

BOOK OF WEAPONS

Version 1

The following is a listing of the most common fantasy weapons available to characters, including a selection of the more common martial arts weapons. This list is by no means complete, but it still gives a character a very wide range of weaponry to choose from.

This list will obviously be curtailed by the exact setting of the game.

Keep in mind that this is not meant to be a historically accurate account of weapons. It is a simplified categorisation of arms for use in Rolemaster, and may actually contradict some historical sources.

Any weapon that does not have its own attack table, has its statistics listed here. These are also summarised more fully on the Fantasy Weapons Chart.

Arbalest

The Arbalests are the most advanced form of crossbow, distinguished by the use of steel in their construction. Virtually all arbalests will be fitted with some kind of reloading mechanism.

The Arbalest comes in four forms. The Light and Medium Arbalests are small and light enough to be used from horseback. The Heavy Arbalest can be up to three feet long with a pull of up to 800lb. At short range it is absolutely devastating. The Siege Arbalest is up to five feet long and only really of use from fixed positions.

Note that the Light and Medium Arbalests can be used with the same OB. The Medium and Siege Arbalests must be developed separately (note, the Siege Arbalest uses the Bow category and not the Siege Artillery group because it only requires one man to use).

Weapon Category(s): Bows.

Bastard Sword

Also known as the Hand-and-a-Half Sword, this type of sword has a long, straight blade, sharpened on both edges, and a longish grip. It can be held and brandished effectively in one hand, but its grip is long enough to also allow it to be wielded in both hands in an over-lapping grasp. This allows a practised user the flexibility of a one-handed weapon along with the devastating power of a two-handed blow. This is probably the most versatile melee weapon available, if a character has the ability and will to learn all its abilities. Some physically powerful characters may even learn to throw a bastard sword.

When wielded one-handed, the Bastard Sword strikes on the Broadsword Table with the following armour modifiers: AT 20-17; +5, AT 16-13; 0, AT 12-9; -5, AT 8-1; -10. It has a fumble range of 1-4.

When wielded two handed, the Bastard Sword hits on the Two Handed Sword Table with the following armour mods: AT 20 - 9; -5, AT 8-1; -10. However, its maximum result is 140 (wraps around 150). Its fumble range is 1-5.

As a thrown weapon the Bastard Sword strikes on the Broadsword Table with the following armour modifiers: AT 20-17; +5, AT 16-13; 0, AT 12-9; -5, AT 8-1; -10. It has a fumble range of 1-6. Its range modifier is -20 within 10ft. A bastard sword cannot be thrown for more than 10 ft, and a

character must have a strength bonus of at least +15 to manage the feat at all.

Weapon Category(s); 1 H Edged. 2 Handed.

Battle Axe

In a battle axe, the axe head is mounted on a much longer shaft (2½ to 4 feet) giving much greater leverage and hence increased power behind the blow. Contrary to popular belief, the head of a battle axe is not much bigger than that of a hand axe - a larger head would actually disperse the energy of the blow and make it less effective.

Weapon Category(s): 2 Handed.

Blow Gun

This is simply a hollow tube. By blowing into one end of the tube, the user fires a dart (that will often be poisoned) at the target. A Blow Gun can be made of wood, metal, bone, horn etc. and can be highly decorated. The needles it fires are usually metal, but can be bone, wood etc.

The Blow Gun attacks on the Dart Attack Table.

Weapon Category(s): Bows.

Bola

A bola consists of a number of weights attached to each other by lengths of rope or fine chain. Most bolas will consist of two or three weights, though more are possible. The bola wraps around the target, possibly entangling limbs and delivering crushing damage.

Weapon Category(s): Thrown.

Broadsword

This is a one-handed sword with a one-and-a-half edged blade which can be either slightly curved or weighted towards the striking end. Broadswords usually have some kind of hand-guard; possibly a cup or bar but more usually a full basket. The Backsword is so similar to the broadsword, that for gaming purposes it is covered by the same category.

Weapon Category(s): 1 H Edged.

Butterfly Knife

A Chinese weapon, the Butterfly knife is modelled on the chopping cleavers used by butchers. Usually the knives are used in pairs in martial arts styles. The shape of the blade is distinctive, with a flat, heavy, wide, single edged blade and a curved handle.

The Butterfly Knife strikes on the dagger table with the following modifiers against ATs; AT 20 -17; +5, AT 16 - 13;+0, AT 12 - 9; +5, AT 8 - 5; +10, AT 4 - 1; +15. Its fumble range is 01-05. It can be thrown up to 10 ft with a range mod. of -30.

Weapon Category; 1 H Edged, Thrown.

Chigiriki

A Japanese chain weapon that consists of a staff with an attached metal chain that is three to ten feet long, and ends in a metal weight. The chain can be used to ensnare a weapon, while the metal weight can deliver crushing damage. The staff can also come into play.

The Chigiriki strikes on its own table. User gains +10 to Disarm Foe (Armed).

Weapon Category; Pole arm.

Chinese Sword

The Chinese sword is a straight, double-edged sword with a blade two to three feet in length. Typically the hilt of the sword is wrapped in silk and a long tassel is attached to the end of the hilt. The hilt and guard of the sword is minimal and the sword presents a streamlined appearance. Used extensively in Chinese martial arts, often in pairs.

The Chinese Sword strikes as a Broadsword, with AT 20 – 5; 0, AT 4 – 1; +5. It has a fumble range of 01-03.
Weapon Category; 1 H Edged.

Circular Knife

The circular knife is a distinctive Chinese knife consisting of a two-three foot wooden rod with a long, single-edged, curved blade spanning from end to end. Typical attacks with this weapon involved sweeping and spinning strikes to take advantage of the very long blade surface.

The Circular Knife is a 1 handed edged weapon which strikes on the scimitar table. It has a fumble range of 01-03 and the following AT mods.; AT 20-17; -10, AT 16 – 13; -5, AT 12 – 9; 0, AT 8 – 5; +5, AT 4 – 1; +10.

Club

Probably the first weapon ever used. A blunt, bludgeoning weapon which can take many forms, from a branch literally just ripped off a tree to elaborate sword clubs. All have pretty much the same effect.

Weapon Category(s): 1 H Crush.

Composite Bow

A composite bow is fashioned from separate sections of wood and bone or horn. They derive some of their power from the elasticity of the materials, rather than purely from the strength of the archer. However, this means that keeping them strung for long periods of time seriously damages their performance as the bow stretches out of shape.

Weapon Category(s): Bows

Cutlass/Sabre

The Cutlass and Sabre are basically the same weapon - it's just that the Cutlass is the name preferred by naval characters, while the Sabre is used by everyone else. This is a short, heavy bladed sword, with a single cutting edge, and often with a slight curve to it. A heavy basket hilt is the norm.

The Cutlass hits on the Broadsword Table, with a fumble of 1-3 and the following Armour Type Mods.; AT 20-17; +5, AT 16-13; 0, AT 12-1; -5.

Weapon Category(s); 1 H Edged.

Dagger

This actually covers a huge range of different styled weapons. Essentially a dagger is any double-edged, bladed weapon with a blade of less than twelve inches in which the cross-section of the blade is flat. There are numerous varieties of handle, and blade-shapes which fall into this weapon description.

Weapon Category(s): 1-H Edged. Thrown.

Dai-Kyu

The dai-kyu is a very large Japanese bow. The bow is asymmetrical with the handle placed in the lower one third of the bow so that the upper portion of the bow is much longer. The reason for this is that the bow is designed for use on horse-back or while the archer is kneeling. The typical dai-kyu is seven feet long.

The time required to string this bow is double that of a normal longbow (i.e. 2 minutes).

The dai-kyu strikes on the longbow table with a +10 modifier against all ATs. The fumble range is 01-05.

Weapon Category: Bow.

Dart

A dart is a small, hand-thrown missile comprised of a needle mounted in some kind of handle or grip, usually with a flight included. The weapon itself produces very little damage, but the point will very frequently be poisoned.

Weapon Category(s): Thrown.

Falchion

A heavy one-handed sword, with a one-edged, slightly curved blade, weighted at the striking end. Historically, this is a European sword, probably developed in Italy. They were usually heavily ornamented.

Weapon Category(s): 1 H Edged.

Flail

In game terms this refers to a weight (which can be any of a variety of shapes) attached to a length of chain which is then attached to a handle between 2 and 3 feet long. This is an unwieldy but deadly weapon that requires two hands to control.

Weapon Category(s): 2 Handed.

Flamberge

The Flamberge is a development on the longsword, designed to puncture through armour even more efficiently. The Flamberge is a sword, from 2½ to 3½ feet long. The tip of the blade is straight for 4" - 6"; the rest of the blade is formed into waves, sharpened on both sides. Having forced the tip of the blade through the armour, the user swings it from side to side to widen the injury.

The Flamberge strikes on the Broadsword table with the following AT mods: AT 20-13; +10, AT 12-9; 0, AT 8-1; -10.

Weapon Category(s): 1 H Edged

Hand Axe

A metal head, shaped at one end, and often with some kind of counter-weight on the other, set on a shaft from 2 to 3 feet in length. One of the most ancient weapons known to man, the axe comes in many shapes and sizes. Those with specialist uses are separately classified, but most will fall under this group.

Weapon Category(s): 1 H Edged. Thrown.

Hand Crossbow

This small crossbow is shot one-handed, and fires small quarrels. There are two distinct types, which use the same OB but have quite different qualities.

The wooden hand crossbow is quite a fragile weapon, with a good chance of breaking when it is used. Crafted entirely of wood, the bow is drawn back by hand, taking 50% activity to reload. This weapon fires wooden bolts, that strike on the dagger table using sling range mods. It has a fumble range of 1-4 and there is also a 10% chance with every shot fired that a non-magical wooden hand crossbow will break. The type of damage is determined by a D10 - 1-5 the string; 6-9 the bow; 10 the body of the weapon, the weapon is unrepairable.

The other variety of hand crossbow is made of metal - a +0 weapon of this type has a low steel body and a high steel bow and string. The bow is drawn back with a lever mechanism or a screw. This takes 100% activity, or can be shortened to 50% with a -40 to the next shot. The fumble range of this weapon is 1-5. Its metal bolts hit on the Light Crossbow table with the range mods. of a sling.

Weapon Category(s): Bows

Heavy Crossbow

A crossbow consists of a bow mounted crosswise onto a stock, which contains a trigger and possibly a cocking mechanism. This allows the bowstring to be drawn back and cocked on a restraining cog (called a nut), a bolt put in place and then fired at the user's leisure by pressing the trigger.

The Heavy crossbow is distinguished partly by its weight, but, more importantly, by the materials used in its construction. A heavy crossbow is strengthened with sinew, and may even be of composite construction. Most heavy crossbows will use some kind of reloading mechanism (i.e. lever, spur or rewinder).
Weapon Category(s): Bows.

Hurlbat

The hurlbat is a throwing iron derived from the handaxe. Its shaft is sharply bent, and the head is somewhat smaller than that of a melee axe. It can only be thrown.

It strikes as a handaxe with the following Armour Type Mods.: AT 20-17; -10, AT 17-13; +5, AT 12-9;0, AT 8-1; +5. It is at +10 at 10 ft, -15 at 25 ft and -75 at 100 ft.
Weapon categorie(s): Thrown

Javelin

A javelin is a light, slim wooden shaft topped with a metal point. It is intended primarily as a throwing weapon, but can be used as a pole arm in extreme.

Weapon Category: Thrown. Pole Arm.

Kama

The kama was originally developed in Okinawa. It became a dangerous weapon in the hands of the martial artists of that land. The kama consists of a hardwood handle with a short edged blade set perpendicularly to the handle. The kama can be used in combat either singularly or in pairs.

The kama uses the kama weapon table.
Weapon Category: 1 H Edged.

Katana

A distinctive long bladed sword, with a single-edged, slightly curved 3 foot blade with a chisel tip. The cross-piece (more correctly called a Tsuba) is a disk. The hilt is long, and usually clothe and chord bound. The sword has noommel.

Historically a Japanese sword, this weapon relies upon a warm climate (i.e. clothe armour) and a high standard of smithing skill to be developed. It would be unusual to find an example of anything less than High Steel +10 Quality (since anything less could not retain the quality of edge needed to slice silk armour).

The Katana can be used both one and two handed. When used one handed it strikes on the Katana table.

As a two handed weapon it strikes on the Two Handed Sword table with the following armour mods: AT 20 - 9; -5, AT 8-1; -10.

Weapon Categorie(s): 1 H Edged. Two Handed.

Katar

This distinctive weapon is an almost triangular blade set on an H-shaped grip (so the blade is in line with the arm). It is also known as the Punch Dagger, and is used as a kata weapon in Indian martial arts. Good at punching through leather or cloth armours.

The Katar strikes on the Short Sword table with the following AT mods.: AT 20-13; -10, AT 12-9; 0, AT 8-5; +10, AT 4-1;+15.

There is a variant of this weapon called the Katar Dorlicaneh, which uses the same OB. This weapon has a long slit down the centre of its blade, so that it may be used as a weapon breaker.

The Katar Dorlicaneh strikes on the Short Sword table with the following AT mods.: AT 20-13; -15, AT 12-9; 0, AT 8-5; +10, AT 4-1;+15.

Weapon Categorie(s): 1 H Edged

Killing Bola

This deadly version of the bola is usually composed of three spiked, bladed or barbed weights joined via lengths of barbed or bladed chain. Using the weapon can be dangerous, and the results are often gruesome.

The Killing Bola strikes on the Bola table delivering an additional slash or crush critical. They also deliver a B slash critical every round that their victim is trapped.

Weapon Category: Thrown

Kopesh

The Kopesh is an ancient, short bladed weapon, vaguely similar to a sickle. It was developed during the bronze age and it's shape allowed the creation of a blade longer than a dagger that was still capable of staying in one piece. The kopesh has a "dog's-leg" bend about half way down the blade, and most of its damage is delivered as the blade catches and rips against an enemy's limb.

A kopesh strikes on the shortsword table, with a -10 penalty against AT 20 - 5 and +5 against 4 - 1.

Weapon Category: 1H Edged.

Kris

The kris is a long double-edged blade from Indonesia and Malaysia. The kris has a unique wavy blade shape that widens as the blade approaches the hilt. The more waves the blade of the kris possesses, the deadlier it is supposed to be in combat. The kris is used in a number of Indonesian martial arts.

The kris strikes on the dagger table, and has a fumble range of 01-04. Its AT modifiers are as follows; AT 20 - 17; -5, AT 16 - 13; -5, AT 12 - 9; 0, AT 8 - 5; +5, AT 4 - 1; +5.

The Kris can be thrown up to 10 ft, with a modifier of +50.

Weapon Categories; 1 H Edged. Thrown.

Kusari-gama

Another Japanese weapon which, like the Chigiriki incorporates an iron chain. Instead of using a wooden staff, the Kusari-gama is a sickle attached to a three to ten foot metal chain.

The user of a Kusari-gama gains +15 to Disarm Foe Armed. The weapon strikes on the Chigiriki table, with no modifiers. It can attack up to 10' away at a modifier of -20, but this uses the normal weapon skill - it is not a throw attack. The fumble range is 01-08

Weapon Category; 2 Handed.

Lance

A lance is a long, heavy pole arm designed to be used from horse-back. It often has a hand-guard for the user, that can range from a small plate covering the hand, to a shield.

In some circumstances, a character may be able to use a lance when not mounted, in which case it strikes on the spear table.

Weapon Category(s): Pole Arm.

Lantern Shield

The lantern shield is a composite weapon, which can be used to attack in a number of ways. It is comprised of a Normal shield with an attached gauntlet, which will usually have a number of

blades extended from the knuckles. The shield will also usually have a long (up to 2 foot) sword-like blade extending along the same line as the gauntlet. This weapon is called a lantern shield because there is usually a hook on the inside of the shield - to hang a lantern on. The OBs for each of the shield's attacks must be developed separately.

The shield itself can make a Normal shield bash attack.

The gauntlet spikes strike as a dagger with -5 verses all Armour Types. This feature is not always present.

The long shield blade strikes on the broadsword table with -5 verses all Armour Types.

Weapon Category(s): Shield Bash - 1 H Crush
Gauntlet Spikes - 1 H Edged
Shield Blade - 1 H Edged

Light Crossbow

The Light Crossbow is constructed solely from wood. Although this makes it lighter and easier to handle (it can usually be quite easily pulled by hand) it delivers less of a kick than the heavy crossbow.

Weapon Category(s): Bows.

Long Bow

The long bow is a large, simple bow composed of a single piece of wood and a string. There are two basic types which use the same skill but differ in detail. The standard long bow is the shorter version, usually being no more than 5½ feet long. In this bow the string is shorter than the bow, so that the wood is stretched into a curve. Although easier to use, this bow cannot be left strung for long periods of time, since it will lose its strength as it stretches out of shape.

The English long bow is the larger, seven foot version. Its string is slightly longer than the bow, so it can be left strung with no chance of weakening. However, this version of the long bow is more demanding on the archer, who needs greater strength to draw it back. A character must have a Strength bonus of at least +10 to use an English long bow (he should probably be over 5'6" in height too).

Weapon Category(s): Bows.

Long Stiletto

A design evolved from the Short Stiletto, this is a light but long blade often used in the off-hand. The blade is either triangular or circular in cross-section, and between 18 inches and two feet long. The grip is usually of steel (in fact, the weapon is often made from a single piece of metal) and the cross-piece simple. The blade is designed to be rigid, and used to deliver thrusting attacks, so it is unusual to find a Long Stiletto made in anything less than steel.

The Long Stiletto strikes on the Rapier Table with a -10 modifier to all Armour Types. Its fumble range is 1-3.

Weapon Category(s): 1 H Edged.

Long Sword

This covers a wide range of swords. A Long sword has a double-edged blade from two to three-and-a-half feet long. It frequently comes to a sharp point at the tip. The grip of the Long Sword is short, with a simple cross-piece. This kind of sword was one of the first of the long blades to be developed, and it is well designed to puncture through armour.

The Long Sword strikes on the Broadsword Table with a fumble range of 1-4 and the following Armour Type Mods.; AT 20-13; +5, AT 12-9; 0, AT 8-1; -5.

Weapon Category(s): 1 H Edged

Mace

A solid head (which can be virtually any shape) set on the top of a shaft between 1 and 2½ feet long.

Weapon Category(s): 1 H Crush

Main Gauche

As its name implies, this weapon is designed to be used in the off-hand, and mainly as a parrying weapon. It usually has a short, thick blade and a heavy basket hilt. Some are designed with weapon-breakers.

Weapon Category(s): 1 H Edged.

Morning Star

A small, metal, spiked ball (usually no more than 3 inches in diameter) attached to a length of chain. The other end of the chain may or may not be attached to a handle of some sort.

Weapon Category(s): 1 H Crush.

No-Dachi

The No-Dachi is basically the two-handed version of the Katana - the Japanese two-handed sword.

The No-Dachi strikes on the Two Handed Sword table, with a fumble range of 1-5 and +5 against all Armour Types.

Weapon Category(s): 2 Handed

Nunchaku

A Nunchaku is a one-handed weapon formed by two wooden or metal bars (8" - 16" long each) linked together by a length of chain. A favourite kata weapon with martial artists.

The Nunchaku hits on the Nunchaku table.

Weapon Category(s): 1 H Crush

Patar

An Indian weapon consisting of a two to three foot sword blade set into a gauntlet. The fist of the gauntlet is usually closed. The resulting weapon is used mainly to punch and thrust.

The Patar strikes on the Broadsword table, with a penalty of -10 against all ATs.

Weapon Category; 1 H Edged.

Pike

The pike is a weapon designed for use in a military unit, and particularly for defeating cavalry. Basically a fifteen to twenty foot pole with a spike on the end, it is virtually useless when used by a single man in standard melee combat (still good against horsemen though).

The Pike strikes on the Pole Arm Table with +10 verses all armour types.

Weapon Category(s): Pole Arm.

Pole Arm

This weapon description covers a huge range of historical weaponry. A Pole Arm is basically a blade, or group of blades, mounted on a pole. Examples include the Halberd, Beaked Axe, Bill, Bohemian Ear Spoon, Glaive, Pole Axe, etc.

Weapon Category(s): Pole Arm.

Quarterstaff

This is simply a pole (usually of wood) between 5 and seven feet long. Note that although this is a two handed weapon, there are no restrictions on parrying melee weapons associated with it.

Weapon Category(s): 2 Handed.

Rapier

The rapier is a one-handed sword with a thin, double edged, flat blade. The blade can be anything from 3 to 5 feet long. The hilt of a rapier usually has some kind of hand guard or cup, and in later versions a full basket hilt is common. The rapier is

designed to combat lightly-armoured foes, and has trouble penetrating the heavier armour types.

Weapon Category(s): 1 H Edged.

Sai

The sai is a short metal weapon with a blunt rod fifteen to twenty inches in length, flanked by two broad tines projecting forwards about five inches. The sai is usually used in pairs. Its primary use in combat is defensive.

The wielder of a sai has a special +10 bonus to Disarm Foe Armed.

The Sai Strikes on the Main Gauche table. AT 20 – 17; -5, AT 16 – 5; 0, AT 4 – 1; +5. It has a fumble range of 01-03.

Weapon Category; 1H Edged.

Scimitar

A one-handed sword with a thin, curved, one-edged blade. Designed primarily to slice through clothe armour. Most are found with “pistol grip” style hilts, but other types are known.

Weapon Category(s): 1 H Edged.

Shield

The shield is mentioned here since it can be used to deliver an attack called a shield bash.

A shield strikes on the Ram/Butt/Bash table with the size of the attack determined by the size of the user and the size of the shield, as shown below:

PC Mass	Shield Bash Size*
55 - 165 lbs	Small
166 - 330 lbs	Medium
331 - 660 lbs	Large
661lbs +	Huge
* - Size is limited to Shield Type	

Shield Type	Shield Bash Size
Target/Buckler	Small
Normal	Medium
Full	Large
Wall	Huge

Weapon Category(s): 1 H Crush

Short Bow

A simple bow, comprised of a single piece of wood and a string. This bow is between 2½ and 3½ feet long. Its string can be either longer or shorter than the bow (see the notes on the long bow). Both are quite easy to use, but are no where near as powerful as the long bow.

Weapon Category(s): Bows

Short Stiletto

A short, light, elegant bladed weapon with a simple crosspiece and usually a steel grip. The blade of the short stiletto is either triangular or circular in cross-section, and between eight and twelve inches long. The weapon is very light and easy to conceal, and in the hands of an expert, the wound it leaves is almost invisible. This has given it a reputation as an assassin’s weapon.

The Short Stiletto is usually used as a throwing weapon, though it can also be used as a melee weapon. It strikes on the Rapier Table with a -20 to all Armour Types. It has the throwing ranges of a dagger, and a fumble range of 1-2.

Weapon Category(s): Thrown. 1 H Edged.

Short Sword

A one-handed sword with a double-edged blade of between 12” and 18”. This is the most primitive sword known to man and it

exists in numerous different styles. All, however, fall under this classification for game purposes.

Weapon Category(s): 1 H Edged. Thrown.

Shuriken

Shuriken can take many different actual forms, but they are basically small star or disk shaped blades designed to be thrown.

Shuriken strike on the dagger table with the following AT mods: AT 20 - 13; +5, AT 12-1; +10. The range mods. of a shuriken are 0 at under 50 feet, -20 under 100 ft and -30 at 100 ft (max.range).

Weapon Category(s): Thrown.

Sling

A leather pouch attached to lengths of cord, the sling is a simple weapon designed to thrown stones or bullets to greater distances and with greater power than is possible with a normal throw.

Weapon Category(s): Bows.

Sling Staff

Basically a sling attached to a staff, to give better range. The same weapon could easily be used as a Sling Staff and a Quaterstaff.

The Slingstaff strikes as a sling, but at +15 at 10ft, +5 at 25 ft, -15 at 100 ft and -30 at 200 ft.

Weapon Category(s): Bows

Smallsword

The Smallsword is a dress sword, and effectively an evolution of the rapier. It has a shorter blade and a simple knuckle bar (rather than a full basket). Used as a fencing weapon.

The Smallsword hits as a Short Sword.

Weapon Category(s): 1 H Edged

Spear

The spear is a primitive weapon, and one that appears in a huge range of forms. Spears are essentially a wooden pole, five to ten feet long, tipped with an arrow-head like point. They are used either as a throwing weapon, or as a pole arm. When used in the latter manner, most forms of spear can be considered a “hand-and-a-half” weapon” - they usually require two hands to control properly, but can be combined quite easily with a secured shield (i.e. one strapped or fixed to the user in some way).

Some types of spear have a shorter than usual shaft (notably the zulu spear). These weapons are generally one handed and useless for throwing (because they are so top-heavy). At the GM’s discretion, such spears could be treated as 1 H Edged weapons.

Weapon Category(s): Pole Arm. (1 H Edged). Thrown.

Stone Arbalest

The Stone Arbalest is an arbalest designed to throw stone bullets from a cup attached to the draw string. Stone Arbalests can be Light or Medium.

The Stone Arbalest uses the Sling table with +25 verses all Armour Types. It’s range mods. are half those of the equivalent standard arbalest. Note that both forms of Stone Arbalest can be used with the same skill.

Weapon Category(s): Bows.

Sword Shield

This is a long full shield with blades up to a foot long extending from the top and bottom. This weapon is properly used two handed. It can be used by gripping it in one hand, but it is then considered simply as a bladed shield delivering a shield bash (for OB and damage purposes - and note that it is not strapped onto the user).

When used in the proper manner this weapon strikes on the Quaterstaff table delivering Slash criticals. Like the quaterstaff, it suffers no penalties for parrying a one handed weapon.

Weapon Category(s): 2 Handed

Tetsubo

The tetsubo is a heavy iron staff approximately six feet in length. The staff typically has either a circular or hexagonal cross section and a flaring shape that is widest at the striking end and the narrowest at the handle. This weapon requires considerable strength to wield properly. The user must have a strength bonus of at least +10.

The tetsubo uses the tetsubo table.

Weapon Category: 2 Handed.

Three-Sectioned Staff

The three-sectioned staff is a weapon originally developed in China. It is made up of three equally sized lengths of hardwood ranging from two to three feet in length each. The pieces are connected by metal links or cords two to five inches long.

The user of a three-section staff gains +10 to Disarm Foe (armed) roll.

The Three-section staff uses the Three-section staff table.

Weapon Category: 2 handed.

Two Handed Flamberge

A two-handed version of the flamberge (see above). This sword has a longer hilt than the one-handed version, and can be up to 5 feet long in total.

Strikes on the Two Handed Sword table with the following AT mods: AT 20-13; +10, AT 12-9; 0, AT 8-1; -10.

Weapon Category(s): 2 Handed

Two Handed Sword

A Two Handed sword can be anything between 3½ and 6 feet long. It is distinguished from other types of sword not so much by its blade, but by the length of its hilt. The hilt of a two-hander is at least 12" long and is usually more. In some examples it accounts for a third of the length of the entire weapon. This long hilt allows the wielder to swing the sword with both hands, so delivering a more powerful blow.

Weapon Category(s): 2 Handed.

Wakizashi

Measuring about 2 feet long, the wakizashi is the "short sword" version of the katana. They are often carried in a pair with the katana.

The Wakizashi strikes on the Wakizashi table.

Weapon Category(s): 1 H Edged

Warhammer

Effectively a metal spike set at right angles on a shaft between 1½ and 3½ feet long. Designed to puncture through heavy armour. This category also covers the Dagger Mace, which has the same effect.

Weapon Category(s): 1 H Crush.

War Mattock

This weapon is sometimes also called the War Pick. It comprises of a metal spike set at right angles on the top of a shaft 3½ to 5 feet long. The head may be double spiked (i.e. with a spike on either side). The War Mattock can be regarded as a more deadly version of the Warhammer.

Weapon Category(s): 2 Handed

Whip

A flexible weapon, between 6 and 12 feet long that can be made of a variety of materials. The more rigid metal varieties (which also tend to be shorter) can only really be used as a slashing weapon, while the long, flexible leather and rope types can be used to slash and grapple.

Weapon Category(s): 1 H Edged. Whip Grapple.

ARROWS

There are a wide variety of arrow types available. The most common type are broadhead arrows, and this is what is assumed to be used unless a specialist arrow is specified.

The modifiers associated with the other arrow types are detailed on the Arrow table.

Bodkin Arrow

These arrows have tips designed to puncture through heavy armour. The tips are solid, with a circular cross-section, tapering to a sharp point. Can be made for longbow, shortbow, composite bow, light and heavy crossbow and arbalest.

Barbed Arrow

As the name suggests, these arrow heads are designed to stick in the wound, and cause more damage as they are removed (they deliver a additional Tearing/Ripping critical two severities less than the original crit. when pulled out). Can be made for longbow, shortbow and composite bow.

Fire Arrows

Usually normal broadhead arrows bound in oil soaked rags and set alight. When striking a character or monster they deliver an additional Heat critical two less in severity. They are usually used to cause structural damage however. Can be made for longbow, shortbow and composite bow.

Horse Arrow

Oversized arrows designed to bring down a mount. Only useable in the largest bow types, they deliver additional concussion damage. Can be made for Longbow and arbalest.

Leather Ripper

These arrows have wide triangular head with sharpened edges. These are designed to rip through leather and clothe armour. Can be made for longbow, shortbow, composite bow, light and heavy crossbow and arbalest.

Rope Cutter

The heads of these arrows are a crescent moon blade, designed to sever ropes. Obviously, it takes a very skilled archer to use these arrows effectively. (NB: most ropes are AT 8 and will sever when they take 12 points of damage in one strike. DB will depend on the circumstances, but will probably be very high, due to the size of the target). Can be made for longbow, composite bow and short bow.

Vessel Arrows

These arrows hold a small glass or ceramic bulb in the head, which shatters on impact, delivering what ever substance has been placed within (usually a liquid or gas). Can be made for longbow, shortbow, composite bow, light and heavy crossbow and arbalest.

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FANTASY WEAPONS CHART												
Weapon	Type	Wt.	Length	Fumble	Range Modifications	Table Used	ARMOUR MODIFICATIONS					Notes
							20-17	16-13	12-9	8-5	4-1	
Arbalest	Bow	4-30	2-5	5/6	See Attack Table for details	Arbalest	0	0	0	0	0	4 types: Light, Medium, Heavy, Siege
Bastard Sword	1 HE	4.5-6	3-4	4	N/A	Broadsword	+5	0	-5	-10	-10	Max. result is 140. Wielder must have Str. Bonus of +15 or more
	2 H	4.5-6	3-4	5	N/A	2 H Sword	-5	-5	-5	-10	-10	
	TH	4.5-6	3-4	4	1'-10' (-20)	Broadsword	+5	0	-5	-10	-10	
Battle Axe	2 H	5-9	2.5-4	5	N/A	Battle Axe	0	0	0	0	0	
Blow Gun	Bow	0.5-1	1.5-3	1	1'-10'(0), 11'-25'(-10), 26'-50'(-20)	Dart	0	0	0	0	0	
Bola	TH	2-6	3-6	7	1'-99'(0), 100'-149'(-20), 150'-200'(-40)	Bola	0	0	0	0	0	
Broadsword	1 HE	3-5	2-3.5	3	N/A	Broadsword	0	0	0	0	0	
Butterfly Knife	1 HE/TH	2-4	1.5-2	5	1-10' (-30)	Dagger	+5	0	+5	+10	+15	
Chigiriki	PA	6-8	5-7	8	N/A	Chigiriki	0	0	0	0	0	User gains +10 to Disarm Foe (Armed).
Chinese Sword	1 HE	3-5	2-3.5	3	N/A	Broadsword	0	0	0	0	+5	
Circular Knife	1 HE	4-6	2-3	4	N/A	Scimitar	-10	-5	0	+5	+10	
Club	1 HC	3-7	3-5	4	N/A	Club	0	0	0	0	0	
Composite Bow	Bow	2-3	2.5-4	4	1'-10'(25), 11'-199'(0), 200'-299'(-35), 300'(-60)	Composite Bow	0	0	0	0	0	
Cutlass/Sabre	1 HE	3-4	2-3	3	N/A	Broadsword	+5	0	-5	-5	-5	
Dai-kyu	Bow	3-4	5-7	5	1-10'+(25), 11'-100'+(0), 101'-200'(-30), 201'-300'(-40), 301'-400'(-50)	Longbow	+10	+10	+10	+10	+10	The time required to string this bow is double that of a normal longbow (i.e. 2 minutes).
Dagger	1HE/TH	0.5-1.5	0.75-1.5	1	1'-9'(0), 10'-24'(-10), 25'-49'(-20), 50'(-30)	Dagger	0	0	0	0	0	
Dart	TH	0.1-0.5	0.25-0.5	1	1'-10'(0), 11'-25'(-10), 26'-50'(-20)	Dart	0	0	0	0	0	
Falchion	1 HE	3.5-5	2-3	5	N/A	Falchion	0	0	0	0	0	
Flail	2 H	4-8	2.5-4	8	N/A	Flail	0	0	0	0	0	
Flamberge	1 HE	3-5	2.5-3.5	4	N/A	Broadsword	+10	+10	0	-10	-10	
Hand Axe	1 HE/TH	4-6	2-3	4	1'-9'(0), 10'-24'(-10), 25'-49'(-30), 50'(-45)	Handaxe	0	0	0	0	0	
Hand Crossbow (w)	Bow	2-3	1-2	4	1'-59'+(15), 60'-119'(0), 120'-179'(-40), 180'(-65)	Dagger	0	0	0	0	0	
Hand Crossbow(m)	Bow	2-4	1-2	5	1'-59'+(15), 60'-119'(0), 120'-179'(-40), 180'(-65)	Light Crossbow	0	0	0	0	0	+0 weapon requires HS bow and LS body.
Heavy Crossbow	Bow	8-12	3.5-4.5	5	1'-99'+(30), 100'-199'(0), 200'-299'(-25), 300'-359'(-40), 360'(-55)	Heavy Crossbow	0	0	0	0	0	
Hurlbat	TH	1-2.5	1-2	3	1'-24'+(10), 25'-99'(-15), 100'-150'(-75)	Handaxe	-10	+5	0	+5	+5	
Javelin	TH/PA	3-5	4-7	4	1'-49'(0), 50'-99'(-20), 100'(-40)	Javelin	0	0	0	0	0	
Kama	1 HE	3-5	1-2	5	N/A	Kama	0	0	0	0	0	

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Weapon	Type	Wt.	Length	Fumble	Range Modifications	Table Used	ARMOUR MODIFICATIONS					Notes
							20-17	16-13	12-9	8-5	4-1	
Katana	1 HE	4-6	3.5-4	3	N/A	Katana	0	0	0	0	0	
	2 H	4-6	3.5-4	4	N/A	2 H Sword	-5	-5	-5	-10	-10	
Katar	1 HE	2-3	1.5-2	2	N/A	Shortsword	-10	-10	0	+10	+15	
Katar Dorlicaneh	1 HE	2-3	1.5-2	2	N/A	Shortsword	-15	-15	0	+10	+15	Use Katar OB. Weapon breaker.
Killing Bola	TH	3-8	3-6	8	1'-99'(0), 100'-149'(-20), 150'-200'(-40)	Bola	0	0	0	0	0	Deliver additional crits.
Kopesh	1 HE	2-4	1.5-2	3	N/A	Shortsword	-10	-10	-10	-10	+5	
Kris	1 HE/TH	2-4	1.5-2.5	5	1'-10' (+50)	Dagger	-5	-5	0	+5	+5	
Kusari-gama	2H	4-7	4-12	8	1'-10' (-20) – melee OB	Chigiriki	0	0	0	0	0	User gains +15 to Disarm Foe (Armed).
Lance	PA	8-15	9-15	7	N/A	Lance	0	0	0	0	0	Used mounted.
Lantern Shield-Shield	1 HC	10-20	varies	3	N/A	Butt/Bash	0	0	0	0	0	Shield Bash
L.S.- Gauntlet	1 HE	10-20	varies	2	N/A	Dagger	-5	-5	-5	-5	-5	
L.S.-Blade	1 HE	10-20	varies	3	N/A	Broadsword	-5	-5	-5	-5	-5	
Light Crossbow	Bow	4-8	2-4	5	1'-99'+(+15), 100'-199'(0), 200'-299'(-35), 300'-359'(-50), 360'(-75)	Light Crossbow	0	0	0	0	0	
Long Bow	Bow	2-3	5-7	5	1'-99'+(+20), 100'-199'(0), 200'-299'(-30), 300'-399'(-40), 400'(-50)	Long Bow	0	0	0	0	0	
Long Stiletto	1 HE	1-2	1.5-2	3	N/A	Rapier	-10	-10	-10	-10	-10	
Long Sword	1 HE	3.5-5	2.5-3.5	4	N/A	Broadsword	+5	+5	0	-5	-5	
Mace	1 HC	3.5-8	1-3	2	N/A	Mace	0	0	0	0	0	
Main Gauche	1 HE	1-2	1-1.5	2	N/A	Main Gauche	0	0	0	0	0	When used as a shield gives +15 to melee DB.
Morning Star	1 HC	4-8	2.5-4	8	N/A	Morning Star	0	0	0	0	0	
No-Dachi	2 H	7-9	5-6	5	N/A	2Hsword	+5	+5	+5	+5	+5	
Nunchaku	1 HC	2-3	2.5-3	7	N/A	Morning Star	-5	-5	-5	-5	-5	
Patar	1HS	5-7	2-3	4	N/A	Broadsword	-10	-10	-10	-10	-10	
Pike	PA	12-20	15-18	8	N/A	Pole Arm	+10	+10	+10	+10	+10	
Pole Arm	PA	5-12	6-15	7	N/A	Pole Arm	0	0	0	0	0	
Quarterstaff	2 H*	3-5	5-7	3	N/A	Quarterstaff	0	0	0	0	0	*Suffers no penalty to parry.
Rapier	1 HE	1.5-3	3-5	4	N/A	Rapier	0	0	0	0	0	
Sai	1 HE	2-3	1.5-2	3	N/A	Main Gauche	-5	0	0	0	+5	User gains +10 to Disarm Foe (Armed).
Scimitar	1 HE	3-5	2.5-4	4	N/A	Scimitar	0	0	0	0	0	
Shield	1 HC	3-50	1-6	2	N/A	Bash	0	0	0	0	0	See notes for size limits
Short Bow	Bow	1.5-2	2.5-3.5	4	1'-10'+(+10), 11'-179'(0), 180'-239'(-40), 240'(-70)	Short Bow	0	0	0	0	0	
Short Stiletto	TH/1 HE	0.5-1	0.5-1	2	1'-9'(0), 10'-24'(-10), 25'-49'(-20), 50'(-30)	Rapier	-20	-20	-20	-20	-20	
Short Sword	1 HE	2-4	1.5-2	2	N/A	Short Sword	0	0	0	0	0	
Shuriken	TH	0.25-0.5	0.2-0.75	5	1'-49'(0), 5'-99'(-20), 100'(-30)	Dagger	+5	+5	+10	+10	+10	
Sling	Bow	0.5-1	1.5-3	6	1'-59'+(+15), 60'-119'(0), 120'-179'(-40), 180'(-65)	Sling	0	0	0	0	0	

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Weapon	Type	Wt.	Length	Fumble	Range Modifications	Table Used	ARMOUR MODIFICATIONS					Notes
							20-17	16-13	12-9	8-5	4-1	
Slingstaff	Bow	3-5	5-7	7	1'-59'(0), 60'-119'(0), 120'-179'(-20), 180'-249'(-30) 250'(-40)	Sling	0	0	0	0	0	
Smallsword	1 HE	1.5-3	3-4	4	N/A	Shortsword	0	0	0	0	0	
Spear	PA/TH	3-8	5-10	5	1'-9'(0), 10'-24'(-10), 25'-49'(-20), 50'(-30)	Spear	0	0	0	0	0	
Stone Arbalest	Bow	4-12	2-4	5	Half the mods. for the equivalent Arbalest (see Attack table for details)	Sling	+25	+25	+25	+25	+25	
Sword Shield	2 H	15-30	3-5	4	N/A	Quarterstaff*	0	0	0	0	0	*All crits. are Slashes
Tetsubo	2 H	10-18	5-7	9	N/A	Tetsubo	0	0	0	0	0	User must have a strength bonus of +10 or more.
Three-Section Staff	2 H	4-8	5 - 7	6	N/A	3 section staff	0	0	0	0	0	User gains +10 to Disarm Foe (Armed).
2 Handed Flamberge	2 H	5-12	3.5-6.5	5	N/A	2 H Sword	+10	+10	0	-10	-10	
2 Handed Sword	2 H	5-12	3.5-6.5	5	N/A	2 H Sword	0	0	0	0	0	
Wakizashi	1 HE	2-4	1.5-2	3	N/A	Short Sword	0	0	+5	+5	+5	
Warhammer	1 HC/TH	2-7	1.5-4	4	1'-9'(0) 10'-24'(-20), 25'-49'(-40), 50'(-60)	Warhammer	0	0	0	0	0	
War Mattack	2 H	4-8	3.5-5	6	N/A	War Mattock	0	0	0	0	0	
Whip	1 HE/sp.	2-5	6-12	6	N/A	Whip/Grapple	0	0	0	0	0	Whip and Whip grapple are separate OBS.

ARROW TYPES									
Arrow Type	Fumble Mod.	Arrows can be used with;	ARMOUR MODIFICATIONS					Special Notes	
			20-17	16-13	12-9	8-5	4-1		
Bodkin Arrow	0	Lb, Cb, Sb, Xb, Ab	+10	+5	0	-5	-10		
Barbed Arrow	+1	Lb, Cb, Sb	0	0	0	0	0	Deliver a additional Tearing/Ripping critical two severities less than the original crit. when pulled out.	
Fire Arrow	+3	Lb, Cb, Sb	-5	-5	-5	-5	-5	Deliver an additional Heat critical two less in severity	
Horse Arrow	+2	Lb	+5	+5	+5	+5	+5	Delivers 1.5x damage.	
Horse Arrow	+2	Ab,	+10	+10	+10	+10	+10	Delivers 2x damage.	
Leather Ripper	+1	Lb, Cb, Sb, Xb, Ab	-15	-10	0	+10	+10		
Rope Cutter	+2	Lb, Cb, Sb	0	0	0	0	0	Most ropes are AT 8 and will sever when they take 12 points of damage in one strike. DB will depend on the circumstances, but will probably be very high, due to the size of the target	
Vessel	+5	Lb, Cb, Sb	-10	-10	-10	-10	-10	Globe shatters on impact, delivering contents.	

Notes;

- Fumble Modifier;** This adds to the normal fumble range of the bow.
- Arrows can be used;** The type of bows that the arrows are commonly made for. The abbreviations are; Lb; longbow, Cb; Composite bow, Sb; Short bow, Xb; Crossbow (usually light or heavy, handcrossbow at the GM's desecration), Ab; Arbalest.

Appendix Rolemaster Combat Tables

Over the years, there have been a *lot* of attack tables and critical tables published for Rolemaster. I have referred to many of them here. To save you from ransacking your Rolemaster collection in order to find the particular table you want, they are listed here in alphabetical order. For completeness, I have included virtually every critical and attack table that I can find – spell, firearm, environment etc., as well as Arms Law/Claw Law tables. Fumble Tables are also indexed. I've currently excluded Spacemaster and War Law tables, since they are both somewhat different systems anyway.

Let me know if you think I've missed any ☺

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Weapon Type	Source		
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Ballista	Castles&Ruins	Morning Star	Elemental Companion
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Battle Hammer	Arms Companion	Nether Bolt	RMC III
Beak/Pincher	Arms Law	Normal Elemental Force	RMC III
Bite	Arms Law	Nunchaku	Elemental Companion
Bola	Arms Law	Plasma Ball	Martial Arts
Brawling/Untrained Attack	RMC V	Plasma Bolt	Companion
Catapult	Castles&Ruins	Pole Arm	RMC III
Chigiriki	Martial Arts	Quarterstaff	RMC III
	Companion	Rapier	Arms Law
Claw/Talon	Arms Law	Ram	Arms Law
Club	Arms Law	Ram/Butt/Bash/Knock Down/Slug	Arms Law
Cold Ball	Spell Law	Scimitar	Arms Law
Composite Bow	Arms Law	Shock Bolt	Spell Law
Dagger	Arms Law	Short Bow	Arms Law
Dart	RMC V	Short Sword	Arms Law
Estock	Arms Companion	Shotgun Attack tables SG1 – SG20	Weapon Law: Firearms
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Falchion	Arms Law	Spear	Arms Law
Fall/Crush	Arms Law	Stinger	Arms Law
Firearm attack table	At Rapier's Point	Superior Elemental Force	Elemental Companion
Firearm Attack tables ME 1 – ME 29	Weapon Law: Firearms	Tebuje	Arms Companion
Fire Ball	Spell Law	Tetsubo	Martial Arts
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Grenade	At Rapier's Point	Time Bolt	RMC V
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	Companion	Wakizashi	Martial Arts
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Ballistic Puncture	Weapon Law: Firearms
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Disintegration	RMC V	Hand Arms (2-Handed)	Arms Law
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Heat	Spell Law	Muzzle Loaders	Weapon Law: Firearms
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Large Creature Critical Strikes	Arms Law	Thrown Arms	Arms Law
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Large Creature Puncture Criticals	Arms Companion		
Large Creature Slash Criticals	Arms Companion		
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