THE DARK MEDIEVAL ARMORY

A SOURCEBOOK FOR VAMPIRE: THE DARK AGES
20TH ANNIVERSARY EDITION

STORYTELLERS VAULT
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THE DARK MEDIEVAL ARMORY

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This book is dedicated to all the YouTube channels that got me interested in weapons and to the late, great **Ewart Oakeshott**, whose books have been a great source of inspiration.

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THE DARK MEDIEVAL ARMORY

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CHAPTER ONE:
INTRODUCTION

Wrestle well and wield lance, spear, sword, and dagger manfully, whose use in others' hands is wasted.

– Johannes Liechtenauer, *Nürnberger Handschrift*

Greetings, dear reader.

One of the things that I always loved about the **Dark Ages: Vampire** setting was the weapons and armor. The idea of knights clashing, archers launching volleys of arrows and assassins wielding daggers in the dark. Role-playing helped fuel my interest in historical weapons and armor and this book is based on that interest.

The purpose of this book is to give a short overview of the weapons and armor available in 1242, as well as update and replace the weapons and armor tables from **DAV20** and add a few new rules. The aim is to add some more historical accuracy, versatility and tactical decisions to the game without bogging it down in complex combat rules. This is not intended to be a historical treatise on weapons and armor, though, just a source of useful material. This book focuses mainly on weapons and armor of the middle 13th century, though there are some examples of earlier weapons and armor that elder Cainites might still be using. The focus will also mainly be on Europe and the Middle East.

HISTORICAL ACCURACY

Historical accuracy is always a difficult subject, and it doesn't become any less difficult when dealing with weapons and armor. Specific types of weapons and armor are not introduced at a set date; instead, they evolve over the years, making it difficult to say exactly what types of weapon and armor are available at a certain date. A perfect example is the *falchion*. The oldest known type, the *Conyers falchion*, is generally dated to around 1240, but that does not mean that falchions sprang up in 1240 and had never been used before. In this book, I will try to be historically accurate when possible and generally err on the side of adding more options for characters.

If you want to do your own research, one of the more entertaining and easy-to-approach options is YouTube. There are several channels dedicated to the history of weapons and armor and their use. If you want to learn about a specific topic, you can simply search the various channels and see what comes up. Below is a selection of channels:

Schola Gladiatoria: Although mainly focusing on Napoleonic Era weapons and tactics, there are plenty of videos relating to the 13th century.

Skallagrim: A good source for videos on the effect of weapons on flesh analogues and armor.

Lindybeige: Contains all manner of topics, mostly historical, with quite a bit about weapons, armor and fighting.

Metatron: Has a lot of information about Roman Era weapons, armor and tactics, as well as medieval armor.

Thegn Thrand: This channel focuses a lot of the Viking Age and has several videos of various weapons being tested against armor and flesh analogues.

Shadiversity: This channel covers a wide variety of subjects related to the medieval world.

CHAPTER TWO:
WEAPONS

These broad spears are becoming a fashion.

– Grettis Saga Asmundarsonar

Ever since the first heavy branch and sharpened stick, man has sought new and better ways to kill his fellow man.

This chapter is divided into Melee weapons, Archery weapons, Athletics weapons (thrown weapons), Brawling (both natural weapons and weapons that are used with the Brawl skill), as well as some additional rules for Archery weapons.

MELEE WEAPONS

In 1242, the most common melee weapons are one-handed and made of steel or iron combined with steel, such as an iron-headed axe with a steel edge. Armor is not yet at the point where most people are willing to give up a shield and metallurgy is advanced enough that bronze is only really used for maces. The stats for these weapons, including cost, is given in the Appendix Two.

THE SWORD MYTHOLOGY

Excalibur. Durendal. Joyeuse. Most mythological weapons are swords. Yet, over the course of history, swords were almost never the primary battlefield weapons. That honor goes to the spear. Spears have been the weapon of choice for soldiers from the first armies clashed all the way to the current year of 1242.

Even when it comes to the weapon of choice for elite warriors, such as the knights of Western Europe, the sword is not the primary weapon. Knights use the lance (a form of spear) and then either a mace, a battle axe or a sword. The reason for this is quite simple; a sword does not penetrate armor as well as an axe or a mace and knights expect to be fighting people wearing heavy armor. Of course, some knights do use swords, for a variety of reasons, but it is not as prevalent as some might think. However, the sword is a status symbol – with the blade being made entirely of steel, it is an expensive weapon (though improvements in metallurgy and production methods mean that the price is dropping and by 1300, decent swords have become quite affordable). Only those with wealth can afford a good sword. In addition, the quillons on medieval swords of this time form a cross guard that gives the sword a religious significance to Christian knights.

While swords might not be the primary battlefield weapon, they are popular as sidearms and civilian weapons. Some soldiers will carry a sword at their side for use if their primary weapon, such as a spear or bow, becomes useless. A sword is a lot more comfortable to carry then an axe or mace, and quicker to draw in an emergency.

As a civilian weapon, the sword truly shines. The lack of armor penetration rarely matters, since the thugs of the city and the bandits of the countryside don't often wear anything better than cloth armor. The sword is also a great weapon to use if you find yourself without a shield; its balance makes it quick to use and, combined with a crossguard, makes it great at parrying when you do not have a shield. The thrusting capability gives you a good reach. Noblemen, merchants and other people of means often carry swords when travelling.

WHEN CAN I USE...?

As you may notice, quite a lot of the weapons from the weapons table in **DA:V20** are missing from here. This is because they did not exist in 1242. However, if you are wondering when your character can get their hands on these weapons, here is a list:

Pick Axe: The pick axe is a tool. What is probably meant here is a warhammer (sometimes called a military pick or horseman's pick), a one-handed weapon with both a

hammer head and a spiked head for penetrating plate. These began to come into use sometime in the early 14th century.

Morning Star: The name "morning star" refers to a type of mace head, a heavy wooden ball with long, sharp spikes. This was used either as the head of a flail (which could be either one or two-handed) or on a pole as a two-handed weapon. Both versions came into use at the beginning of the 14th century.

Warhammer: As mentioned above, the warhammer was a one-handed weapon. However, during the latter half of the 14th century, two-handed mauls were being used as both tools and weapons. Also, some polearms started appearing with blunt heads, such as the bec de corbin and Lucerne hammer.

Saber: The term "saber" is relatively modern. However, single-edged, curved swords do exist in 1242 – see "curved sword", below.

Broadsword: The broadsword described in **DA:V20** never existed. The historical broadsword was a 16th century sword, with the most famous iteration being the basket-hilted broadsword used by the Scottish. It did not have a handle long enough to be wielded in two hands.

Greatsword: During the end of the 13th and beginning of the 14th century, swords began to develop longer handles, finally resulting in the longsword, which was primarily used two-handed, but could be used one-handed. However, true greatswords, swords meant to be used only in two hands, did not come about until the very end of the 15th century.

Halberd: Though polearms exist at this point in time, the halberd does not develop until the early 15th century.

Blunt Weapons

One-handed blunt weapon are generally good and relatively inexpensive ways of dealing with heavy armor.

Club: This is a piece of wood that has either been selected for its shape or been shaped in some way in order to ensure balance and a good striking head. May also be referred to as a cudgel. These weapons are made of wood and are seen as a peasant's weapon. However, peasants could be quite skilled with cudgels, and against people in light armor, the club is an effective weapon. Clubs have been used everywhere, being probably the earliest type of weapon ever made. Some clubs, like the Roman aklys, were balanced for throwing, though these are vanishingly rare in 1242.

Damage Str+2B, *Min. Str* 2, can be used two-handed for +1 Damage, can be thrown (+1 difficulty if not specifically designed for it)

Small Mace: Small maces have, as the name implies, relatively small heads, mounted on shafts about two to three feet in length. These are typically made of bronze, since bronze can be cast and this makes it easier to create symmetrical spikes. However, some are made of iron or even steel. You can use the same stats for smooth-headed maces, which have larger heads made of iron or sometimes steel, but no spikes or flanges. Maces only really became used in Western Europe around the end of Viking Age/beginning of the early Middle Ages, but were used extensively by the Persians hundreds of years earlier. This weapon can be thrown with relative accuracy.

Damage Str+3B, *Min. Str* 2, can be used two-handed (with Min Str 1) for +1 Damage, can be thrown (+1 difficulty)

Flanged Mace: These weapons are relatively new and evolved to deal with the heavier types of mail. In Europe, they were first developed by the Kievan Rus, under the names pernach and shestopyor, sometime in the 12th century. The Persians and Turks developed their own flanged maces around this time. These maces usually have iron heads, though steel will become more prevalent as plates are added to armor and metallurgy and forging techniques improve. Bronze heads are not unknown, but are being overtaken by iron heads. Length is the same as the small mace.

Damage Str+3L, *Min. Str* 3, *Armor Piercing* 1, can be used two-handed (with Min Str 2) for +1 Damage

Military Flail: This weapon consists of a short wooden handle and an iron ball, connected by some kind of flexible material. The kisten, a flail used throughout Eastern and Central Europe, has a leather thong. Western European

versions using an iron chain do exist, but are vanishingly rare. Overall length is about two to three feet.

Damage Str+3B, *Min. Str* 3, +1 difficulty to parry or block this weapon

Axes

This section covers both one and two-handed axes, but not polearms with an axe head. They have iron heads with a steel edge forge-welded on, except for very old examples, which might be all iron.

Hand Axe: Also called hatchet, this axe has a relatively small head mounted on a haft 16 to 20 inches in length. Many of them, such as the francisca used by the Franks, Germanic peoples and Anglo-Saxons, were balanced to be thrown as well as used in melee.

Damage Str+1L, *Min. Str* 2, can be thrown

Battle Axe: This is a one-handed axe with a large head and a haft about two to three feet in length. It provides both armor penetration and the potential for massive damage against an unarmored opponent.

Damage Str+3L, *Min. Str* 3, *Armor Piercing* 1, can be used two-handed for +1 Damage

Dane Axe: This is a massive two-handed axe with a handle five to six feet in length. The weapon gains its name from the people that became famous for using it. In the Middle Ages, this weapon is also called a sparth axe and the rearward part of the crescent sometimes sweep up to contact (or even be attached to) the haft.

Damage Str+4L, *Min. Str* 4, *Armor Piercing* 1, Two-Handed

Tool Axe: There are few differences between tool axes and weapon axes, but there are differences. Most tool axes do not have a steel edge and their blades are broader, designed for splitting wood rather than biting deep into flesh.

Damage Str+2L, *Min. Str* 3, *Armor Piercing* 1, can be used two-handed for +1 Damage, +1 difficulty

Blades

Blades are, in general, designed for cutting first and thrusting second, if at all. Most blades are made from steel, which combines hardness with flexibility. Older iron blades often needed to be bent back into shape after a battle, while bronze blades fare extremely poorly against modern metal armor.

Knife: Knives are more tools than weapons and are generally made from iron. Almost everyone in the Dark Medieval carry a knife, if for no other reason than to use it as an eating utensil. Knives are sharp enough to draw blood, but most of them have a fairly dull points and are single-edged, making

them poor at stabbing. Larger knives such as the seax were more like daggers.

Damage Str+0L, *Min. Str* 2, can be thrown (+1 difficulty)

Dagger: Daggers (generally called knightly daggers) are a relatively new thing, or, more appropriately, a returning thing. Romans had the pugio, but after Roman times, large hewing knives like the Viking and Saxon seax took over. Daggers are making a comeback due to armor becoming heavier; daggers are double-edged designed for thrusting, allowing them to better penetrate mail or targeting gaps in armor. Cross-hilted daggers reminiscent of miniature swords are currently in favor, but bollock and rondel daggers are becoming more popular. As the name suggests, knightly daggers are currently mainly being carried by knights, either as civilian self-defense weapons or as a last resort on the battlefield. However, daggers are becoming popular with wealthy burghers showing off their privilege by openly carrying weapons. A standard seax counts as a dagger rather than a knife.

Damage Str+1L, *Min. Str* 1, *Armor Piercing* 2

Shortsword: The middle of the 13th century is an intermediate period for shortswords. The Romans famously had the gladius, the earlier Greeks used the bronze and iron xiphos, the Celts likewise used first bronze and later iron swords of varying length and the Viking and Saxon seax sometimes reached the length of a short sword. Later, weapons like the baselard and katzbalger come into prominence. However, at this point, while shortswords do exist, they are rare enough that there is no named type. Shortswords of this period are often cheap weapons carried as sidearms by archers and other troops wanting a backup weapon.

Damage Str+2L, *Min. Str* 2

Arming Sword: This weapon, also sometimes called a "knightly sword", is the quintessential one-handed medieval sword; double-edged, with a straight crossguard and a broad point that can do a good deal of damage against flesh, but isn't designed to penetrate armor. Most arming swords have a blade length of around 28 to 31 inches and weigh in at two to three pounds. This sword has been in service since around 1100 and is slowly changing. Newer swords are sometimes made with narrower tips more suitable for armor penetration or with longer grips allowing for two-handed use. This will eventually become the longsword; for now, most of these features are made to order rather than being the norm.

Damage Str+3L, *Min. Str* 3

Spatha: The spatha was a one-handed Roman sword, longer than the short gladius, first by cavalry troops and then by heavy infantry. One of the biggest differences between the spatha and the arming sword is that the spatha had almost no crossguard, making it less suitable for parrying. The stats for a spatha can also be used for pre-Medieval Germanic swords (which had rounded tips unsuitable for thrusting), large Celtic swords and Viking swords (which were sometimes single-edged).

Damage Str+3L, *Min. Str* 3

Falchion: The falchion is a very new type of sword. It is single-edged, with a straight back, and widens towards the blunt tip. This makes it look like a sword version of a meat cleaver or a large-bladed machete. The falchion has a very thin edge which, combined with the forward-heavy design, makes it great for cutting through non-metal armor. The falchion is used by both knights and common soldiers as padded armor becomes more and more used on the battlefield.

Damage Str+2L, *Min. Str* 3, *Armor Piercing* 2 (against non-metal armor) or -2 (against metal armor)

Curved Sword: Southeastern Europe, the Muslim world and the lands to the East of that all have various curved swords; the Turkish kilij, the Arab scimitar, the Persian shamshir, the Afghan pulwar and the Indian talwar. These weapons all have different degrees of curvature, but are all single-edged, with an overall length comparable to an arming sword and slightly lighter. While these swords are descended from cavalry weapons, many of them are also used on foot. Straight swords comparable to arming swords are also used in these lands, though the curved swords are becoming preeminent.

Damage Str+2L, *Min. Str* 3, +1 Damage when used from an elevated position (such as horseback)

Pole Weapons

This covers weapons affixed to a long pole, generally 6 feet in length or more (for ease of reference, the Dane axe is listed among axes). Most of these weapons have heads of iron, with a steel edge welded on.

Spear: Spears are one of the oldest weapons known to mankind and have been the most popular battlefield weapon throughout history. Spearheads have come in all materials, from fire-hardened wood, through stone, bronze and iron to steel. The spear also appears numerous times in myth and legends, like Gungnir, the spear of Odin, or the holy lance that pierced the side of Christ. Spears are easy to use and require little metal, making them quick and cheap to mass produce. The Vikings, Celts and Saxons all primarily used spears – swords and axes were for those who could afford them. Most spears in 1242 are not meant to be thrown, though many earlier spears certainly were. Spear shafts are generally six to eight feet in length and the spear can be used in one hand (together with a shield) or in two hands (making it quicker and giving the thrust more power).

Damage Str+2L, *Min. Str* 3, *Armor Piercing* 2, can be used two-handed (with Min Str 2) for +1 Damage, can be thrown (+1 difficulty if not specifically designed for it)

Boar Spear/Winged Spear: These two variations of the spear are quite similar. The boar spear has a bar set below the socket to prevent a wounded boar from running up the spear shaft and injuring the hunter. The winged spear has a set of winged lugs at the base of the socket, to prevent the spear from penetrating too deep into the opponent and to aid in fighting against other spears. Both of these weapons are not used by general infantry. However, the winged spear was quite popular among the Franks, Anglo-Saxons and Vikings, especially since the wings could be used to hook an opponent's shield. The boar spear became popular among nobles for the same reason. Both spears see little battlefield use anymore, but remain popular among Cainites who fear they might encounter a Lupine. The wings or bar can prevent such a monster from pushing up the shaft and ripping the wielder apart.

Damage Str+2L, *Min. Str* 3, *Armor Piercing* 2, can be used two-handed (with Min Str 2) for +1 Damage

Lance: The lance is the quintessential knightly weapon; not because of the cost, but because it requires a trained warhorse to use effectively and such a horse costs more than any weapon. A lance is essentially a heavier version of a spear and its effectiveness comes from the fact that it utilizes the strength and mass of the horse, rather than the strength of the rider. This relies upon the invention of stirrups – earlier, lances were little more than heavy spears used overarm, rather than from the "couched" position of the Middle Ages. The lance often shatters on impact and even if it doesn't, it is a heavy, slow and clumsy weapon to use outside of a charge.

Damage Str+3L, *Min. Str* 3, *Armor Piercing* 3

Quarterstaff: This weapon is pretty much the pole of a polearm – a shaft of hardwood some six to nine feet in length. It is the weapon of pilgrims and others who need to travel long distances on foot, with the staff acting both as a traveling aid and a weapon. The quarterstaff is a quick and versatile weapon, good for defense and able to do serious damage to an unarmored opponent. Some staves have ends capped in metal to deal with enemies wearing armor.

Damage Str+3B (Str+4B is metal-shod), *Min. Str* 2, +2 dice to Sweep, Two-Handed

Pitchfork: This is a tool used as a weapon, consisting of two or three sharp prongs on a long handle. Most pitchforks are wood, making them rather dangerous to Cainites, while some are made of iron.

Damage Str+1L, *Min. Str* 2, *Armor Piercing* -3 (wood) or 1 (iron), Two-Handed

Peasant Polearm: The first true polearms of the medieval period were made by or for peasants who needed a way to deal with heavily-armored opponents, mainly knights. Common to all these polearms is that they are on a pole of about six to seven feet in length. All polearms are two-handed. The polearms of this period are:

Fauchard: This consists of a heavy, curved, single-edged (the edge being on the convex side), almost cleaver-like blade atop a pole, generally without a thrusting tip, though with a curved tip that can be used for tripping.

Damage Str+4L, *Min. Str* 3, +1 die to Sweep

Glaive: This weapon heavily resembles the fauchard, but the blade on top has a straight back rather than being curved.

Damage Str+4L, *Min. Str* 3, *Armor Piercing* 1

Guisarme: At this point, the guisarme is pretty much just a heavy pruning hook at the end of a spear shaft. It lacks much in the way of cutting power and is simply used to unhorse or trip an opponent.

Damage Str+2L, *Min. Str* 3, +2 dice to Sweep

Voulge: Similar to a glaive, but with a narrow, thrusting point and a heavier blade designed to hack rather than cut.

Damage Str+3L, *Min. Str* 3, *Armor Piercing* 3

Atgeir: A rare polearm used by Teutonic tribes and later, the Vikings. It was a very heavy-bladed spear that could both hack and thrust. While it is no longer in use, it was at one time a prized and respected weapon and some may still be around.

Damage Str+4L, *Min. Str* 3, *Armor Piercing* 1

Other

Stake: A pointy piece of wood used to impale the heart of Cainites. It generally fares quite poorly against armor.

Damage Str+0L, *Min. Str* 2, *Armor Piercing* -4

Archery Weapons

While bows and crossbows differ in a lot of areas, such as function, use and materials, they both operate on a principle knows as "draw weight". This is the amount of pounds needed to draw back the string of the bow.

For bows, the draw weight is primarily determined by the size and materials of the bow. Bows used for hunting may have a draw weight as low as 60 pounds or less, while bows used for war usually have a draw weight of at least 90 pounds and usually more, with the famous English longbows (also called warbows to distinguish them from continental longbows) having a draw weight of up to 180 pounds. Bows are either constructed to fit the strength of the archer or the archer trains to be able to pull a certain draw weight.

Archery is a skill that requires a great deal of training. Experienced archers are able to pull bows with a greater weight that one might expect and bowmen trained for war tend to be fairly strong individuals. Archery also requires a quick eye. When shooting, the bow is drawn back with maximum force, meaning that muscles will start to tremble if the pull is held for long. A number of other factors must also be considered. The strongest draw is to the ear rather than to the eye or chest, meaning that the arrow does not describe a straight line to the target. Also, there is the "archer's paradox", in which the arrow flexes around the bowstave. All of these things, taken together, means that an archer needs a lot of training and experience to be effective.

Crossbows usually have a far greater draw weight than a bow for two reasons. The first is that the "stroke" of the crossbow, that is the length of travel in which the string acts on the arrow, is shorter on a crossbow than on a bow, so more force needs to be exerted in order to match the final velocity. The second reason is that the crossbow can be drawn (or spanned, as it is sometimes called) with various aids, like a goat's foot lever or windlass. While these make reloading slower, they also allow for truly amazing draw weights of a thousand pounds or more. Here, materials are important. The bow, or prod, can be made of wood, horn, bone, metal or laminates. The stock is generally made of wood, sometimes with metal reinforcements along the side.

The crossbow is very easy to use, especially compared to the bow. There is no muscle trembling, allowing you to aim for a time before releasing the string and the arrow (often called a "bolt" or "quarrel") flies straight, without any archer's paradox. The crossbow is fired either from the shoulder, like a modern rifle, or, especially in the case of larger crossbows, by resting the stock on the shoulder like a modern rocket launcher. Crossbows can also be fired from horseback, though not all reloading systems are possible when mounted. The one problem for an untrained user is reloading the crossbow.

While the crossbow has more or less taken over from the bow on the battlefields of Western continental Europe, they do have some disadvantages compared to bows, namely reload speed and range. Since the bolts shot from a crossbow are shorter than the arrows of a bow, they don't travel quite as far. But until the English warbow is used on the continent, the crossbow holds preeminence when it comes to battles and sieges.

Slings operate completely differently from bows and crossbows. An ordinary sling shoots its projectile either by whirling the weapon over the head and releasing or through a quick, forward snap of the sling pouch. Staff slings use the lever effect to hurl projectiles.

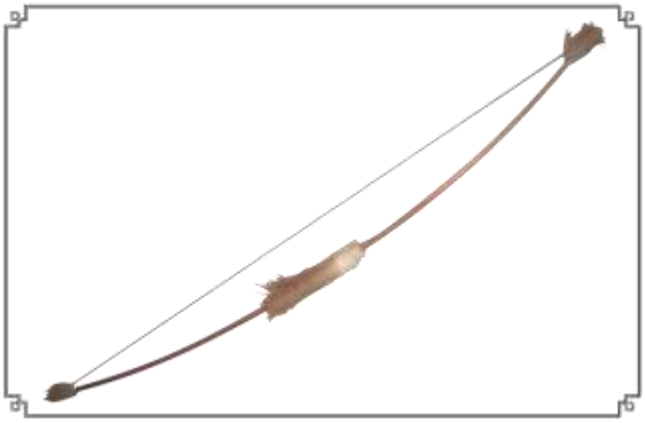
Slings have been used for millennia and while they are rare on the battlefield these days, sling-armed warriors fought both against the Romans and on their side as auxiliaries. Slings can shoot stones if need be, and this is generally used for hunting, but have their greatest effect when using specifically cast lead shot. Staff slings can also be used to hurl heavy objects, such as a pot of oil, in a high arch over a wall.

Bows

For bows, damage is equal to their Strength, modified by the arrow type. All bows have an Armor Piercing value based on their Strength; 1 for Strength 4, 2 for Strength 5 and 3 for Strength 6 – 7. In order to span a bow, a user needs to have a Strength equal to, or greater, than the Strength of the bow.

Self Bow: These bows are made from a single piece of whatever good, flexible wood is locally available. It is a simple and easy-to-make design and most bows used for hunting are self bows. Lengths vary, but they rarely reach five feet. These bows are no longer used in battle, but remain as tools for hunting. They have been made by most cultures for thousands of years.

Maximum Strength 4, *Range* Strength x 25



Longbow: Longer than the self bow, the longbow matches the user in height, allowing for a longer draw. Like the self bow, the longbow is an old and tried design.

Maximum Strength 5, *Range* Strength x 25

Warbow: The famous English longbow has not yet made its mark on the continent. For now, it remains an English and Welsh weapon and the institutionalized archery training that would create so many skilled archers is not yet in effect. The warbow is constructed from carefully selected wood, allowing it a greater draw weight than a common longbow.

Maximum Strength 7, *Range* Strength x 25

Recurve Bow: These bows, sometimes also called composite bows, retain most of their curvature even when unstrung, allowing for a greater amount of energy to be stored in a smaller bow. They are made from horn, wood, and sinew laminated together, taking advantage of the strengths of each different material. This makes construction of a recurve bow a long and difficult process. Such bows are generally short enough to be fired from horseback, though in doing so, the archer cannot engage as many muscles as an archer shooting from a standing position. This is the weapon of the invading Mongols, as well as, at various times, the Greeks, Huns, Magyars, and Turks.

Maximum Strength 6, *Range* Strength x 20

Crossbows

Unlike the bow, there are no real different types of crossbow – simply stronger draw weights. The stock is made from wood, sometimes decorated, while the bow part is made from wood, horn, laminates, or metal. The stronger the crossbow, the bigger it becomes, until it becomes an unwieldy weapon best suited to be fired from a braced position on a wall – such a massive crossbow is called an arbalest. What separates different types of crossbows are the ways the string is drawn back, all of which affects the effective Strength of the person spanning the crossbow. The various methods are:

Hand: Drawing back the string by hand can only be done on very light crossbows (unless you possess supernatural strength, of course) and should only be done when wearing gloves, so the string does not bite into the hand. Spanning a crossbow by hand does not allow for the engagement of as many muscles as drawing a bow. Spanning by hand can be done on horseback.

Strength Bonus 0, *Load time* 1 turn

Stirrup: Many crossbows come with a metal loop at the front, like the stirrup on a saddle, allowing the user to slip one foot into the loop and draw back the string using both hands and the muscles in the back. This obviously cannot be done on horseback and requires gloves or a handle with hooks.

Strength Bonus +2, *Load time* 2 turns

Goat's Foot: The goat's foot is a lever that uses the multiplying force of the lever to pull back the string. The goat's foot usually hangs on the user's belt, or on the saddle if mounted, as this technique can be used while mounted.

Strength Bonus +4, *Load time* 4 turns

Cranequin: This is a one-handed crank attached to the top or side of a crossbow and turned to pull back the string. It is a time-consuming process, requiring the crank to be attached, turned, disengaged and put away. This can just be managed on horseback, but at a slower speed than on the ground.

Strength Bonus +5 – 7, *Load time* 5 turns, +1 turn for each bonus above 5, +1 turn on horseback.

Windlass: This is a two-handed pulley system attached to the back of the crossbow and used for the heaviest of arbalests. It cannot be done while mounted.

Strength Bonus +7 – 9, *Load time* 7 turns, +1 turn for each bonus above 7.

Crossbows have a set strength and do Damage equal to that Strength -3 (modified by the type of arrow they use). Maximum Strength for a crossbow is 13; any crossbow with a Strength of 10 or above is an arbalest and requires a support or supernatural Strength (6+) to shoot without a +1 difficulty. In order to span a crossbow, the user has to have Strength equal to the crossbow's strength. If the loader has 50% more Strength than is needed, the reload time is reduced by 1 turn (to a minimum of 1 turn). If the loader has at least double the Strength needed, the reload time is reduced by 2 turns (to a minimum of 1 turn).

The Range of a crossbow is Strength x 20

Crossbows have Armor Piercing value based on the damage they do; 1 for Damage 4, 2 for Damage 5 and 3 for Damage 6 – 8 and 4 for Damage 9 – 10.

Arrowheads

It is not just the weapon firing the arrow or bolt that determines the effectiveness of the shot, it is also the arrowhead.

Bodkin: This is the cheapest type of arrowhead, usually made of iron rather than steel. The bodkin is narrow, but not designed for any type of armor penetration. It is primarily a hunting arrow. If it is tipped with wood, it can stake vampires at range, but suffer the armor piercing penalties of a wooden stake.

Damage +0L

Broadhead: These are the typical arrows used for war and hunting big animals, made from either iron or steel, depending on their use; iron for hunting, steel for war. The broad heads do terrible damage to flesh and can relatively easily penetrate soft armor, but has less penetration against metal armor.

Damage +1L, *Armor Piercing* -1 against metal armor

Armor Piercing: Armor piecing arrows are made of steel, with specially reinforced arrow shafts, making them time-consuming and expensive to produce. They are fairly rare and only used for war.

Damage +0L, *Armor Piercing* +1

Slings

Sling: A peasant's weapon in the 13th century, used for hunting and for scaring off predators. Still, a skilled peasant can do a great deal of harm to an unarmored or lightly armored target.

Damage Strength+1L, *Min Str* 2, *Load Time* 1 turn, *Range* Strength x 10, can be twirled for one turn for +1 Strength

Staff Sling: This is a sling on the end of a long staff. While also a peasant's weapon (with the staff functioning as a light quarterstaff in melee), the staff sling is sometimes used in sieges to hurl pots of oil or feces over, or down from, castle walls.

Damage Strength+2L, *Min Str* 3, *Load Time* 1 turn, *Range* Strength x 15

Stone and Bullet: Most peasants are quite happy to use stones selected for their smoothness and size as sling ammunition and against unarmored opponents, a sling stone can do serious damage. When used in battle, however, cast lead "bullets" in various shapes are preferable. Bullets add *Armor Piercing* 1 to a sling or staff sling.

Athletics Weapons

This covers all manner of thrown weapons. Throwing weapons have become very rare on the battlefield, except when facing tribal warriors from Pagan Eastern Europe, and are not used much for hunting either, where slings and bows are preferred.

Knife: Knives can be thrown, but they are not balanced well for it. Daggers are too heavy to make decent throwing weapons.

Damage Strength+0L, *Min Str* 2, *Range* Strength x 5, +1 difficulty

Club: Some clubs were made specifically balanced so that they could be thrown, though this is exceedingly rare in 1242.

Damage Strength+2B, *Min Str* 2, *Range* Strength x 5, +1 difficulty if not specifically balanced for throwing

Mace: Small maces can be thrown, while larger, flanged maces are too awkward.

Damage Strength+3B, *Min Str* 2, *Range* Strength x 4, +1 difficulty

Hatchet: Hand axes are often balanced to be thrown.

Damage Strength+2L, *Min Str* 2, *Range* Strength x 6

Spear: The spears of the Celts, Saxons and Vikings doubled as throwing weapons and modern spears can also be thrown, though the range and balance is poor compared to the javelin.

Damage Strength+2L, *Min Str* 3, *Range* Strength x 4, *Armor Piercing* 2, +1 difficulty is not specifically balanced for throwing

Javelin: A javelin is a light spear designed for throwing – it can be used in hand-to-hand combat in a pinch, but is generally too light and fragile to be efficient if the opponent is wearing armor. While Vikings, Franks, Anglo-Saxons and the like used javelins, they preferred spears weighted for both melee and throwing. The Romans, hover, were famous for using the pilum, a javelin with a long, iron shank and a pyramid-shaped tip. The shank was made of soft iron and the tip was hard, meaning that after impact, the shank would bend, rendering the pilum useless to any opponent. If the pilum stuck in an enemy shield, it would weigh it down, forcing the opponent to discard the shield or spend time pulling the pilum out. If a pilum is blocked by a wooden shield, roll base damage (str+2). If you achieve 2 or more successes, the pilum sticks and the shield is at +1 difficulty to use until the user takes an action to discard it or an action to try and remove it (requiring a Strength roll, difficulty 5).

Damage Strength+2L, *Min Str* 2, *Range* Strength x 7, *Armor Piercing* 2

Plumbata: This was a large dart or short javelin, made of iron and weighted with lead. It was used by the Greeks, Romans and various Roman-influenced people after the fall of Rome.

Damage Strength+2L, *Min Str* 2, *Range* Strength x 6

Rock: If you have nothing else, you can always throw a rock.

Damage Strength+0B, *Min Str* 1, *Range* Strength x 5

Brawling Weapons

Brawl covers both the natural weapons of humans (punches, kicks, etc.) and animals (claws, fangs, etc.), as well as most weapons produced by Disciplines (such as the Feral Weapons of Protean or the spikes produced by Vicissitude), a few weapon used to enhance natural attacks and improvised weapons.

Human Attacks: Punching, kicking, head-butts and the like are generally last resort weapons or used in tavern brawls and non-lethal fights. There are no real systems of unarmed punching and kicking at this time, but Cainites from the Olympic era might know *pankration*, a Greek system of all-out, unarmed combat. People should be very careful about attacking enemies in metal armor (or carrying shields) with their hands and feet, as they might injure themselves.

Punch Damage Strength+0B

Kick Damage Strength+1B, +1 difficulty

Cestus: The cestus was a glove used by unarmed fighters to protect their hands and add power to the punch. Ancient Greeks practicing *pankration* would tie strips of rawhide over their hand, leaving the fingers bare. Another variant had small metal balls covered with leather. The Roman variation was used by a specialized type of gladiator and consisted of lengths of leather that also protected the forearm. The gauntlets of knight's armor (see page 16) can be used to punch with like a cestus, but they are not specifically designed for punching.

Damage Str+1B, *Min. Str* 1, +1 difficulty for gauntlets

Clinch: As opposed to punching and kicking, wrestling has remained popular throughout most cultures from ancient times until now and both peasants and knights might train in grappling.

See **DAV20** page 347.

Animal Attacks: From the kick of a horse to the bite of a guard dog. The natural weapons vary from beast to beast – most of them don't do well against metal armor, though.

In general, the bite of a predatory animal does Strength +1L damage and the claws to Strength +0L. Larger jaws and longer claws can do more. These attacks have an Armor Piercing of -1 against metal armor.

The kick of a horse does Strength +2B, +3 if the horse is shod.

Vampire Attacks: Cainites have their fangs, and several Disciplines can create natural weapons, such as Abombwe, Protean, Serpentis, Spiritus and Vicissitude. Most of these weapons have a supernatural sharpness to them that allows them to penetrate armor more easily than the natural weapons of animals.

See the individual Disciplines for the various attacks (or **DA: V20** page 346 for a Cainite's bite). These attacks suffer no Armor Piercing penalty against metal armor.

Improvised Weapons: From a simple rock to a tavern stool to a small table, these are weapons of opportunity, grabbed when there is nothing else at hand.

A rock or piece of crockery does Str+1B Damage with a Min Str of 1 (destroying the crockery in the process) and an Armor Piercing of -1 against metal armor.

A branch is simply a club wielded at +1 difficulty.

A chair from a tavern does Str+3B with a Min Str of 3 and can be wielded two-handed for +1 Damage and Min Str 2. It is wielded at difficulty +1 and Armor Piercing is -1 against metal armor.

A small table or a heavy chair does Str+5B with a Min Str of 3 and is wielded at +2 difficulty (+1 if Str 4+). with an Armor Piercing of -1 against metal armor.

CHAPTER THREE:
ARMOR

After he had brought them all to wear full armor, and by that means into the confidence of thinking themselves now invincible, he turned what before had been idle profusion and luxury into an honorable expense.

– Plutarch, *Lives*

Armor has been used trying to protect people from the effect of weapons ever since weapons were first used. In 1242, armor technology is still being somewhat outpaced by weapons, which means shields are often used.

Armor comes in two categories; non-metal (mainly padded cloth) and metal (mainly mail) and different weapons interact differently with these two types. Helmets are different enough that they have been given their own category, as have shields.

Leather Armor

For historians and archaeologists studying weapons and armor in the Middle Ages, leather armor is a somewhat debated subject. There is no doubt that leather was used as armor; however, the type of leather was not the tanned kind that we today normally think of when we think of leather. It was either thick rawhide (sometimes called buff leather, which may have been a special way to treat rawhide) or cuir bouilli. Cuir bouilli (French for "boiled leather") is still not fully understood – modern reproductions have been made, but there are no surviving texts describing exactly how this leather (specifically, rawhide, not tanned leather) was boiled, what ingredients were used, etc.

It is also not known if cuir boulli was used in the 13th century. Since it is leather, it doesn't survive the ravages of time and no armory lists from the time mentions cuir boulli leather armor. Artwork from the time might show leather armor, but it's hard to tell. And tests have shown that while modern reproductions of cuir builli does offer some protection, especially against cutting and piercing weapons, it doesn't outperform padded armor, which would be cheaper to make. What is definite is that armor made of heavy, tanned leather, like the leather used in protective gear for motorcycle riders, did not exist – with or without metal studs. Ring mail (metal rings sewn unto leather or fabric) probably did not exist either.

What we do know for certain is that rawhide and buff leather was used to create lamellar armor. In addition, I have included cuir boulli armor simply because I like having diversity in the types of armor that can be used.

Non-metal Armor

This is armor made mainly or completely from non-metal materials, such as cloth, leather, fur or hides. Padded armor is becoming more and more common on the battlefield, worn by the common soldiers.

Heavy Clothing: Whether it be layers of wool or animal furs, clothing designed to keep out the cold can also offer a bit of protection against weapons.

Rating 1, *Penalty* –

Fur and Hide: Some animals have thick fur or hide that protects them against weapons. The level of protection varies from animal to animal.

Of the animals mentioned on pages 396 – 399 in **DAV20**, Large Horses, Tigers, Boars, Wolves and some types of Medium Dogs (ie., wolfhounds) have *Rating* 1 armor. Bears have *Rating* 2. Crocodiles have *Rating* 3.

Cuir Boulli: This is armor made from boiled rawhide that has been shaped into plates covering chest, arms and legs.

Rating 2, *Penalty* 1

Padded Armor: This consists of layers of linen and heavy wool, often dozens of layers. This type of armor has

many names, including gambeson, aketon, arming jack(et), padded jack(et) or arming doublet. Lighter versions were worn underneath mail armor to add extra protection.

Rating 2, *Penalty* 1

Lamellar Armor: This armor is made up of small, rectangular plates laced into horizontal rows, creating a flexible suit of armor. These plates could be made from either leather or metal. Some types even mixed it, adding an iron plate for every two or three leather ones. While this type of armor is mainly identified with the invading Mongols, it was certainly used by many European cultures, sometimes augmenting earlier types of mail. In 1242, it has mostly disappeared from use in Europe, however.

Rating 3, *Penalty* 1

Metal Armor

In 1242, the most common types of metal armors are mail and mail reinforced by a small amount of plate. Older types of metal armor, such as the roman lorica segmentata, are old relics no longer in use on the battlefield.

Mail Armor: Sometimes also called maille (but not chain mail), this armor consists of thousands of small, metal rings, riveted and interlinked to form a flexible suit. Mail armor has pretty much reached the zenith of its protective ability; the armor covers the entire body, solid rings are interconnected with the riveted rings and different size rings are used in different places to ensure a better fit. Mail armor is mainly made from steel and is worn with a padded gambeson underneath.

Rating 5, *Penalty* 3

Early Mail: This covers mail armor from earlier in the medieval period. Such armor did not cover as much as 13th century mail, had no solid rings and was less form-fitting. Most of the time, this earlier armor was also made of iron rather than steel. While not being made in 1242, some people who cannot afford modern mail armor might wear this because they have inherited it or taken it as battlefield plunder.

Rating 4, *Penalty* 2 (Lamellar over Early Mail is *Rating* 5, *Penalty* 4)

Knight's Armor: Knight's armor is the beginning of what would later become known as "plate-and-mail". Metal plates are being added to offer greater protection to exposed areas. At this point, the newest and best protection comes in the form of articulated metal gauntlets, made of steel plates sewn or riveted onto heavy fabric, and shin plates that protect the front and side of the legs, called half-greaves or demi-greaves. These plates protect a knight's hands when attacking and his legs when mounted.

Rating 6, *Penalty* 3, +1 Difficulty to circumvent

Metal Lamellar: This is similar to the lamellar armor above, but the plates are made of iron. This armor was never that popular in Western Europe (but see *lorica squamata*, below), but was used extensively beyond the Middle East, including by the invading Mongols. In just a decade or three, this will, however, develop into the so-called coat-of-plate, used to augment the mail armor of knights.

Rating 4, *Penalty* 2

Lorica: Lorica means "body armor" in Latin. The Romans developed several types of armor and while none are in use in 1242, old Cainites might still have some for use in combat situations. This armor was made of bronze or iron. The different types are:

Lorica Hamata: This is mail armor, made of either bronze or iron. The hamata covers much less of the body than modern mail armor and was worn with less padding underneath. The same stats can be used for the mail armor worn by Celts, Saxons, Vikings, etc.

Rating 3, *Penalty* 1

Lorica Musculata: This is the "muscle cuirass", worn first by the Greeks and later by some Roman officers. Usually made of bronze, the cuirass came with a front and back plate and the front plate was often adorned, either with engraved pictures or with a heroic musculature, leading to its name. Because this cuirass does not have the openings that flexible metal armor such as lamellar and mail has, it gets +1 soak vs. impaling weapons.

Rating 3, *Penalty* 2

Lorica Squamata: Somewhat similar to the lamellar armor above, this consists of metal "scales", sewn unto a cloth backing. While it offered the same protection as lamellar, it restricted movement more.

Rating 4, *Penalty* 3

Lorica Segmentata: This is the most iconic Roman armor; strips of metal that form a flexible cuirass. Sometimes referred to as "banded armor". Out of all the Roman armor, Segmentata was the only one sometimes made with steel; specifically, the inside of the strips were made of soft iron and the outside was mild steel.

Rating 5, *Penalty* 3

Helmets

More so than body armor, helmets have often been the most advanced type of armor constructed and most soldiers try to wear the best head protection available. Where solid plates are only just beginning to be added to mail armor, helmets have been made from plates for centuries.

Non-Metal Helmets

Heavy Cap: Heavy fur or woolen caps, such as the gugel, worn to protect against the cold can also offer some protection against weapons.

Rating 1, *Alertness Penalty* –

Padded Cap: This helm is made the same way as padded armor (see above) and comes with straps to tie it under the chin. It can be worn on its own or under mail or other helmets.

Rating 2, *Alertness Penalty* –

Metal Helmets

Mail Coif: This consists of mail protecting the head, while leaving the face bare. The mail coif was originally an integral part of early suits of mail and has only recently become its own, separate piece. Always worn with a padded cap underneath and can be worn under another helmet.

Rating 3, *Alertness Penalty* 1

Galea: The most iconic Roman helmet, usually made from iron, featuring a large neck guard, broad side plates and often a crest.

Rating 4, *Alertness Penalty* 2

Spangelhelm: The spangelhelm comes in numerous variations and was used by a wide variety of people, from the Romans to the Vikings and Germanic tribes, as well as in the Middle East. It probably came to Western Europe through southern Russia and Ukraine, from nomadic Eurasian tribes. The spangelhelm consists of three to six metal plates (bronze, iron or steel) held together with metal strips and rivets, coming to a conical point. Early spangelhelms has cheek flaps similar to a galea's side plates. Some had a nasal guard and/or eye protection, while some had mail coming down the back to protect the neck. A few featured full face plates with features engraved on them, to show the wearer's status and/or intimidate opponents. Was eventually ousted by the nasal helmet.

Rating 3, *Alertness Penalty* 2

Nasal Helmet: Sometimes also referred to a "Norman helmet", since it was worn by the Norman knights invading England. This is similar to the spangelhelm, except made in one piece and always featuring a nose guard, usually with none of the other accoutrements. This helmet was popular until the end of the 12th century and many are still used by poorer soldiers.

Rating 4, *Alertness Penalty* 2 (Nasal Helm over Mail is *Rating* 6, *Alertness Penalty* 3)

Kettle Hat: The kettle hat is a broad-brimmed hat, usually made of iron, which came into prominence in the end of the 12th century among common troops. Often worn over a mail coif, the kettle hat's brim provides good

protection against attacks from above, such as arrows and strikes from horseback.

Rating 3, 5 against missile and mounted attacks, *Alertness Penalty* 1 (Kettle hat over Mail is *Rating* 4/6, *Alertness Penalty* 2)

Great Helm: This is the newest and best head protection available. This is a flat-topped, steel cylinder with narrow slits to see through, often in a T-shape, as well as holes for breathing. While offering superior protection, it greatly limits visibility and makes it hot and slightly difficult to breathe. As such, no knight would ever wear it except when expecting imminent battle.

Rating 5, *Alertness Penalty* 3 (Great Helm over Mail is *Rating* 6, *Alertness Penalty* 4)

Shields

Shields are, without a doubt, one of the most effective ways of protecting oneself. They have been around since the first soldiers and are still an integral part of most fighting men's equipment. Armor has not yet reached the point where shields can be dismissed and as such, the only people not using shields are archers, crossbowmen and peasants who have taken up the use of the polearm.

Early shields were made from hide or leather stretched over a wicker frame. Later, shields would be made of wood, sometimes with a rawhide or metal rim, sometimes covered with canvas or leather. The Greeks famously used round bronze shields, while the Romans returned to wooden shields. During the Middle Ages, metal shields became viable once again and smaller shields are generally made of metal.

Strapped vs Boss-Held

Shields can be used in two ways; strapped or boss-held (or boss-gripped). Boss-held shields are held by a central handle, with the hand itself being protected by a hemisphere of metal or, rarely, wood, called the boss. This allows the shield to be maneuvered quickly and to a number of different positions, giving the shield a great deal of flexibility. Boss-gripped shields were generally phased out with the arrival of mounted knights, as well as the adoption of large, teardrop-shaped kite shields. However, the buckler, which is becoming more and more popular, is boss-held.

A strapped shield is strapped to the arm, sometimes with a longer strap going over the shoulder and around the body as well, and is held by a handle forward of the straps. This allows the wearer to release his grip on the shield and use the hand, while still maintaining the shield on his arm. While this does not allow the user to use the free hand for a weapon, it does allow him to hold the reins of a horse. The straps also allows for the wearer to maneuver large, heavy shields, such the kite shield.

Shield Types

Scutum: This is the classic, Roman shield of the imperial period. It is large, square, curved for maximum protection and made of three sheets of wood, covered in canvas or leather, with a metal rim and a metal boss. This shield is boss-held and while very protective, limits maneuverability and is quite heavy at up to 22 pounds.

Parry Difficulty 6, *Attack Penalty* +2, *Penalty* (As worn armor) 1

Round Shield: This shield is most associated with the Vikings. It is a large, round shield made of planks of wood, with a central boss often made of iron, and often covered in wool, linen or leather. May or may not have a rim; hide rims were very common, metal ones less so, unrimmed shields were very uncommon. The Vikings knew that their shields would rarely last long and typically carried more than one and often trained in using just the shield boss as both a tiny buckler and to punch with. These shields would often be painted. Many other cultures used similar shields; the Greeks had round shields made of bronze, while the early Roman shields were actually round. Anglo-Saxon shields were usually a bit smaller, but otherwise similar.

Parry Difficulty 5, *Attack Penalty* +1 (not against attacks aimed at the legs), +1 difficulty to all Ride rolls and to all rolls to block with if mounted.

Kite Shield: This shield took over from the round shield as the shield of choice for foot soldiers at the end of the 10th century and is still the most popular. This shield has a teardrop shape, allowing for the protection of the legs as well as the body and can be used by mounted warriors as well, though the length of the shield prevents it from being used to protect the weapon side. 13th century kite shields have a flat top, rather than the teardrop shape, allowing soldiers to hold the shield upright without limiting their field of vision. Made from wood, the kite shield usually has a rim, either hide or metal, as well as cloth or leather facing and, interestingly, although it is a strapped shield, most of them retain a shield boss, even though this serves no

practical purpose anymore. This shield has spread eastward to the Byzantine Empire, though not into the Muslim world.

Parry Difficulty 6, *Attack Penalty* +1 (older models have an *Alertness Penalty* of 1), when used mounted, the Kite Shield only protects the front and shield side, but at +2. It cannot block attacks from the non-shield side.

Heater Shield: This is a smaller, more manageable version of the kite shield, with a flat top and a pointed bottom. With the improvement of leg protection, this shield has become more and more popular and is beginning to eclipse the heavy and clumsy kite shield, especially among mounted warriors. While the heater is usually made of wood, wealthy knights have begun to have metal ones made. These shields are always covered in fabric and usually painted, especially if the wielder is a knight.

Parry Difficulty 5, *Attack Penalty* +1 (not against attacks aimed at the legs)

Targe: The targe is a round shield, smaller than the Viking round shield, larger than the buckler and most famously used by the Scots, though these types of shields are in use all around Europe. It is generally made of wood covered in fabric or leather, usually rimmed and very often decorated with embossing and/or brass or silver nails. This shield is carried strapped, without a boss. It has not yet developed the spike that would later be added to some targes. A few of these shields were made of iron or iron-plated wood. The stats for this shield can also be used for various mid-sized shields from the Muslim world, such as the Moorish adarga.

Parry Difficulty 5, *Attack Penalty* +1 (not against attacks aimed at the legs)

Buckler: The buckler is a small, usually round, all-metal shield, possibly developed from the shield boss. It is gaining popularity as a civilian shield for self-defense and duels; the small size of the buckler makes it useless against incoming missile fire. However, this allows it to be used very swiftly, while the metal construction makes it very protective. In decades to come, the buckler will become a very popular shield.

Parry Difficulty 4, *Attack Penalty* 0

APPENDIX ONE:
OPTIONAL RULES

There will be killing till the score is paid.

– Homer, *The Odyssey*

The following is a collection of optional rules, designed to add a bit more flexibility and realism to the game. Most of the rules are designed to work with the Alternate Weapon and Armor rules. The rules are meant to supplement combat scenes without slowing them down too much, not serve as an accurate simulator of 13th century combat.

Alternate Weapons and Armor Rules

In the descriptions above, the weapons, armors and shields are given stats in line with the rules presented in the **DA:V20** rules. Presented here are some alternate rules for weapons and armor, to be used in conjunction with some or all of the other rules presented in this appendix.

The updated stats for weapons and armor are listed in Appendix Two. They generally increase the lethality of weapons and the effectiveness of armor. The end result is that weapons are a bit more dangerous to unarmored people and that armor is more effective against weapons without Armor Piercing. Both weapons and armor and are given more qualities to distinguish them.

Weapon and Armor Quality

Only craftsmen of exceptional skill (Crafts 4+) can make weapons and armor of superior quality. Such masterworks cost at least 1 more than normal and takes twice as long or longer to make. Also, craftsmen of this skill are often already employed by wealthy nobles or will have a long waiting list.

A quality melee weapon allows for one or more of the dice added to Strength for damage (from the weapon or from attack successes) to count as two successes if they come up 10 (consider these dice to have a Specialty in doing damage). A weaponsmith with Crafts 4 can make a weapon

where 1 – 2 of the dice count twice, one with Crafts 5 can make one where 3 – 4 count twice and a supernaturally skilled smith (Crafts 6+) can make weapons where 5 of the dice count twice. Obviously, these dice should be rolled separately or using dice of a different color.

A quality throwing weapon works a bit differently. A weaponsmith with Crafts 4 can make a weapon with +10% Range, one with Crafts 5 can make one where 1 – 2 of the dice count twice, one with Crafts 6+ can make weapons where 3 of the dice count twice; the effects of range increase and damage dice stacks.

For bows, a bowyer with Crafts 4 can make a bow with +10% Range. One with Crafts 5 can make one with a Strength 1 higher than normal for that bow type. One with Crafts 6+ can make a bow that functions at one Strength higher than the Strength needed to draw it (all of these improvements are cumulative).

For crossbows, a crossbow maker with Crafts 4 can make a crossbow with +10% Range. One with Crafts 5 can make a crossbow that has one less Strength requirement for reload purposes, and one with Crafts 6+ can make a crossbow whose Damage is equal to the crossbows' Strength -2, rather than -3 (all of these improvements are cumulative).

For arrows, a fletcher with Crafts 4 can make arrows that add +10% range (cumulative with a quality bow or crossbow), one with Crafts 5 can make arrows with +1 Armor Penetration and one with Crafts 6+ can make arrows where 2 dice that come up 10 counts as two successes (all of these improvements are cumulative).

For armor, an armorsmith with Crafts 4 can make armor where 1 – 2 armor dice (no more than half the armor's normal soak, rounded down) that comes up 10 counts as two successes. One with Crafts 5 can make specifically tailored armor that reduces Dexterity or Alertness Penalties by 1 and a smith with Crafts 6+ can make armor that negates up to 2 points of Armor Piercing (all of these improvements are cumulative).

For shields, the skill of the maker makes less of a difference. A shield-maker with Crafts 4+ who takes the time can make a shield that has an addition Health Level per dot of Crafts above 3.

In addition to this, there are rumors of secret, lost techniques. For example, whoever created the original Ulfberht swords (see below) used techniques that made them the equal of a Crafts 6 craftsman.

Low-quality weapons and armor cost one less dot of Resources to acquire. Melee weapon lose a point of Armor Penetration (if they had none, armor gains an additional die of Soak). Throwing weapons suffer the same fate and lose 10% range. In addition a botched attack roll or parry will destroy the weapon.

Low-quality bows lose 10% range and can only be made up to a Strength of 1 less than normal (so a low-quality self bow's maximum Strength would be 3). A botched attack roll will break the bowstave. A low-quality crossbow suffers a 10% range penalty and damage is equal to the crossbow's Strength -4. On a botched attack roll, the string snaps.

Low-quality body armor adds one to the armor's M penalty. Low-quality helmets lose a die of Soak instead. Low-quality shields have one less Health Level.

Materials

Throughout history, many different materials have been used to make weapons and armor, from wood, stone and bone all the way to steel. Most weapons of the 13th century have at least a steel edge, and metal armor and helmets are usually made of steel. Shields are still primarily wood, though bucklers and some heater shields are made out of steel.

Wood: Man's first weapons were wood, just a stick being picked up. In the 13th century, very few wooden weapons remain; mainly just clubs and staves. However, vampires must always be wary of wooden stakes.

Blunt weapons made of wood gives metal armor 0/+1 soak. Impaling weapons made of wood, such as stakes and arrows without arrowheads, give non-metal armor +2/0 soak and metal armor +6/0 soak. In addition, should a stake fail to penetrate metal armor, it will break.

Stone: From just a stone-headed club to the beautifully made flint knives of Stone Age Denmark, stone was, for a long time, the material of choice for weapons. However, by the time actual warfare came around, stone had been supplanted by bronze. But some ancient stone weapons might have been enchanted by the shamans of old and thus have some use in the 13th century. Slingers still use stones, while an unarmed person might pick up a stone in desperation. And finally, some primitive tribes might still linger in the unexplored places of the world, using only stone weapons.

Blunt stone weapons generally count as clubs or smooth maces, unless it is a stone just picked up – blunt stone weapons add 0/+1 to the soak of bronze armor, +1/0 to iron armor and +1/+1 to steel armor. Cutting stone weapons will be knives, axes or, very rarely, daggers. They can be incredibly sharp, but fare poorly against metal armor. Cutting stone weapons add +1/0 to the soak of bronze armor, +1/+1 to iron armor +2/+1 to steel armor. Impaling stone weapon will be arrowheads or the occasional stone dagger made with a narrow tip. However, such tips are very brittle and will often break off. Impaling stone weapons add 0/+1 to the soak of bronze armor, +1/0 to iron armor +2/+1 to steel armor

Many surviving cutting stone weapons will be of exceptional quality.

Bronze: Bronze was one of the first metals that man learned to shape and it lent itself well to weapon-making. Bronze is cast rather than forged, so it's possible to make far more precise shapes than with forging, with much less effort.

However, bronze is softer than iron or steel. Weapons absorb more of the impact, transferring less force to the target, while armor made of bronze is vulnerable to harder metals. Bronze also cannot be made into longer swords without seriously strengthening the middle of the blade so the weapon does not bend under its own weight.

Blunt weapons made of bronze add 0/+1 to the soak of steel armor. Cutting and piercing weapons made of bronze add +1/+1 to the soak of iron armor and +1/+2 to steel armor.

Iron: When the secret of iron forging spread across the world, this new weapon slowly but surely pushed out bronze. In the beginning, smiths that could shape iron were few and far between, often considered mystics or wizards by their surroundings. The first iron weapons and armors were very prestigious items, but as iron working became more and more common knowledge, regular warriors were able to equip themselves with iron.

Cutting and piercing weapons made of iron gain +2 to armor piercing against bronze armor and add 0/+1 to the soak of steel armor.

Steel: Steel is the newest metal and the apex of the metallurgical art. It can be forced to be hard, yet is still flexible enough not to shatter under impact. Steel has more or less pushed out iron as the metal of choice for weapons and armor, at least in what people see as the civilized world. Metallurgy and smithing techniques are still struggling with creating steel of a uniform quality, but slowly, surely, longer blades and larger metal plates are becoming a reality.

Blunt weapons made of steel gain +1 to armor piercing against bronze armor. Cutting and piercing weapons made of steel gain +3 to armor piercing against bronze armor and +1 against iron armor.

Supernatural: This refers to the natural weapons of supernatural creatures, such as the fangs of a Cainite or the claws of a Lupine, including any natural weapons created by Disciplines. These attacks gain an armor piercing bonus equal to the number of dice they add to Strength – so, the fangs of vampire have Armor Piercing: 1.

Balanced Weapons and Parrying

The default difficulty for parrying is 7, not 6 – there is a reason why people prefer using shields. However, some weapons are better balanced, quick to be moved and to recover. Parrying with balanced weapons is only difficulty 6.

Ranged Weapons

All ranged weapons have a range dependent on the Strength of the user (or in the case of crossbows, the crossbow). This range is divided into four sections; short, medium, long and extreme. Medium range is +1 difficulty to hit, long range is +2 and extreme range is +3 difficulty. At extreme range, weapons do 1 less die of damage. When aiming, bonus dice can be traded in to reduce the difficulty of a shot beyond short range.

Shooting a ranged weapon into a melee fight is a fairly bad idea (unless you don't care who you hit). For each participant in a melee, roll an additional die – this die only has an effect if it comes up 1. A botch naturally means you hit someone you did not mean to.

Using ranged weapons from a moving mount is not easy. In addition to Archery or Athletics being capped by the Ride skill, thrown and bow attacks are at +1 difficulty if the horse is stationary, +2 if it is moving, and the only bow that can be used from horseback is the composite bow. Crossbows are only at +1 if the horse is moving.

Bows

When shooting a bow, it takes one turn to pull out and nock an arrow, one turn to draw the bow and then one turn to loose the arrow. This means that a bow can be shot once every third turn. However, if arrows are placed in the ground in front of the archer or held between the fingers of the drawing hand, nocking the arrow can be done in the same turn as drawing, allowing the bow to be shot once every two turns. This also assumes you draw back the bow as far as possible for maximum effect. You can chose to draw the bow back less, in order to shoot faster. By halving your effective Strength (rounded down), you can draw and shoot a bow in one turn. Combined with arrows in the ground or between fingers, this can allow an archer to loose an arrow each turn. Archers using the Hail of Arrows and Suppressive Fire maneuvers (see DA:V20 page 348) must have their arrows prepared and can only use the lesser draw Strength.

Archers can take multiple action penalties to draw and loose faster; this can make Cainites with Celerity devastatingly fast archers.

When drawing a bow with full strength, an archer's muscles will begin to tremble and he will be unable to hold the pull for very long. As such, you cannot aim with a bow for more than a single round.

While arrowheads are fairly sturdy, the shafts are not. And arrows that miss the target will easily get lost. An arrow that hits the target is destroyed half the time (though the arrowhead is still reusable), while arrows that miss the target are completely lost half the time. Therefore, recovering arrows is time-consuming and often unsuccessful.

Crossbows

Loading a crossbow requires one turn to pull the bolt (unless it has been prepared, as with bows above), as well as one or more rounds to span that crossbow. If aids are used to span the crossbow, some of these also take some time; a cranequin takes one turn to attach and one turn to detach, while a windlass takes two turns to attach and one to detach.

Crossbows can be carried spanned, so that the first shot can be taken very quickly. They can also be fired from horseback unless they have a Strength of 10 or more. Finally, since crossbows are so easy to use, you do not suffer a +1 difficulty penalty to shoot one without Archery. However, reloading without Archery takes 1 more turn.

Since shooting a crossbow does not require any big movements, it is not penalized by armor.

Fast Weapons

Some weapons are very quick to maneuver and add a bonus to Initiative. In order to get this Initiative bonus, you have to declare that you will use this weapon for attack and/or defense before rolling Initiative. After claiming such a bonus, you must use this weapon for your first offensive or defensive action, unless you have a shield, in which case, you can block with this rather than take the declared action.

The Lance Charge

The most devastating attack is the lance charge – a heavy war horse coming at full speed, with all the speed, strength and weight concentrated on a single point.

The power of the lance charge comes from the fact that it is not the strength of the wielder, but that of the horse that matters. The Strength of various horses is listed on page 398 of DA:V20. However, this is simply their overall strength, determining how much they can pull or carry. In a lance charge, the weight of the horse comes into play as well. This adds +2 to the Strength of a horse in order to determine the damage of the lance.

Using a Weapon in Two Hands

Weapons that are marked as "May be used Two-handed" are normally used in one hand, but may be wielded in two hands. When doing so, you are considered to have +1 Strength for the purposes of Damage and meeting the minimum Strength requirement.

If you wield a weapon in two hands, whether it is originally a two-handed weapon or not, you are considered to have +1 Strength when resisting the Disarm maneuver.

Weapons cannot be used in two hands while on horseback.

New Merits

All of these are Physical Merits.

Cavalryman (1 pt): Your effective Ride skill is considered to be +1 for the purposes of limiting other skills while on horseback and all difficulties to remain in the saddle or avoid damage from falling from horseback is reduced by 1.

Archer (2/3 pts): You have trained for years in the smooth pull of the bow. You are considered to have +1 Strength for meeting the Strength requirements of bows and may use the Hail of Arrows and Suppressive Fire maneuvers (see DA:V20 page 348). At 3 points, you are considered to be at +2 Strength and add +10% (rounded up) to all bow ranges.

Armor Training (2/3/4 pts): You have trained for years to fight and run while wearing armor. You reduce all M and C penalties in armor by 1. At 3 points, you reduce all V penalties by 1. At 4 points, you reduce C penalties by one additional point (see below for armor penalties).

Crossbowman (2/3 pts): You have trained for years to reload crossbows faster and shoot them further. For loading times of 2 – 5 turns, you reduce the loading time by 1 turn. For loading times above 5, you reduce it by 2. At 3 points, you add +10% (rounded up) to all crossbow ranges and

reduce loading time by another turn, though never below one turn.

Mounted Archer (2 pts): When using a bow, crossbow or thrown weapon (choose one) from horseback, your Archery or Athletics skill is not capped by your Ride skill, and penalties from the movement of the horse is reduced by 1.

Shield Training (2/3 pts): You have trained extensively in the art of fighting with a one-handed weapon and a shield. You reduce all M penalties from a shield by 1. At 3 points, you also reduce all C penalties by 1 and add one to your shield's Damage Threshold (see below for new shield rules).

Weapon Length

The length of a weapon is extremely important in combat, as longer weapons can keep an opponent at bay, while shorter weapons are good in very close quarters.

Weapons lengths go from 0 to 4. For weapons length 0 to 3, weapons with a greater length automatically win initiative ties. Anyone wielding a weapon with length 4 against a shorter weapon gets +1 die to their attack and defense rolls (including dodging), while anyone attacking a weapon with a length of 4 with a shorter weapon gets a -1 die penalty on attack rolls (but not defense rolls) and also a +1 difficulty if using a weapon with a length of 0. However, a weapon with a length of 4 cannot be used if an opponent has used the Going Close maneuver (see below) and weapons beyond length 0 suffer a +1 difficulty penalty when used close. Also, weapons with a length of 4 cannot be used in cramped quarters – thrusting weapons are more forgiving than chopping ones when it comes to determining what constitutes cramped quarters.

Weapons with a length of 0 can be used to attack an opponent in a Clinch (using the Clinch maneuver automatically moves the combat close). If you do so, you only roll Strength on the opposed roll if your opponent tried to break the Clinch. Attacks in a Clinch are dodged at difficulty 9 and cannot be blocked.

Natural Weapons

For humans, the natural weapons are the hands and feet. Covered as they are in flesh and with relatively small bones beneath that flesh, they do not make for great weapons and attacking an armored opponent is a very bad idea.

A punch can target the head at only +1 difficulty, while a kick can target the legs or an opponent lying down with no additional difficulty, but targets the hands and head at +3 difficulty rather than +2. Punching or kicking metal armor (or getting a punch or kick blocked by a shield) will hurt. A hand will be protected if the attacker is wearing the gauntlets of knight's armor or a cestus, while the feet will be protected by heavy boots. If the attacking limb is not protected, the attacker rolls the same number of damage dice against himself as he does against the opponent. The damage is Bashing.

In addition to possibly hurting the attacker, a human's natural weapons fare quite poorly against armor. Non-metal armor gets 0/+1 soak against punches and kicks, metal armor gets +1/+1.

Many animals have natural weapons that are quite a bit more efficient than a human's. The teeth, claws and hooves of animals not only do more damage, they also don't carry the risk of injury if hitting shields or metal armor. However, claws and teeth fare exceptionally poorly against metal armor, which gains +2/0 soak against them.

Armor soak, penalties, and circumvention

Armor soak is listed as two numbers, for example 1/3. The first number is automatic soak successes, while the second is the number of soak dice rolled. Any armor piercing modifiers reduce automatic successes first, before reducing dice rolled. Armor soak is difficulty 6 and can be used against any physical damage, be it bashing, lethal or aggravated.

Armor (and shields) also carry a number of penalties, labeled M, S, C, H and V. M is penalties on Movement, Initiative and all Dexterity rolls that are not attack or defense or Stealth rolls. This penalty becomes a plus to difficulties for swimming, so armor with an M penalty of -1 had +1 difficulty on rolls for swimming. S is penalties on Stealth rolls. C is penalties on Dexterity rolls that are attack and defense rolls, as well as combat maneuvers. H is penalties to hearing-based Perception rolls. V is penalties on vision-based Perception rolls. All of these penalties are cumulative with shields.

Armor also has a Circumvention Penalty. This is the difficulty penalty for attacks aimed at areas not covered by the armor. Attacking the head instead targets the helmet, which has its own circumvention penalty, which is in addition to the +2 difficulty for targeting the head. For

For example, trying to circumvent Cuir Boulli armor is at +2 difficulty to the attack roll, while trying to circumvent a Nasal Helmet is at +3 difficulty (+1 for the helmet itself and +2 for targeting the head).

Spears and Shields

Among the advantages of a spear is that the length allows the user to attack with the tip while still keeping their shield in a defensive posture. Spears and lances negate one point of C penalty from shields.

Attacks from Above

Attacks from an elevated position, such as from horseback, are generally more effective, especially swung attacks. With a swung attack, the enemy gets -1 die to all parry and block rolls. In addition, attacks from above target the head at only +1 difficulty. This does not apply to lance charges, where you have enough to do keeping the lance on target while atop a galloping horse.

Shields

When it comes to melee attacks, the difficulty for a shield block depends on the shield in question. Thrown attacks are blocked at +1 difficulty compared to melee attacks.

Blocking arrows is difficulty 9 at short and medium range, -1 per range beyond medium. In addition to blocking, some shields also increase the difficulty of hitting the user. This difficulty only applies to melee and thrown attacks.

Shields only protect certain areas with their increased attack penalty. Targeting an area outside this does not have an increased difficulty. Shields block against attacks aimed at the areas the shield covers gains +1 die. For example, the round shield covers both arms and the body, meaning that attacks specifically targeting the arms or body are blocked with an additional die.

Shields often get damaged in combat. All shields have a Damage Threshold listed. If a shield is used to block a lethal attack with a base damage (that is Strength + the bonus of the weapon used) equal to or greater than the Damage Threshold, the shield takes one Health Level of damage. The Damage Threshold of shields assumes that they are made out of wood and rimmed with hide or leather. If a shield is rimmed with metal, it gets +1 Damage Threshold. If the shield itself is metal, it gets +2 Damage Threshold.

Some weapons are more effective against shields, some less. Weapons with a curved edge, such as axes and voulges, add 1 to their damage to overcome the Damage Threshold, while piercing weapons subtract 1. Wooden weapons also subtract 1 when hitting a metal shield.

Damage to a shield has the following effects

Bruised	No effect
Hurt	+1 difficulty to block with the shield
Injured	+1 difficulty to block with the shield
Wounded	Shield's Damage Threshold is -1
Mauled	Shield's Damage Threshold is -2
Crippled	+2 difficulty to block with the shield
Incapacitated	Shield Destroyed

Dodging

The difficulty to dodge an attack depends on what type of attack it is. For missile attacks, dodging throwing weapons is difficulty 8, dodging arrows is difficulty 9.

For melee attacks, the difficulty depends on how much room you have to maneuver. If you can take 2 steps back and to either side, the difficulty is 6. If one of these options is not there, the difficulty is 7. If you can only take 1 step back or to either side, the difficulty is 8. If you cannot take any steps, the difficulty is 9.

New Combat Maneuvers

Going Close: You attempt to change the distance of the engagement and get in close with your opponent, to take advantage of a shorter weapon or negate the advantage of a longer one. Roll Dexterity + Brawl (if unarmed) or Melee (if you are using a weapon), with a difficulty equal to the higher of opponent's Athletics, Brawl (if opponent is unarmed), or Melee (if opponent is armed). This roll is modified by weapon length as if it were an attack (see above). If you succeed, the combat moves to close reach, limiting what weapons can be used.

Dice Pool: Dexterity + Brawl or Melee

Difficulty: Opponent's Athletics, Brawl, or Melee

Damage: None

Separate: You attempt to get away from your opponent to make better use of a longer weapon. Roll Dexterity + Athletics, with a difficulty equal to the higher of opponent's Athletics, Brawl (if opponent is unarmed), or Melee (if opponent is armed). If you have a shield or a pole weapon, you can use that to shove your opponent; if you have pole weapon, you get +1 die, if you have a shield you get +2.

Dice Pool: Dexterity + Athletics

Difficulty: Opponent's Athletics, Brawl, or Melee

Damage: None

Shield Hack: You attack your opponent's shield in order to damage it. Your opponent gets a free Perception + Melee roll (difficulty equal to your Wits + Melee) in order to recognize that you are doing a shield hack – if they succeed, they realize what is being attempted and can dodge or parry. Shield hack cannot be blocked (and shields give no

defensive bonus). If you hit, add your successes on the attack roll to the base damage to see if you overcome the shield's Damage Threshold.

Dice Pool: Dexterity + Melee

Difficulty: Normal **Damage:** Per Weapon

Shield Hook: You hook the top of your opponent's shield in order to move it away. This requires a weapon capable of hooking – an axe, boar/winged spear or peasant's polearm can do that, as can a dagger held point-down. Your opponent gets a free Perception + Melee roll (difficulty equal to your Wits + Melee) in order to recognize that you are doing a shield hook – if they succeed, they realize what is being attempted and can dodge or parry.. Shield hook cannot be blocked and shields give no defensive bonus. If you succeed, your opponent cannot use his shield until he takes an action to clear it – this action is not rolled, but counts towards multiple action penalties. Should you attack with the weapon hooking the shield or a weapon in the other hand, your opponent recovers as a free action, but this attack cannot be blocked and the shield offers no defensive bonus.

Dice Pool: Dexterity + Melee

Difficulty: Normal **Damage:** None

Legendary Weapons

Ulfberht Swords: The true Ulfberht swords were made in the 9th or 10th century somewhere in Scandinavia, probably Norway. The smith, who may or may not have been named Ulfberht, inlaid his swords with "+ULFBERH+T". Later, other smiths drew on the Ulfberht legend, but none ever copied this specific inlay, instead using slight variations.

Whoever this smith was, he knew a secret technique that has yet to be rediscovered. All true Ulfberht swords are steel swords of the spatha type and count all 10s rolled on the dice added to strength as 2 successes.

Wayland Swords: Wayland the Smith (also called Völundr) was a smith that lived sometime during the 8th or 9th century, somewhere in northwestern England. He was a supernaturally skilled smith, able to create masterful blades and, it is rumored, other magical items, such as rings.

Several swords are attributed to Wayland; *Almace*, the sword of Tilpin, *Curtana*, the sword of Ogier the Dane, *Durendal*, the sword of Roland, *Mimung*, a sword he forged to fight a rival blacksmith, and *Gram*, the sword Sigurd used to defeat the dragon Fafner. More might have been created and lost to time. While Wayland's swords differ in size and construction, they are all iron blades of the spatha type. Armor, be it natural, man-made, or created through supernatural powers like Cainite Disciplines, provides no protection against a blade forged by Wayland. Some Cainite scholars debate whether Wayland was fae, a mortal wizard or something else.

Gáe Bulg: This spear was given to the warrior Cúchulainn by his mentor, the warrior woman Scáthach. It was made from the bones of a dead sea monster. Certainly, more than one spear could have been made and Cainite legends state that Scáthach is a vampire of the Lamia bloodline. As such, some Cainite warriors search for more spears of this kind.

A Gáe Bulg counts as a steel spear despite being made of bone and can be thrown with the range and accuracy of a javelin. When entering a body, the barbs dig in and pulling out the Gáe Bulg causes 1 Health Level of unsoakable damage.

Looking to the Future

One of the great things about the **Dark Ages: Vampire** setting is the opportunity to play through the ages, watching history unfold and seeing your characters grow in age and power. And as with all technology, weapons and armor changes and improves with the times.

Maces first become all-steel flanged maces, but eventually, even they struggle to penetrate plate armor. While some maces are weighted with lead, and thus require prodigious strength to use, warhammers, with a spike on one side and a hammer head on the other, become popular. Flails, both one and two-handed, also come into use, though they are never all that popular.

One-handed axes soon disappear from the battlefield and become rare as anything but tools, except on ships. Pole weapons with axe heads, however, come to dominate the battlefield in the form of poleaxes, halberds, bardiches and the like.

Swords lengthen, with narrow points and longer grips, developing into longswords in the first decades of the 14th century. The falchion remains in use against people in light armor and develops a number of shapes – in northern Germany and Scandinavia, a variation of the falchion called the messer becomes extremely popular, especially as a civilian weapon.

With the development of better armor, pole weapons soon take over the battlefield (and become popular as dueling weapons for knights) and develop into a truly bewildering number of types and variations. The lance, wielded by a charging knight atop a warhorse, remains the most dangerous weapon and several polearms try to counter it, ending with the massively long pike.

Throwing weapons and slings, already on the out, more or less completely disappear, both from the battlefield and civilian use. On the continent, bows are mainly relegated to hunting, except among mounted cultures like the Mongols, Magyars, Turks and the like. However, the English warbow manage to give the crossbow some serious competition, until armor technology advances to the point that only the heaviest (and slowest) crossbows can penetrate it.

Padded armor becomes more and more widespread among common troops, to the point where even the poorest conscripted peasant will wear it. Metal armor, meanwhile goes in two different directions; coat-of-plates and brigandine, alone or over mail armor, adds protection without sacrificing too much mobility. Plate armor, meanwhile, continues to add more and more plates, until it becomes an almost impenetrable steel suit that allows for very little mobility other than attacking an opponent.

With armor becoming better and better, the importance of shields recede. Bigger, heavier weapons are needed to penetrate heavier armor and heavier armor can protect a warrior well enough that a shield is not essential. Shields continue to be used by mounted knights and by footmen using one-handed weapons, mainly of the heater or targe style. The buckler becomes a very popular shield for civilian use.

If you want to do your own research into when weapons become available, the YouTube channels mentioned in the Introduction is a good place to start.

APPENDIX TWO:
TABLES AND TEMPLATES

The infantry was heavy, because they had helmets, coats of mail, greaves, shields, larger swords, five weighted darts placed in the shields, which they hurl at the beginning of the assault, then double throwables, a larger one with an iron point of nine ounces and a stock of five and one-half feet, which was called a pilum, but now is called a spiculum, in the use of which the soldiers were especially practiced, and with skill and courage could penetrate the shields of the infantry and the mail of the cavalry.

– Vegetius, *De Rei Militari, Book 2*

WEAPON TABLES

This appendix has tables for weapons, armor and shields using both the basic rules from the **DA: V20** book and the alternate rules from this book.

In addition, there are some templates for equipment for various kinds of Storyteller Characters, using all the new types of weapons, armor and shields in this book.

Basic Weapon Rules

Melee Weapons

Weapon	Damage	Conceal	Min Str	Notes
				Blunt Weapons
Club	Str+2B	C	2	May be used Two-Handed, can be thrown
Small Mace	Str+3B	C	2	May be used Two-Handed, can be thrown (+1 diff.)
Flanged Mace	Str+3L	L	3	May be used Two-Handed, Armor Piercing: 1
Military Flail	Str+3B	L	3	+1 diff. to block or parry this weapon
				Axes
Hand Axe	Str+1L	C	2	Can be thrown
Battle Axe	Str+3L	L	3	May be used Two-Handed, Armor Piercing: 1
Dane Axe	Str+4L	N	4	Two-Handed, Armor Piercing: 1
Tool Axe	Str+2L	L	3	Can be used Two-Handed, +1 difficulty
				Blades
Knife	Str+0L	P	2	Can be thrown (+1 diff.)
Dagger	Str+1L	C	1	Armor Piercing: 2
Shortsword	Str+2L	C	2	
Arming Sword	Str+3L	L	3	
Spatha	Str+3L	L	3	
Falchion	Str+3L	L	3	Armor Piercing: 2 or -2
Curved Sword	Str+2L	L	3	+1 Damage when used from an elevated position
				Pole Weapons
Spear	Str+2L	N	3	Armor Piercing: 2, may be used Two-Handed, can be thrown
Boar Spear	Str+2L	N	3	Armor Piercing: 2, may be used Two-Handed
Lance (mounted)	Str+3L	N	3	Armor Piercing: 3
Quarterstaff	Str+3B/4B	N	2	+2 dice to Sweep, Two-Handed
Pitchfork	Str+1L	N	2	Armor Piercing: -3 (wood) or 1 (iron), Two-Handed
Fauchard	Str+4L	N	3	+1 die to Sweep, Two-Handed
Glaive	Str+4L	N	3	Armor Piercing: 1, Two-Handed
Guisarme	Str+2L	N	3	+2 die to Sweep, Two-Handed
Voulge	Str+3L	N	3	Armor Piercing: 3, Two-Handed
Atgeir	Str+4L	N	3	Armor Piercing: 1, Two-Handed
				Other
Stake	Str+0L	C	2	Armor Piercing: -4

Archery Weapons Weapons

Weapon	Damage	Range	Conceal	Max Str	Notes
				Bows	
Self Bow	Str+0L	Strx25	L	4	Armor Piercing: 1 (Str 4)
Longbow	Str+0L	Strx25	N	5	Armor Piercing: 1 (Str 4), 2 (Str 5)
Warbow	Str+0L	Strx25	N	7	Armor Piercing: 1 (Str 4), 2 (Str 5), 3 (Str 6-7)
Recurve Bow	Str+0L	Strx20	L	6	Armor Piercing: 1 (Str 4), 2 (Str 5), 3 (Str 6)
				Crossbows	
Crossbow	Str-3L	Strx20	L-N	13	Armor Piercing: 1 (Dam 4), 2 (Dam 5), 3 (Dam 6-8), 4 (Dam 9-10)
				Slings	
Sling	Str+2L	Strx10	P	N	May be twirled for 1 turn for +1 Strength
Staff Sling	Str+3L	Strx15	N	N	

Athletics Weapons

Weapon	Damage	Range	Conceal	Notes
Knife	Str+0L	Strx5	P	+1 difficulty
Club	Str+2B	Strx5	C	+1 difficulty if not balanced for throwing
Small Mace	Str+3B	Strx4	C	+1 difficulty 1
Hatchet	Str+2L	Strx6	C	
Spear	Str+2L	Strx4	N	Armor Piercing: 2, +1 difficulty if not balanced for throwing
Javelin	Str+2L	Strx7	N	Armor Piercing: 2, may stick in shields
Plumbata	Str+2L	Strx6	C	
Rock	Str+0B	Strx5	P	

Brawl Weapons

Weapon	Damage	Conceal	Min Str	Notes
Punch	Str+0B	NA	0	
Kick	Str+1B	NA	0	+1 difficulty
Cestus	Str+1B	P	1	+1 difficulty for gauntlets
Animal Bite	Str+1L (or more)	NA	0	Armor Piercing: -1 against metal armor
Animal Claw	Str+0L (or more)	NA	0	Armor Piercing: -1 against metal armor
Horse Kick	Str+2	NA	0	Does Str+3B if the horse is shod
Rock	Str+1B	P	1	Armor Piercing: -1 against metal armor
Branch	Str+2B	C	2	+1 difficulty
Chair	Str+3B	N	2	+1 diff., may be used Two-Handed, AP: -1 against metal armor
Small Table	Str+5B	N	3	+2 diff. (+1 if Str 4), AP: -1 against metal armor, Two-Handed

Basic Armor Rules

Armor

Armor	Rating	Penalty
Non-Metal Armor		
Heavy Clothing	1	-
Cuir Bouilli	2	1
Padded Armor	2	1
Lamellar Armor	3	1
Fur and Hide	1-3	-
Metal Armor		
Mail Armor	5	3
Early Mail	4	2
Mail + Lamellar	5	4
Knight's Armor	6	3 (+1 diff. to circumvent)
Metal Lamellar	4	2
Lorica Hamata	3	1
Lorica Musculata	3	2 (+1 Soak vs. impaling)
Lorica Squamata	4	3
Lorica Segmentata	5	3

Helmets

Helmet	Rating	Penalty
Non-Metal Helmets		
Heavy Cap	1	-
Padded Cap	2	-
Metal Helmets		
Mail Coif	3	1
Galea	4	2
Spangelhelm	3	2
Nasal Helmet	4	2
Nasal + Mail	6	3
Kettle Hat	3/5	1
Kettle + Mail	4/6	2
Great Helm	5	3
Great Helm + Mail	6	4

Shields

Shield	Block Diff.	Attack Penalty
Scutum	6	+2 (-1 Armor Penalty)
Round Shield	5	+1 (Not against leg attacks)
Kite Shield	6	+1
- mounted	6	+2 (Only shield side)
Heater Shield	5	+1 (Not against leg attacks)
Targe	6	+1 (Not against leg attacks)
Buckler	5	0

Alternate Weapon Rules

Melee Weapons

Weapon	Damage	AP	Length	Notes
				Blunt Weapons
Club	Str+3B	0	1	May be used Two-Handed, can be thrown, wood
Small Mace	Str+2L	2	1	May be used Two-Handed, can be thrown (+1 diff.)
Flanged Mace	Str+3L	3	1	May be used Two-Handed
Military Flail	Str+3L	2	1	+1 diff. to block this weapon, +2 diff to parry, +1 diff to parry with
				Axes
Hand Axe	Str+3L	1	1	Can be thrown
Battle Axe	Str+4L	1	1	May be used Two-Handed
Dane Axe	Str+6L	2	3	Two-Handed
Tool Axe	Str+4L	1	1	Can be used Two-Handed, -1 die to all uses
				Blades
Knife	Str+1L	0	0	Can be thrown (+1 diff.)
Dagger Cut	Str+2L	0	0	Balanced
– Thrust	Str+2L	2	1	Balanced
Shortsword	Str+3L	1	2	Gladius or seax, Balanced
– cut	Str+3L	0	1	13th century shortsword
Arming Sword	Str+4L	0	2	Balanced, +1 die to Parry
– Thrust	Str+3L	0	3	Balanced, +1 die to Parry
Spatha	Str+4L	0	2	Balanced
– Thrust	Str+3L	0	3	Balanced
Falchion	Str+4L	2/-3	2	AP is 2 vs non-metal armor and -3 vs metal armor
Curved Sword	Str+4L	0	2	Balanced, +1 die to attacks from an elevated position
				Pole Weapons
Spear	Str+3L	2	3	Fast+1, can be thrown
– Two-Handed	Str+4L	3	4	Fast+2
Boar Spear	Str+3L	2	3	Fast+1
– Two-Handed	Str+4L	3	3	Fast+2
Lance Charge	Horse Str+2	3	3	Fast+1
Quarterstaff	Str+4B	0	3	Balanced, Fast+1, +2 dice to Sweep, Two-Handed, wood
– Metal-shod	Str+3L	1	3	Balanced, Fast+1, +2 dice to Sweep, Two-Handed
Pitchfork	Str+2L	1	3	Fast+1, Two-Handed, wood
– Metal	Str+2L	1	3	Fast+1, Two-Handed, iron
Fauchard	Str+5L	2	4	+1 die to Sweep, Two-Handed

Glaive	Str+5L	3	4	Two-Handed
Guisarme	Str+3L	0	4	+2 die to Sweep, Two-Handed
Voulge	Str+6L	2	4	Two-Handed
– Thrust	Str+4L	3	4	Fast+1
Atgeir	Str+5L	2	4	Two-Handed
–Thrust	Str+4L	3	4	Fast+2
				Other
Stake	Str+1L	0	1	Wood

Weapon	Concealability	Minimum Strength	Cost
			Blunt Weapons
Club	C	1	0
Small Mace	C	2	•
Flanged Mace	L	3	•
Military Flail	L	3	••
			Axes
Hand Axe	C	2	•
Battle Axe	L	3	•
Dane Axe	N	3	•
Tool Axe	L	3	•
			Blades
Knife	P	1	•
Dagger	C	1	••
Shortsword	C	2	•• (Gladius or seax is NA)
Arming Sword	L	2	•••
Spatha	L	2	NA
Falchion	L	2	•••
Curved Sword	L	2	•••
			Pole Weapons
Spear	N	2	•
Boar Spear	N	2	••
Lance	N	3	•
Quarterstaff	N	2	0 (wood) or • (metal-shod)
Pitchfork	N	2	0 (wood) or • (metal)
Fauchard	N	3	•
Glaive	N	3	•
Guisarme	N	3	•
Voulge	N	3	•
Atgeir	N	3	NA
			Other
Stake	C	1	0

Archery Weapons Weapons

Weapon	Damage	Short Range	Medium Range	Long Range	Exteme Range
			Bows		
Self Bow	Str+0L	Str x5	Str x10	Str x15	Str x30
Longbow	Str+0L	Str x5	Str x10	Str x20	Str x50
Warbow	Str+0L	Str x5	Str x10	Str x20	Str x50
Recurve Bow	Str+0L	Str x5	Str x10	Str x20	Str x40

			Crossbows		
Crossbow	Str-3L	Str x5	Str x10	Str x15	Str x30
			Slings		
Sling	Str+2L	Str x3	Str x6	Str x12	Str x35
Staff Sling	Str+3L	Str x5	Str x10	Str x20	Str x45

Weapon	Concealability	Max Strength	Cost	Notes
			Bows	
Self Bow	L	4	•	AP: 1 at Str 4
Longbow	N	5	•	AP: 1 at Str 4, 2 at Str 5
Warbow	N	7	••	AP: 1 at Str 4, 2 at Str 5, 3 at Str 6-7
Recurve Bow	L	6	••	AP: 1 at Str 4, 2 at Str 5, 3 at Str 6
			Crossbows	
Crossbow	L/N (Arbalest)	13	• – ••	AP: 1 at Dam 4, 2 at Dam 5, 3 at Dam 6-8, 4 at Dam 9-10
			Slings	
Sling	P	User	0	May be twirled for 1 turn for +1 Strength
Staff Sling	N	User	•	

Ammunition	Effect	Cost
Bodkin Arrow	+1L damage (if wood, can stake)	• for a month's supply, if not making them yourself
Broadhead	+2L damage, -2 AP	• for 20
Armor Piercing	+1L damage, +1 AP	• for 10
Sling Stone	Material is stone	The time it takes to find the right stones
Sling Bullet	+2 AP, counts as iron	• for a season's supply, if not making them yourself

Athletics Weapons

Weapon	Damage	Short Range	Medium Range	Long Range	Extreme Range	Armor Piercing
Knife	Str+2L	Str x2	Str x3	Str x4	Str x6	0
Club	Str+3B	Str x3	Str x5	Str x7	Str x9	0
Small Mace	Str+2L	Str x3	Str x5	Str x7	Str x9	1
Hatchet	Str+3L	Str x4	Str x6	Str x8	Str x10	1
Spear	Str+3L	Str x4	Str x6	Str x8	Str x10	2
Javelin	Str+2L	Str x5	Str x7	Str x10	Str x15	2
Plumbata	Str+2L	Str x4	Str x6	Str x9	Str x12	1
Rock	Str+1B	Str x2	Str x3	Str x4	Str x6	0

Weapon	Concealability	Minimum Strength	Cost	Notes
Knife	P	1	•	+1 difficulty
Club	C	2	0	+1 difficulty if not balanced for throwing
Small Mace	C	2	•	+1 difficulty
Hatchet	C	2	•	
Spear	N	3	•	+1 difficulty if not balanced for throwing
Javelin	N	2	•	May stick in a shield
Plumbata	C	2	•	
Rock	P	1	0	Stone

Brawl Weapons

Weapon	Damage	AP	Length	Notes
Punch	Str+0B	0	0	Natural weapon
Kick	Str+1B	0	0 – 1	+1 diff, except against legs and fallen targets, natural weapon
Cestus	Str+1B	0	0	Enhanced natural weapon, no chance of hurting yourself
Metal Balls/Gauntlet	Str+2B	0	0	Counts as an iron weapon, gauntlets -1 die on all uses
Animal Bite	Str+1L (or more)	1	0	Natural Weapon
Animal Claw	Str+0L (or more)	0	0 – 1	Natural Weapon
Horse Kick	Str+2B	0	0	Natural Weapon
– with shoe	Str+1L	1	0	Iron
Rock	Str+1B	0	0	Stone
Branch	Str+2B	0	1	-1 die to all uses, wood
Chair	Str+3B	1	1	-1 die to all uses, may be used Two-Handed, wood
Small Table	Str+5B	1	2	-1 die to all uses, Two-Handed, wood

Weapon	Concealability	Minimum Strength	Cost
Punch	NA	0	NA
Kick	NA	0	NA
Cestus	P	1	0 (leather/hide version), • (with metal balls)
Animal Bite	NA	0	NA
Animal Claw	NA	0	NA
Horse Kick	NA	0	NA
Rock	P	1	0
Branch	C	2	0
Chair	N	2	NA
Small Table	N	3	NA

Alternate Armor Rules

Armor

Armor	Rating	Penalties	Circumvent	Cost	Notes
		Non-Metal Armor			
Heavy Clothing	0/1	-	+1	0	
Cuir Bouilli	0/3	M -1	+2	•	
Padded Armor	1/2	-	+2	•	
Lamellar Armor	1/3	M -1	+2	•	
Fur and Hide	0/1	-	NA	NA	Large Horse, Tiger, Boar, Wolf, Medium Dog
Fur and Hide	0/2	-	NA	NA	Bear
Fur and Hide	1/2	-	NA	NA	Crocodile
		Metal Armor			
Mail Armor	2/4	M -2, S -2, C -1	+3	•••	Usually steel, can be iron
Early Mail	2/3	M -1, S -2, C -1	+2	••	Usually iron, can be steel
Early Mail + Lamellar	3/3	M -3, S -2, C -2	+2		
Knight's Armor	2/5	M -2, S -3, C -1	+4	••••	Steel
Metal Lamellar	2/3	M -2, S -1, C -1	+2	••	Almost always iron
Lorica Hamata	1/4	M -1, S -1, C -1	+2	NA	Bronze or iron, 0/+1 Rating vs impaling
Lorica Musculata	2/3	M -1	+1	NA	Bronze or iron
Lorica Squamata	2/3	M -2, S -1, C -1	+2	NA	Bronze or iron
Lorica Segmentata	2/4	M -1, S -2, C -1	+2	NA	Iron or steel

Helmets

Helmet	Rating	Penalties	Circumvent	Cost	Notes
			Non-Metal Helmets		
Heavy Cap	0/1	-	+1	•	
Padded Cap	1/2	-	+1	•	
			Metal Helmets		
Mail Coif	1/3	H -2	+2	••	Included in mail and knight's armor
Galea	2/2	V -1, H -2	+2	NA	
Spangelhelm	1/3	H -1	+1	NA	
Nasal Helmet	2/3	H -1	+1	••	
Nasal + Mail	3/4	H -2	+2		
Kettle Hat	2/4	-	+1	••	
– attack from above			+2		
Kettle + Mail	3/5	H -2	+2		
– attack from above			+3		
Great Helm	2/5	V -2, H -2, C -1	+3	••	Included in knight's armor
Great Helm + Mail	3/6	V -2, H -3, C -1	+3		

Shields

Shield	Block Diff.	Attack Penalty	Shield Penalties	Areas Covered	Damage Threshold
Scutum	6	+2	M -1, C -2	Arms, body, legs	7
Round Shield	5	+1	C -1	Arms, body	6
Kite Shield	6	+1	M -1, C -1, V -1	Body, head, shield-side arm, leg	6
– flat-topped	6	+1	M -1, C -1	Body, shield-side arm and leg	6
– mounted	6	+1/+2	- / C -1 (V -1)	(Head) Shield-side body, arm, leg	6
Heater Shield	5	+1	-	Body, shield-side arm	5
Targe	6	+1	-	Body, shield-side arm	5
Buckler	5	0	-	Shield-side hand	5

Shield	Cost	Notes
Scutum	NA	+1 attack penalty vs missiles, cannot be used mounted
Round Shield	•	+1 Damage Threshold if metal-rimmed, +1 difficulty to Ride rolls and blocks if used mounted
Kite Shield	•	Old style, +1 Damage Threshold if metal-rimmed, cost •• for metal-rimmed
– flat-topped		+1 Damage Threshold if metal-rimmed
– mounted		Higher attack penalty is for shield side, can only block attacks from front or shield side
Heater Shield	•/••	Higher cost is for metal shield, +2 Damage Threshold if metal
Targe	•	Higher cost is for metal shield, +1 Damage Threshold if metal-rimmed, +2 if made of metal
Buckler	•	Always made of metal, +1 die to block rolls

Templates

Presented here is a number of templates of weapons, armor and merits for various types of people. They can be used as antagonists, allies, retainers, etc.

When anything is written as a list with "or", the earlier something is mentioned, the more likely it is.

Peasant Conscipt

Weapons: Spear, knife, possibly sling with sling stones or self bow with bodkin arrows

Armor: Heavy clothing, heavy cap

Merits: None

Peasant Militia

Weapons: Spear or peasant polearm, knife, sling with sling stones or self bow with broadhead arrows

Armor: Padded armor, padded cap, unrimmed targe or unrimmed round shield

Merits: None

Burgher Conscipt

Weapons: Tool axe or dagger, knife

Armor: Heavy clothing, possibly heavy cap

Merits: None

Burgher Militia

Weapons: Spear or small mace or hand axe or shortsword or low-quality arming sword, knife, possibly dagger, possibly Str 5-6 crossbow with stirrup and bodkin bolts

Armor: Padded armor, padded cap or low-quality nasal helmet or low-quality kettle hat, unrimmed targe or unrimmed round shield

Merits: None

Wealthy Burger Militia

Weapons: Spear, arming sword or falchion, knife, possibly dagger, Str 6-8 crossbow with goat's foot lever and broadhead bolts

Armor: Mail or early mail, mail coif, possibly nasal helmet or kettle hat, rimmed kite shield or metal heater.

Merits: None

City Thug

Weapons: Club, knife, possible dagger, possibly tool axe, possible small mace

Armor: Heavy clothing, heavy cap

Merits: None

Country Bandit

Weapons: Spear or hand axe, self bow or longbow with bodkin arrows, possibly broadhead arrows

Armor: Heavy clothing or padded armor, heavy cap or padded cap

Merits: None

Pirate, Sea or River

Weapons: Hand axe or battle axe, knife, possibly spear

Armor: Heavy clothing or padded armor, heavy cap or padded cap, possibly unrimmed round shield

Merits: None

Sailor, Ship or Riverboat

Weapons: Knife, tool axe, possibly sling with sling stones or self bow with bodkin arrows

Armor: Possibly heavy clothing

Merits: None

City Watchman

Weapons: Spear, knife, possibly club or small mace, possibly dagger

Armor: Padded armor or early mail, mail coif or kettle hat (possibly with mail coif), unrimmed targe

Merits: Shield Training (2)

Castle/Cathedral Guard

Weapons: Spear, mace or battle axe or arming sword, knife, possibly Str 8-9 crossbow with goat's foot lever or cranequin and broadhead bolts

Armor: Early mail or mail armor, mail coif, possibly kettle hat or nasal helmet, unrimmed or rimmed kite shield

Merits: Armor Training (2), Shield Training (2), possibly Crossbowman (2)

Hunter/Poacher

Weapons: Longbow or Str 8 crossbow with stirrup or goat's foot lever and broadhead bolts, hand axe or battle axe or shortsword, knife

Armor: Heavy clothing, heavy cap

Merits: Archer (3) or Crossbowman (3)

Pilgrim

Weapons: Quarterstaff (possibly metal-shod), knife, possibly small mace or hand axe

Armor: Possibly heavy clothing, possibly heavy cap

Merits: None, but possibly True Faith

Journeyman Craftsman

Weapons: Quarterstaff, knife, possibly tool axe, possible hand axe or small mace

Armor: Heavy clothing, possibly heavy cap

Merits: None

Traveling Merchant

Weapons: Arming sword or high-quality spatha, knife, possibly dagger, possibly Str 5-6 crossbow with stirrup or goat's foot lever and bodkin bolts

Armor: Padded armor or leather lamellar, padded cap or nasal helmet, possibly unrimmed round shield or unrimmed kite shield

Merits: Possibly Shield Training (2)

Mercenary Crossbowman

Weapons: Str 9 crossbow with goat's foot lever or cranequin and broadhead bolts (possibly armor piercing bolts), short sword or hand axe or battle axe or flanged mace, knife, possibly dagger

Armor: Leather lamellar or early mail or mail armor, kettle hat (possibly with mail)

Merits: Crossbowman (3), possibly Armor Training (2)

Mercenary Footman

Weapons: Spear or battle axe or flanged mace, knife, dagger

Armor: Early mail or mail armor, kettle hat and mail coif, unrimmed or rimmed kite shield

Merits: Armor Training (3), Shield Training (3)

Mercenary Serjeant

Weapons: Spear, possibly lance, flanged mace or battle axe or arming sword, knife, dagger

Armor: Early mail or mail armor, nasal helmet and mail coif, rimmed kite shield or heater

Merits: Armor Training (3), Shield Training (2), Cavalryman

Poor Knight

Weapons: Lance, flanged mace or battle axe or arming sword, knife, possibly dagger

Armor: Early mail or low-quality mail armor or low quality knight's armor, nasal helmet and mail coif or low-quality full helm and mail coif, heater or low-quality metal heater

Merits: Armor Training (3), Shield Training (2), Cavalryman

Knight

Weapons: Lance, flanged mace or battle axe or arming sword, knife, dagger

Armor: High quality mail armor or knight's armor, full helm and mail coif, heater or metal heater

Merits: Armor Training (4), Shield Training (2), Cavalryman

Rich Knight

Weapons: Lance, flanged mace or battle axe or arming sword (all of high quality), knife, dagger

Armor: Knight's armor (possibly high quality), full helm and mail coif (possibly high quality), metal heater (possibly high quality)

Merits: Armor Training (4), Shield Training (3), Cavalryman

Lord (Baron, Count, etc)

Weapons: Lance, flanged mace or battle axe or arming sword (all of high quality), knife, dagger

Armor: High quality knight's armor, high quality full helm and mail coif, metal heater (possibly high quality)

Merits: Armor Training (4), Shield Training (3), Cavalryman

Ghoul Bodyguard

Weapons: Arming sword, knife, stake

Armor: Leather lamellar or early mail, nasal helmet, buckler

Merits: Armor Training (3)

Ghoul Haven Guard

Weapons: Arming sword, knife, stake, Str 9 crossbow with goat's foot lever and broadhead bolts, armor piercing bolts and wooden bolts

Armor: Early mail or mail armor, nasal helmet or kettle hat, rimmed kite shield

Merits: Armor Training (3), Shield Training (2)

Mongol Horseman

Weapons: Composite bow with broadhead arrows, lance or spear, curved sword or flanged mace or battle axe, knife

Armor: Leather or iron lamellar or iron lorica squamata or iron early mail, nasal helmet, rimmed targe

Merits: Archer (2 or 3), Armor Training (2), Shield Training (2), Mounted Archer, Cavalryman

Eastern European Tribesman

Weapons: Iron or steel spear or Dane axe, short sword or dagger or spatha, knife, self bow or longbow with bodkin or broadhead arrows or 2-3 javelins

Armor: Padded armor or iron early mail, padded cap or iron spangelhelm, possibly unrimmed or rimmed round shield

Merits: Possibly Archer (2), possibly Armor Training (2), possibly Shield Training (2)

Anachronistic Cainite (Roman)

Weapons: Iron or steel short sword or spatha, iron knife, possibly 2 javelins or 4 plumbata, possibly iron or steel spear, possibly iron dagger

Armor: Iron or bronze lorica of some kind (possibly steel lorica segmentata), iron galea, scutum

Merits: Armor Training (2 or 3), Shield Training (3)

Anachronistic Cainite (Celtic)

Weapons: Iron or bronze spatha or short sword, 2 iron or bronze javelins, possibly bronze or iron spear

Armor: Bronze or iron lorica hamata, iron or bronze galea, unrimmed round shield

Merits: Armor Training (2), Shield Training (2)

Anachronistic Cainite (Germanic Tribes)

Weapons: Steel or iron spear weighted for throwing or battle axe or Dane axe or spatha, iron dagger or short sword (seax), self bow or longbow with iron bodkin arrows or 2 iron hatchets or 2 iron javelins

Armor: Padded armor or iron lorica hamata, iron spangelhelm, possible rimmed or unrimmed round shield

Merits: Possibly Armor Training (2 or 3), possibly Shield Training (2)

Anachronistic Cainite (Viking)

Weapons: Iron or steel spear balanced for throwing or battle axe or spatha or Dane axe, iron dagger or short sword (seax), spear balanced for throwing or 2 hatchets or short bow with iron bodkin or broadhead arrows

Armor: Leather lamellar or iron lorica hamata (possibly with leather lamellar over), iron or steel spangelhelm, possibly rimmed or unrimmed round shield.

Merits: Armor Training (2 or 3), Shield Training (3 or 2

THE DARK MEDIEVAL ARMORY

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In their shining armour the bright mail rang

As the troop in their war-gear tramped to the hall

— Beowulf

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