

Weapons

| Melee Weapons | Type | Cost | Enc | PSQ | Damage | Quality | Special Rules |
|----------------|----------|------|-----|-----|---------------|-----------|---------------------|
| Backsword | Cut | 8 | 3 | 20 | 1 CR or SL | Poor | |
| Battleaxe | Cleave | 18 | 11 | 35 | 1 CR and 1 SL | Good | 2 Handed |
| Bola | Bludgeon | 1 | 2 | 20 | 0 CR | Normal | Entangling |
| Brass Knuckles | Fight | 0.1 | 0.5 | - | 1 CR | Poor | Bad Defence |
| Bridge Sword | Cut | 9 | 4 | 25 | 1 SL | Normal | |
| Broadsword | Cut | 12 | 3 | 20 | 1 SL | Normal | |
| Cavalrymace | Bludgeon | 12 | 5 | 30 | 1 CR | Good | Cavalry |
| Club | Bludgeon | 0.1 | 2 | 20 | 1 CR | Poor | Bad Defence |
| Dagger | Thrust | 2.5 | 1 | - | 1 PR | Normal | Bad Defence |
| Dirk | Thrust | 4 | 1 | - | 1 PR | Good | |
| Falchion | Cleave | 10 | 3 | 20 | 1 SL | Normal | |
| Flail | Bludgeon | 14 | 6 | 30 | 1 CR | Good | Bad Defence, Impact |
| Gauntlet | Fight | 3 | 2 | 25 | 1 CR | Normal | Bad Defence |
| Glaive | Haft | 16 | 11 | 30 | 2 SL | Good | 2 Handed |
| Greatsword | Cut | 40 | 8 | 35 | 2 SL | Excellent | 2 Handed |
| Halberd | Haft | 16 | 13 | 30 | 1 CR and 1 SL | Good | 2 Handed |
| Hammer | Bludgeon | 8 | 3 | 25 | 1 CR | Normal | Impact |
| Handaxe | Cleave | 7 | 3 | 20 | 1 CR or SL | Normal | Bad Defence |
| Katar | Fight | 4.5 | 1 | 20 | 1 PR | Good | |
| Lance | Haft | 15 | 15 | 30 | 2 PR | Good | Cavalry |
| Longaxe | Cleave | 10 | 6 | 25 | 1 CR or SL | Normal | |
| Mace | Bludgeon | 8 | 3 | 20 | 1 CR | Normal | |
| Maul | Bludgeon | 25 | 12 | 35 | 2 CR | Good | 2 Handed |
| Military Pick | Cleave | 9 | 5 | 25 | 1 CR or PR | Normal | Impact |
| Morningstar | Bludgeon | 10 | 4 | 25 | 1 CR or PR | Good | |
| Pike | Haft | 18 | 12 | 30 | 2 PR | Good | 1 or 2 Handed |
| Quenblade | Cut | 35 | 3 | 20 | 1 SL | Excellent | |
| Quenclaws | Fight | 15 | 2 | - | 1 SL | Good | |
| Rapier | Thrust | 25 | 2 | 20 | 1 PR | Good | |
| Spear | Haft | 5 | 6 | 20 | 1 PR | Normal | 1 or 2 Handed |
| Staff | Haft | 1 | 5 | 20 | 1 CR | Poor | 2 Handed |
| War Sword | Cut | 25 | 6 | 30 | 1 SL | Good | 1 or 2 Handed |
| Warhammer | Bludgeon | 12 | 5 | 30 | 1 CR | Good | Impact |
| Whip | Cut | 2 | 1 | - | 0 SL | Poor | Entangling |

| Ranged Weapons | Type | Cost | Enc | PSQ | Damage | Range | Quality | Special Rules |
|-------------------|----------|------|-----|-----|------------|-------|-----------|---------------|
| Bola | Thrown | 1 | 1 | 20 | 0 CR | PSQ/2 | Normal | Entangling |
| Common Bow | Bow | 8 | 3 | 30 | - | 30 | Normal | |
| Crossbow | Crossbow | 20 | 5 | 30 | - | 35 | Good | |
| Hand Crossbow | Crossbow | 40 | 2 | - | - | 10 | Normal | |
| Javelin | Thrown | 7 | 4 | - | 1 PR | PSQ/2 | Normal | |
| Light Crossbow | Crossbow | 15 | 3.5 | 25 | - | 30 | Normal | |
| Longbow | Bow | 25 | 4 | 35 | - | 40 | Good | Impact |
| Net | Thrown | 2.5 | 6 | 20 | - | 5 | Normal | Entangling |
| Pyromancer's Kiss | Thrown | 50 | 2 | 20 | 2 BU | PSQ/2 | Good | Flame |
| Siegebow | Crossbow | 55 | 10 | 35 | +1 | 45 | Good | Impact |
| Sling | Thrown | 4 | 1 | 20 | - | 20 | Poor | |
| Spear | Thrown | 5 | 6 | 25 | 1 PR | PSQ/2 | Normal | |
| Star | Thrown | 4 | 0.5 | - | 1 SL | PSQ/2 | Excellent | |
| Strykebow | Bow | 12 | 2.5 | 25 | - | 25 | Good | |
| Throwing Axe | Thrown | 3.5 | 3 | 25 | 1 CR or SL | PSQ/2 | Normal | |
| Throwing Dagger | Thrown | 2.5 | 1 | - | 1 PR | PSQ/2 | Normal | |

| Ammunition | Number | Cost | Enc | Damage | Quality | Special Rules |
|-------------|--------|------|-----|---------------|-----------|---------------|
| Arrow | 10 | 0.5 | 1 | 1 PR | Normal | |
| Bolt | 10 | 1 | 1 | 1 PR | Good | |
| Fire Arrow | 2 | 1 | 0.2 | 1 PR and 1 BU | Good | Flame |
| Horse Arrow | 1 | 1 | 0.1 | 1 PR | Excellent | Impact |
| Sling Shot | 10 | 0.1 | 1 | 1 CR | Normal | |

Armour

| Light Armour | Cost | Enc | CR-PR-SL | BL-BU-SH | Locations | Quality | Special Rules |
|-----------------|------|-----|----------|----------|-----------|---------|---------------|
| Cavalry Boots | 12 | 5 | 1-0-1 | 0-1-1 | L | Good | |
| Clan Shirt | 8 | 12 | 1-0-1 | 0-1-1 | T,A | Poor | |
| Clan Vest | 6 | 9 | 1-0-1 | 0-1-1 | T | Poor | |
| Leather Bracers | 8 | 3 | 1-0-1 | 0-1-1 | A | Normal | |
| Leather Greaves | 9 | 4 | 1-0-1 | 0-1-1 | L | Normal | |
| Leather Tunic | 15 | 10 | 1-0-1 | 0-1-1 | T,A | Normal | |
| Leather Vest | 12 | 8 | 1-0-1 | 0-1-1 | T | Normal | |
| Padded Coat | 10 | 12 | 1-0-0 | 0-1-0 | T,A,L | Normal | Inner Armour |
| Padded Shirt | 8 | 8 | 1-0-0 | 0-1-0 | T,A | Normal | Inner Armour |

| Medium Armour | Cost | Enc | CR-PR-SL | BL-BU-SH | Locations | Quality | Special Rules |
|----------------|------|-----|----------|----------|-----------|---------|---------------|
| Arming Mail | 70 | 20 | 1-1-1 | 1-1-1 | T,A,L | Good | Inner Armour |
| Hauberk | 50 | 15 | 0-1-1 | 1-1-0 | T,A | Good | Outer Armour |
| Mail Leggings | 40 | 15 | 1-1-1 | 1-1-0 | L | Good | |
| Scale Shirt | 50 | 20 | 1-1-1 | 1-1-0 | T,A | Normal | |
| Splint Bracers | 15 | 4 | 1-0-1 | 1-1-0 | A | Normal | Outer Armour |
| Splint Greaves | 20 | 5 | 1-0-1 | 1-1-0 | L | Normal | Outer Armour |

| Heavy Armour | Cost | Enc | CR-PR-SL | BL-BU-SH | Locations | Quality | Special Rules |
|--------------|------|-----|----------|----------|-----------|---------|---------------|
| Breastplate | 100 | 15 | 1-0-1 | 1-1-0 | T | Good | Outer Armour |
| Greaves | 80 | 15 | 1-0-1 | 1-1-0 | L | Good | Outer Armour |
| Steelarm | 140 | 15 | 2-1-2 | 2-2-1 | A | Good | Special |
| Vambraces | 70 | 10 | 1-0-1 | 1-1-0 | A | Good | Outer Armour |

| Helmets | Cost | Enc | CR-PR-SL | BL-BU-SH | Locations | Quality | Special Rules |
|---------------|------|-----|----------|----------|-----------|---------|---------------|
| Closed Helmet | 30 | 5 | 1-0-1 | 1-1-0 | H | | Outer Armour |
| Leather Helm | 3 | 2 | 1-0-1 | 0-0-1 | H | | |
| Mail Coif | 20 | 3 | 0-1-1 | 1-0-0 | H | | Inner Armour |
| Open Helmet | 25 | 4 | 1-0-1 | 1-0-0 | H | | |

| Shields | Cost | Enc | PSQ | Quality | Special Rules |
|--------------|------|-----|-----|---------|--------------------------|
| Buckler | 10 | 4 | 15 | Good | Bad Defence vs Missiles |
| Kite | 15 | 10 | 20 | Good | Cavalry |
| Large Steel | 15 | 15 | 25 | Good | Infantry |
| Large Wooden | 8 | 10 | 20 | Normal | Infantry |
| Leather | 2 | 4 | 10 | Poor | |
| Small Steel | 10 | 8 | 20 | Good | |
| Small Wooden | 4 | 5 | 15 | Normal | |
| Tower Shield | 30 | 35 | 30 | Good | Good Defence vs Missiles |

2 Handed: this weapon is both **Infantry** and **Impact** when wielded with 2 hands.

Bad Defence: this is not designed for defence or is small. Users suffer a 1SL penalty to block rolls.

Good Defence: this is well designed for defence. Users receive a 1SL bonus to block rolls.

Cavalry: this is designed for use on horseback. If this is used off horseback the wielder suffers a 1SL penalty

Infantry: this is designed for use on foot. If this is used on horseback the wielder suffers a 1SL penalty

Entangling: targets hit with this must make a Knockdown check equal to the attack roll or fall prone.

Flame: targets hit by this weapon have must make a Good Athletics roll or catch on fire. Once used Flame weapons are either shattered or burnt beyond further use.

Impact: targets hit with this must make a Knockdown check (SL of the check is equal to total damage) or fall prone.

Inner/Outer Armour: inner and outer armour can be worn on their own however, you may wear outer armour on top of inner armour, greatly improving your protection.

Equipment

| Clothing | Cost | Enc | Quality |
|-------------------|------|-----|---------|
| City Garb | 0.1 | 2 | Normal |
| Fine Clothing | 2 | 4 | Good |
| Noble Outfit | 30 | 5 | Good |
| Peasant's Rags | 0.05 | 1 | Poor |
| Robes | 5 | 4 | Normal |
| Traveller's Boots | 2 | 2 | Normal |
| Traveller's Cloak | 2 | 2 | Normal |
| Uniform | 10 | 4 | Good |

| Container | Cost | Enc | Quality |
|---------------------|------|-----|---------|
| Backpack | 1.5 | 2 | Normal |
| Barrel | 2 | 25 | Normal |
| Bottle | 0.5 | 0.5 | Normal |
| Case, map or scroll | 1 | 0.5 | Normal |
| Chest | 3.5 | 20 | Normal |
| Flask, leather | 0.1 | 0.5 | Normal |
| Flask, metal | 0.5 | 0.5 | Good |
| Glass bottle | 5 | 2 | Good |
| Glass vial | 6 | 1 | Good |
| Jug | 0.1 | 1 | Normal |
| Pouch | 0.5 | 0.5 | Normal |
| Purse | 0.25 | 0.1 | Normal |
| Quiver | 0.5 | 0.5 | Normal |
| Sack | 0.3 | 1 | Normal |
| Saddlebags | 3 | 4 | Normal |
| Slingbag | 0.5 | 2 | Normal |
| Waterskin | 1 | 0.5 | Normal |

| Lighting | Cost | Enc | Quality |
|---------------------|------|-----|---------|
| Candle (2 hours) | 0.05 | - | Poor |
| Firewood (1 day) | 0.05 | 20 | Poor |
| Lamp | 0.5 | 1 | Normal |
| Lantern | 8 | 3 | Normal |
| Oil, lamp (4 hours) | 0.4 | 1 | Normal |
| Spot Lantern | 10 | 3 | Good |
| Torch (1 hour) | 0.05 | 1 | Poor |

| Special | Cost | Enc | Quality |
|---------------------------|------|-----|-----------|
| Animist Vial | 25 | 0.5 | Good |
| Deck of cards | 2 | 0.2 | Poor |
| Deck of cards, marked | 5 | 0.2 | Normal |
| Dice, pair | 1 | 0.1 | Normal |
| Dice, loaded pair | 4 | 0.1 | Good |
| Holy Symbol | 1 | 1 | Normal |
| Hourglass | 100 | 2 | Good |
| Mirror, hand | 10 | 1 | Good |
| Musical Instrument, large | 20 | 8 | Excellent |
| Musical Instrument, small | 5 | 2 | Good |
| Sundial | 5 | 20 | Good |
| Telescope | 300 | 1 | Excellent |

| Tool Sets | Cost | Enc | Quality |
|---------------------|------|-----|---------|
| Carpenter's Toolbox | 40 | 5 | Good |
| Craftsman's Toolbox | 30 | 5 | Good |
| Disguise Kit | 25 | 3 | Normal |
| Groom's Kit | 5 | 1 | Normal |
| Healer's Kit | 20 | 2 | Normal |
| Lockpicks | 25 | 2 | Normal |
| Scribe's Kit | 5 | 1 | Normal |
| Smith's Tools | 50 | 8 | Good |
| Tradesman's Kit | 8 | 3 | Normal |

| Trappings | Cost | Enc | Quality |
|----------------------------|------|-----|---------|
| Bedroll | 0.1 | 3 | Normal |
| Book (blank) | 10 | 2 | Normal |
| Caltrops | 1 | 2 | Normal |
| Crowbar | 2 | 2 | Normal |
| Fishing Line & Hook | 0.1 | - | Normal |
| Grappling Hook | 2 | 3 | Normal |
| Hammer | 2 | 2 | Normal |
| Iron Spike | 0.2 | 1 | Normal |
| Lock (cost per SL to pick) | 20 | 1 | Good |
| Merchant Scale | 4 | 1 | Good |
| Nails (5) | 0.1 | 0.5 | Normal |
| Rations (per day) | 0.5 | 1 | Normal |
| Rope (per 30ft) | 2 | 5 | Normal |
| Spade | 1 | 3 | Normal |
| String (per 50ft) | 0.1 | 1 | Poor |
| Tent (2 person) | 1.5 | 20 | Normal |
| Tinderbox | 1.5 | 1 | Normal |
| Whetstone | 0.1 | 1 | Normal |