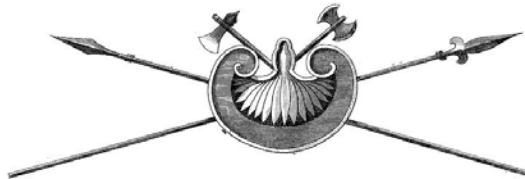


CHAPTER XI WEAPONS AND EQUIPMENT

Weapons



Weapons of past ages are not always the easiest to acquire. In many cases, a weapons must be substituted to make due. A combat knife would be used as a dagger, or a wood axe could become a battle axe. Much of this

will depend on the locale, availability of materials and availability of a craftsman. For instance, in Britannia it would be much more common to find bronze weapons due to local available materials. Finding truly skilled weapon smiths are not difficult in the Empire since the demands of the legions for weapons means that even the most remote community will have a blacksmith able to make arrowheads, swords and spears including Roman and local versions. Prices will vary somewhat but those represented in the following tables are the averages for the Empire. Crossbows do not receive the STR bonus to damage.



Blades (Edged Weapons)

Weapon	Damage	Attacks	Rng	Weight	Type	Denarii
Axe (Securis)	3d6	2	1yd	7 lb	Axe	110
Bastard Sword (1-handed) (Barbarian Weapon)	3d8	2	1 yd	8 lb	Sword	720
(2-handed)	4d10					
Battle Axe (Bipennis)	3d12	2	1 yd	10 lb	Axe	280
Broad Sword (Spatha Magna)	3d10	2	1 yd	8 lb	Sword	700
Dagger (Sica)	1d8	4	.5 yd	1/2 lb	Knife	25
Great Axe (Bipennis Magna)	5d12	2	2.5 yd	15 lb	Axe	250
Hatchet (Ascia)	1d10	3	.5 yd	2 lb	Axe	30
Knife (Culter)	1d6	4	.5 yd	1/2 lb	Knife	10
Long Sword (Spatha)	3d8	2	1 yd	6 lb	Sword	450
Pugio (Heavy Dagger)	2d8	3	1 yd	2 lb	Sword	20
Short Sword (Barbarian Short Sword)	2d10	3	1 yd	3 lb	Sword	200
Gladius (Roman Short Sword)	4d6	3	1 yd	3 lb	Sword	210
Sica (Curved Sword)	3d8	2	1 yd	5 lb	Sword	450
Falchion (Chinese Dao)	4d8	2	1 yd	8 lb	Sword	650
Falx (Two-handed Thracian Sword)	4d10	2	2 yd	8 lb	Sword	600
Two-Handed Sword (Chinese Shuang Shou Jian)	5d10	2	2 yd	12 lb	Sword	800



Hammer & Clubs (Blunt Weapons)						
Weapon	Damage	Attacks	Rng	Wgt	Type	Denarii
Club (Fustis)	1d10	3	1 yd	4 lb	Bludgeon	5
Flail (Flagellum)	1d20	3	1.5 yd	4 lb	Bludgeon	120
Spiked Flail (Scourge)	4d8 + d8 / rd. bleeding	2	1 yd	6 lb	Bludgeon	250
Net (Retarii)	10% / Level to Entangle	2	2 yd	2 lb	Net	100
Hammer (Malleus)	5d6	2	1 yd	10 lb	Bludgeon	10
Long Hammer (Malleus Procerus)	5d8	2	2 yd	14 lb	Bludgeon	40
Great Hammer (Malleus Magnus)	8d8	2	2.5 yd	16 lb	Bludgeon	80
Mace, Footman (Fasces)	3d12	2	1.5 yd	10 lb	Bludgeon	170
Mace, Horseman (Equitis Fasces)	2d10	3	1 yd	6 lb	Bludgeon	120
Morning Star (Facies Cuspis)	3d12	2	1.5 yd	8 lb	Bludgeon	140
Staff (Clava)	1d12	3	2 yd	5 lb	Staff	5
Spiked Staff (Clava Cupis)	3d8	2	2 yd	5.5 lb	Staff	20
Sap * (Fustis Parvus)	1d8 Concussion	3	1 yd	1 lb	Bludgeon	30
Shod Staff (Metallum Clava)	3d10	2	2 yd	6 lb	Staff	50
Whip (Flagrum)	1d4	2	3-4 yd	3 lb	Whip	30
Bull Whip (Flagrum Magnum)	1d6	1	3-7 yd	4 lb	Whip	55

*Saps are designed to do Concussion FP but may be used to deal normal FP damage.

Bows & Spears (Piercing Weapons)						
Weapon	Damage	Attacks	Range	Weight	Type	Denarii
Awl Pike (Hasta Magna)	6d6	1	4 yd	15 lb	Staff	90
Darts (Iaculum)	1d6	4	3 yd/pt STR	.2 lb	Dart	15
Heavy Crossbow (Manuballista)		1/2	250 yd	9 lb	Bow	300
Javelin (Pilum)	1d10	1 or 2	10 yd/pt STR	1/4 lb	Staff	20
Light Crossbow (Manuballista Parva)		1	160 yd	5 lb	Bow	250
Great Bow (Arcus Magna)		2	240 yd	2 lb	Bow	500
Short Bow (Arcus)		3	150 yd	1 lb	Bow	180
Horseman's Bow (Equitis Arcus)		4	70 yd	1 lb	Bow	110
Sling (Funda)		2	160 yd	1/2 lb	Sling	5
Lance (Equitis Hasta)	2d12	1	4 yd	5 lb	Staff	80
Spear (Hasta)	2d10	1 or 2	5 yd/pt STR	2 lb	Staff	60
Trident (Tridens)	3d8	1 or 2	5 yd/pt STR	3 lb	Staff	80
Wooden Stake (Stipes)	1d8	2	1 yd	1 lb	Knife	25

Many of the weapons above have evolved over the centuries. For example, Manuballista has become a weapon that is much more powerful, uses a steel crossbow and has a levered winch making it much more effective in combat. The arrows (sagittae) will determine the amount of damage and have different attributes. Some of these will be additional damage vs flesh or armor.

For a detailed description of Weapon Proficiencies please refer to Chapter 5: Skills (WEAPON PROFICIENCIES on page 215).