangs, or horns on your head, or perhaps you've received extensive martial arts training. Create a new weapon using the **Making Weapons** rules. If the weapon has the **Two-Handed** ability then it requires both hands, and can only be used for one action each round, otherwise you may treat multiple body parts as if they were using duplicates of the natural weapon (e.g., if your claws have +1 Parry, you'll get the bonus for each hand, giving a total of +2 Parry while fighting unarmed).

Natural Weapons automatically get **Light** (for free), and usually have **Always Ready** (unless they are retractable or need to be conjured), but cannot have **Carried**, **Exotic**, or any abilities that modify Toughness or price. If throwable, they must also have **Returning**. You may take **Elemental** to represent magical trappings, but no other *magic only* abilities are permitted.

You may take this Edge multiple times, creating a different natural weapon each time.

Design note: This Edge replaces Brawler, Bruiser, Martial Artist, Improved Martial Artist and Martial Arts Master. It also replaces Martial Artist as the requirement for the Adept Edge. To simulate Martial Artist, take Natural Weapons with **Always Ready** and **Low Damage**, and make it **Optionally Nonlethal** (as described in the Nonlethal Weapons section).

IMPROVED NATURAL WEAPONS

Requirements: Veteran, Natural Weapons, Fighting d10 (or Shooting d10)

You may add an additional +3 weapon abilities to one of your Natural Weapons. This Edge may be taken multiple times, but must be applied to a different natural weapon each time.

BACKGROUND EDGES

MAGICAL HEIRLOOM

Requirements: Novice

You own a magical heirloom which has been passed down to you through the generations. Use the **Making Weapons** or **Making Armour** rules to create a weapon or set of armour, with an additional +3 abilities (you may add *magic only* abilities if you wish). If the heirloom is **Expensive** or **Masterwork**, half of its total price is deducted from your starting funds.

This Edge may be taken multiple times, but you must create a different item each time.

MAKING WEAPONS

Each weapon begins with d6 damage, costs \$250, has 2 points of weapon abilities, and is considered a *significant item* for encumbrance purposes. Additional positive abilities must be countered with an equal value of negative ones, and each ability cannot be taken more than once, nor can an ability be taken if it renders another ability obsolete.

+4 Abilities

- **Accuracy:** The base range of the weapon is tripled instead of doubled (*missile only*).
- **Ammo:** This is now a **missile** weapon. Double the base range (*ranged only*).
- **Area-Effect:** Weapon uses a Small Burst Template (*ranged only*).
- **Automatic:** Weapon has a Rate of Fire of 3 (*gunpowder only*).
- **Extreme Range:** This is now a **ranged** weapon with a base range of 6/12/24.
- **Multishot:** Weapon gains Double Tap, or +2 attack if it has Spread (*gunpowder only*).
- **Very High Damage:** +2 steps to this weapon's melee damage die (e.g. d6 becomes d10).
- **Very High Powered:** Increases the ranged damage to 2d8 (*missile only, not Spread*).

+3 Abilities

- **Always Ready:** No need to be drawn (*not Unwieldy or Concealable, natural weapons only*).
- **Extreme Raise Die:** +3 steps to the extra damage die this weapon gains on a raise.
- **Indestructible:** Weapon has infinite Toughness, and cannot be damaged (*magic only*).
- **Long Range:** This is now a **ranged** weapon with a base range of 5/10/20.
- **Mystic Edge:** Gain one specific Edge when using this weapon (*magic only*).
- **Reach:** +1" melee reach, other hand cannot attack in the same round you use this weapon.
- **Strong Defence:** +1 Parry while holding this weapon in your hand.
- **Strong Offence:** +1 to Fighting rolls made with this weapon.

+2 Abilities

- **Cover:** Provides cover on protected side vs. ranged attacks, see the Shields section below.
- **Crude:** Weapon costs \$10 to buy, and the repair cost is quartered (*optional*).
- **Double-Barrel:** Weapon has a Rate of Fire of 2 (*gunpowder only*).
- **Entangling:** Entangles on raise (instead of damage), use raise die for opposed escape roll.
- **High Damage:** +1 step to this weapon's melee damage die (e.g. d6 becomes d8).
- **High Penetration:** Weapon has AP 2 (doesn't stack with other AP).
- **High Powered:** Increases the ranged damage to 2d6+1 (*missile only, not Spread*).
- **Medium Range:** This is now a **ranged** weapon with a base range of 4/8/16.
- **Very High Raise Die:** +2 steps to the extra damage die this weapon gains on a raise.
- **Very Tough:** Toughness 15, three wound levels, wielder may Soak with a Fighting roll.

+1 Abilities

- **Bludgeoning:** Weapon has AP 2 vs. rigid armour (doesn't stack with other AP).
- **Charging:** Weapon has AP 2 when charging on a mount (doesn't stack with other AP).
- **Cheap:** Weapon costs \$100 to buy, and the repair cost is halved (*optional*).
- **Concealable:** +2 Agility to draw, opponents suffer -2 Notice to spot the weapon.
- **Elemental:** Weapon has one of the Elemental Abilities (see below).
- **High Raise Die:** +1 step to the extra damage die this weapon gains on a raise.
- **Light:** No longer counts as a *significant item* for encumbrance.
- **Penetrating:** Weapon has AP 1 vs. all armour types (doesn't stack with other AP).
- **Returning:** Summon to your hand as an action, if within range (*ranged and magic only*).
- **Short Range:** This is now a **ranged** weapon with a base range of 3/6/12.
- **Tough:** Toughness 12, also has three wound levels the same as a Wild Card.
- **Two-Handed:** Requires both hands. Add one of the Two-Handed Abilities (see below).

-4 Abilities

- **No Raise Die:** This weapon doesn't inflict any additional damage on a raise.
- **Non-Melee:** Treat as improvised weapon if used in melee (*ranged only, not Weak Defence*).
- **Very Low Powered:** Decrease the ranged damage to 2d4 (*missile only*).

-3 Abilities

- **Exotic:** -1 attack and Parry, unless you have *Exotic Weapon Training* for this weapon type.
- **Slow Reload:** Requires an action to reload after each attack (*missile only*).
- **Snapfire:** This weapon has the snapfire penalty (*gunpowder only*).
- **Weak Defence:** -1 Parry while holding this weapon (*not Non-Melee*).

-2 Abilities

- **Avoidable:** Attacks can be avoided using the "Diving for Cover" rules (*Area Effect only*).
- **Carried:** Must always be carried (cannot also take Unwieldy) (*not Cover or Unwieldy*).
- **Dangerous:** Use Innocent Bystander rules in melee, hit self on snake eyes (*not ranged*).
- **Grenade:** Uses the "Covering Grenades" rule, and can be thrown back (*Avoidable only*).
- **Low Damage:** -1 step to this weapon's damage die (e.g. d6 becomes d4) (*not missile*).
- **Low Powered:** Decrease the ranged damage to 2d4+1 (*missile only*).
- **Major Hindrance:** Owning this weapon gives you a Major Hindrance (*magic only*).
- **Masterwork:** Weapon costs \$1000 to buy, and the repair cost is quadrupled (*optional*).
- **Unstable:** Explodes if you roll 1 on the Shooting die, damaging wielder (*gunpowder only*).
- **Very Fragile:** Toughness 5, automatically breaks in melee if you roll 1 on the Fighting die.
- **Very Limited Ammo:** Roll d6 after Shooting for the ammunition check (*gunpowder only*).

-1 Abilities

- **Expensive:** Weapon costs \$500 to buy, and the repair cost is doubled (*optional*).
- **Fragile:** Toughness 8, automatically breaks in melee if you roll snake eyes on your attack.
- **Gun:** This is now a **gunpowder weapon**. It's noisy when fired (*missile only*).
- **Heavy:** Count as two *significant items* for encumbrance.
- **Limited Ammo:** Roll 2d6 after Shooting for the ammunition check (*gunpowder only*).
- **Low Penetration:** Weapon has AP -1 (i.e., -1 damage vs. an armoured opponent).
- **Low Raise Die:** -1 step to the extra damage die this weapon gains on a raise.
- **Minor Hindrance:** Owning this weapon gives you a Minor Hindrance (*magic only*).
- **Mounted:** Treat as improvised weapon when wielder isn't mounted (*non ranged*).
- **Unwieldy:** -2 to conceal, requires an Agility roll to draw (*not Cover or Carried*).

Two-Handed Abilities (requires the +1 Two-Handed ability)

- **Bastard:** Considered one-handed, but gains +1 die step to damage if used two-handed.
- **Burst:** Gain Multishot, or upgrade Multishot to Three Round Burst (*Automatic only*).
- **Damage:** +2 steps to this weapon's melee damage die, to a maximum of d12.
- **Polearm:** The weapon gains +1" melee reach.
- **Power:** Increase both ranged damage dice by 1 step (e.g. 2d6 to 2d8) (*gunpowder only*).
- **Range:** Triple the base range, or quadruple if the weapon also has Accuracy (*missile only*).
- **Spread:** Range-based damage (1-3dX, d4s/d6s only), 1-2 hits bystanders (*Multishot only*).

Elemental Abilities (requires the +1 Elemental ability)

- **Cold:** Works like the Cold/Ice Fatigue Trapping in Savage Worlds Deluxe (*magic only*).
- **Corrosive:** Works like the Acid Corrosion Trapping in Savage Worlds Deluxe (*magic only*).
- **Electrifying:** AP 2 vs. metal armour (doesn't stack with other AP) (*magic only*).
- **Flaming:** Provides illumination. Flammable targets may catch on fire.

AREA-EFFECT WEAPONS

Area-Effect weapons inflict 2d6 damage within a Small Burst Template, and ignore armour (unless the victim has **Sealed** armour protecting their torso, arms, legs and head, in which case their least armoured location is used). As a special exception to the normal rule about abilities being purchased only once, **Area-Effect** may be purchased a second time to upgrade to a Medium Burst Template, and a third time to upgrade to a Large Burst Template.

If the weapon has **Ammo**, **Multishot**, RoF 1, and doesn't have **Spread**, you may swap the Small Burst Template for a Cone Template if you wish. Instead of Double Tap (or Three Round Burst), **Multishot** gives this weapon a +2 bonus to Shooting rolls, although victims may now attempt to evade with an opposed Agility roll, in the same way as a flamethrower.

If the **Area-Effect** weapon is thrown (i.e., it doesn't have **Ammo**) then its damage dice are modified as if it were a missile weapon.

Take **Avoidable** if the weapon can be avoided with an Agility roll at -2 (this cannot be taken for Cone Template weapons for obvious reasons), and **Grenade** if there is a delay before the weapon explodes, giving victims the chance to jump onto the weapon or throw it back.

CARRIED WEAPONS

A **Carried** weapon is too big to sheathe, although it still requires an action to ready before it can be used (until then you are treated as an Unarmed Defender). You can strap the weapon to a mount or vehicle, but then it requires an additional action (this one with an Agility roll) to unstrap it before it can be readied. There may also be problems with the local authorities if you walk around town and enter shops and taverns with a large weapon in your hand.

DEFENSIVE WEAPONS

Strong Defence and **Weak Defence** are added together for each hand, but you cannot exceed +2 Parry, even if you have more than two hands.

ENTANGLING WEAPONS

Entangling weapons don't inflict any damage on a raise, instead they entangle your opponent. This is treated like a successful grapple attack, except that the weapon's raise die is used for the opposed roll against the victim's Strength or Agility when they try to break free.

A weapon may be designated as entangle-only if you wish – if so, use the rules for Touch Attacks: This weapon never inflicts any damage, but the wielder adds +2 to their attack roll.

HINDRANCES

Magic weapons may have a **Minor** or **Major Hindrance**. This Hindrance typically applies whenever the weapon is available – drawn or sheathed, lying nearby, strapped to your mount, etc. It should only be possible to avoid the Hindrance if the weapon is unavailable for the scene, for example leaving it in your room while you're doing something elsewhere in town.

NONLETHAL WEAPONS

A weapon may be designated as nonlethal if you wish: It doesn't suffer the normal -1 penalty to attack rolls for inflicting nonlethal damage, but it can no longer inflict *lethal* damage.

If the wielder can use the weapon for either lethal or nonlethal damage as needed, without the normal -1 penalty for nonlethal attacks, treat this as a +1 weapon ability called **Optionally Nonlethal**. This ability is usually used for fists, and sometimes for other blunt weapons.

RANGED WEAPONS

Missile weapons (those with the **Ammo** ability) and **Area-Effect** weapons don't use Strength, instead they inflict 2d6 damage. Missile weapons usually have **Non-Melee** as well, which cancels out the ability cost of **Ammo**. However there's no reason why you can't have a melee weapon that *also* fires ammunition, such as a magic sword that fires lightning bolts! Note that missile weapons with the **Two-Handed** ability cannot be fired in close combat.

RETURNING

A weapon with the **Returning** ability can be summoned back to your hand as an action, as long as it is within its maximum range. This is treated exactly the same as drawing a weapon, and is therefore modified by **Unwieldy** and **Concealable**, the Quick Draw Edge, etc. If you want the weapon to return as a free action, you can buy **Mystic Edge** (Quick Draw) as well.

SHIELDS

Shields are any weapons that have the **Cover** ability. They don't give automatic armour like in the core rules, instead they provide cover against ranged attacks from the front and one side. If a ranged attack misses, but would have hit without the cover modifier, it strikes the shield instead. This is treated as 4 points of armour, adjusted by the ability value of **Tough**, **Very Tough**, **Fragile** and **Very Fragile** – so a **Fragile** shield would have 3 points of armour, a **Very Tough** shield would have 6 points, etc. This stacks with worn armour. If you have two shields, their bonuses aren't added, but the area of cover extends to all four directions.

- **Small shield**: Provides Light Cover.
- **Medium shield**: Provides Light Cover, or Medium if you're crouching or prone behind it.
- **Large shield**: Provides Medium Cover, or Heavy if you're crouching or prone behind it.

Medium shields automatically gain **Unwieldy**, while large shields gain **Carried**. You don't get extra points for these abilities, the price is already factored in to the improved cover. If you are crouching or prone then you receive the appropriate bonus *in addition* to the cover.

TWO-HANDED WEAPONS

If you're using Strength requirements for weapons, reduce the required Strength by one die step whenever a one-handed weapon is wielded in both hands. For example, a longsword that inflicts d8 damage would require Strength d8 to use in one hand, or Strength d6 to use in two.

The **Two-Handed** ability costs 1 point, and grants you an ability worth 4 points, for a net gain of 3 points. This is intended to compensate for the lack of a free hand, which might otherwise use a shield (+1 Parry being worth 3 ability points) or another weapon.

UNARMED DEFENDER

Some melee weapons aren't designed to block, and the wielder is treated as an Unarmed Defender. This should not be assigned an ability point value, as it can easily be avoided by dual wielding. Instead, consider handling it as a trapping that includes an appropriate benefit.

For example, brass knuckles might be **Crude** (+2), **Concealable** (+1), **Light** (+1) and **Low Damage** (-2), and treat the wielder as an Unarmed Defender. But to compensate for the drawback, the GM might rule that **Concealable** also applies when you're wearing the brass knuckles. Other people would then have to make a Notice roll at -2 to spot them. If you then drew a knife with your other hand, you'd lose the benefit as well as the drawback.

EXAMPLE WEAPONS

Here are some examples of how certain weapons might be designed using Savage Armoury:

LONGSWORD

- **High Damage (+2)**: The longsword inflicts d8 damage.

SHORTSWORD

- **High Raise Die (+1)**: The shortsword inflicts +d8 damage on a raise.
- **Penetrating (+1)**: The shortsword has AP 1.

BASTARD SWORD

- **High Damage (+2)**: Inflicts d8 damage when used one-handed.
- **Two-Handed (+1)**: Inflicts d10 damage when used two-handed.
- **Heavy (-1)**: Counts as two *significant items*.

GREATSWORD

- **Two-Handed (+1)**: Requires both hands. Inflicts d10 damage.
- **Tough (+1)**: The greatsword has Toughness 12.
- **Penetrating (+1)**: The greatsword has AP 1.
- **Heavy (-1)**: Counts as two *significant items*.

RAPIER

- **Strong Defence (+3)**: +1 Parry while holding the rapier.
- **Penetrating (+1)**: The rapier has AP 1.
- **Low Damage (-2)**: The rapier inflicts d4 damage.

MAIN GAUCHE

- **Strong Defence (+3)**: +1 Parry while holding the main gauche.
- **Light (+1)**: The main gauche doesn't count as a *significant item*.
- **Low Damage (-2)**: The main gauche inflicts d4 damage.

KATANA

- **Very High Damage (+4)**: The katana inflicts d6+2 damage (fixed damage bonus).
- **Masterwork (-2)**: The katana costs \$1000.

WAKIZASHI

- **High Damage (+2)**: The wakizashi inflicts d6+1 damage (fixed damage bonus).
- **Penetrating (+1)**: The wakizashi has AP 1.
- **Expensive (-1)**: The wakizashi costs \$500.

TANTO

- **Concealable (+1)**: +2 Agility to draw, opponents suffer -2 Notice to spot it.
- **Light (+1)**: The tanto doesn't count as a *significant item*.

DAGGER

- **Concealable** (+1): +2 Agility to draw, opponents suffer -2 Notice to spot the knife.
- **Short Range** (+1): The dagger can be thrown with a range of 3/6/12.
- **Light** (+1): The dagger doesn't count as a *significant item* for encumbrance.
- **Cheap** (+1): Costs \$100 to buy, and the repair cost is halved.
- **Low Damage** (-2): The dagger inflicts d4 damage.

SPEAR

- **Strong Defence** (+3): +1 Parry while holding the spear.
- **Two-Handed** (+1): Requires both hands. 1" reach.
- **Short Range** (+1): Can be thrown with a range of 3/6/12.
- **Carried** (-2): Must always be carried.
- **Fragile** (-1): The spear has Toughness 8.

STAFF

- **Strong Defence** (+3): +1 Parry while holding the staff.
- **Crude** (+2): The staff costs only \$10.
- **Two-Handed** (+1): Requires both hands. 1" reach.
- **Low Damage** (-2): The staff inflicts d4 damage.
- **Carried** (-2): Must always be carried.

LANCE

- **Reach** (+3): 1" reach when the other hand doesn't attack.
- **High Damage** (+2): The lance inflicts d8 damage.
- **Charging** (+1): AP 2 when charging on a mount.
- **Carried** (-2): Must always be carried.
- **Heavy** (-1): Counts as two *significant items*.
- **Mounted** (-1): Treat as improvised weapon when wielder isn't mounted.

THROWING AXE

- **Short Range** (+1): Can be thrown with a range of 3/6/12.
- **Light** (+1): Doesn't count as a *significant item* for encumbrance.

CUDGEL

- **Crude** (+2): The cudgel costs only \$10.

MACE

- **High Damage** (+2): The mace inflicts d8 damage.
- **Bludgeoning** (+1): The mace has AP 2 vs. rigid armour.
- **Unwieldy** (-1): -2 to conceal, requires an Agility roll to draw.

MAUL

- **High Damage** (+2): Increases the damage die to d8.
- **Two-Handed** (+1): Requires both hands. The maul now inflicts d12 damage.
- **Bludgeoning** (+1): The maul has AP 2 vs. rigid armour.
- **Unwieldy** (-1): -2 to conceal, Agility roll to draw.
- **Heavy** (-1): Counts as two *significant items*.

MORNING STAR

- **High Damage (+4)**: Inflicts d10 damage.
- **Extreme Raise Die (+3)**: +d12 damage on a raise.
- **Bludgeoning (+1)**: AP 2 vs. rigid armour.
- **Weak Defence (-3)**: -1 Parry while holding the morning star.
- **Dangerous (-2)**: Uses Innocent Bystander rules, hits wielder on snake eyes.
- **Unwieldy (-1)**: -2 to conceal, Agility roll to draw.

WHIP

- **Reach (+3)**: 1" reach when the other hand doesn't attack.
- **Extreme Raise Die (+3)**: Entangled victims roll vs. d12 to escape.
- **Entangling (+2)**: Entangles on raise (instead of damage).
- **Weak Defence (-3)**: -1 Parry while holding the whip.
- **Low Damage (-2)**: The whip inflicts d4 damage.
- **Fragile (-1)**: The whip has Toughness 8.

TIGER CLAWS

- **Strong Defence (+3)**: +1 Parry while holding the tiger claws.
- **Cover (+2)**: Provides light cover vs. ranged attacks.
- **Exotic (-3)**: -1 attack and Parry, unless you have *Exotic Weapon Training*.

BUCKLER

- **Strong Defence (+3)**: +1 Parry while holding the buckler.
- **Tough (+1)**: The buckler has Toughness 12 (instead of 10).
- **Low Damage (-2)**: The buckler inflicts d4 damage.

TARGET SHIELD

- **Strong Defence (+3)**: +1 Parry while holding the target shield.
- **Cover (+2)**: Provides light cover vs. ranged attacks.
- **Tough (+1)**: The target shield has Toughness 12 (instead of 10).
- **Low Damage (-2)**: The target shield inflicts d4 damage.
- **Low Raise Die (-1)**: Inflicts only +d4 damage on a raise.
- **Low Penetration (-1)**: AP -1 (i.e., -1 damage vs. an armoured opponent).

SHORTBOW

- **Ammo (+4)**: The shortbow is a missile weapon that inflicts 2d6 damage.
- **Medium Range (+2)**: The base range is 4/8/16.
- **Two-Handed (+1)**: Requires both hands. Range increased to 12/24/48.
- **Non-Melee (-4)**: Treated as improvised weapon in melee.
- **Fragile (-1)**: The shortbow has Toughness 8.

CROSSBOW

- **Ammo (+4)**: The crossbow is a missile weapon that inflicts 2d6 damage.
- **Long Range (+3)**: The base range is 5/10/20.
- **High Penetration (+2)**: The crossbow has AP 2.
- **Two-Handed (+1)**: Requires both hands. Range increased to 15/30/60.
- **Non-Melee (-4)**: Treated as improvised weapon in melee.
- **Slow Reload (-3)**: Requires an action to reload after each attack.
- **Unwieldy (-1)**: -2 to conceal, requires an Agility roll to draw.

MAKING ARMOUR

Each suit of armour begins with base Armour 2 (medium armour), protects the torso, costs \$250, has 2 points of armour abilities, and is considered 3 *significant items* for encumbrance purposes. Additional positive abilities must be countered with an equal value of negative ones, and each ability cannot be taken more than once, nor can an ability be taken if it renders another ability obsolete.

If the armour has any armour modifiers, these are added to the base Armour. For example Enhanced Armour (armour 4) with Kevlar Inserts (+4 armour against bullets) would have armour 8 against bullets and armour 4 against other damage types.

+4 Abilities

- **Extreme Protection:** +4 armour vs. one damage type (*magic, modern or futuristic only*).
- **Extreme Resilience:** Base Armour 4 (*magic or modern only*).
- **Heavy Armour:** You can only be injured by Heavy Weapons (*super or futuristic only*).
- **Very Heavy Ablative:** Provides 4 points of ablative absorption (*base Armour 4 or higher*).

+3 Abilities

- **Heavy Ablative:** Provides 3 points of ablative absorption (*base Armour 3 or higher*).
- **High Protection:** +3 armour vs. one damage type (*magic, modern or futuristic only*).
- **Mystic Edge:** Gain one specific Edge when wearing this armour (*magic only*).
- **Weaponry:** Spikes, studded gauntlets, etc – treat as the Natural Weapons Edge.
- **Weightless:** No longer counts as a *significant item* for encumbrance (*magic only*).

+2 Abilities

- **Crude:** Armour costs \$10 to buy, and the repair cost is quartered (*optional*).
- **Full Environmental:** +2 bonus to resist all negative environmental effects (*futuristic only*).
- **Mask:** Covers head and face, you don't need a separate helmet (*super only*).
- **Heavily Reinforced:** +2 armour, but bypassed with a raise on the attack roll.
- **High Resilience:** Base Armour 3.
- **Impenetrable:** Negates up to 4 AP from **Protection** damage type (*Protection only*).
- **Medium Ablative:** Provides 2 points of ablative absorption (*base Armour 2 or higher*).
- **Medium Protection:** +2 armour vs. one damage type (*magic, modern or futuristic only*).
- **Rigid:** Classified as rigid for AP, and grants the wearer Hardy (*not Clothing or Soft*).
- **Very Light:** Counts as one *significant item* for encumbrance.

+1 Abilities

- **Cheap:** Armour costs \$100 to buy, and the repair cost is halved (*optional*).
- **Comfortable:** The armour can be slept in without penalty (*not Uncomfortable*).
- **Concealable:** Can be worn inconspicuously (possibly under heavy clothing).
- **Environmental:** +2 bonus to resist one negative environmental effect (heat, cold, etc).
- **Full Absorption:** May absorb multiple wounds from a single blow (*Ablative only*).
- **Fast Don:** May be donned or doffed as a normal action with a successful Agility roll.
- **Leggings:** Covers and protects the legs.
- **Light:** Counts as two *significant items* for encumbrance.
- **Light Ablative:** Provides 1 point of ablative absorption (*base Armour 1 or higher*).
- **Low Protection:** +1 armour vs. one damage type (*magic, modern or futuristic only*).
- **Reinforced:** +1 armour, but bypassed with a raise on the attack roll.
- **Sealed:** Protects against **Area-Effect** weapons (*magic, super, modern or futuristic only*).
- **Sleeves:** Covers and protects the arms.

-4 Abilities

- **Clothing:** Base Armour 0 (*not Rigid*).

-3 Abilities

- **Bulky:** -1 Parry while wearing this armour.
- **Extremely Heavy:** Counts as six *significant items* for encumbrance.

-2 Abilities

- **Low Resilience:** Base Armour 1.
- **Major Hindrance:** Wearing this armour gives you a Major Hindrance (*magic only*).
- **Masterwork:** Armour costs \$1000 to buy, and the repair cost is quadrupled (*optional*).
- **Very Awkward:** Half Pace, cannot run, and standing from prone costs 3" instead of 2".
- **Very Heavy:** Counts as five *significant items* for encumbrance.

-1 Abilities

- **Awkward:** -1 Pace, and standing up from Prone costs 3" instead of 2".
- **Expensive:** Armour costs \$500 to buy, and the repair cost is doubled (*optional*).
- **Heavy:** Counts as four *significant items* for encumbrance.
- **Minor Hindrance:** Wearing this armour gives you a Minor Hindrance (*magic only*).
- **Obvious:** Highly conspicuous, noisy and easy to spot, -2 to Stealth rolls.
- **Slow Don:** Several minutes to don the armour, dramatic task to doff in emergencies.
- **Soft:** Fabric or hide, considered flammable, Weight is doubled when wet (*not Rigid*).
- **Uncomfortable:** Roll vs. Bumps and Bruises after any scene where you rolled snake eyes.

ABLATIVE

Ablative armour automatically absorbs wounds received by the wearer. Each absorbed wound is subtracted from the base Armour, and this damage must be repaired. If the base Armour is reduced to 0 then other abilities (such as **Reinforced** and **Protection**) still apply.

It is possible to have a lower ablative absorption than base Armour (e.g., High Resilience and Medium ablative would give base Armour 3 but only allow 2 wounds to be absorbed). Note that unless the armour has **Full Absorption**, it cannot absorb more than one wound per blow.

DONNING AND DOFFING

It normally requires about a minute to wear or remove armour, although this can be reduced to 5 rounds by using the rules for Dramatic Tasks (using Agility). If the armour has **Slow Don** then it normally takes about 5 minutes to wear or remove, although it can be torn off in emergencies (such as when drowning) at the same speed as normal armour. **Fast Don** allows the armour to be worn or removed as a normal action.

If the armour includes **Sleeves** or **Leggings**, these must be donned or doffed separately (at the same speed as the torso armour). The *super only* **Mask** can be donned or doffed as a normal action, the same as a helmet, and may also have a **Visor** if you wish.

PROTECTION

Armour with **Protection** offers additional armour against a specific damage type. For example a Kevlar vest (in a modern setting) would have **Medium Protection** against bullets, while a Kevlar vest with ceramic inserts would have **Extreme Protection** against bullets. In a futuristic setting you might have reflective armour which protects against lasers, while a fantasy setting might have magical armour that protects against fire, cold, or lightning.

MAKING HELMETS

Helmets begins with base Armour 2 (medium armour), cost \$150, have 2 points of helmet abilities, and are considered 2 *significant items* for encumbrance purposes (although they are not amazingly heavy, they tend to be cumbersome). Additional positive abilities must be countered with an equal value of negative ones, and each ability cannot be taken more than once, nor can an ability be taken if it renders another ability obsolete.

Note that helmets are treated as rigid for AP purposes, but they do not grant Hardy, nor can they be ablative, as blows to the head are difficult to simply shrug off. Helmets also protect your face by default, and you suffer -2 to sight-based Notice rolls while your face is protected. Donning or doffing a helmet is a normal action.

+4 Abilities

- **Extreme Resilience:** Base Armour 4 (*modern or magic only*).

+2 Abilities

- **Crude:** Helmet costs \$10 to buy, and the repair cost is quartered (*optional*).
- **Heavily Reinforced:** +2 armour, but bypassed with a raise on the attack roll.
- **High Resilience:** Base Armour 3.
- **Impenetrable:** Negates up to 4 AP from **Protection** damage type (*Protection only*).
- **Medium Protection:** +2 armour vs. one damage type (*modern, magic or futuristic only*).
- **Very Light:** No longer counts as a *significant item* for encumbrance.

+1 Abilities

- **Cheap:** Helmet costs \$75 to buy, and the repair cost is halved (*optional*).
- **Flexible:** This helmet is no longer considered rigid for AP purposes.
- **Light:** Counts as one *significant items* for encumbrance.
- **Low Protection:** +1 armour vs. one damage type (*modern, magic or futuristic only*).
- **Reinforced:** +1 armour, but bypassed with a raise on the attack roll.
- **Visor:** You can raise or lower the visor as a free action to unprotect your face (*not Open*).
- **Sealed:** Protects against **Area-Effect** weapons (*magic, super, modern or futuristic only*).

-4 Abilities

- **Clothing:** Base Armour 0 (*not Rigid*).

-3 Abilities

- **Bulky:** -1 Parry while wearing this helmet.

-2 Abilities

- **Low Resilience:** Base Armour 1.
- **Masterwork:** Helmet costs \$500 to buy, and the repair cost is quadrupled (*optional*).

-1 Abilities

- **Expensive:** Helmet costs \$250 to buy, and the repair cost is doubled (*optional*).
- **Heavy:** Counts as three *significant items* for encumbrance.
- **Muffled:** Difficult to hear through, -2 to hearing-based Notice rolls while worn.
- **Open:** No face protection, only 50% chance of protecting against a headshot (*not Visor*).

OPTIONAL RULES

The following are some optional rules that GMs may want to consider using:

ADDITIONAL ATTACKS

In the core rules, non-reach two-handed weapons have a bit of a rough deal. Savage Armoury makes them a lot more viable, but they're still short-changed when it comes to Edges; Two-Fisted is a strong choice, and while the two-handed warrior can take Frenzy, so can the two-weapon fighter. If you wish to give both warriors the same potential number of attacks, consider adding a new combat rule:

Untrained Fighter: *You may temporarily gain the benefits of Frenzy or Sweep for the round, ignoring their requirements (including the rank restriction for using Frenzy with Two Weapons), but you suffer -2 Parry until the beginning of your next turn.*

Now introduce the following four Edges:

FRENZY (Modified from the core rules)

Requirements: Novice, Fighting d10

This is now a Novice Edge, although it cannot be combined with the Two Weapons rule until you reach Seasoned rank. It may now also be used for Throwing attacks.

IMPROVED FRENZY (Modified from the core rules)

Requirements: Novice, Frenzy

This is now a Novice Edge, although it cannot be combined with the Two Weapons rule until you reach Seasoned rank. It also reduces the Rapid Attack penalty to -2 for Fighting and Throwing attacks.

RAPID FRENZY (New Edge)

Requirements: Seasoned, Improved Frenzy

You no longer suffer -2 Parry when using Rapid Attack for Fighting or Throwing attacks.

IMPROVED RAPID FRENZY (New Edge)

Requirements: Seasoned, Rapid Frenzy

You no longer suffer any penalties when using Rapid Attack for Fighting or Throwing attacks.

It is now possible for both the two-handed warrior and the two-weapon fighter to focus on multiple attacks, taking two Edges as early as Novice, and the other two at Seasoned or later:

0 advances	One Weapon	2 Attacks at -2/-2, with -2 Parry (<i>untrained Frenzy</i>).
	Two Weapons	2 Attacks at -2/-4 (<i>MAP and offhand penalty</i>).
1 advance	One Weapon	2 attacks at -2/-2 (<i>added Frenzy</i>).
	Two Weapons	2 attacks at -2/-2 (<i>added Ambidextrous</i>).
2 advances	One Weapon	2 attacks at -0/-0 (<i>added Improved Frenzy</i>).
		3 attacks at -2/-2/-2, with -2 Parry (<i>Rapid Attack</i>).
	Two Weapons	2 attacks at -0/-0 (<i>added Two-Fisted</i>).
		3 attacks at -2/-2/-2, with -2 Parry (<i>untrained Frenzy</i>).
3 advances	One Weapon	3 attacks at -2/-2/-2 (<i>added Rapid Frenzy</i>).
	Two Weapons	3 attacks at -2/-2/-2 (<i>added Frenzy</i>).
4 advances	One Weapon	3 attacks at -0/-0/-0 (<i>added Improved Rapid Frenzy</i>).
	Two Weapons	3 attacks at -0/-0/-0 (<i>added Improved Frenzy</i>).

The two-weapon fighter still has the benefit of an additional wild die for one of their attacks, but the two types of warrior are now much more closely matched.

EVASION

Although melee attacks are rolled against Parry, ranged attacks are made against TN 4. For the sake of consistency, this can be defined as a derived statistic:

Evasion indicates your ability to avoid missile weapons. It's 4 unless you have Edges or Hindrances that modify it. This is the Target Number (TN) to hit your hero with ranged attacks.

Dodge and Improved Dodge now give +1 and +2 Evasion respectively. This is functionally identical to the core rules approach, but it means you no longer need to worry about relative size; a creature with d6 across the board can simply be written as follows, depending on size:

Small	Fighting d6+2, Toughness 3, Parry 7, Evasion 6.
Medium	Fighting d6, Toughness 5, Parry 5, Evasion 4.
Large	Fighting d6-2, Toughness 9, Parry 3, Evasion 2.
Huge	Fighting d6-4, Toughness 13, Parry 1, Evasion 0.

SIMPLIFIED ARMOUR

If you'd rather keep armour simple, you can choose to handle it in a more abstract way by splitting it into three weight categories:

- **Light armour:** +2 armour (reduced to +1 if they hit you with a raise) and -1 Parry.
- **Medium armour:** +4 armour (reduced to +2 if they hit you with a raise) and -2 Parry.
- **Heavy armour:** +6 armour (reduced to +3 if they hit you with a raise) and -3 Parry.

Optionally, you may also add the following armour ability:

- **Rigid armour:** Gain Hardy (a second Shaken result doesn't cause a wound) and -1 Parry.

The Armour Proficiency Edge now allows you to ignore 1 point of Parry penalty from armour and 1 *significant item* worth of encumbrance from headgear. It can be taken up to 4 times.

Armour is treated as X *significant items* for encumbrance purposes when carried, where X is the same as the Parry penalty listed above (e.g. rigid heavy armour counts as 4 *significant items*). This encumbrance only applies when the armour is carried, not when it is worn.

The price should reflect the durability, but for normal quality armour a good guideline is to square the Parry penalty and multiple by \$100, so light armour costs \$100, medium costs \$400, heavy costs \$900, and heavy rigid costs \$1600. For partial armour, the body represents 40% of the price, the legs represent 30%, the arms 20% and the head 10% (or 5% if it leaves the face uncovered). For example a full helm (heavy rigid armour protecting the head) would cost \$160, while a leather jacket (light armour protecting the body and arms) would cost \$60.

Helmets and other headgear are treated as 2 *significant items* if they protect the face, or 1 *significant item* if not (i.e., only a 50% chance of protecting against a head shot). This encumbrance applies regardless of whether the helmet is worn or carried.

Sometimes people wear thick or reinforced clothing that isn't technically armour, but which still provides a small degree of protection. Tough clothing provides +1 armour, or +0 if you're hit with a raise, but this does not stack with other armour. It counts as a *significant item* for encumbrance purposes, even when worn (unless you have the Armour Proficiency Edge), and should be at least as expensive as light armour, but it does not suffer any Parry penalty.

Instead of providing its full armour bonus against a success and half against a raise, specialised armour such as Kevlar or reflective provides its full bonus against one specific damage source (guns, lasers, etc) and half against other weapons.

TRADITIONAL ENCUMBRANCE

Savage Armoury is designed to be used with a simplified encumbrance system, but if you prefer the standard encumbrance rules you can instead choose to calculate the exact Weight of each weapon. The default Weight is equal to the damage die of the weapon, adjusted by the following modifiers:

- **Bastard** weapons use their one-handed damage die to calculate the default Weight.
- **Missile** weapons use just one of their dice to calculate their default Weight.
- **Fixed Damage Bonuses** are added directly to the Weight.
- **Heavy** increases the Weight by +2.
- **Light** decreases the Weight by -2.
- **Tough** or **Very Tough** increases the Weight by +1.
- **Fragile** or **Very Fragile** decreases the Weight by -1.
- **Cover**, **High Penetration** or **Bludgeoning** double the final Weight (doesn't stack).

The weapons listed at the end of this document won't have exactly the same Weight as those defined in the core rules, but they'll be roughly similar. If you're desperate to retain *exactly* the same Weight, you'll need to design your own weapons, for example:

- **Longsword** (d8) would have Weight 8 (same as core rules).
- **Dagger** (d4, **Light+Fragile**) would have Weight 1 (same as core rules).
- **Greatsword** (d10, **Heavy**) would have Weight 12 (same as core rules).
- **Rapier** (d4, **Fragile**) would have Weight 3 (same as core rules).
- **Shortsword** (d6, **Light**) would have Weight 4 (same as core rules).
- **Maul** (d8, **Heavy+Bludgeoning**) would have Weight 20 (same as core rules).
- **Spear** (d6, **Fragile**) would have Weight 5 (same as core rules).
- **Crossbow** (d6, **Fragile+High Penetration**) would have Weight 10 (same as core rules).

If necessary, you may allow the **Light** ability to be purchased twice.

VEHICULAR WEAPONS

In the core rules, vehicles don't have a size modifier, and this can have some strange side effects (such as rhinos being easier to hit than buses, unless the bus is magically animated).

With this optional rule, vehicles now have a size modifier that applies to attacks made against the vehicle, as well as any attacks made using *vehicular weapons*. A *vehicular weapon* mounted on a Large car would suffer a -2 penalty when firing at a human-sized target, while a *vehicular weapon* mounted on a Huge tank would suffer a -4 penalty.

A *vehicular weapon* is created in the same way as a normal weapon, but it is permanently attached to the vehicle. If the weapon is attached to a Large vehicle, it has an additional 6 weapon ability points, but its price is doubled. If it's attached to a Huge vehicle, it instead has an additional 12 weapon ability points, and its price is quadrupled. These points may be spent on fixed damage bonuses (+1 damage per 2 points), better armour penetration (+1 AP per 1 point), or normal weapon abilities.

Vehicular weapons with the **Carried** ability are permanently and obviously fixed to the outside of the vehicle, otherwise they can be removed or withdrawn out of sight when not in use. Those with the **Two-Handed** ability require both hands to use, and therefore cannot be used by the driver while the vehicle is moving (although a copilot or gunner could use it).

Ranged *vehicular weapons* may take **Stabilizer**, **Improved Stabilizer** and **Heavy Weapon**. These cost 3 weapon ability points each, and work as described in the core rules.

Melee *vehicular weapons* are automatically treated as Heavy Weapons if the vehicle also has Heavy Armour. The driver uses the lowest of their Fighting or Driving skills, in the same way as mounted combat. Substitute Driving with Boating or Piloting if appropriate.

EQUIPMENT LIST

MELEE WEAPONS

Type	Damage	Toughness	Notes
Blades			
Longsword	d8	10	
Shortsword	d6	10	AP 1, Raise +d8
Dagger	d4	10	Weight 0, thrown 3/6/12, easy to hide and +2 to ready, costs \$100
Greatsword	d10	12	AP 1, Weight 2, 2 hands
Bastard sword	d8/d10	10	Weight 2, damage is d8 one-handed and d10 two-handed
Rapier	d4	10	Parry +1, AP 1
Main Gauche	d4	10	Parry +1, Weight 0
Katana	d6+2	10	Costs \$1000
Wakizashi	d6+1	10	AP 1, costs \$500
Tanto	d6	10	Weight 0, easy to hide and +2 to ready
Cavalry sabre	d6	10	AP 2 when charging (on a mount), Raise +d8
Axes			
Handaxe	d6	10	Weight 0, costs \$100
Battleaxe	d8/d10	10	Damage is d8 one-handed and d10 two-handed, must roll to ready
Throwing axe	d6	10	Weight 0, thrown 3/6/12
Greataxe	d12	10	AP 1, Weight 2, 2 hands, must roll to ready
Clubs			
Cudgel	d6	10	Costs \$10
Mace	d8	10	AP 2 vs. rigid armour, must roll to ready
Warhammer	d6	10	AP 2 vs. rigid armour, Raise +d8
Maul	d12	10	AP 2 vs. rigid armour, Weight 2, must roll to ready, 2 hands
Staff	d4	10	Parry +1, Reach 1", Carried , 2 hands, costs \$10
Ironshod staff	d4	12	Parry +1, Reach 1", AP 2 vs. rigid armour, Carried , 2 hands
Sap	d4	10	AP -1, Raise +d10, Weight 0, nonlethal, costs \$10
Flails			
Flail	d6	10	+1 to Fighting rolls, Raise +d10, must roll to ready, Dangerous
Morning star	d10	10	Parry -1, AP 2 vs. rigid armour, Raise +d12, must roll to ready, Dangerous
Whip	d4	8	Parry -1, Reach 1", other hand cannot attack, Entangling vs. d12
Polearms			
Spear	d6	8	Parry +1, Reach 1", Carried , thrown 3/6/12, 2 hands
Trident	d8	8	Reach 1", Carried , other hand cannot attack
Javelin	d6	8	Reach 1", Carried , thrown 4/8/16, other hand cannot attack
Pike	d8	8	Reach 2", Carried , Weight 2, 2 hands
Lance	d8	10	AP 2 when charging, mounted only, Reach 1", Carried , Weight 2, 2 hands
Halberd	d8	10	AP 1, Reach 1", Carried , 2 hands
Exotic			
Tiger claws	d6	10	Parry +1, Light Cover, Exotic
Kyoketsu-shoge	d6	8	Reach 2", +1 to Fighting rolls, Raise +d8, 2 hands, Dangerous, Exotic
Shields			
Buckler	d4	12	Parry +1
Target	d4	12	Parry +1, AP -1, Raise +d4, Light Cover
Kite	d4	15	Parry +1, AP -1, Raise +d4, Weight 2, Light/Medium Cover, must roll to ready
Tower	d4	15	Parry +1, AP -1, Raise +d4, Weight 2, Medium/Heavy Cover, Carried
Modern			
Chainsaw	d12	10	Parry -1, AP 2, Raise +d12, 2 hands, Carried, Dangerous , costs \$100
Brass knuckles	d4	10	Weight 0, easy to hide and +2 to ready, costs \$10, Unarmed Defender.
Baton	d4	10	Weight 0, costs \$10, Optionally Nonlethal

RANGED WEAPONS

Type	Range	Damage	Tough	Notes
Thrown				
Dagger	3/6/12	Str+d4	10	Weight 0, easy to hide and +2 to ready, costs \$10
Throwing axe	3/6/12	Str+d6	10	Weight 0
Spear	3/6/12	Str+d6	8	Carried , 2 hands
Javelin	4/8/16	Str+d6	8	Carried , other hand cannot attack
Simple projectile				
Sling	10/20/40	2d4	5	Raise +d12, easy to hide and +2 to ready, costs \$10
Blowgun	6/12/24	2d4+1	5	AP 1, Raise +d8, easy to hide and +2 to ready, costs \$10
Bows				
Shortbow	12/24/48	2d6	8	2 hands
Longbow	15/30/60	2d6	8	AP 1, Carried , 2 hands
Crossbow	15/30/60	2d6	10	AP 2, 1 action to reload, must roll to ready, 2 hands
Hand crossbow	10/20/40	2d4+1	8	AP 1, Raise +d8. Repeating crossbow (1 handed reload)
Wands				
Wand of fireballs	10/20/40	2d6	5	MBT, sets things on fire, roll of 1 hits self, no raise die, costs \$1000
Wand of frost	6/12/24	2d6	5	SBT, victims roll Vigor to avoid Fatigue, no raise die, costs \$500
Wand of lightning	10/20/40	2d6+1	5	AP 2 vs. metal armour, no raise die, costs \$1000
Wand of acid	12/24/48	2d4	5	SBT, inflicts d4 damage the next round, no raise die, costs \$500
Modern (+2)				
Derringer	6/12/24	2d6+1	5	Weight 0, AP 1, easy to hide and +2 to ready, costs \$100
Semi-auto pistol	12/24/48	2d6	5	Limited Ammo , Double Tap
Revolver	12/24/48	2d6+1	5	AP 1
Rifle	24/48/96	2d8	5	Weight 2, roll to ready, Snapfire , 2 hands, costs \$500
Shotgun	12/24/48	1-3d6	8	+2 Shooting, Spread , Very Limited Ammo , roll to ready, 2 hands
Machine gun	12/24/48	2d6	5	AP 1, RoF 3, 3RB, Weight 2, Snapfire , Limited Ammo , roll to ready, 2 hands, costs \$500
Grenade	5/10/20	2d6	5	MBT (or 2d8 SBT), Weight 0, +2 to ready, costs \$100
Flamethrower	Cone	2d10	5	+2 Shooting, Weight 2, 1 action to reload, sets things on fire, Carried , 2 hands, costs \$1000

ARMOUR

Type	Armour	Weight	Cost	Notes
Light				
Leather armour	+1	2	\$100	Covers torso, arms and legs
Boiled leather cuirass	+1	2	\$100	Covers torso, Rigid (grants Hardy)
Medium				
Chain Hauberk (long coat)	+2	3	\$250	Covers torso, arms and legs
Chainmail vest	+2	2	\$100	Covers torso
Heavy				
Brigandine over chainmail	+3	3	\$250	Covers torso
Plate Corselet	+3	3	\$500	Covers torso, Rigid (grants Hardy), Slow Don
Modern				
Heavy trenchcoat	+2/+0	2	\$250	Covers torso, arms and legs, Comfortable , armour vs. non-raise
Leather Jacket	+1/+0	1	\$100	Covers torso and arms, Comfortable , armour vs. non-raise
Flak Jacket (+2)	+2/+4	2	\$100	Covers torso, +4 armour vs. guns but only +2 vs. other attacks
Headgear				
Leather cap	+1	0	\$10	50% chance vs. headshot
Chainmail coif	+2	1	\$75	50% chance vs. headshot
Pot Helm	+3	2	\$75	50% chance vs. headshot, treated as rigid for AP purposes
Steel Helmet	+3	2	\$150	Enclosed (-2 Notice), treated as rigid for AP purposes
Full Helm	+3	2	\$250	Enclosed (-2 Notice) with Visor , treated as rigid for AP purposes