

The Armoury

Non Knightly	Weapon	Skill	Damage*	Notes	Introduced
◆	Fist	½DEX / Brawl	Base -2	-1d6 dmg if foe is in heavy armour	
◆	Improvised	½DEX / Brawl	Base -1		
◆	Thrown Grapple	DEX / Thrown STR / Wrestle	var None	Unopposed, -5 if target has a shield. Dmg depends on item thrown; rock=1d6, knife=2d6, etc. Foe is held if attack succeeds, if already held foe can only use wrestle to oppose not STR. If foe is held they can be immobilised (attacker sits on their chest and stops them moving), if they want to fight back or break free they suffer -10 to all rolls and +10 against them. If held foe could be thrown to the ground causing d6 dmg(2d6 if on a table or horse) and -5 to all rolls +5 against them in the following round. If fumbled attacker falls.	
	Axe	Axe	Base	Breaks if fumbled. +1d6 dmg if foe applies their shield (ie. Ignores shield and nearly chops arm off)	
	Dagger/ Knife	Dagger	Base -1	-1d6 dmg if foe is in plate armour, may be used when held (see grapple). Dropped if fumbled	
	Gladus	Dagger	Base -1	A Sword Weapon. -1d6 dmg if foe is in heavy armour. Dropped if fumbled	
	Flail	Flail	Base	Ignores shields, +1d6 dmg vs Chainmail, if a 1 is rolled user takes full damage. Breaks if fumbled	
	Great Axe	Great Axe	Base +1	2H. +1d6 dmg if foe applies their shield. Breaks if fumbled	
	Great Spear	Great Spear	Base	2H. +5 if foe is mounted. Counts as a Lance weapon. Breaks if fumbled	
	Boar Spear	Great Spear			
	Great Sword	Great Sword	Base +1	2H Sword Weapon. Breaks non-sword weapons if parried. Dropped if fumbled	
	Halberd	Halberd	Base +1	2H. +5 if foe is mounted. Breaks if fumbled	
	Hammer	Hammer	Base	+1d6 dmg vs Plate armour. Breaks if fumbled	
	Javelin	Javelin	Base -2	Unopposed, -5 if target has a shield, range 30 yds. Breaks if fumbled	
	Jousting Lance	Spear	None	As lance but does no damage may knock foe from his horse (causing 2d6 dmg)	
	Lance	Spear	Base	Uses Lance skill if charging (a full round was spent galloping in a straight line at the enemy). If charging +5 if foe using a non-lance weapon use Horses damage instead, and attacker must continue in a straight line for the whole of the next round. Breaks if attack roll was an odd number. Breaks and does no damage if fumbled	
	Mace	Mace	Base	+1d6 dmg vs Chainmail armour. Breaks if fumbled	
	Morning Star	Morning Star	Base +1	2H. +1d6 dmg vs Chainmail armour. Breaks if fumbled	
	Spear	Spear	Base	Counts as a lance weapon. Can be used as a lance too. Breaks if fumbled	
	Sword	Sword	Base	A Sword Weapon. Breaks non-sword weapons if parried. Dropped if fumbled	
	War Flail	War Flail	Base +1	2H. +1d6 dmg vs Chainmail armour. Ignores shields. If a 1 is rolled user takes full damage. Breaks if fumbled	
Missile Weapons					
◆	Bow	Bow	3d6	Unopposed, -5 if target has a shield, range 150 yds. if fumbled roll d20 1=shatters, 2-3 stave cracks, else eg. String breaks. A knightly weapon if being used to hunt.	
◆	Light Xbow	Crossbow	1d6 + 10	Unopposed, -5 if target has a shield, range 150 yds. Christians are forbidden to use it against other christians	
◆	Med Xbow	Crossbow	1d6 + 13	Unopposed, -5 if target has a shield, range 150 yds. Christians are forbidden to use it against other christians. Takes 1 full round to reload	
◆	Heavy Xbow	Crossbow	1d6 + 16	Unopposed, -5 if target has a shield, range 150 yds. Christians are forbidden to use it against other christians. Takes 3 full rounds to reload	

* BASE is the characters base damage statistic (STR /6 – round 0.5+ up) in d6's, minimum is 1d6

The Stables

The Stables													STD	CITY		
Name	SIZ	DEX	STR	CON	MOVE	ARMOUR	KO	MW	KD	HR	HITS	DAMAGE	COST	COST	INTRODUCED	NOTES
Charger	34	17	30	12	8	5	12	12	34	4	46	6d6	£20			Battle Trained, great horse hybrid, also called Norman Charger as it originated in Normandy
Courser	30	25	24	15	9	5	11	15	30	4	45	5d6	£10			Can be Battle or Hunt trained, sometimes both, Irish Coursers are viewed as the best
Destrier	42	10	38	10	7	5	13	10	42	5	52	8d6			531 AD	Battle Trained, also called the English Great Horse, #lists
Donkey	15	15	20	15	5	3	8	15	15	4	30	4d6	60d			A tough Mediterranean work animal
Mule	25	8	25	18	6	4	11	18	25	4	43	6d6	100d			A Jack(male donkey) crossed with a mare, stubborn but has good balance and tough hooves
Palfrey	26	10	16	8	6	3	9	8	26	2	34	3d6	£5			Riding horse, can be Amblers, Roman Palfreys are viewed as the best
Rouncey	26	10	18	14	6	4	10	14	26	3	40	4d6	£1			Riding horse, can be Battle Trained, comfortable and hardy, Roman Rouncies are best
Sumpter	22	12	15	16	5	3	10	16	22	3	38	3d6	100d			Pack horse, also called a cob
Workhorse	15	10	15	10	4	3	6	10	15	3	25	2d6	80d			Common pony (<14 hands) used for pulling carts and other simple tasks

Celtic Pony

Connemara Pony

Highland Pony

Shetland Pony

Andalusian

Arabian

Barb

Camargue

Frisian

#lists This horse can carry a fully armoured knight while wearing full armour itself