

# THE COMPLETE ARMORY



COMBINED WEAPONS AND ARMOR  
FOR ZWEIHÄNDER AND MAIN GAUCHE

POWERED BY

**ZWEIHÄNDER**  
GRIM & PERILOUS RPG

# ~ THE COMPLETE ARMORY ~



Other kids in Junior High School could list all the U.S. State Capitols, or recite the elements on the Periodic Table. While I respected those useful life skills, I could rattle off a dozen variant Pole Arms without breaking a sweat. Bec de corbin, Bill-Guisarme, Fauchard, Glaive, Halberd, etc. I also knew their damage vs. opponent size and weight in gold. I suppose if you are looking at this file, you understand. It's not the size of the weapon that matters -- it's the number of seemingly unnecessary hooks, spikes, hammers and blades.

This file is my attempt to easily bring all of the Zweihänder and Main Gauche weapons, armor and war machines together in a single easy to read, quick reference document. There is no original content in here, just a reformatting of the material. While I actually built this out for my own personal use, with the Creative Commons license, it seemed like a good idea to share this out to other fans of Zweihänder.

I hope you find it useful.

Jaime

**Note:** Items from Main Gauche are in *Italics*.

Please email any comments, suggestions or errata to [mrjamela@gmail.com](mailto:mrjamela@gmail.com)

Version 1.1

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## SIMPLE MELEE WEAPONS

WEAPON	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ALT DMG	ENC	PRICE
Bare-handed	0	One	Engaged	Pummeling, Slow	Brawling	BB	None	None
<i>Baselard</i>	0	One	Engaged	Fast, Finesse, Light, Weak	Bladed	CB	1	1gc
Blackjack	0	One	Engaged	Powerful, Pummeling	Brawling	CB	1	2ss
<i>Bollock Dagger</i>	0	One	Engaged	Slow, Vicious, Weak	Bladed	CB	1	10ss
Bullwhip	0	One	Engaged or 1 yd.	Entangling, Ineffective, Reach	Crushing	None	1	5ss
<i>Cestus</i>	0	One	Engaged	Light, Pummeling	Brawling	BB	1	8bp
Cudgel	0	One	Engaged	Light, Powerful, Weak	Crushing	CB	1	5ss
Dirk	0	One	Engaged	Fast, Finesse, Light, Weak	Bladed	AB	1	5ss
<i>Dusack</i>	0	One	Engaged	Slow, Punishing, Weak	Bladed	CB	1	7ss
<i>Fauchard</i>	0	Two	Engaged or 1 yd.	Entangling, Reach, Weak	Bladed	CB+1	3	7ss
Fire-hardened Spear	0	One or Two	Engaged or 1 yd.	Adaptable, Reach, Weak	Bladed	CB+1	2	7ss
<i>Foil</i>	0	One	Engaged	Binding, Finesse, Weak	Bladed	AB	1	3gc
Garrote	0	Two	Engaged	Entangling, Fast, Ineffective	Brawling	None	1	2ss
<i>Hunting Sword</i>	0	One	Engaged	Finesse, Light, Vicious, Weak	Bladed	AB	2	2gc
Improvised Hand Weapon	0	One	Engaged	Pummeling	Varies	BB	1	Varies
<i>Khopesh</i>	0	One	Engaged	Slow, Vicious, Weak	Bladed	CB+1	1	1gc
Knuckleduster	0	One	Engaged	Fast, Pummeling	Brawling	BB	1	7ss
<i>Pick Axe</i>	0	Two	Engaged	Slow, Punishing, Weak	Bladed	CB+1	2	2ss
<i>Pilgrim's Staff</i>	0	Two	Engaged	Defensive, Powerful, Pummeling	Crushing	BB+1	2	2ss
<i>Pitchfork</i>	0	Two	Engaged or 1 yd.	Reach, Slow, Weak	Bladed	CB+1	2	2ss
Rapier	0	One	Engaged	Fast, Finesse, Weak	Bladed	AB+1	1	5gc
<i>Scythe</i>	0	Two	Engaged	Powerful, Slow, Vicious, Weak	Bladed	CB+1	3	4ss
Shiv	0	One	Engaged	Fast, Weak	Bladed	CB	1	2ss
<i>Sickle</i>	0	One	Engaged	Finesse, Slow, Vicious, Weak	Bladed	AB	2	3ss
Splitting Maul	0	Two	Engaged	Slow, Weak	Bladed	CB+1	3	4ss
Staff	0	One or Two	Engaged	Adaptable, Defensive, Pummeling	Crushing	BB	2	1ss
<i>Swordstick</i>	0	One	Engaged	Finesse, Weak	Bladed/Crushing	AB	1	3gc
Stiletto	0	One	Engaged	Fast, Vicious, Weak	Bladed	CB	1	1gc
Threshing Flail	0	One or Two	Engaged	Adaptable, Weak	Crushing	CB	2	1ss
<i>Trident</i>	0	One or Two	Engaged	Adaptable, Finesse, Weak	Bladed	AB	2	4ss
<i>Trident Dagger</i>	0	One	Engaged	Binding, Light, Weak	Bladed	CB	1	1gc
Woodman's Axe	0	One or Two	Engaged	Adaptable, Slow, Weak	Bladed	CB	2	4ss

## MARTIAL MELEE WEAPONS

WEAPON	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ALT DMG	ENC	PRICE
<i>Backsword</i>	0	One	Engaged	Finesse, Light, Vicious	Bladed	AB+1	2	7gc
<i>Barbed Spear</i>	0	One or Two	Engaged	Adaptable, Fast, Vicious	Bladed	CB+1	2	1gc
<i>Battle Axe</i>	0	One or Two	Engaged	Adaptable, Slow	Bladed	CB+2	2	2gc
<i>Bec de Corbin</i>	0	Two	Engaged	Fast, Powerful	Bladed, Crushing	CB+2	3	4gc
<i>Bohemian Earspoon</i>	0	Two	Engaged	Defensive, Vicious	Bladed	CB+2	3	5gc
<i>Claymore</i>	0	One or Two	Engaged	Adaptable, Punishing, Slow	Bladed	CB+2	2	10gc
<i>Court Sword</i>	0	One	Engaged	Fast, Finesse	Bladed	AB+2	1	7gc
<i>Demilance</i>	0	Two	Engaged or 1 yd.	Powerful, Reach	Bladed	CB+2	2	1gc
<i>Estoc</i>	0	One or Two	Engaged	Adaptable, Finesse	Bladed	AB+2	2	7gc
<i>Falchion</i>	0	One or Two	Engaged	Adaptable, Vicious	Bladed	CB+1	2	7gc
<i>Flammard Rapier</i>	0	One	Engaged	Binding, Defensive, Finesse, Weak	Bladed	AB+2	1	5gc
<i>Flanged Mace</i>	0	One	Engaged	Powerful	Crushing	CB+1	1	5gc
<i>Gauntlet-Sword</i>	0	One	Engaged	Arming, Finesse, Sword	Bladed	AB	2	7gc
<i>Glaive</i>	0	Two	Engaged or 1 yd.	Reach, Vicious	Bladed	CB+3	3	2gc
<i>Great Sword</i>	0	Two	Engaged or 1 yd.	Finesse, Reach, Slow	Bladed	AB+3	3	12gc
<i>Guisarme</i>	0	Two	Engaged or 1 yd.	Entangling, Finesse, Reach	Bladed	AB+2	3	4gc
<i>Halberd</i>	0	Two	Engaged or 1 yd.	Powerful, Reach, Slow	Bladed	CB+2	3	5gc
<i>Katzbalger</i>	0	One	Engaged	Defensive, Weak	Bladed	CB	1	2gc
<i>Lochaber Axe</i>	0	One or Two	Engaged	Adaptable, Powerful	Bladed	CB+2	2	2gc
<i>Main Gauche</i>	0	One	Engaged	Defensive, Finesse, Weak	Bladed	AB	1	1gc
<i>Man-catcher</i>	0	Two	Engaged or 1 yd.	Arming, Entangling, Reach, Weak	Crushing	CB+1	3	7gc
<i>Military Fork</i>	0	One or Two	Engaged	Adaptable, Finesse	Bladed	AB+2	2	7gc
<i>Military Lance</i>	0	One or Two	Engaged or 1 yd.	Powerful, Reach, Vicious	Bladed	CB+3	3	1gc
<i>Military Pike</i>	0	Two	Engaged	Slow, Powerful, Punishing	Bladed	CB+2	3	5gc
<i>Misericorde</i>	0	One	Engaged	Fast, Finesse	Bladed	AB	1	2gc
<i>Morgenstern</i>	0	One or Two	Engaged	Adaptable, Powerful, Vicious	Crushing	CB+2	2	5gc
<i>Mortuary Sword</i>	0	One	Engaged	Vicious	Bladed	CB+1	1	10gc
<i>Pike</i>	0	Two	Engaged or 1 yd.	Finesse, Reach	Bladed	CB+3	3	1gc
<i>Pole Cleaver</i>	0	Two	Engaged or 1 yd.	Reach	Bladed	CB+3	3	4gc
<i>Rondel Dagger</i>	0	One or Two	Engaged	Adaptable, Vicious, Weak	Bladed	CB	1	1gc
<i>Sabre</i>	0	One	Engaged	Defensive	Bladed	CB+1	1	6gc
<i>Sparth Axe</i>	0	Two	Engaged	Punishing, Slow, Vicious	Bladed	CB+3	3	2gc

MARTIAL MELEE WEAPONS	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ALT DMG	ENC	PRICE
<i>Swagger Stick</i>	0	One	Engaged	Powerful, Pummeling, Slow	Crushing	BB	1	1gc
<i>Swordbreaker</i>	0	One	Engaged	Breaker, Finesse, Weak	Bladed	AB	1	8ss
<i>Tulwar</i>	0	One	Engaged	Fast, Finesse	Bladed	AB	1	7gc
<i>Urumi</i>	0	One	Engaged	Distraction, Fast, Weak	Bladed	CB	2	2gc
<i>Voulge</i>	0	Two	Engaged or 1 yd.	Reach, Vicious	Bladed	CB+2	3	4gc
<i>War Chopper</i>	0	One or Two	Engaged	Adaptable, Slow, Vicious	Bladed	CB+1	1	7gc
War Hammer	0	Two	Engaged	Powerful, Slow	Crushing	CB+3	3	5gc
Zweihänder	0	Two	Engaged or 1 yd.	Punishing, Reach, Slow	Bladed	CB+3	3	12gc

## SIMPLE RANGED WEAPONS

WEAPON	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ALT DMG	ENC	PRICE
<i>Blowpipe</i>	1 AP	One	1 + [PB] Yards	Fast, Ineffective, Throwing	Missile	None	1	1gc
Blunderbus	4 AP	Two	3 + [PB] Yards	Gunpowder, Shrapnel, Volatile, Weak	Gunpowder	CB	3	13gc
Bolas	1 AP	One	1 + [PB] Yards	Entangling, Ineffective, Throwing	Missile	None	1	2ss
Bottle Bomb	1 AP	One	1 + [PB] Yards	Fiery, Ineffective, Throwing, Volatile	Missile	CB	1	12ss
Francisca	1 AP	One	1 + [PB] Yards	Throwing, Weak	Missile	CB+1	1	2gc
<i>Glass Grenade</i>	1 AP	One	1 + [PB] Yards	Gas, Ineffective, Throwing	Wytch-Science	None	2	-
Hunting Bow	1 AP	Two	9 + [PB] Yards	Finesse, Weak	Missile	AB+1	3	4gc
Imp. Throwing Weapon	1 AP	One	1 + [PB] Yards	Pummeling, Slow, Throwing	Missile	BB	1	Varies
Javelin	1 AP	One	3 + [PB] Yards	Throwing, Weak	Missile	CB	1	6ss
<i>Lasso</i>	2 AP	Two	1 + [PB] Yards	Arming, Entangling, Ineffective, Throwing	Missile	None	2	5ss
Light Crossbow	2 AP	Two	6 + [PB] Yards	Fast, Punishing, Weak	Missile	CB+1	3	3gc
<i>Net</i>	2 AP	One	1 + [PB] Yards	Entangling, Ineffective, Throwing	Missile	None	2	5ss
Shepherd's Sling	1 AP	One	3 + [PB] Yards	Fast, Throwing, Weak	Missile	CB	1	2ss
<i>Smoke Bomb</i>	1 AP	One	1 + [PB] Yards	Ineffective, Smoke, Throwing	Missile	None	1	10ss
<i>Staff Sling</i>	2 AP	Two	3 + [PB] Yards	Fast, Pummeling, Throwing	Missile	BB	1	6ss
Throwing Knife	1 AP	One	1 + [PB] Yards	Fast, Finesse, Throwing, Weak	Missile	AB	1	1gc
<i>Throwing Star</i>	1 AP	One	1+[PB] Yards	Distraction, Fast, Ineffective, Throwing	Bladed	None	1	1gc

## MARTIAL RANGED WEAPONS

WEAPON	LOAD	HANDLING	DISTANCE	QUALITIES	TYPE	ALT DMG	ENC	PRICE
Arbalest Crossbow	2 AP	Two	9 + [PB] Yards	Fast, Punishing	Missile	CB+2	3	5gc
Arquebus	4 AP	Two	6 + [PB] Yards	Gunpowder, Volatile	Gunpowder	CB+2	3	33gc
<i>Cast-Iron Grenade</i>	2 AP	One	1 + [PB] Yards	Detonate, Gunpowder, Throwing, Volatile	Gunpowder	BB+1	2	3gc
Composite Bow	2 AP	Two	12 + [PB] Yards	Fast, Finesse	Missile	AB+2	3	7gc
Dragon Pistol	4 AP	One	1 + [PB] Yards	Gunpowder, Shrapnel, Volatile, Weak	Gunpowder	CB	2	40gc
Dueling Pistol	3 AP	One	3 + [PB] Yards	Gunpowder	Gunpowder	CB+2	2	50gc
Flintlock Pistol	3 AP	One	3 + [PB] Yards	Gunpowder, Volatile	Gunpowder	CB+1	2	20gc
<i>Hand Bombard</i>	4 AP	Two	3 + [PB] Yards	Detonate, Gunpowder, Volatile	Gunpowder	CB+2	3	68gc
<i>Handcannon</i>	2 AP	One	3 + [PB] Yards	Gunpowder, Punishing, Recoil, Volatile	Gunpowder	CB+1	2	34gc
Longbow	1 AP	Two	12 + [PB] Yards	Finesse	Missile	AB+2	3	5gc
Musket	4 AP	Two	9 + [PB] Yards	Gunpowder	Gunpowder	CB+3	3	67gc
<i>Rampart Gun</i>	6 AP	Two	15 + [PB] Yards	Brace, Gunpowder, Powerful, Punishing, Vicious	Gunpowder	CB+3	6	154gc
<i>Repeating Crossbow</i>	4 AP	Two	6 + [PB] Yards	Fast, Punishing, Repeating	Missile	CB+2	3	10gc
Three-Barrel Pistol	4 AP	One	3 + [PB] Yards	Gunpowder, Repeating, Volatile	Gunpowder	CB	2	83gc
<i>Wytchfyre Jezzail</i>	4 AP	Two	12 + [PB] Yards	Finesse, Gunpowder, Volatile, Wytchfyre	Wytch-Science	AB+2	4	603gc
<i>Wytchfyre Pistol</i>	3 AP	One	9 + [PB] Yards	Finesse, Gunpowder, Vicious, Volatile, Wytchfyre	Wytch-Science	AB+1	2	403gc
<i>Wytchfyre Thrower</i>	4 AP	Two	3 + [PB] Yards	Brace, Gunpowder, Repeating, Shrapnel, Volatile, Wytchfyre	Wytch-Science	CB+2	6	503gc

## WEAPON QUALITIES

QUALITY	DESCRIPTION
<b>Adaptable</b>	Whenever weapons of this Quality are held in two hands instead of one for Attack Actions, add +1 to Damage.
<b>Arming</b>	Weapons of this Quality cannot be Disarmed from their wielder.
<b>Binding</b>	Whenever a foe is threatened with Disarm with a weapon of this Quality, they suffer a -10 Base Chance when Resisting its effects.
<b>Breaker</b>	Whenever weapons of this Quality successfully Parry a melee weapon with the Finesse Quality, its wielder can spend 1 Action Point to force the attacking foe to Resist with a Warfare Test. If they fail, the foe's weapon gains the Ruined! Quality.
<b>Brace</b>	A wielder of a weapon with this Quality cannot Charge, Maneuver or Run.
<b>Castle-Forged</b>	Armor, weapons and shields of this Quality cannot acquire the Ruined! Quality, outside of special exceptions by the GM.
<b>Defensive</b>	Shields and weapons of this Quality add a +10 Base Chance to Parry.
<b>Detonate</b>	Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. In addition, Detonate weapons always inflict a Grievous Injury whenever a target suffers Damage.
<b>Distraction</b>	Immediately after Taking Aim at an Engaged foe, weapons and shields of this Quality force the foe to Resist Dirty Tricks.
<b>Entangling</b>	Immediately after striking a foe, weapons of this Quality forces a foe to Resist either a Chokehold or Takedown. In addition, whenever a foe is threatened with a Chokehold or Takedown with this weapon, they must flip the results to fail when Resisting its effects.

## WEAPON QUALITIES (CONT)

QUALITY	DESCRIPTION
<b>Fast</b>	Whenever a foe is struck by weapons of this Quality, they suffer a -10 Base Chance to Dodge or Parry.
<b>Fiery</b>	After a foe is struck with a weapon of this Quality, both the foe and one other combatant who is Engaged with them must succeed at a Coordination Test or be set On Fire.
<b>Finesse</b>	Weapons of this Quality always reference [AB] whenever dealing Damage, instead of [CB].
<b>Gas</b>	Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Gas effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed.
<b>Gunpowder</b>	Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons cannot be Dodged or Parried.
<b>Immolate</b>	After a foe is struck with a weapon of this Quality, they must succeed at a Coordination Test or be set On Fire. The weapon is immediately extinguished after a successful attack, until relit.
<b>Ineffective</b>	Weapons and shields of this Quality cannot deal Damage or inflict Injuries.
<b>Light</b>	Whenever weapons or shields of this Quality are held in your off-hand when attacking with a melee weapon in your primary hand, add +1 to Total Damage.
<b>Maker's Mark</b>	Weapons of this Quality gain a +5 Base Chance to strike.
<b>Powerful</b>	Immediately after striking an Engaged foe, weapons of this Quality force a foe to Resist with Toughness or be shoved out of the Engagement.
<b>Pummeling</b>	Weapons of this Quality always refer to [BB] whenever inflicting Damage, instead of [CB]. Pummeling weapons can only inflict Moderate Injuries, never Serious or Grievous Injuries. Finally, Pummeling weapons cannot be used to cause Bleeding.
<b>Punishing</b>	Immediately after striking a foe, weapons of this Quality may add a 1D6 Fury Die to Total Damage in exchange for spending 1 additional AP on this Turn.
<b>Reach</b>	Weapons of this Quality may strike a foe a wielder is Engaged with or standing one yard away from outside of an Engagement. In addition, foes who are armed with a Reach weapon can make an Opportunity Attack whenever someone Charges or Runs toward them.
<b>Recoil</b>	After being fired, weapons of this Quality force its wielder to Resist with Toughness or be shoved out of the Engagement. If they Critically Fail this Skill Test, they also suffer an Injury, based on their current Damage Condition. If Moderately Wounded, they suffer a Hyperextended Elbow; if Seriously Wounded, they suffer from a Stress Fracture; and if Grievously Wounded, they suffer a Splintered Elbow. Finally, these weapons require three ammunitions to Load instead of one.
<b>Repeating</b>	Ranged weapons of this Quality can be fired up to three times without having to spend APs to load.
<b>Ruined</b>	Weapons of this Quality suffer a -3 penalty to Total Damage.
<b>Shrapnel</b>	Whenever a weapon with this Quality is fired, it affects multiple targets in a Cone Template.
<b>Slow</b>	Whenever a foe is struck by weapons of this Quality, they gain a +10 Base Chance to Dodge or Parry its Damage.
<b>Smoke</b>	Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Smoke's effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed. Those who stand inside or fire into the Smoke cannot use the Medium or Long Distance values of ranged weapons, while attacks made with weapons or Magick outside of Engaged suffer additional penalties to strike.
<b>Throwing</b>	Weapons of this Quality do not have a Medium or Long Distance increment for ranged weapons.
<b>Vicious</b>	Weapons of this Quality grant an additional 1D6 Chaos Die to determine whether a wielder inflicts an Injury upon a foe.
<b>Volatile</b>	When a wielder Critically Fails an Attack Action or Perilous Stunt using weapons of this Quality, roll a 1D6 Chaos Die. On a result of '1' to '5', the weapon misfires, requiring an hour to clean and repair. On a result of face '6', it explodes, destroying the weapon and dealing 2D10+2 Damage from fire to its wielder. This Damage cannot be Dodged, Parried or Resisted.
<b>Weak</b>	Weapons of this Quality can only inflict Moderate or Serious Injuries, never Grievous Injuries.
<b>Wytchfyre</b>	Weapons of this Quality must be Loaded with gunpowder and shot, along with a pyreshot of Wytchfyre, in order to be used. After a foe is struck with this weapon, they must succeed at a Coordination Test or be set On Fire. Finally, a foe suffers 3 Corruption whenever they suffer Damage from these weapons.

## ARMOR

ARMOR	DAM. THRESH. MOD.	QUALITIES	ENC	PRICE
Clothing	0	Dangerous, Natural	0	Varies
Fur or Hide	1	None	3	6gc
Quilted	1	None	2	11gc
Leather	2	None	3	20gc
Brigandine	3	None	4	33gc
<i>Ringmail</i>	3	None	5	28gc
Mail	4	Heavy	5	65gc
Munitions Plate	5	Heavy	5	88gc
<i>Scale</i>	5	Heavy	7	77gc
Full Plate	6	Heavy	6	179gc

## SHIELDS

SHIELD	HANDLING	QUALITIES	ENC	PRICE
Buckler	One	Defensive	1	1gc
<i>Lantern Shield</i>	One	Distraction, Light	2	3gc
<i>Mantle</i>	One	Distraction, Ineffective	1	3gc
Metal	One	Defensive, Protective	2	3gc
<i>Pavise</i>	Two	Free-Standing, Protective	3	4gc
<i>Unrimmed Shield</i>	One	Ineffective, Splintered	1	2ss
Wooden	One	Defensive, Light	1	2gc

## ARMOR QUALITIES

QUALITY	DESCRIPTION
<b>Dangerous</b>	Clothing or armor of this Quality cannot adequately protect you from harm. Should you suffer an Injury during this time without wearing a suit of armor, you begin to Bleed.
<i>Flexible</i>	Armor of this Quality allows its wearer to Dodge attacks using Athletics.
<b>Heavy</b>	Armor of this Quality prohibits the use of Incantation Skill to cast Magick and Coordination in order to Dodge attacks.
<b>Natural</b>	Armor of this Quality adds a +10 Base Chance to Dodge attacks.



## SHIELD QUALITIES

QUALITY	DESCRIPTION
<b>Defensive</b>	Shields of this Quality add a +10 Base Chance to Parry
<b>Distraction</b>	Immediately after Taking Aim at an Engaged foe, weapons and shields of this Quality forces the foe to Resist Dirty Tricks
<b>Free-Standing</b>	Shields of this Quality must be affixed into the ground for 1 AP to be useful. Once affixed, it provides medium cover for purposes of Take Cover. In addition, a single person who is Engaged with the shield can take advantage of the shield's Protective Quality (despite not wielding it in-hand). If left unfixed, a shield with this Quality is useless.
<b>Ineffective</b>	Weapons and shields of this Quality cannot deal Damage or inflict Injuries
<b>Light</b>	Whenever weapons or shields of this quality are held in the off-hand while attacking with a melee weapon in the primary hand, add +1 to Total Damage.
<b>Protective</b>	Shields of this Quality can be used to Parry any Attack Action made with a ranged weapon.
<b>Splintered</b>	Immediately after the wielder of a shield with this Quality suffers Damage from a melee or ranged weapon, they can spend a Fortune Point to automatically ignore it. The shield is then destroyed.

## SPECIAL MATERIALS

MATERIAL	BENEFIT	PRICE
<b>Cold Iron</b>	Weapons made from cold iron are treated as if they had been made the benefactor of the Generalist Petty Magick spell called Anoint Weapon. However, whenever its user Critically Fails a Skill Test to strike with one of these weapons, roll a 1D6 Chaos Die. If the die lands on face '6', the weapon is Ruined! and must be repaired.	
<b>Cuir Bouilli</b>	Only fur or hide, leather, ringmail and brigandine armor types can be made from cuir bouilli. Those who wear armor of cuir bouilli gains the Natural Quality. All armor made from cuir bouilli increases their Encumbrance Value by 1.	
<b>Ironwood</b>	'Strung' ranged weapons that are made from ironwood increase their Distance by 6 yards.	
<b>Meteoric Iron</b>	Melee weapons and ranged weapons with the Throwing Quality made from meteoric iron add an additional Chaos Die when determining whether they Injure a foe (even if they already possess the Vicious Quality). Armor with the Heavy Quality made from meteoric iron enable its wearer to subtract an additional Chaos Die when determining whether they suffer an Injury.	
<b>Mithril</b>	Weapons made from mithril gain the Fast Quality, whereas shields made from mithril gain the Light Quality. Mail, scale, munitions plate and full plate armor made from mithril gain the Flexible Quality. Any armament from mithril decreases its Encumbrance Value by 1 (to a minimum of 1).	

## WAR MACHINES

WEAPON	CREW	LOAD TIME	DISTANCE	DAMAGE	QUALITIES	TYPE	PRICE
<i>Battering Ram</i>	6	1 minute	Engaged or 3 yds.	3D6+[PB]	Artillery	Crushing	110gc
<i>Bolt Thrower</i>	3	9 minutes	6 x [PB] Yards	6D6+[PB]	Artillery, Shrapnel	Missile	317gc
<i>Cannon</i>	6	12 minutes	9 x [PB] Yards	12D6+[PB]	Artillery, Fiery, Gunpowder, Shrapnel	Gunpowder	952gc
<i>Demi-culverin</i>	3	9 minutes	9 x [PB] Yards	9D6+[PB]	Artillery, Gunpowder	Gunpowder	952gc
<i>Powder Barrel</i>	2	3 minutes	Engaged	9D6+[PB]	Gunpowder, Siege	Gunpowder	24gc
<i>Powder Keg</i>	1	1 minute	Engaged	6D6+[PB]	Detonate, Gunpowder	Gunpowder	13gc
<i>Puckle Gun</i>	3	3 minutes	6 x [PB] Yards	6D6+[PB]	Artillery, Gunpowder, Repeating	Gunpowder	634gc
<i>Ribauldequin</i>	6	12 minutes	9 x [PB] Yards	6D6+[PB]	Artillery, Detonate, Gunpowder, Volley	Gunpowder	317gc
<i>Stone Hurler</i>	9	15 minutes	12 x [PB] Yards	9D6+[PB]	Artillery, Siege, Smoke	Crushing	634gc

## WAR MACHINE QUALITIES

QUALITY	DESCRIPTION
<b>Artillery</b>	Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons force foes to flip the results to fail whenever they attempt to Dodge or Parry an attack made with an Artillery weapon.
<b>Detonate</b>	Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. In addition, Detonate weapons always inflict a Grievous Injury whenever a target suffers Damage.
<b>Gunpowder</b>	Weapons of this Quality can be loaded and fired while standing in an Engagement. Furthermore, these weapons cannot be Dodged or Parried.
<b>Fiery</b>	After a foe is struck with a weapon of this Quality, both the foe and one other combatant who is Engaged with them must succeed at a Coordination Test or be set On Fire.
<b>Repeating</b>	Ranged weapons of this Quality can be fired up to three times without having to spend APs to load.
<b>Shrapnel</b>	Whenever a weapon with this Quality is fired, it affects multiple targets in a Cone Template.
<b>Siege</b>	Whenever a weapon with this Quality is fired, it affects multiple targets in an Explosion Template. In addition, Siege weapons always inflict a Grievous Injury whenever a target suffers Damage.
<b>Smoke</b>	Whenever a weapon with this Quality is fired, it affects multiple targets in a Burst Template. The Smoke's effects remain immobile for 1D10+1 minutes, but a heavy wind will disperse it after one minute has passed. Those who stand inside or fire into the Smoke cannot use the Medium or Long Distance values of ranged weapons, while attacks made with weapons or Magick outside of Engaged suffer additional penalties to strike.
<b>Volley</b>	Ranged weapons of this Quality can be fired up to nine times without having to spend APs to load.