

Melee Weapons

Name	OCV	Dam	Stun X	Str Min	Cost	Notes
Axes						
Battle	-1	2d6	0	13	96	1.5h
Great	0	2d6+1	0	18	100	2-h
Hatchet	0	1d6+1	0	10	70	Throw
Small	0	1d6	0	8	22	
Clubs						
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	-1	5d6N	-	10	24	1.5-h
Flail						
Ball & Chain	0	2d6	0	19	60	2-h, Flail
Grain	0	1d6	0	9	12	Flail
War	0	1d6	+1	13	60	Flail
Hammers						
Maul	0	1.5d6	+1	19	88	2-h
Warhammer	-1	1d6+1	+1	13	72	1.5-h
Knives						
Dagger	+1	1d6-1	0	8	24	Throw
Knife	+1	0.5d6	0	6	10	Throw
Stiletto	+1	0.5d6 AP	0	8	18	Throw
Pole Arms						
Glaive	0	2d6+1	0	18	84	2-h, Set
Javelin	0	1d6+1	0	10	36	Throw
Lance	0	2d6	0	15	120	
Pike	-1	2d6+1	0	15	96	2-h, Set
Spear	-1	1.5d6	0	10	60	1.5-h, Set
Trident	-1	2d6	0	13	72	Throw, Reduced Penetration
Swords						
Bastard	0	1.5d6	0	13	180	1.5-h
Broad	+1	1d6+1	0	13	150	
Falchion	+1	1.5d6	0	15	120	
Great	+1	2d6	0	18	230	2-h
Short	+1	1d6	0	10	90	
Miscellaneous						
Staff	+1	4d6N	-	13	-	2-h
Whip	0	1d6	0	9	12	6m Range, Can Grab, Reduced Penetration

Ranged Weapons

Name	OCV	Rng Mod	Dam	Stun X	Str Min	Max Rng	Cost	Notes
Bows								
Bow, Light	0	0	1d6	0	8	150	24	2-h, 15s per dozen arrows
Bow, Med	0	0	1d6+1	0	10	200	36	2-h, 15s per dozen arrows
Bow, Very Hvy	0	0	2d6	0	15	300	60	2-h, 15s per dozen arrows
Longbow, Light	0	+1	1d6+1	0	12	200	36	2-h, 15s per dozen arrows, not on a horse
Longbow, Med	0	+1	1.5d6	0	14	250	48	2-h, 15s per dozen arrows, not on a horse
Longbow, Very Hvy	0	+1	2d6+1	0	19	350	72	2-h, 15s per dozen arrows, not on a horse
Crossbows								
Light	0	+1	2d6	0	12	200	30	2-h, takes full phase to load, 18s per dozen bolts
Heavy	0	+2	2.5d6	0	18	300	60	2-h, takes two full phase to load, 18s per dozen bolts
Miscellaneous								
Sling, Bullets	0	-1	1d6	+1	10	150	4	2-h, 2s per dozen bullets
Sling, Stones	0	-1	1d6-1	+1	6	100	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	4	2	1
5	8	4	2
8	12	6	3
10	16	8	4
13	20	10	5
15	24	12	6
18	28	14	7
20	32	16	8
30	48	24	12
40	64	32	16

Falling Chart

Segments	Total Velocity	Distance Fallen
1	10	10
2	20	30
3	30	60
4	40	100
5	50	150
6	60	210
7	60	270 (60 +)

Bleeding Chart

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

Combat Maneuvers

	Phase	OCV	DCV	Effect
Bind	1/2	+0	+0	Bind, STR vs. STR
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	1/2	-2	+0	Can disarm
Dodge	1/2	---	+3	Abort, vs. all attacks
Flail	1/2	-1	+0	No DCV for shield
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2 + v/10, take 1/3
Move Through	1/2	-v/10	-3	STR + v/6, take ½
Multiple Attacks	1	-2*	½	-2 per target after 1st
Set	1	+1	+0	Ranged attacks only
Set Vs. Charge	1	+0	+0	Weapon + v/6
Strike	1/2	+0	+0	STR or weapon
Unhorse	1/2	-1	+0	Unhorse, STR/5 + v/10

Hit Locations

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

Special Hit Locations

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

Combat Modifiers

Modifier	Notes	OCV	DCV	Hit Loc
Climbing		-	½ to 0	
Concealment	Half hidden	-2	-	
	Head and shoulders showing	-4	-	
Cramped	Acrobatics negates	-1	-2	
Dark/Flash/Invis	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	
Dex 0	Must make Dex roll to act	-	-	½
Drunk		-2	-2	
Entangled		-	0	½
Grabbed/Grabbing		-	½	
Multiple Attackers	Per extra attacker, max ½ DCV	+1	-	
Narrow Surface	-2 DC, Acrobatics negates	-2	-2	
Off Hand		-3	-	
Poor Footing	-1 DC, Breakfall negates	-	-1	
Pre Attack	+20	-	½	
	+30	-	0	½
Prone		-	½	
Recovering		-	½	½
Size	2x Human (fills 1 hex)	+2	-	
	4x Human (fills 2 hexes)	+4	-	
	8x Human (fills 4 hexes)	+6	-	
	½ Human	-2	-	
	¼ Human	-4	-	
Sleeping	Also unconscious.	-	0	½
Spreading	Per DC removed	+1	-	
Str 0		-	-	½
Str Min (per 5)	-1 DC	-1	-	
Stunned		-	½	½
Surprise Move	+1 to +3 based on GM decision	Var	-	
Surprised	In combat	-	½	
	Out of combat (2x Stun)	-	½	½
Thrown Object	Unbalanced, unaerodynamic	-4	-	
	Balanced or aerodynamic	-2	-	
	Balanced and aerodynamic	0	-	
Unfamiliar Weap		-3	-	
Water	-2 DC if underwater	-	-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

Meters	Modifier
0m to 8m	-0
9m to 16m	-2
17m to 32m	-4
33m to 64m	-6
65m to 125m	-8
126m to 250m	-10

Missed Shot

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

Strength Table

Str	Lift (Kg)	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	Adolescent Human
10	100	Adult Human
15	200	Two Men
20	400	Grizzly Bear
25	800	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	PD	ED	Body
Doors			
City Gates – Small	5	5	10
City Gates – Large	8	8	20
Portcullis	6	6	7
Shutters – Heavy	2	2	2
Wood – Light - w/ metal + 1 PD/ED & 1Body	2	1	3
Wood – Heavy - w/ metal + 1PD/ED & 1Body	4	3	3
Indoor			
Furniture – Light wood	3	2	3
Furniture – Heavy wood	4	3	5
Hearth / Fireplace	5	5	10
Lantern	1	1	2
Locks			
House Door	3	3	2
Padlock	4	4	3
Outdoor			
Bushes	2	1	2
Cart - Small	3	2	8
Dirt - Loose (per cubic meter)	0	4	10
Rock (per cubic meter)	5	10	19
Tree – Small (Roughly 1” tall)	4	3	5
Tree – Medium (Less than 5” tall)	5	4	8
Tree – Large (More than 5” tall)	5	4	11
Roofs & Walls			
Roof – Thatched	2	1	2
Roof – Shingle	3	2	3
Roof – Stone (6” thick)	6	10	5
Wall - Wood – Interior	3	3	3
Wall - Wood - Exterior	4	6	3
Wall - Stone - Light	5	5	4
Wall - Stone - Medium	6	6	7
Wall - Stone – Heavy	7	7	8

Clothing	
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	80
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	92
Tunic, Linen	48
Tunic, Silk	384
Tunic, Wool	96
Vest, Leather	72
Vest, Linen	30
Vest, Silk	240
Vest, Wool	60
Equipment	
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
Food	
Ale, 4	1
Brandy	8
Bread	1
Herbs, Common	6
Herbs, Rare	60
Mead	2
Meal, Cold	1
Meal, Hot	2
Wine	2
Livestock	
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
Music Instruments	
Drum	36
Flute	18
Harp	300
Lute	200
Services	
Courtesan	12
Legal Contract	24
Legal Deed	18
Legal Will	12
Maps	12
Prostitute	10
Slave	300
Tack/Harness	
Bridle	12
Cart, 2 wheel	80
Harness, Horse	18
Hay, Bushel	6
Plough	48
Saddle, Riding	80
Saddle, War	240
Spurs	18
Stabling, 1 day	1
Wagon, 4 wheels	220