

Weapons Guide

Swords Skill: Sword	It is the mark of a gentleman to carry a sword and the right of a gentleman to do so. This is not to say that only gentlemen carry them but to do so without possessing at least the other accoutrements of good breeding (nice clothes, refined manner, well spoken) is to invite challenge.
Arming Sword	This is the dress weapon of choice, a relatively light single-handed sword with a three foot blade, double edged and pointed. It is Well-balanced (+1), its default attack is a Thrust but may equally well be Swung. Damage d6+2
Bastardo (Bastard Sword)	A sword with a four foot blade, usable in one hand or two. A very big man might get away with this as a dress sword but it is really too bulky to be an elegant fashion accessory. Wielded in two hands it is Well-balanced (+1); Damage 2d6+2. As a single handed blade it is Balanced (+0); Damage d8+2. Its default attack is a Swing but may equally be Thrust.
Spadone (Two-handed Sword)	A two-handed sword with a five foot blade. It is Well-balanced (+1); Damage 2d6+4. Its default attack is a Swing but it may equally well be Thrust. In this case the blade is usually grasped just below the hilt on a section of blunted blade. Some fancy modern versions have a secondary quillon to protect the hand in this scenario.
Blades Skill: Blades	Blades are typically soldiers' side-arms. There is a huge variation in form and function, Some are more like daggers, others are large and heavy. Only a sample are shown here.
Falcata	Single edged, tip weighted cutting blade about two foot long. It is Balanced (+0); Damage d6+2. Swing only.
Cinquedea / Anelace	A shortsword with a triangular two foot blade that starts with the blade typically as broad as its quillons but tapering to a sharp point. Well-balanced (+1); Damage d6. Default attack is a Thrust but can also be Swung. It has a nasty reputation for delivering severe gut wounds to lightly armoured opponents. An Anelace is a dagger of the same design (and profile) but a shorter blade.
Estoc / Poignard	An Estoc is a two foot shortsword with an extremely narrow blade, usually triangular in section. It has no edge. It is Well-balanced (+1); Damage d6. Thrust only. It is known for its armour-piercing qualities, especially against mail. A Poignard is a dagger of the same design (and profile) but a shorter blade.
Baselard	There are many types of dagger but a baselard is the most common. Usually about a foot long (although there are contemporary complaints of much longer versions so that they rivalled swords in size), double edged and pointed. Well-balanced (+1); Damage d6; Default attack is Thrust, but may be Swung.
Falcione	Similar in profile to Falcata but longer and heavier. Used in one or two hands, it has a single-edged, tip-weighted, three foot blade and long hilt. Wielded in two hands it is Balanced (0); Damage 2d6+3. As a single handed blade it is Ill-balanced (-1); Damage d8+3. Swing only. Some versions have a spike or a hook on the reverse.

Axe / Mace / Martel Skill: Axe/Mace	<p>Hafted sidearms, these are basically all the same weapon but with different blades having slightly varying wound and armour piercing profiles.</p> <ul style="list-style-type: none"> • Axes may have a spike or gouge at on the reverse. • Maces are spiked, flanged or plain (much favoured by martial priests for they are said to spill no blood). • Martels have a hammer head and a spike on the reverse. <p>They typically come in light and heavy versions. They are all obviously deadly weapons and those carrying them are clearly expecting trouble. The lighter versions may be carried hidden under voluminous cloaks. The heavier versions, not so much.</p>
Light Axe / Mace / Martel	Two foot hafts, heavily reinforced with (or in some cases entirely forged from) iron. Balanced (0); Damage d10; Swing Only.
Heavy Axe / Mace / Martel	Three foot hafts, heavily reinforced with iron. Balanced (0) for two-handed use; Damage 2d6. Unbalanced (-1) for single-handed use; Damage d10+1. Swing Only.
Pole Arms Skill: Pole Arm	<p>Pole Arms are seldom seen on the streets of Rome except in the hands of guards and the soldiers of great houses. They are widely used on the battlefield, however, both by professional soldiers and militias.</p>
Spear	This is the most common weapon used on the battlefield by town militias. The most common version is about 7 foot long and usually used in battle in conjunction with a shield, but outside mass combat, is more comfortable as a two-handed weapon. It can in theory be thrown but this is not typically part of military training. Two handed use: Well-Balanced (+1); Damage 2d6. Single-handed use: Balanced (0); Damage d8+1. Thrust only, although obviously the haft can be used (see Quarter Staff for damage but Balance 0.)
Halberd	<p>The Halberd is an exemplar here – there are many other types of Pole Arm with differing combinations of blades. The classic halberd has an axe blade, a spear head and a gouge or hook on the reverse. It has a different profile for a Thrust (default) and a Swing.</p> <ul style="list-style-type: none"> • Thrust: Balanced(+0); Damage 2d6+1 • Swing: Ill-Balanced (-1); Damage 2d6+4.
Pollaxe	The Pollaxe has become popular amongst the gentry for fighting on foot in armour. It has either an axe or a hammer head with a gouge on the reverse and a butt spike which is an important part of its use, although the default attack is a Swing. It is Well-Balanced (+1); Damage 2d6+2. Its default attack is a Swing.
Makeshift Pole Arm	Country militias often turnout with agricultural implements converted into pole arms. These vary in form and blade but as a guide: they are typically Clumsy (-2); Damage 2d6.

Staves Skill: Staves, Street Weapons	What could be more innocent than a man walking the streets of Rome with a stick to steady his gait? Staves are cheap, unremarkable and can be quite effective weapons in the right hands. They do tend to have poor wounding damage against armour.
Staff	A staff is a stout wooden pole about six foot in length, wielded in two hands. It may sometimes be shod with metal bands (add +1 Damage). Well-balanced (+1); Damage 2d4. Optimised to Swing but can also be Thrust.
Bastone (Stick)	A Bastone is basically a heavy walking stick of seasoned wood about three foot in length, usually with a knob at the business end than may be reinforced with metal (add +1 Damage). It may be wielded in one or two hands. Well-balanced (+1); Damage d6 (one-handed); 2d3 (two-handed). Optimised to Swing but can also be Thrust.
Mazza (Truncheon)	A Mazza is cudgel usually about 18 inches in length and made of hard wood with a lead core. It is seldom carried openly on the street but it is easily hidden in street clothing. Well-balanced (+1); Damage d4. Swing only but is often used as a parrying weapon.
Shields Skill: Shields	Shields are not the indispensable pieces of battlefield equipment that they were in preceding centuries, but they are still in use. There are three main types of shield in use in Italy in 1340.
Buckler	The buckler is a small disc of metal 6-9" in diameter with a prominent boss. It is usually carried on a belt hook. Sometimes sword and blade sheaths come with a hook to hold a buckler in place. In the hand of skilled operator it adds +2 to a parry. It can also be used offensively by punching with the boss (Balanced (0); Damage d4). The Buckler has grown significantly in popularity for civilian use. It figures prominently in the various fighting techniques generally known as La Scherma coming out of the fencing schools of the Bolognese masters.
Target	Now considered a little old-fashioned, the Target is usually triangular in form and made of wooden planks covered in leather, often painted with a device. It is held by an arm strap and a bar grip and usually has a shoulder strap for it is quite heavy. In the hand of skilled operator it adds +4 to a parry. In addition it gives a +1 armour bonus (i.e. subtract 1 hit point from any incoming damage). It cannot be struck with but adds 2 to any overbearing attack. It costs 2 encumbrance points to carry.
Pavise	The Pavise is a large rectangular or ovoid shield about 5' in length and 2-3' wide made of leather or layers of canvas stretched over a wooden frame. Its main designed function is to be held by the pavisiere as a shield for a crossbowman. It is gripped by a vertical pole which ends in a butt spike that allows it to be planted in the ground. However, it is not designed to be free-standing. Gripped in two hands it can be used as an offensive weapon (treat as a short Clumsy (-2) Spear). It is also a +4 in an Overbear attack. It costs 4 Encumbrance to carry.

Missiles

Note that missiles are hard to defend against but they do not do glancing blows. Therefore the target is 16+. Damage is rolled only.

Crossbows Skill: Crossbow	The Crossbow is the missile weapon of choice for the age – in Italy at least. It comes in a variety of sizes and with a variety of loading mechanisms. They are very accurate (+1 to Hit) and even the least powerful are capable of piercing armour. Their only weakness is a slow rate of fire. Note that a crossbow ready, raised and sighted at the beginning of a round may be shot without using an action, essentially before the round commences. Accuracy can be improved by aiming for up to two rounds.
Hand-spanned Crossbow	Smallest, least powerful but most discreet crossbow and thus the only one commonly encountered on the streets of Rome. Hand-spanned by placing the butt in the belly and pulling the cord towards you, the Light Crossbow takes two rounds (4 Actions) to load. Damage 2d6+2.
Hook and Stirrup Crossbow	This is the standard battlefield crossbow and is normally loaded by the crossbowman fitting the cord to a hook suspended from his belt, putting his foot in a stirrup device at the front of the bow and using leg muscles and arm muscles to force the two apart. It takes three rounds (six actions) to complete this manoeuvre. Damage 3d6+2.
Goats Foot Lever Crossbow	A crossbow of similar power to the one above, the tensioning is achieved by use of a removable lever device that allows the crossbow to be spanned by arm power alone. The chief advantage of this method is that it can be achieved without standing on one leg and without the need for the stirrup the whole assemblage is lighter. It can also be loaded from a sitting position, making it useful for horsemen. It is considered newfangled, however, and is considerably more expensive than the standard hook and stirrup model. Damage 3d6+2.
Arbalest	These crossbows are long, awkward and really require to be rested on something unless the wielder is very strong. They are mostly used for sieges – chiefly in defence. They are loaded by a windlass or ratchet device. It takes four rounds (8 Actions) to complete the manoeuvre. Damage 4d6+2.
Self Bow Skill: Bow	Although the Longbow is increasingly used in warfare by the English, and there are composite bows in use in the Eastern Mediterranean, the bows in use in Italy in this period are short bows – about 4-5 foot long and made of wood. Their main use is hunting. They sometimes feature in peasant militias but are not a major battlefield weapon. Like the crossbow, the actual loosing of the arrow from a prepared bow does not take an Action, but there is little benefit from sustained aiming. Accuracy 0
Short Bow	It takes one round (2 Actions) to load a shortbow. Damage d8+2.

Slings	Although no longer a military weapon, at least in Italy, the hand sling is still to be found, mostly in rural areas where shepherd lads use it to chase off wolves and bring down birds and rabbits for the pot. They are not particularly accurate (-1) except in expert hands. However, the bullets cannot be seen in flight by the human eye, making them difficult to defend against
Hand Sling	It takes one round (two actions) to load a sling and one action to cast from it. Damage d6+1
Thrown Weapons Skill: Throwing	Thrown weapons have more or less disappeared from the battlefields of Europe. Spears and axes are mainly kept in hand. Only a few areas – such as the mountain men of northern Spain have retained a fighting style using javelins. In the streets of Rome the most common missile is probably a roof tile or cobble stone. None of the main types of dagger are designed to be thrown but it may be possible to obtain knives designed with that in mind.
Rock (or other hand missile)	Unlike other missile weapons the hand thrown rock is capable of glancing blows, so the target is +11. Accuracy and Damage depend on size of missile and situation.
Throwing knife and other small blades	Accuracy 0; Damage d6.