

## Melee Weapons

Name	OCV	Dam	Stun X	Str Min	Cost	Notes
<b>Axes</b>						
Battle	0	2d6	0	13	96	1.5h
Great	0	2d6+1	0	16	100	2-h
Hatchet	0	1d6	0	6	22	Throw
Small	0	1d6+1	0	8	70	
<b>Clubs</b>						
Great Club	0	6d6N	-	15	44	2-h
Great Mace	0	2d6	0	15	84	2-h
Mace	0	1d6+1	0	10	64	
War	0	5d6N	-	12	24	1.5-h
<b>Hammers</b>						
Maul	0	1.5d6	+1	18	88	2-h
Warhammer	-1	1d6+1	+1	13	72	1.5-h
<b>Knives</b>						
Dagger	+1	1d6-1	0	6	24	Throw
Knife	+1	0.5d6	0	4	10	Throw
Stiletto	0	0.5d6 AP	0	5	18	Throw
<b>Flail</b>						
Ball & Chain	0	2d6	0	18	60	2-h, Flail
Grain	0	1d6	0	9	12	Flail
War	0	1d6	+1	13	60	Flail
<b>Spears</b>						
Glaive	0	2d6+1	0	16	84	2-h, Set
Javelin	0	1d6+1	0	8	36	Throw
Lance	0	2d6	0	15	120	
Pike	-1	2d6+1	0	15	96	2-h, Set
Medium	-1	1.5d6	0	10	60	Set, Throw
Trident	-1	2d6	0	13	72	Throw, Reduced Penetration
<b>Swords</b>						
Bastard	0	1.5d6	0	13	180	1.5-h
Broad	0	1d6+1	0	12	150	
Falchion	+1	1d6+1	0	14	120	
Great	+1	2d6	0	17	230	2-h
Short	0	1d6	0	10	90	
<b>Miscellaneous</b>						
Staff	+1	4d6N	-	10	-	2-h
Whip	0	0.5d6	0	5	12	3" Range, Can Grab

## Ranged Weapons

Name	OCV	Rng Mod	Dam	Stun X	Str Min	Max Rng	Cost	Notes
<b>Bows</b>								
Bow, Light	0	0	1d6	0	8	95"	24	2-h, 15s per dozen arrows
Bow, Med	0	0	1d6+1	0	9	125"	36	2-h, 15s per dozen arrows
Bow, Very Hvy	0	0	2d6	0	13	185"	60	2-h, 15s per dozen arrows
Longbow, Light	0	+1	1d6+1	0	10	140"	36	2-h, 15s per dozen arrows, not on a horse
Longbow, Med	0	+1	1.5d6	0	12	170"	48	2-h, 15s per dozen arrows, not on a horse
Longbow, Very Hvy	0	+1	2d6+1	0	18	235"	72	2-h, 15s per dozen arrows, not on a horse
<b>Crossbows</b>								
Light	0	+1	2d6	0	12	140"	30	2-h, takes full phase to load, 18s per dozen bolts
Heavy	0	+2	2.5d6	0	14	170"	60	2-h, takes two full phase to load, 18s per dozen bolts
<b>Miscellaneous</b>								
Sling, Bullets	0	-1	1d6+1	+1	8	150"	4	2-h, 2s per dozen bullets
Sling, Stones	0	-1	1d6-1	+1	6	90"	4	2-h, Stones are free.

## Damage Calculations

- Roll damage.** For killing attacks multiply by STUNx to get the Stun damage. If there is a Vulnerability present do the multiplication now.
- Subtract applicable defenses.**
- Apply multiplier to get damage taken.**
  - For Killing Attacks multiply the resulting Body by BODYx.
  - For Normal Attacks multiply the resulting Body by BODYx and Stun by NSTUN.

## Armor

Name	Def	Wt	Cost
Heavy Cloth	1	3.5	75
Soft Leather	2	5	125
Hardened Leather	3	7	250
Ring Mail	4	10	750
Scale Mail	5	14	1000
Chain Mail	6	20	1250
Plate Mail	7	28	2500
Plate and Chain Mail	8	40	5000

Hit Location	Defense							
	1	2	3	4	5	6	7	8
Head (3)	.02	.02	.03	.05	.06	.09	.13	.18
Head (4)	.05	.07	.10	.14	.19	.28	.39	.56
Head (5)	.10	.14	.19	.28	.39	.56	.78	1.11
Hands (6)	.16	.23	.32	.46	.65	.93	1.30	1.85
Arms (7)	.24	.35	.49	.69	.97	1.39	1.94	2.78
Arms (8)	.34	.49	.68	.97	1.36	1.94	2.72	3.89
Shoulders (9)	.41	.58	.81	1.16	1.62	2.32	3.24	4.63
Chest (10)	.44	.63	.88	1.25	1.75	2.50	3.50	5.00
Chest (11)	.44	.63	.88	1.25	1.75	2.50	3.50	5.00
Stomach (12)	.41	.58	.81	1.16	1.62	2.32	3.24	4.63
Vitals (13)	.34	.49	.68	.97	1.36	1.94	2.72	3.89
Thighs (14)	.24	.35	.49	.69	.97	1.39	1.94	2.78
Legs (15)	.16	.23	.32	.46	.65	.93	1.30	1.85
Legs (16)	.10	.14	.19	.28	.39	.56	.78	1.11
Feet (17)	.05	.07	.10	.14	.19	.28	.39	.56
Feet (18)	.02	.02	.03	.05	.06	.09	.13	.18

## Shields

Name	DCV	Wt	Cost	Notes
Buckler	+1	1	24	Bucklers do not add DCV for ranged attacks.
Kite	+1	2	72	
Round	+2	4	42	
Tower	+3	7	96	

## Encumbrance Chart

Armor+Shield Wt - Str	DCV/Dex rolls
Up to 10	0
11 to 20	-1
21 to 30	-2
31 to 40	-3
41 to 50	-4
51 and up	-5

## Throwing Chart

Extra Str	Running	Standing	Prone
3	2"	1"	0.5"
5	4"	2"	1"
8	6"	3"	1.5"
10	8"	4"	2"
13	10"	5"	2.5"
15	12"	6"	3"
18	14"	7"	3.5"
20	16"	8"	4"
30	24"	12"	6"
40	32"	16"	8"

## Falling Chart

Segments	Total Velocity	Distance Fallen
1	5"	5"
2	10"	15"
3	15"	30"
4	20"	50"
5	25"	75"
6	30"	105"
7	30"	135" (30" +)

## Bleeding Chart

Roll	Effect
1	Bleeding stops!
2-5	Take 1 Body
6	Take 2 Body

### Combat Maneuvers

	Phase	OCV	DCV	Effect
<b>Bind</b>	1/2	+0	+0	Bind, STR vs. STR
<b>Block</b>	1/2	+0	+0	Block, Abort
<b>Brace</b>	0	+2	1/2	+2 vs. Range Mod.
<b>Disarm</b>	1/2	-2	+0	Can disarm
<b>Dodge</b>	1/2	---	+3	Abort, vs. all attacks
<b>Flail</b>	1/2	-1	+0	No DCV for shield
<b>Grab</b>	1/2	-1	-2	Grab two limbs
<b>Grab By</b>	1/2	-3	-4	Move and Grab
<b>Haymaker</b>	1/2*	+0	-5	+4DC to attack
<b>Move By</b>	1/2	-2	-2	STR/2 + v/5
<b>Move Through</b>	1/2	-v/5	-3	STR + v/3
<b>Set</b>	1	+1	+0	Ranged attacks only
<b>Set Vs. Charge</b>	1	+0	+0	Weapon + v/3
<b>Strike</b>	1/2	+0	+0	STR or weapon
<b>Unhorse</b>	1/2	-1	+0	Unhorse, STR/5 + v/5

### Hit Locations

Roll		STUNx	NSTUN	BODYx	To Hit
<b>3-5</b>	Head	x5	x2	x2	-8
<b>6</b>	Hand	x1	x1/2	x1/2	-6
<b>7-8</b>	Arm	x2	x1/2	x1/2	-5
<b>9</b>	Shldr	x3	x1	x1	-5
<b>10-11</b>	Chest	x3	x1	x1	-3
<b>12</b>	Stmch	x4	x1.5	x1	-7
<b>13</b>	Vital	x4	x1.5	x2	-8
<b>14</b>	Thigh	x2	x1	x1	-4
<b>15-16</b>	Leg	x2	x1/2	x1/2	-6
<b>17-18</b>	Feet	x1	x1/2	x1/2	-8

### Special Hit Locations

Aiming	OCV	Dice Roll
<b>Head Shot</b>	-4	1d6+3
<b>High Shot</b>	-2	2d6+1
<b>Body Shot</b>	-1	2d6+4
<b>Low Shot</b>	-2	2d6+7
<b>Leg Shot</b>	-4	1d6+12

### Combat Modifiers

Modifier	Notes	OCV	DCV	Hit Loc
<b>Climbing</b>		-	-1	
<b>Concealment</b>	Half hidden	-2	-	
	Head and shoulders showing	-4	-	
<b>Cramped</b>	Acrobatics negates	-1	-2	
<b>Dark/Flash/Invis</b>	HTH, makes non-targeting Per	½	-	
	HTH, fails non-targeting Per	½	½	
	Range, makes non-targeting Per	½	-1	
	Range, fails non-targeting Per	0	½	
<b>Dex 1 or less</b>		-	0	½
<b>Drunk</b>		-2	-2	
<b>Entangled</b>		-	0	½
<b>Multiple Attackers</b>	Per extra attacker, min ½ DCV	+1	-	
<b>Narrow Surface</b>	-2 DC, Acrobatics negates	-2	-2	
<b>Off Hand</b>		-3	-	
<b>Poor Footing</b>	-1 DC, Breakfall negates	-	-1	
<b>Pre Attack</b>	+20	-	½	
	+30	-	0	½
<b>Prone</b>		-	½	
<b>Recovering</b>		-	½	½
<b>Size</b>	2x Human (fills 1 hex)	+2	-	
	4x Human (fills 2 hexes)	+4	-	
	8x Human (fills 4 hexes)	+6	-	
	½ Human	-2	-	
	¼ Human	-4	-	
<b>Sleeping</b>		-	0	½
<b>Spreading</b>	Per DC removed	+1	-	
<b>Str 0 or lower</b>		-	-	½
<b>Str Min</b>	Per 5 Str below min take -1 DC	-1	-	
<b>Stunned</b>		-	½	½
<b>Surprise Move</b>	+1 to +3 based on GM decision	Var	-	
<b>Surprised</b>	In combat	-	½	
	Out of combat (2x Stun)	-	½	½
<b>Thrown Object</b>	Unbalanced, unaerodynamic	-4	-	
	Balanced or aerodynamic	-2	-	
	Balanced and aerodynamic	0	-	
<b>Underwater</b>	-2 DC	-	-2	
<b>Unfamiliar Weapon</b>		-3	-	
<b>Water</b>	Breakfall negates	-	-2	

## Presence Attack Effect Chart

Attack Is Target's:	Effect Of Attack
Pre or Ego	Impressed. Attacker may move first this phase. +5 Pre to resist attacks from others.
Pre or Ego +10	Very impressed. Half phase action next phase. +5 Pre to resist attacks from others.
Pre or Ego +20	Awed. Will not act for a full phase and at ½ DCV. +10 Pre to resist attacks from others.
Pre or Ego +30	Cowed. Surrender, run away, or feint. 0 DCV. Will resist other orders.

## Range Mods

Range	Meters	Modifier
2"-4"	4m to 8m	-0
5"-8"	10m to 16m	-2
9"-16"	18m to 32m	-4
17"-32"	34m to 64m	-6
33"-64"	66m to 128m	-8
65"-128"	130m to 256m	-10

## Missed Shot

Roll	Missed
1	Left
2	Up
3-4	Middle
5	Down
6	Right

## Str Chart

Str	Lift (Kg)	Leap	Example
-25	0.8	-	Dagger
-20	1.6	-	Long Sword
-15	3.2	-	Helmet
-10	6.4	-	Heavy Crossbow
-5	12.5	-	Chailmail Hauberk
0	25	-	Dog
5	50	1"	Adolescent Human
10	100	2"	Adult Human
15	200	3"	Two Men
20	400	4"	Grizzly Bear
25	800	5"	Horse and Rider

## Time Chart

Time	
1 Segment	1 Hour
1 Phase	6 Hours
1 Turn	1 Day
1 Minute	1 Week
5 Minutes	1 Month
20 Minutes	1 Season
→	1 Year

## Object Table

Material	Def	Body
<b>Doors</b>		
City Gates – Small	5	10
City Gates – Large	8	20
Portcullis	6	7
Shutters – Heavy	2	2
Wood – Light - w/ metal add 1 Def & 1 Body	2	3
Wood – Heavy - w/ metal add 1 Def & 1 Body	4	3
<b>Indoor</b>		
Furniture – Light wood	3	3
Furniture – Heavy wood	4	5
Hearth / Fireplace	5	10
Lantern	1	2
<b>Locks</b>		
House Door	3	2
Padlock	4	3
<b>Outdoor</b>		
Bushes	2	2
Cart - Small	3	8
Dirt - Loose (per hex)	0	10
Rock (per hex)	5	19
Tree – Small (Roughly 1" tall)	4	5
Tree – Medium (Less than 5" tall)	5	8
Tree – Large (More than 5" tall)	5	11
<b>Roofs &amp; Walls</b>		
Roof – Thatched	1	2
Roof – Shingle	3	3
Roof – Stone (6" thick)		
Wall - Wood – Interior	3	3
Wall - Wood - Exterior	4	3
Wall - Stone - Light	5	4
Wall - Stone - Medium	6	7
Wall - Stone – Heavy	7	8

<b>Clothing</b>	
Belt, Leather	10
Boots, Leather	60
Gloves, Leather	24
Gloves, Silk	48
Gloves, Wool	12
Hat, Leather	16
Hat, Linen	4
Hat, Silk	32
Hat, Wool	8
Leggings, Leather	192
Leggings, Linen	48
Leggings, Silk	384
Leggings, Wool	96
Purse, Buckram	9
Purse, Silk	60
Robe, Silk	600
Robe, Wool	150
Sandals, Leather	8
Snowshoes	36
Surcoat, Linen	60
Surcoat, Silk	480
Tunic, Leather	192
Tunic, Linen	48
Tunic, Silk	384
Tunic, Wool	96
Vest, Leather	120
Vest, Linen	30
Vest, Silk	240
Vest, Wool	60
<b>Equipment</b>	
Bag, Canvas	4
Barrel	15
Blanket	48

Bottle	6
Bucket	4
Candles, 4	1
Cauldron	10
Chair	12
Charcoal	2
Coal, Bushel	6
Coffin	9
Crowbar	9
Goblet, Pewter	3
Grapple	10
Hammer	6
Harpoon	40
Hide, Beaver	20
Hide, Calf	16
Hide, Deer	6
Hide, Ermine/Sable	30
Hide, Horse	10
Hide, Lambskin	3
Hide, Otter/Weasel	24
Hide, Ox	12
Hide, Rabbit	1
Hide, Seal	24
Hide, Sheep	4
Horn	20
Ink	3
Key	2
Knife	6
Lantern	12
Lock	4
Lockbox	12
Nails, Lb.	2
Oil, 1 gallon	12
Pan, Copper	12

Pitch, Barrel	8
Pipe	2
Pitchfork	6
Plate, Pewter	5
Quill	1
Quiver	8
Rope, Fathom	6
Sack, Buckram	1
Sack, Linen, 4	1
Scabbard, Leather	48
Scroll, Parchment	2
Scroll, Vellum	4
Scythe	24
Sickle	10
Sled	80
Table	36
Tankard, Pewter	4
Tent, Pavilion	200
Tinder Box	6
<b>Food</b>	
Ale, 4	1
Brandy	8
Bread	1
Herbs, Common	6
Herbs, Rare	60
Mead	2
Meal, Cold	1
Meal, Hot	2
Wine	2
<b>Livestock</b>	
Chicken	6
Donkey	120
Falcon	6
Goat	100

Goose	9
Horse, Cart	180
Horse, Plough	240
Horse, Riding	360
Horse, War	600
Mule	180
Ox/Cow	96
Pig	24
Sheep	12
<b>Music Instruments</b>	
Drum	36
Flute	18
Harp	300
Lute	200
<b>Services</b>	
Courtesan	12
Legal Contract	24
Legal Deed	18
Legal Will	12
Maps	12
Prostitute	1
Slave	300
<b>Tack/Harness</b>	
Bridle	12
Cart, 2 wheel	80
Harness, Horse	18
Hay, Bushel	6
Horseshoe, each	1
Plough	48
Saddle, Riding	80
Saddle, War	240
Spurs	18
Stabling, 1 day	1
Wagon, 4 wheels	220