

Weapons and Armour



Standby for
incoming transmission

The trappings of war
across the ages

every
when

Incoming Transmissions: a set of expansions for the Everywhen roleplaying game, each building on the basic rule set with extra player templates, optional rules, NPCs and terrifying creatures.

This supplement significantly expands the selection of typical (and not so typical) weapons in the Everywhen rulebook for all eras (the rulebook weapons are included for completeness). It also provides a handy list of common tools and protective garments that are frequently used as weapons or armour in the modern day.

Rounding it out is a guide to a plethora of equivalent weapons and armours for Asia and Mesoamerica and the Age of Sail, for use by heroes and villains in adventures or settings based in those times and places.



Arms and Armour

an *Everywhen* RPG expansion

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Old and New Weapons for *Everywhen*

This supplement significantly expands the selection of typical (and not so typical) weapons in the *Everywhen* rulebook for all eras (the rulebook weapons are included for completeness). It also provides a handy list of common tools and protective garments that are frequently used as weapons or

armour in the modern day. Rounding it out is a guide to a plethora of equivalent weapons and armours for Asia and Mesoamerica and the Age of Sail, for use by heroes and villains in adventures or settings based in those times and places.

Melee weapons

Weapon	Damage	Weapon properties
Bastard Sword	d6H + <i>strength</i>	2h. Using the weapon 1h does d6 + <i>strength</i> and requires a minimum <i>strength</i> score of 1
Battle Axe	d6 + <i>strength</i>	1h
Bayonet, Attached	d6 + <i>strength</i>	2h
Boarding Axe	d6 + <i>strength</i>	2h, penetration 1
Brass Knuckles / Sap Glove	d3 + <i>strength</i>	1h, concealable, short
Broadsword	d6 + <i>strength</i>	1h
Butterfly Sword	d6L + <i>strength</i>	1h, disarm, slash, short
Chuttuval	d6L + <i>strength</i>	1h, concealable, slash, long
Cudgel	d6L + <i>strength</i>	1h, unobtrusive
Dagger	d6 + <i>strength</i>	1h, concealable, thrown (3m), short
Dress Sword	d6L + <i>strength</i>	1h
Fighting Chain	d6L + <i>strength</i>	1h, concealable, disarm, entanglement 1
Fighting Fan	d6L + <i>strength</i>	1h, concealable, unobtrusive, short
Great Axe	d6H + <i>strength</i>	2h
Greatsword	d6H + <i>strength</i>	2h
Hatchet	d6L + <i>strength</i>	1h, unobtrusive, thrown (5m)
Javelin	d6L + <i>strength</i>	1h, thrown (6m)
Lance	d6H + <i>strength</i>	1h, long, mounted use only
Mace	d6 + <i>strength</i>	1h
Machete	d6 + <i>strength</i>	1h, slash, short
Mancatcher	d6L + <i>strength</i>	2h, long, entanglement 1

Weapon	Damage	Weapon properties
Maul	d6H + <i>strength</i>	2h
Meteor Hammer	d6L + <i>strength</i>	2h, concealable, entanglement 1, long
Net	d6L + <i>strength</i>	1h, entanglement 2, fatigue damage only
Nunchaku	d6 + <i>strength</i>	1h, concealable, disarm, short
Pick	d6L + <i>strength</i>	1h, penetration 1
Pistol Whip	d3 + <i>strength</i>	1h
Polearm	d6H + <i>strength</i>	2h, long
Punching Dagger	d6L + <i>strength</i>	1h, concealable, short, penetration 1
Quarterstaff	d6 + <i>strength</i>	2h, unobtrusive, long
Rifle Butt	d6L + <i>strength</i>	2h
Scimitar	d6H + <i>strength</i>	1h, slash
Short Scimitar	d6L + <i>strength</i>	1h, slash
Sickle	d6L + <i>strength</i>	1h, disarm, slash, short
Spear	d6 + <i>strength</i>	2h, long
Three-Section Staff	d6 + <i>strength</i>	2h, concealable, long
Tiger Hook Sword	d6 + <i>strength</i>	1h, disarm
Sai / Tonfa / Side-Handle Baton	d6L + <i>strength</i>	1h, concealable, disarm, short
Whip	d6L + <i>strength</i>	1h, concealable, disarm
Modern		
Cattle Prod/Shock Baton	d6H	1h, fatigue damage
Future		
Electro Knuckles	d6 + <i>strength</i>	1h, concealable, short, half damage is fatigue
Electro Lash	d6L + <i>strength</i>	1h, concealable, entanglement 1, long
Laser Sword	d6 (2)	1h, concealable, penetration 2

Electro Knuckles: Electro knuckles (aka Lektroknux) are insulated gloves with electrified metal striking surfaces, operating like brass knuckles but also delivering shocking damage.

Electro Lash: Electro lashes are long, electricity-conducting whips. When triggered with a switch on the handle, they can

automatically deliver a stunning charge to an entangled target (doing an additional d6H fatigue damage).

Laser Sword: A cylindrical hilt when switched off, but when switched on the laser sword projects a sword-length beam of focused laser light with excellent penetrative abilities. Favoured by space knights.

Ranged weapons

Weapon	Range	Damage	Recoil	Notes
Ancient				
Blowgun	6	1	-	1h, fatigue damage, scratch
Bolas	10	d3 + ½ <i>strength</i>	-	1h. With a -2 penalty, may entangle legs (0 movement, target may trip) or arms (can't use until target frees itself in d3 rounds).
Boomerang	10	d6L + ½ <i>strength</i>	-	1h, non-returning
Bow	20	d6H + ½ <i>strength</i>	-	2h
Dart	6	d6L + ½ <i>strength</i>		1h
Javelin	6	d6 + ½ <i>strength</i>		1h
Repeating Crossbow	10	d6	-	2h, repeating, 2 combat rounds to reload
Rock, Thrown	5	d3 + ½ <i>strength</i>	-	1h
Sling	10	d6L + ½ <i>strength</i>	-	1h
Staff-sling	13	d6 + ½ <i>strength</i>	-	1h
Medieval				
Arbalest	30	d6H	-	2h, 2 combat rounds to reload
Hand Crossbow	16	d6	-	1h
Longbow	25	d6H + ½ <i>strength</i>	-	2h
Firearms				
Black Powder Musket	15	d6	-	2h, black powder
Black Powder Pistol	10	d6	-	1h, black powder
Black Powder Rifle	30	d6	-	2h, aimed, black powder
Black Powder Shotgun	15	d6	-	2h, black powder
Carbine, Assault	40	d6	1/2	2h, semi-auto/burst or auto fire
Carbine, Repeating	45	d6	1/-	2h, repeating (bolt/lever-action)
Carbine, Semi-Auto	45	d6	1/-	2h, semi-auto fire
Elephant Gun	45	d6H	3/-	2h, aimed, repeating
Flamethrower	5	d6H	-	2h, area, flame
Grenade Launcher	35	grenade	1/-	2h, repeating fire
Grenade, Frag.	5	d6+2	-	1h, indirect, area
Grenade, Smoke	5	-	-	1h, indirect, area
Grenade, Stun	5	special	-	1h, indirect, area, see description

Weapon	Range	Damage	Recoil	Notes
Hand Cannon	15	d6H	2/-	1h, repeating fire (revolver), semi-automatic fire (semi-auto pistol)
Machine Gun	70	d6H	2/3	2h, burst or automatic fire, bipod
MG, Heavy	80	d6 (2)	3/4	2h, burst or automatic fire, bipod
Molotov Cocktail	5	d6L	-	1h, indirect, area, flame
Net Gun	6	d6L	1/-	2h, entanglement 2, fatigue damage only
Pistol, Pocket	10	d6L	-	1h, holdout
Pistol, Semi-Auto	15	d6	1/-	1h, semi-auto fire, can be holdout
Revolver	15	d6	1/-	1h, repeating fire, can be holdout
Rifle, Assault	50	d6H	2/3	2h, semi-auto/burst or auto fire
Rifle, Light Assault	35	d6L	-/1	2h, semi-auto/burst or auto fire
Rifle, Light Repeating	40	d6L	0/-	2h, repeating (bolt- or lever-action)
Rifle, Light Semi-Auto	40	d6L	0/-	2h, semi-auto fire
Rifle, Repeating	60	d6H	2/-	2h, repeating (bolt- or lever-action)
Rifle, Semi-Auto	60	d6H	2/-	2h, semi-auto fire
Rocket Launcher	40	d6 (3)	-	2h, area, penetration 2
RPG	30	d6 (2)	-	2h, area, penetration 2
Shotgun	15	d6	-	2h
Shotgun, Auto	15	d6	1/3	2h, semi-auto/burst or auto fire
Shotgun, Double-barrelled	15	d6	2/-	2h, repeating
Shotgun, Pump Action	15	d6	1/-	2h, repeating
Shotgun, Sawn-off/pistol	10	d6	-	1h
Shotgun, Semi-Auto	15	d6	1/-	2h, semi-auto/burst
Sniper Rifle	90	d6 (2)	3/-	2h, aimed, bipod, repeating
Sniper Rifle, Light	80	d6H	2/-	2h, aimed, bipod, repeating
Speargun	5 max	d6L	-	1h, two combat rounds to reload, underwater capable
SMG	30	d6	1/2	2h, burst or automatic fire
Taser	2	1	-	1h, fatigue damage, scratch, shock does d6H+2

Weapon	Range	Damage	Recoil	Notes
Tranquiliser Pistol	10	1	-	1h, scratch
Tranquiliser Rifle	30	2	-	2h, scratch
Underwater Pistol	5	d6	1/-	1h, underwater capable
Future				
Gauss AMR	150	d6H (2)	-	2h, aimed, penetrating 2
Grenade, Airburst	varies	varies	varies	As normal grenade types, see description
Laser Pistol	25	d6L	-	1h, semi-auto fire, can be set to fatigue damage
Laser Rifle	90	d6	-	2h, burst or auto fire
MPPC	60	d6H (2)	-/4	2h, automatic fire, flame, bipod
Plasma Pistol	15	d6	1/-	1h, semi-auto fire, flame
Plasma Rifle	40	d6H	-/3	2h, automatic fire, flame
Police Stun Rifle	10	d6H	-	2h, fatigue damage
Police Stunner	5	d6	-	1h, fatigue damage

Black Powder: Older firearms that use non-smokeless gunpowder. See page 29 for details.

Bolas: A weapon used by Gauchos (South American cowboys) and the Inuit, the bolas is two-three long, weighted cords tied together. It is hurled at the legs of target, entangling them.

Boomerang: The hunting boomerang is typical of many throwing clubs around the world, and is better called a kylie. Unlike recreational boomerangs, it is larger, heavier, and not designed to return to the thrower.

Carbine: Usually a slightly shorter model of an existing rifle, e.g. the Colt M4 Carbine (an Assault Carbine in the above table), as compared to the longer, heavier M16A2 assault rifle.

Crossbow, Repeating: See *Chinese ranged weapons* in the following section.

Gauss AMR: Gauss Anti-Materiel Rifles accelerate APFSDS (Armour Piercing, Fin Stabilized, Discarding Sabot) metal projectiles to incredible velocities via magnetic coils, giving them superb armour piercing abilities, range, and accuracy, without appreciable recoil. They are used for long range sniping and against hard targets.

Grenade, Airburst: Airburst grenades are designed to detonate above their targets, usually when they are hunkered down behind a wall, meaning that they ignore such cover and that ducking to the ground does little to reduce their impact.

Grenade Launcher: A grenade launcher loads 40mm grenades of various types, launching them at a target with greater range and accuracy than comparative thrown grenades. Examples include the single-shot M79 "Thumper", under-barrel assault rifle attachments such as the M203 and GP-25 Kostyor, and multi-shot revolver-style weapons such as the Milkor MGL.

Grenade, Smoke: Smoke grenades come in a variety of colours and are used as signalling devices, to mark landing and target zones, and to obscure unit movements. They provide Light to Heavy Cover for 1 minute, depending on where they are set off, how close to the grenade a target is, and the prevailing wind.

Grenade, Stun: Also called "flash bangs", stun grenades explode with intense light and ear-splitting noise. Individuals in the area of effect suffer two penalty dice to all actions for d3 Combat Rounds due to visual impairment, hearing loss and dizziness. It is not uncommon for stun grenades to ignite nearby flammable objects (1-in-6 chance).

Hand Cannon: Hand cannons are the monsters of the handgun world, heavy revolvers and semi-autos chambered for ammunition designed to bring down such big game as angry bears and rampaging elk. Examples include the Desert Eagle chambered for .50AE and Freedom Arms M83 firing .454 Casull.

Laser Pistol and Laser Rifle: Note that the damage on these weapons has been toned down from the versions listed in *Everywhen*.

MPPC: The Man Portable Plasma Cannon is a devastating squad support weapon, scorching enemies and terrain alike.

Net Gun: The net gun uses a propellant to launch a weighted net that opens as it is fired, potentially entangling targets from a short distance away.

Rifles, Light: Light rifles are those used for plinking, pest control, recreation, and hunting light game, usually firing .22LR ammunition. They are arguably the most common civilian rifles in the world in the present day. Examples include the Marlin Model 60, Marlin Model 39A, Browning SA 22, and Ruger 10/22.

Rock, Thrown: A fist-sized rock or chunk of brick, hurled at a target.

Rocket Launcher: Rocket Launchers are individual-operated recoilless launchers firing large (normally 66mm-94mm) HEAT rockets designed to tackle armoured vehicles and bunkers. Many examples are one-use disposable launchers like the M72 LAW, AT4, Mk 153 SMAW, RPG-18 Mukha, and LAW 80. Others can be used repeatedly, such as the Carl Gustaf M2 and Norinco Type 69.

RPG (Rocket-Propelled Grenade): RPGs are portable anti-tank weapons similar to the more powerful rocket launcher, but using smaller HEAT rounds such as 40mm. Most are multi-use such as the ubiquitous RPG-7 employed by many Eastern European, African, Middle Eastern, and Asian nations, and favoured by insurgents everywhere.

Shotgun, Auto: Designed as military combat shotguns, auto shotguns have detachable magazines and autofire capability, making them thoroughly lethal in close quarters combat.

Sniper Rifle, Light: The standard Sniper Rifle entry in *Everywhen* represents a large calibre anti-materiel and long range rifle. The light sniper rifle is the regular sniper rifle used by the military and law enforcement, chambering 7.62mm rounds.

Speargun: The rubber band- or pneumatic-powered speargun is used for underwater fishing the world over. Some have floats or lines attached to the spear. The maximum range is 5 yards/metres total.

Underwater Pistol: Developed for special forces frogmen, underwater pistols fire short, supercavitating, stabilized darts with more power, range, and accuracy than spearguns, and usually hold 4-5 darts. Examples include the Heckler & Koch P11 and Russian SPP-1.

Modern Mayhem!

Modern weapon and armour examples and equivalents

While some individuals still use ancient weapons, particularly the practitioners of various martial arts, firearms have largely come to dominate modern combat. There are, however, many common tools and implements that are still useful as melee

weapons, and while the shields and armours of the knights of old may have vanished in modern warfare, armour is worn, both in battle, law enforcement, and on in sporting events.

Modern melee weapon equivalents

Weapon	Modern Melee Examples
Brass Knuckles	<i>Brass Knuckles, Tactical Glove</i>
Cudgel	<i>Ball-Peen/Claw Hammer, Blackjack, Baton, Crowbar, Expandable Baton (concealable), Field Hockey Stick, Golf Club, Padlocked Chain, Tire Iron, Walking Stick, Wooden Mallet, Wrench (Large)</i>
Dagger	<i>Bowie Knife, Chisel (Large), Hunting Knife, Kitchen Knife (Large), Knife Bayonet</i>
Great Axe	<i>Felling Axe, Fire Axe, Splitting Maul</i>
Hatchet	<i>Hatchet, Ice Axe, Meat Cleaver</i>
Javelin	<i>Sporting Javelin</i>
Mace	<i>Baseball Bat, Cricket Bat, Shovel/Spade (2h only)</i>
Machete	<i>Billhook, Machete</i>
Mancatcher	<i>Catch Pole (does no damage)</i>
Maul	<i>Sledgehammer, Splitting Maul</i>
Pick	<i>Pickaxe</i>
Quarterstaff	<i>Any sturdy, straight tool handle of appropriate length</i>
Sai/Tonfa	<i>Side-Handle Baton</i>
Spear	<i>Garden Fork*, Pitchfork* (*cannot be thrown)</i>

Modern ranged weapon equivalents

Weapon	Modern Ranged Examples
Bow	Archery Bow, Hunting Bow
Dart/Thr. Knife	Lawn Darts (Metal-Tipped)

Modern armours

Armour	Modern Examples
Light	American Football Armour, Ballistic Vest (Soft), Ice Hockey Armour, Motocross Armour, Motorcycle Leathers, Paintball Armour, Stab Vest
Medium	Ballistic Vest (Hard)
Complete	Atmospheric Diving Suit*, Bomb Suit* *always includes a helmet
Helmet	American Football Helmet, Combat Helmet, Ice Hockey Helmet, Motorcycle Helmet
Shield, Small	Riot Shield (Small), Tactical Shield (Small)
Shield, Large	Riot Shield (Large), Tactical Shield (Large)



Everybody Was Kung Fu Fighting!

Asian weapon and armour equivalents

Ninjas, kung fu masters, practitioners of kalaripayattu, samurai! Nearly all of the exotic weapons of Japan, China, and India are already modelled in *Everywhen* or the

new weapons provided in this supplement, so listed here are various cultural weapon and armour equivalents.

Melee weapon equivalents

Weapon	Chinese	Japanese	Indian
Bastard Sword	-	<i>Katana</i>	-
Battle Axe	-	-	<i>Bullova, Tabar</i>
Brass Knuckles	-	<i>Shuko, Tekko</i>	<i>Bagh Nakh, Hora</i>
Broadsword	<i>Jian</i>	-	<i>Khanda, Pata</i>
Butterfly Sword	<i>Feng Huo Lun, Hu Die Dao, Lu Jiao Dao</i>	-	-
Chuttuval	-	-	<i>Chuttuval</i>
Cudgel	<i>Guai, Tie Yan Du</i>	<i>Kiseru, Jo</i>	<i>Muchan, Otta</i>
Dagger	<i>Bi Shou</i>	<i>Aikuchi, Tanto</i>	<i>Bichuwa, Haladie, Kirpan, Maduvu, Peshkabz</i>
Fighting Chain	<i>Jiu Jie Bian</i>	<i>Kusari-Fundo</i>	-
Fighting Fan	<i>Tie Shan</i>	<i>Tessen</i>	-
Great Axe	<i>Yue</i>	<i>Ono</i>	<i>Bullova, Tabar</i>
Greatsword	<i>Bagua Dao</i>	<i>Nagamaki, Nodachi</i>	<i>Mel Puttah Bemoh</i>
Hatchet	<i>Fu</i>	<i>Masakari</i>	<i>Bhuj, Bullova</i>
Javelin	<i>Shao Qiang</i>	<i>Nageyari</i>	<i>Ballam</i>
Lance	-	-	<i>Bothati</i>
Mace	<i>Jin Gua Chui</i>	<i>Arerebo</i>	<i>Gada, Shishpar</i>
Machete	-	-	<i>Kukri</i>
Mancatcher	-	<i>Sasumata, Sodegarami, Tsukobo</i>	

Weapon	Chinese	Japanese	Indian
Maul	<i>Chan Zhang, Lan Ya Ban</i>	<i>Tetsubo</i>	-
Meteor Hammer	<i>Liu Xing Chui, Sen Biao</i>	-	-
Nunchaku	<i>Er Jie Gun</i>	<i>Nunchaku</i>	-
Pick	-	-	<i>Zaghna</i>
Polearm	<i>Hu Cha, Kwan Dao, Yue Ya Chan</i>	<i>Naginata</i>	<i>Trishula</i>
Punching Dagger	-	-	<i>Katar</i>
Quarterstaff	<i>Gun</i>	<i>Bo, Eku</i>	<i>Lathi</i>
Sai/Tonfa	-	<i>Jitte, Sai, Tonfa</i>	-
Scimitar	<i>Dao</i>	-	<i>Kora, Sosun Patta, Talwar</i>
Short Scimitar	-	<i>Ninjato, Wakizashi</i>	-
Sickle	-	<i>Kama, Kusari-Gama, Kyoketsu-Shogi</i>	<i>Ankus</i>
Spear	<i>Qiang, Shuang Tou Qiang</i>	<i>Su Yari</i>	<i>Barcha</i>
Three-Section Staff	<i>San Jie Gun</i>	<i>Sansetsukon</i>	-
Tiger Hook Sword	<i>Hu Gou</i>	-	-

Chinese melee weapons

Bagua Dao: "Eight Symbol Broadsword". It resembles an extremely overlarge *dao*.

Bi Shou: A double-edge, pointed knife.

Chan Zhang: "Monk's Cudgel". Wielded by monks, it is a stout staff topped with what looks like a cage of metal bars.

Dao: The "Chinese Broadsword". A curved, single-edged sword whose blade broadens towards the tip.

Er Jie Gun: See *nunchaku* in the following ranged weapons section.

Feng Huo Lun: "Wind and Fire Wheel". A large, flat, sharpened metal ring with one part wrapped for use as a grip, and protruding blades around the outside resembling flames.

Fu: A regular fighting hatchet.

Guai: A normal short, light, fighting stick.

Gun: A common fighting staff.

Hu Cha: "Tiger Fork". A large, heavy trident often used (unsurprisingly) to hunt tigers.

Hu Die Dao: "Butterfly Sword" (not to be confused with the butterfly knife known as a *balisong*). This is a short, broad, single-edged fighting blade with a knuckle bow, and a parrying hook on the back, at the base of the blade.

Hu Gou: "Tiger Hook". It resembles a narrow sword with a heavily forward-curved hook at the end of the blade and a crescent-shaped handguard.

Jian: Considered an elegant and noble weapon, it is a slender, straight, slightly tapering, double-edged sword.

Jin Gua Chui: "Golden Melon Hammer". Actually a heavy mace with a spherical metal head the size of a small melon.

Jiu Jie Bian: "Nine-Section Whip". A difficult-to-master weapon composed of a handle from which nine, chain-linked iron bars extend.

Kwan Dao: "General Kwan's Halberd". A heavy polearm named after the semi-mythical general, topped with a large, broad, curved chopping head.

Lan Ya Ban: "Wolf Teeth Club". A long shaft topped with a heavy, spike-studded metal cylinder.

Liu Xing Chui: "Meteor Hammer". A long length of cord or chain with a fist-sized metal weight at one or both ends used to strike or entangle.

Lu Jiao Dao: "Deer Horn Knife". It resembles two shallow crescent-like blades interlocking, their projecting points and curves sharpened, one section wrapped to act as a handle.

Qiang: A common single-headed spear.

San Jie Gun: A three-section staff has three wooden batons linked in a line using short pieces of chain. It can be used to strike out to its full length or as a short baton wielded in each hand.

Sen Biao: "Rope Dart". A weapon much like a meteor hammer but with a dart-shaped weight at only one end.

Shao Qiang: A javelin with a broad head.

Shuang Tou Qiang: A spear with a spearhead at each end of the shaft.

Tie Shan: An iron-ribbed folding fan used to batter, thrust, or slash (if sharpened).

Tie Yan Du: An all-iron smoking pipe of some length, used to bludgeon and parry (and to smoke after the fight).

Yue: A regular pole axe (a long pole with a single axehead at the top).

Yue Ya Chan: "Crescent Moon Spade". Another weapon often associated with monks, it is a long shaft topped with a crescent-shaped blade at one end and shovel-like blade at the other.



Indian melee weapons

Ankus: An elephant goad used as a weapon: a long, sturdy shaft with a thrusting spearhead and hooked side blade. It is considered an auspicious implement.

Bagh Nakh: "Tiger Claws". Metal claws fixed to a bar that when gripped in the fist, allows the claws to project between the user's fingers. Often considered an assassin's weapon and poisoned or combined by a *bichuwa*.

Ballam: A typical javelin. Sometimes the head has an undulating blade.

Barcha: A standard spear.

Bichuwa: "Scorpion". A curved, all-metal dagger with a loop-shaped handle and guard. Some have two blades mounted parallel to each other. Often combined with a *bagh nakh*.

Bhuj: A knife-axe with a broad, curved, single-edged blade attached to an axe-like handle. The haft often conceals a knife.

Bothati: A very long, sturdy wooden spear couched under the arm when mounted.

Bullova: An axe coming in a dizzying array of sizes and shapes, it most commonly has a wide, narrow axehead or one that splits into two cutting points.

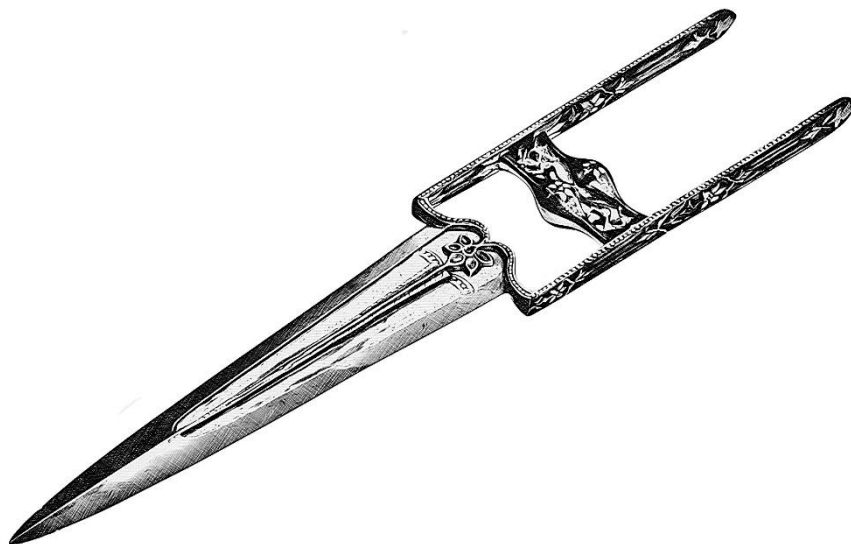
Chuttuval: "Spinning Sword" aka *urumi*. A sword with a narrow, highly flexible steel blade up to two yards/metres in length fixed to a sword hilt. It is worn coiled around the waist when not in use.

Gada: A mace with a large, spherical head.

Haladie: A dagger with a blade at each end of its handle.

Hora: Brass knuckles made from carved animal horn.

Katar: This famed Indian punching dagger (shown below) has a broad, flat blade of varying length fitted to a crossbar handle. Some varieties are as long as broadswords. Others feature undulating or narrow blades or may have a spring-loaded tines that spring out on each side, useful for parrying.



Khanda: A straight, broad-bladed sword with a blunt tip and heavy handguard.

Kirpan: A small curved knife, carried by and sacred to all Sikhs.

Kora: A forward-curving Nepalese sword with a broad flaring tip.

Kukri: A heavy, forward-curving chopping machete used by the Gurkhas of Nepal.

Lathi: A regular fighting staff.

Maduvu: A parrying and stabbing weapons associated with fakir comprised of two short lengths of horn fastened together, the tips capped with metal spikes. Sometimes combined with a dahl shield.

Mel Puttah Bemoh: A long, straight-bladed thrusting and slashing sword with a long wooden handle.

Muchan: A simple wooden cudgel often made from tamarind.

Otta: An S-shaped wooden club used in Kalaripayattu, used to strike vital locations.

Pata: Traditionally a cavalry weapon, it is a straight-bladed gauntlet sword.

Peshkabz: A curved, heavily-tapering, single-edged dagger.

Shishpar: A flanged, all-metal mace.

Sosun Patta: An elegant, forward-curving scimitar.

Tabar: A war axe that comes in several sizes and has one or two blades on its head.

Talwar: A curved, single-edged scimitar.

Trishula: A trident, though the outermost tines are frequently blade-like.

Zaghnal: A war pick with a broad, beak-like blade.

Japanese melee weapons

Aikuchi: A curved, single-edged dagger with no guard.

Arerebo: A heavy, studded metal baton.

Bo: A normal fighting staff.

Eku: A staff-like Okinawan weapon, the *eku* is a peasant fisherman's all-wood paddle, the top half of it being the narrow, flat, and rectangular paddle.

Jitte: A feudal Japanese law enforcement weapon wielded by *yoriki* and *doshin*, comprising a short metal baton on a handle with a single parrying hook at its base.

Jo: A wooden half-staff.

Kama: The Okinawan peasant sickle, used as a weapon, A straight short handle with a lightly curved single-edged blade projecting from the top at a right angle.

Katana: The famous curved, single-edged samurai sword; usually two-handed but can be used in one. Worn with a *wakizashi* as part of a samurai's *daisho* ("big-little", or the wearing of two swords) as a symbol of station.

Kiseru: See *Tie Yan Du* preceding.

Kusari-Fundo: A length of chain with a heavy weight at each end. Used to strike and entangle.

Kusari-Gama: A combination of *kama* sickle and *kusari-fundo*, the user wielding one weapon in each hand.

Kyoketsu-Shogi: A ninja weapon and climbing tool combining a crude, straight-bladed dagger and a sickle-like hook and a long length of weighted cord. It can be used as a sickle or meteor hammer.

Masakari: A typical fighting hatchet.

Nagamaki: A broad, *katana*-like blade with a handle of equal length to the blade.

Nageyari: A very short, light, hand spear with a straight, double-edged spearhead.

Naginata: A staff topped with a *wakizashi*-like blade. A frequent weapon among *samurai-ko* (women of the samurai rank).

Ninjato: The straight, single-edge sword of the ninja, shorter than a *katana* and of cruder manufacture. Once an end cap is removed, the scabbard can serve as a breathing tube, and often conceals a secret compartment. The handguard is large, enabling it to serve as a step up when looking over obstacles or climbing them, the sword pulled up afterwards by means of the cord wrapped around the scabbard.

Nodachi: Also called an *odachi*. It resembles an enlarged, overlong *katana* and was carried across the back.

Nunchaku: An Okinawan weapon derived from the grain flail, consisting of two short wooden batons connected by a short piece or chain or cord.

Ono: Another regular pole axe.

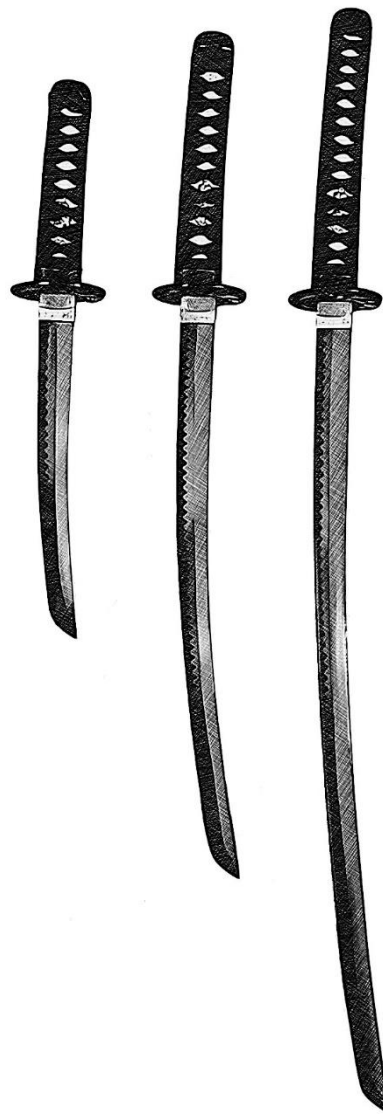
Sai: A short, slender, metal baton with a shorter metal tine on each side, creating a fork-like parrying device.

Sansetsukon: A three-section staff.

Sasumata: One of the *torimono sandogu* (weapons of arrest) used by feudal Japanese *yoriki* and *doshin*. It is a stout, long pole topped with a U-shaped fork, used to pin the

appendages or neck of an opponent. Like all *torimono sandogu*, its upper section is covered in spiked metal strips to make it difficult for the entangled individual to grab or hack at it.

Shuko: The climbing claws of the ninja are wrapped around the middle of the hand and have several hooked claws sticking out from the palm, useful for gaining purchase or scratching foes.



Sodegarami: The "Sleeve Entangler" is another of the *torimono sandogu* like the *sasumata* and *tsukobo*. However, instead of a fork, it is topped with a selection of spikes and barbs intended to pierce, snag, and hook a target's clothes and accoutrements.

Su Yari: A common Japanese spear with a straight, double-edge spearhead. Used afoot and on horseback.

Tanto: A curved, single-edged dagger with a small handguard.

Tekko: An Okinawan peasant invention, this is a single large metal ring that fits over and reinforces the fingers and knuckles.

Tessen: A folding metal war fan with thin iron plates, used as an inconspicuous parrying weapon and signalling device.

Tetsubo: Also called a *Kanabo*. It resembles an overlarge, heavy baseball bat reinforced with studded iron strips along its length.

Tonfa: An Okinawan-created weapon, it is a wooden baton with a short handle sticking out at a right angle near one end. The side-handled baton used by some police forces is copied from the tonfa.

Tsukobo: The third of the *torimono sandogu*, the *tsukobo* is designed to snag, push, pull, and trip opponents and has a broad, hook-festooned bar across its top, forming a T shape.

Wakizashi: This sword resembles a smaller, shorter *katana*. It is worn as part of the paired *daisho* swords of the samurai.

Ranged weapon equivalents

Weapon	Chinese	Japanese	Indian
Blowgun	<i>Chuiguan</i>	<i>Fukiya</i>	-
Boomerang	-	-	<i>Katariya</i>
Bow	<i>Gong</i>	<i>Hanyu</i>	<i>Kaman</i>
Dart/Throwing Knife	<i>Fei Bao</i>	<i>Kunai, Shuriken, Uchine</i>	<i>Chakram</i>
Javelin	<i>Shao Qiang</i>	<i>Nageyari</i>	<i>Ballam</i>
Longbow	-	<i>Daikyu</i>	-
Repeating Crossbow	<i>Zhuge Nu</i>	-	-

Chinese ranged weapons

Chuiguan: A regular blowgun.

Fei Bao: "Flying Dart". A small, simple, double-edged throwing blade with a tassel on the rear.

Gong: A standard bow.

Shao Qiang: A javelin with a broad head.

Zhuge Nu: "Zhuge's Crossbow" aka *Chu Ko Nu*. Named after its semi-mythical inventor. It uses a top-mounted hopper of bolts and lever-action to fire them quickly. It was comparatively weak, and so was also frequently envenomed.

Indian ranged weapons

Ballam: A normal javelin. Sometimes the head has an undulating blade.

Chakram: A flat, sharpened metal ring used as a throwing weapon. Used extensively by Sikhs in the martial art of Gatka.

Kaman: A common bow. Frequently considered a noble weapon.

Katariya: A curved boomerang with a flat tip and knobbed handle, made of wood or metal.

Japanese ranged weapons

Daikyu: A long bow designed for horseback use and considered a samurai weapon.

Fukiya: A typical blowgun. Considered a ninja weapon.

Hankyu: A short bow.

Kunai: A utility blade, the *kunai* is a simple, flat, diamond-shaped blade for throwing or digging though it can also be used in melee. Often associated with ninja.

Nageyari: A very short, light, hand spear with a straight, double-edged spearhead.

Shuriken: The famous throwing stars of the ninja. They also come in spike form.

Uchine: A samurai throwing weapon, the *uchine* looks like a short, thick arrow, complete with fletching.



Armour equivalents

Weapon	Chinese	Japanese	Indian
Light	<i>Hu Xin Jing, Wei Jia</i>	<i>Karuta/Kikko Tatami Do, Nerigawa Kozane Do</i>	<i>Chahar Aina, Peti</i>
Medium	<i>Shan Wen Kia, So Sei Kia, Ting Kia</i>	<i>Kiritsuko Iyozane Do, Tatami Do</i>	<i>Chilta Hazar Masha, Zirah</i>
Heavy	<i>Bu Ren Jia</i>	<i>O-Yoroi</i>	<i>Zirah Bagtar</i>
Helmet	<i>Toukui, Fenghuang Toukui</i>	<i>Jingasa, Kabuto</i>	<i>Top</i>
Shield, Small	-	-	<i>Dahl</i>
Shield, Large	<i>Tengpai</i>	-	-

Chinese armours

Bu Ren Jia: A sleeved, calf-length lamellar coat, reinforced with extra layers of lamellar in vital locations.

Fenghuang Toukui: A domed helmet with top spike, phoenix wing decorations on the sides, and an aventail.

Hu Xin Jing: "Mirror Armour". A light cuirass of four large metal disks fixed to a harness. One at the front, one at the back, and two smaller ones at the sides.

Shan Wen Kia: "Mountain Symbol Armour". A calf-length, sleeved lamellar coat covered on the outside with interlocked metal scales shaped like the character for mountain.

So Sei Kia: A regular mail hauberk.

Tengpai: A round, woven rattan shield, domed in shape and covered with a decorated layer of fabric or thin leather.

Ting Kia: A calf-length brigandine coat.

Toukui: A pot helmet with a wide brim and top spike.

Wei Jia: A long leather coat backed with fabric.

Indian armours

Chahar Aina: "Four Mirrors Armour". A light cuirass consisting of simple metal plates for the chest, back, and sides, connected to a harness.

Chilta Hazar Masha: "Coat of a Thousand Nails". A padded coat reinforced with metal studs and plates.

Dahl: A round, buckler-like shield made of hide or steel reinforced with four bosses and often highly decorated.

Peti: A quilted coat, often highly decorated and so not necessarily cheap.

Top: A domed helmet with nasal, aventail, and sometimes a mail veil across the face.

Zirah: A typical mail hauberk.

Zirah Bagtar: A mail hauberk reinforced with metal plates or a *Chahar Aina*, mail mittens, leg greaves, and *dastana* vambraces.

Japanese armours

Jingasa: A leather or metal war hat resembling a broad, flattened cone, worn by *ashigaru* foot soldiers and some samurai.

Kabuto: The visored great helmet worn with *O-Yoroi*, complete with wing-like side projections, suspended neck guard, and sometimes a *mengu* mask.

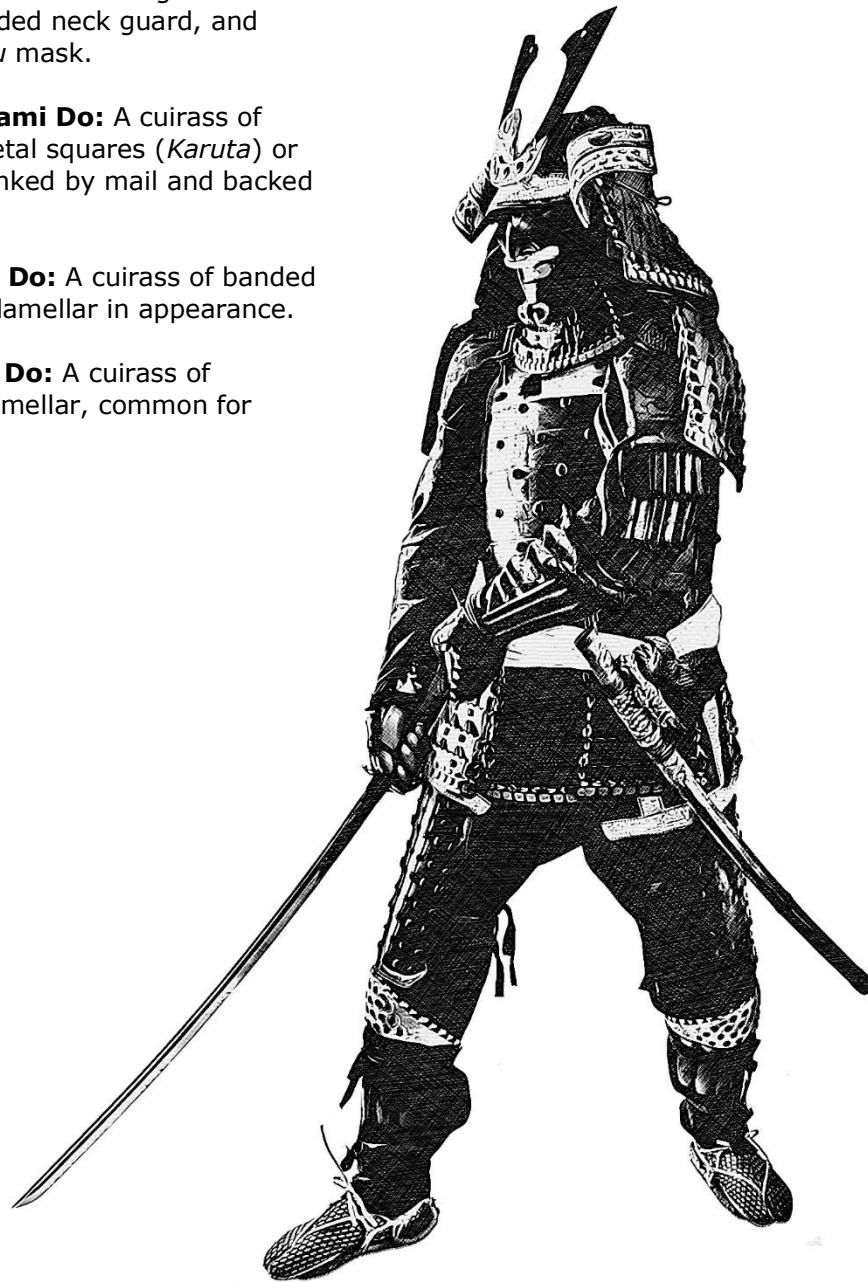
Karuta/Kikko Tatami Do: A cuirass of small, lacquered metal squares (*Karuta*) or hexagons (*Kikko*) linked by mail and backed with fabric.

Kiritsuko Iyozane Do: A cuirass of banded iron that simulates lamellar in appearance.

Nerigawa Kozane Do: A cuirass of lacquered leather lamellar, common for *ashigaru*.

Tatami Do: A regular mail hauberk.

O-Yoroi: The traditional and ornate samurai Great Armour made of lacquered iron plate and lamellar.



Heart-wrenching Action!

Mesoamerican weapon and armour equivalents

What's often referred to as *Mesoamerica* includes a lot of different cultures starting with the Olmec and including the most famous Aztec, Maya and Inca. The culture spans several thousand years, and ends with the invasion of Spanish conquistadors in the 16th century. The Mesoamericans were not only renowned for their great empires and sprawling cities, they were also fierce warriors.

Since there are many cultures included under this term, the weapon names are a mix and match of various languages, though most names are based on *Quechua*, the Incan language. This is not meant as a historical treatise but a quick guide for roleplaying purposes.

Bladed weapons use metal only rarely, but instead are primarily fashioned from wood, obsidian and flint. These weapons are incredibly sharp, deadly and far superior to early metal weapons. To reflect the weapons' weaker material qualities, you can use this optional rule:

Splintered Stones – A warrior wielding a weapon with an obsidian or flint blade can declare this manoeuvre after a successful attack. The weapon's damage is increased by two steps for this one attack, however any future attacks are permanently reduced by two steps. If damage is ever stepped below the lowest (1pt) damage step, the weapon is destroyed.

Melee weapon equivalents

Weapon	Mesoamerican Melee Examples
Battle Axe	<i>Cuncha Chucuna</i>
Broadsword	<i>Macuahuitl</i>
Greatsword	<i>Macuahuitl</i>
Mace	<i>Quauholōlli, Chambi</i>
Maul	<i>Macana</i>
Polearm	<i>Tepoztopilli</i>
Spear	<i>Suchuc Chiqui</i>

Mesoamerican melee weapons

Chambi: A wooden club, sometimes fashioned with spikes.

Cuncha Chucuna: This early battle axe often has a simple stone or metal head, but it's also commonly made of copper or bronze.

Macana: Often referred to as a star mace, and the most common weapon in a mesoamerican arsenal. A wooden shaft is topped by a heavy object made of metal or stone. This was often a star or disc shaped head, made to maximize the chance of breaking bones.

Macuahuitl: Not really a sword in the western sense. It's a flat, wooden club whose edges have been fashioned with incredibly sharp flint or obsidian blade pieces. There are one- and two-handed

variants. It's said that a trained warrior can cut off a horse's head with a single strike.

Quauholōlli: A mace-like weapon made from a wooden stick with a hard and heavy ball at the end, intended to break bones.

Suchuc Chiqui: The spear is often carried by Inca generals as a symbol of power. The spear's shaft is decorated with feathers along its whole length, or with decorative rings of metal or bone.

Tepoztopilli: This polearm is roughly as long as a man, with a comparatively short but broad head edged with obsidian blades. Allegedly this can even cut through metal armour. It had more reach than a Macuahuitl, but had to be wielded more carefully. It is a common front-line weapon.

Ranged weapon equivalents

Weapon	Mesoamerican Ranged Examples
Bolas	<i>Ayllos</i>
Bow	<i>Mixiquipilli, Tlahuitolli</i>
Dart	<i>Atlatl – Mitl</i>
Javelin	<i>Atlatl – Tlacochtli</i>
Sling	<i>Huaraca, Tematlatls</i>

Mesoamerican ranged weapons

Atlatl – Mitl / Atlatl – Tlacochtli: The spear thrower predates bows by thousands of years, and can either use smaller darts or javelins, often tripling the effective range of these weapons.

Ayllos: The mesoamerican bolas is a throwing weapon made of various weights such as filled leather bags, stone or other balls, interconnected with cord. Their primary use is to capture animals alive by entangling their legs. It is also used in

battle, and when thrown with enough force, can easily break bones.

Huaraca / Tematlatls: A sling is a cheap and very common ranged weapon used to throw projectiles, usually rounded stones.

Mixiquipilli / Tlahuitolli: The roughly 5 ft.-tall bow is a common weapon for hunting or war, and can fire up to a range of 450 ft. The arrows (yaomime) are pointed with flint, bone or obsidian.

Armour equivalents

Armour	Mesoamerican Armour Examples
Light	<i>Ichcahuipilli</i>
Medium	<i>Tlahuiztli</i>
Helmet	<i>Cuacalalatli, Uma Chucu</i>
Shield, Small	<i>Chimali</i>
Shield Large	<i>Hualcana</i>

Mesoamerican armours

Chimali: These round shields are made in various sizes. The front is usually ornamented with a mosaic made from colourful feathers depicting animals, faces, legendary figures and other imagery. Sometimes they would also incorporate copper and gold, or even tortoise shells.

Cuacalalatli: These war helmets are made from hardwood carved into the shapes of the heads of animals or deities. The wearer has an unobstructed view through the mouth of the creature.

Hualcana: These shields are used by high-ranking soldiers and can be round, square or rectangular, and up to man-sized.

Ichcahuipilli: Not dissimilar to a gambeson, this armour is made by layering braided cotton and then hardening it with brine or other substances. It usually covers the torso down to the hips and is often decorated in diamond-shaped patterns. The primary purpose is to stop darts and arrows as well as obsidian blades.

Tlahuiztli: This armour is usually worn over a Ichcahuipilli by prestigious warriors and members of elite units like the Jaguar or Eagle warriors, with the armour is made to resemble the appropriate animal. These suits cover most of a warrior's body.

Uma Chucu: These pot-shaped helmets are mostly made from wood but are sometimes reinforced by copper. Full-copper helmets are more decorated and only worn by generals and high-ranking officials. Simple wooden ones can be worn by commoners as well.



'Tis To Glory We Steer!

Age of Sail weapon and armour equivalents

The Age of Sail covers a timeframe of almost 300 years, roughly between 1500 and the middle of the 19th century. The battles of Lepanto (1571), the last major naval battle involving galleys, and Hampton Roads (1862), the first duel between steam-powered ironclads, can be taken as the beginning and end of this exciting era.

During that time international trade blossomed, and great journeys of discovery dramatically changed perceptions of what comprised the 'known world'. Increasingly, wars between rising colonial and mercantile empires took place at sea during that time.

Most think of famous explorers like Cortes or pirates such as Jean Lafitte (or those who

were both, like Drake!) when they think of the age of sail. However, the period saw almost constant warfare for political and religious independence with the 30 Years' War ravaging central Europe; the English Civil War; the French Revolution; the American War of Independence; the Napoleonic Wars; to name but a few of the major events.

It's an era full of great discoveries and great struggles, full of opportunity and adventure! Since the Age of Sail is long and eventful, you will find various common – but also many unusual – weapons from all over that period on the following pages.

Melee weapon equivalents

Weapon	Age of Sail Melee Examples
Broadsword	<i>Cutlass, Hanger, Heavy Cavalry Sword, Hunting Sword</i>
Club	<i>Belaying Pin</i>
Dagger	<i>Main Gauche, Pistol Sword, Bayonet – Blade, Swordbreaker, Trident Dagger</i>
Dress Sword	<i>Rapier, Small Sword</i>
Polearm	<i>Boarding Pike</i>
Scimitar	<i>Sabre</i>
Spear	<i>Linstock, Bayonet – Attached (Spike or Blade)</i>

Age of Sail melee weapons

Bayonet, Blade: Looks like a straight dagger and you can wield it as such instead of attaching it to a rifle.

Bayonet, Spike: Informally a "pigsticker", this spike attaches to the front of a musket or other rifle. Not meant to be wielded by hand.

Belaying Pin: A metal or wooden bar with a handle, used in the rigging of ships and therefore readily available to use at short notice as a club.

Boarding Pike: These around 8-foot-long pikes are usually used to repel boarders on a ship and are often stored in becketts around a ship's mast. Since early flintlock weapons were unreliable, especially when wet, they also often found use as offensive weapons if need be.

Cutlass: A cutting sword designed for shipboard use. The blade is heavy, single-edged and slightly shorter to cope with close action on board. Usually has a basket guard to protect the hand.

Hanger: Similar to a cutlass, a long knife or short sword also useful as a hunting tool. Also known as a hunting sword.

Heavy Cavalry Sword: As the name implies, this is a weapon in use by mounted units such as dragoons. They have a straight, long blade with a disc-guard and single knuckle-bow.

Hunting Sword: See 'hanger'.

Linstock: This is a staff with a fork at one end to hold a lighted slow match and a spear like tip on the other to stick it in the ground. You can light the fuse of a cannon from a safe distance with the lit match, and in a pinch it serves as a defensive weapon for a cannon crew! Fittingly, the name means "match stick".

Main Gauche: French for 'left hand', this dagger was specifically designed for use as a parrying weapon, to be used with a rapier. Often had a basket guard to protect the hand. In combat, treat this as a small shield.

Pistol Sword: A short, bladed sword with a pistol attached to it. They are primarily swords, and only secondarily used as guns.

Rapier: A long narrow sword designed for thrusting, often with a basket guard.

Sabre: Originally in use by eastern European units such as hussars, this curved blade made for cutting sees wide use with light cavalry and even with some infantry.

Small Sword: A light, one-handed thrusting sword. It evolved out of the longer and heavier rapier of the late Renaissance.

Swordbreaker: A dagger with notches down one side to catch sword blades (actually breaking a sword would be unlikely on all but the weakest and thinnest swords). See 'main gauche'.

Trident Dagger: A dagger with two extra points to better catch the enemy's sword. See 'main gauche'.

Ranged weapon equivalents

Weapon	Age of Sail Ranged Examples
Black Powder Musket	<i>Carbine, Jezail, Matchlock/Wheellock/Flintlock Rifle</i>
Black Powder Pistol	<i>Wheellock/Flintlock Pistol, Pistol Sword</i>
Black Powder Rifle	<i>Long rifle</i>
Revolver	<i>Flintlock Revolver, Pepperbox</i>
Rifle, Repeating	<i>Air Rifle, Kalthoff Repeater</i>
Shotgun	<i>Nock Gun</i>
Shotgun, Pistol	<i>Dragon</i>
Black Powder Shotgun	<i>Blunderbuss</i>

Age of Sail ranged weapons

Air Rifle: The same size as a musket, these powerful, almost noiseless and absolutely smokeless weapons use very different technology. The bullets are propelled by a removable compressed-air reservoir that give the rifles a club-shaped butt. The gravity-fed 20-ball magazine loads from the breech by raising the rifle upright. A trained soldier can shoot up to twenty bullets per minute while remaining prone and rolling on their back to raise the rifle to reload. Hard to make, and fragile – a small tear in the air reservoir can render it useless – they did not see widespread use.

Blunderbuss: This short-barrelled musket with a flared muzzle shoots a cloud of shot or other projectiles.

Carbine: The shorter barrel (compared to a musket) makes this weapon ideal for units that don't require a cumbersome full-length rifle, like cavalry and other high-mobility units.

Dragon: This is the pistol variant of the Blunderbuss that sees use by cavalry units (hence the name 'dragoon').

Flintlock: This was a more reliable technology than wheellocks, using a simple replaceable flint striking a plate to light the gunpowder, and became widely available in the early 17th Century. Flintlock traits are shown on page 29.

Flintlock Revolver: In contrast to a pepperbox that uses multiple barrels, these are true early revolvers with a single fixed barrel and a rotating cylinder for the ammunition.

Jezail: These muzzle-loaded rifles are often handmade by their owner. They are more personal weapons than the standardized military gear, and intricately decorated by its maker.

Kalthoff Repeater: These early repeating rifles are incredibly expensive to make and as such remain speciality weapons for wealthy individuals. They have two magazines, one for powder and one for shot. A single forward motion of the trigger guard reloads the rifle, making it ready to fire again in one or two seconds. They usually have around 6 shots, but reportedly there exist some with up to 30.

Long rifle: As used in the *French and Indian War* and the *American War of Independence*. Also known as the Pennsylvania rifle and the Kentucky rifle.

Matchlock: The earliest form of firearm, relying on a lit fuse to be brought into contact with the gunpowder. In common use in Europe from the 15th to 17th Centuries, the Matchlock traits are shown on page 29.

Musket: The most common black powder muzzle-loaded weapon in use.

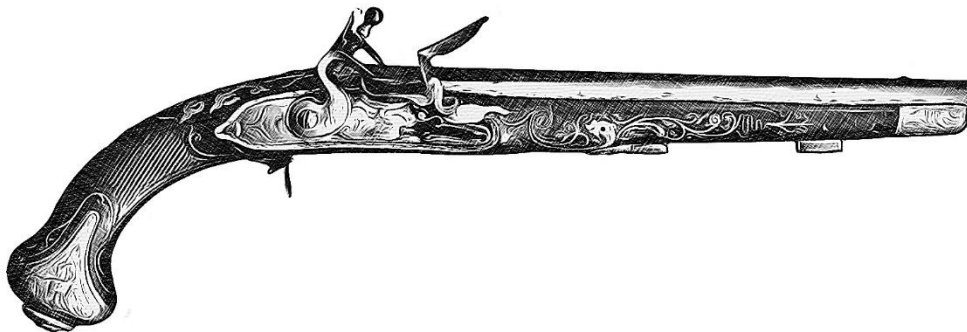
Nock Gun: This rifle has seven barrels and is designed for use from a ship's rigging to shoot the enemies on the decks below. Also called a volley gun, it fires all barrels simultaneously. The powerful recoil makes it difficult to use. However it uses solid balls instead of shot, making it deadlier than normal shotguns.

Pepperbox: These early multi-fire pistols use three or more loaded and rotating barrels to enable repeated firing.

Pistol Sword: A short-bladed sword with a pistol attached to it. They are primarily swords and only secondarily used as guns.

Rifle: A long weapon that uses spiral grooves in the bore to impart spin to the ball. Non-rifled firearms were smoothbore.

Wheellock: Following matchlocks, this 16th Century development relied on a complicated and expensive spring and rotating steel wheel to provide sparks to light the gunpowder. Wheellock traits are shown on page 29.



Black Powder weapon usage

This covers all muzzle-loading gunpowder weapons.

Black powder *muskets* can have a matchlock, wheellock or flintlock firing mechanism. Black powder *pistols* can have a wheellock or flintlock firing mechanism.

Black powder weapons can only be fired once per combat unless the character spends a Hero Point or has the *Musketeer* boon.

Matchlocks and wheellocks are not routinely carried ready to fire. Unless a character specifically states they are carrying a readied weapon, the weapon will not be readied if ambushed and will not be able to be fired that combat unless the character spends a Hero Point or has the *Musketeer* boon.

Musketeer – This boon indicates that the character is skilled in the use and making ready of black powder firearms. Unlike those without the boon, the character can reload their weapon and fire a second time in a combat round. If carrying a matchlock or wheellock weapon and are ambushed, they can make ready and fire, rolling with a penalty dice due to the hurried activity.

- If a character is carrying a readied matchlock weapon, the GM should note the matchlock's traits (see below).
- If the character fails a roll when firing a matchlock or wheellock weapon, the GM has the option of forcing a Calamitous Failure, in return for granting a Hero Point. The GM should take guidance from the matchlock and wheellock weapon traits.

Matchlock Traits

- Cheap
- Unreliable firing mechanism
- Requires a lit fuse (distinctive smell, glows in the dark)
- Wet and damp conditions can extinguish fuse
- High winds can cause sparks to fly
- Charges of gunpowder and spare lit fuses kept on person (unsafe!)

Wheellock Traits

- Expensive
- Complicated firing mechanism

Flintlock Traits

- Moderately price
- Easily carried readied

Armour equivalents

Armour	Age of Sail Armour Examples
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Medium	Cuirass
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Cuirass: A cuirass consists of a front and back armour plate protecting the wearer's torso. Cavalry units often wear these. However with the advent of gunpowder weapons, armour is rarely worn as its use is limited.