The Palladium Book of

EXOTIC WEAPONS

Compiled by Matthew Balent

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EXOTIC WEAPONS

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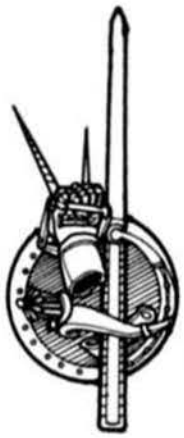

TABLE OF CONTENTS

	Page
Introduction	4
Axes	5
Thrown Weapons	10
Blow-Pipes	13
Clubs	14
Maces	18
Knives	20
Tiger Claws	26
Swords	28
Lantern Shield	31
Boarsword	32
Ninjato	32
Sickle Swords	33
Shark Tooth Clubs/Swords	34
Polearms	35
Staves	42
Parrying Weapons	44
Chains and Whips	46

This work is dedicated to Michael Robinson, the most unusual individual I've ever met.

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INTRODUCTION

Almost everyone who plays fantasy role-playing games sooner or later has the desire to create a character who is unique and set apart from all others. Whether it be style of dress, attitude, pattern of speach, or something else, some of the most challenging and rewarding experiences in a role-playing game is playing a totally unique character. One aspect of a character which may be altered by the player to promote that character's uniqueness is the use of unusual weapons or combat styles.

This book offers a number of weapons which, either by their design or use set them apart from what most people would consider normal or ordinary. This does not mean that these weapons are better or more lethal than "normal" weapons, such as a sword, spear, or mace, but rather sufficiently rare so that one who used them would be considered unique; at least as far as most fantasy game worlds are concerned.

It is suggested that a player who wishes his/her character to use one of these exotic weapons check first with the gamemaster to insure no arguments come up later. It is the gamemaster who sets the limits of the game and he/she should be notified about how the character plans on using the weapon so that any bonuses, damage, or penalties can be figured out.

The values given for each of the weapons are from **The Palladium Book of Weapons & Armour**. Each of them is explained as follows:

Name: Self explanatory.

Type: The general group to which this weapon belongs. The groups are Hafted (H), Knives (K), Miscellaneous (M), Pole Arms (P), Spears (Sp), and Swords (Sw).

Length: The length of the weapon in meters.

Mass: The mass of the weapon in kilograms.

Dex: A relative indication of how "quick" a weapon is, based on balance, mass, etc. The lower this number the better.

Parry: A relative indication of how easily the weapon can parry other attacks. The higher the number the better.

Attack Types: Not all weapons were designed for the same purpose. The four basic attack types are cut, chop, thrust, and impact. The main differences between a cut and a chop are the sharpness and curvature of the blade.

Symmetry: Being that any weapon may be thrown, this is a relative indication of how effective the arm would be as a missile. The lower the number the better.

Damage: A relative indication of how much damage this weapon would cause to an "average" target.

Other: Notes of interest about the weapon, usually the geographical area of origin. A (T) in this column indicates the weapon is primarily used with two hands.

It is up to the game master to adapt the values for the weapons to his/her own campaign. For example the game master may choose to evaluate a weapon with a damage rating of one by using a four-sided die, a weapon rated at two with a six-sided die, a rating of three with an eight-sided die, and so on; or he may choose to use the damage number as a multiple of four, six or eight-sided dice. A note about the illustrations, on all edged weapons, ("""""), indicates which portion of the blade is sharp.

Axes

EPSILON AXE

EPSILON/EYE AXE

Besides the mace, the axe was one of the most ancient hand held weapons reserved solely for warfare. The early civilization of Mesopotamia and other areas of the Middle East developed a number of copper and bronze war axes which were very similar in design and use.

The epsilon axe is the older of these two forms and was designed to be used against warriors who wore no armour. It consisted of a straight or slightly curved handle to which a rather long, curved blade was attached, this made it suitable for cutting attacks. The blade itself was inserted into the shaft and secured by leather thongs.

The eye axe developed as a weapon for use against armoured foes. The blade of the axe is much shorter and wider, thus making it capable of piercing metal splint armour. These axe heads were secured to the shaft by means of a socket, a much more secure and effective means than the epsilon axe.

In general, these weapons were used one-handed; the other hand held the shield. Strong overhand strokes were used with the head and upper body being the main target.

EYE AXE

EYE AXE

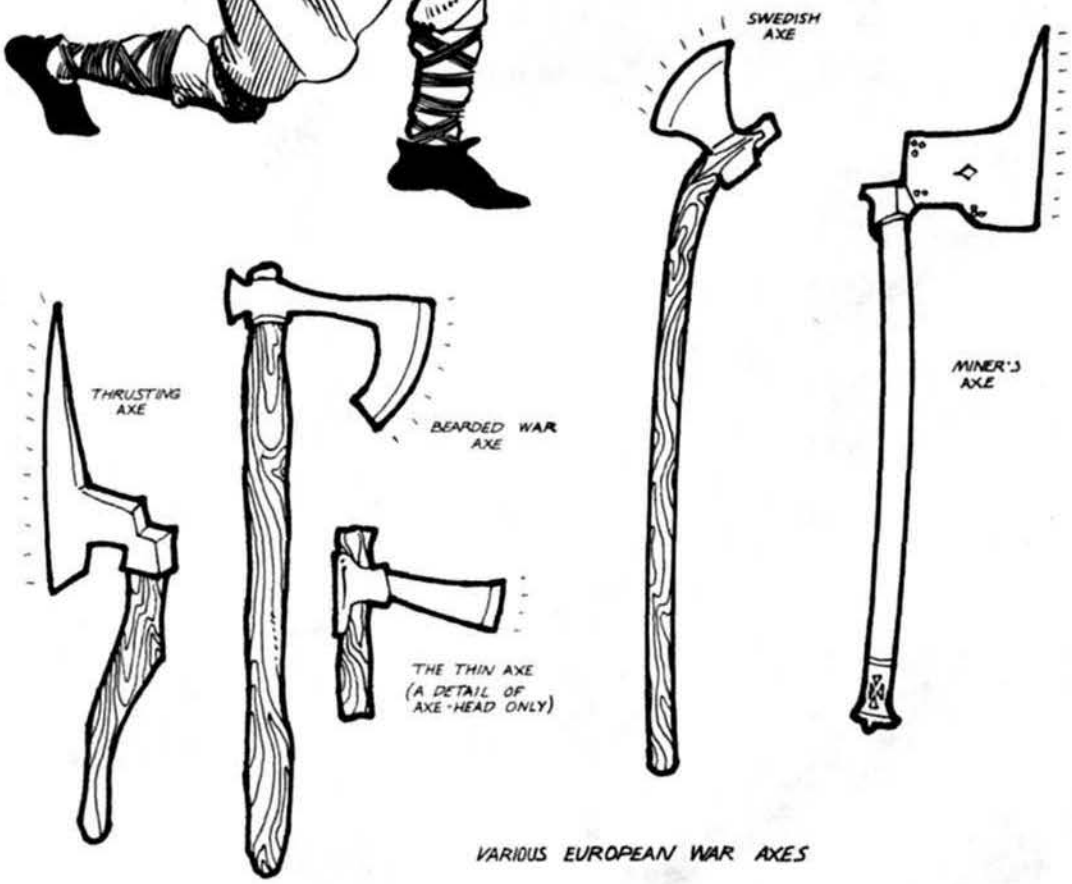
Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Epsilon Axe	H	.8m	1.7kg	1	2	Chop	2	3
Eye Axe	H	.9m	1.6kg	1	2	Chop	2	3

FRANCISCA

There is perhaps no more famous fighting axe in Europe than the francisca. This characteristic weapon of the Franks was used from the sixth to the eighth centuries A.D. It is hard to say whether the weapon was named after the people or the people after the weapon.

Although the francisca could be used as a hand-held weapon, it was almost exclusively used as a missile. The standard Frankish tactic was to hurl the weapon at an adversary and then charge in with sword or spear. The heavy axe either incapacitated the enemy or broke his shield. Thus, deprived of this important defensive item, the Frankish warrior held a distinct advantage.

As with any weapon there exists numerous distinctly different descriptions and examples of francisca which has made an all-encompassing picture of the arm very difficult. In general, the francisca consists of an iron head with a slightly curved bit. The haft and the bit are at an obtuse angle rather than the normal ninety degrees. This large angle enables the force of impact to be more easily transferred to the haft and therefore makes it less likely to break.



VARIOUS EUROPEAN WAR AXES

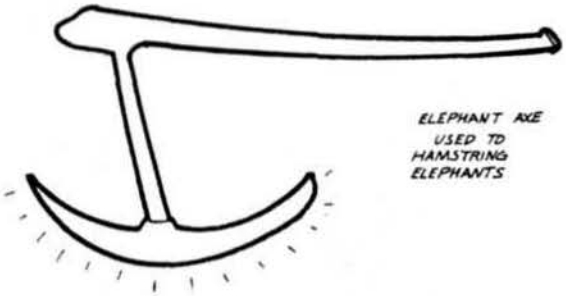
Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Francisca	H	.5m	1.4kg	0	2	Chop	1	2
Thrusting Axe	H	.5m	1.7kg	0	2	Chop/Thrust	2	2
Bearded War Axe	H	.6m	1.5kg	0	2	Chop	2	2
Thin Axe	H	.6m	1.3kg	0	2	Chop	2	1
Miner's Axe	H	.4m	1.9kg	0	2	Chop/Thrust	2	2

SAVAGE AXES

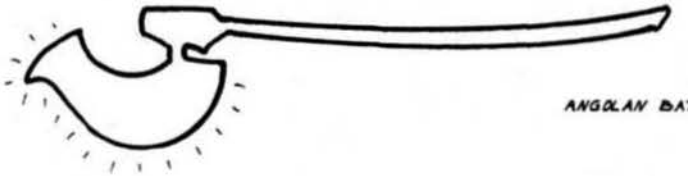
The tribes of Central Africa used a number of axes for ceremonial purposes. Generally, these weapons consisted of a baseball-bat shaped handle to which is fitted a rather large, heavily curved blade. The blade itself is driven into the handle, a type of fitting which is not nearly as secure as the socketed axe heads of many cultures. Besides their use in rituals, sacrifices, and other ceremonies, these weapons were also carried as a badge of rank.

SAVAGE AXES OF THE CONGO

AFRICAN AXES

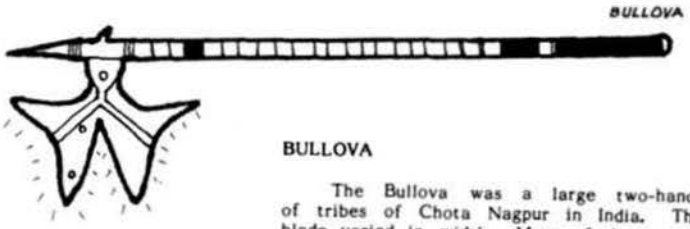


ELEPHANT AXE USED TO HAMSTRING ELEPHANTS



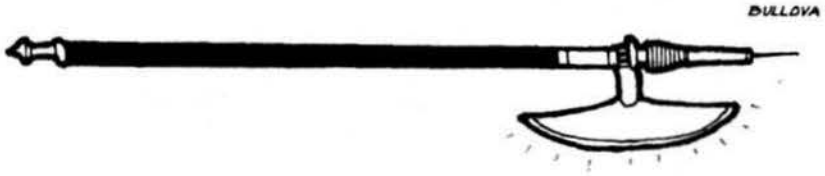
ANGOLAN BATTLE AXE

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Savage Axe	H	.4m	1.3kg	1	2	Chop	1	2
Elephant Axe	H	.7m	1.8kg	1	2	Chop	3	3
Angolan Battle Axe	H	.6m	1.4kg	1	2	Chop	1	2

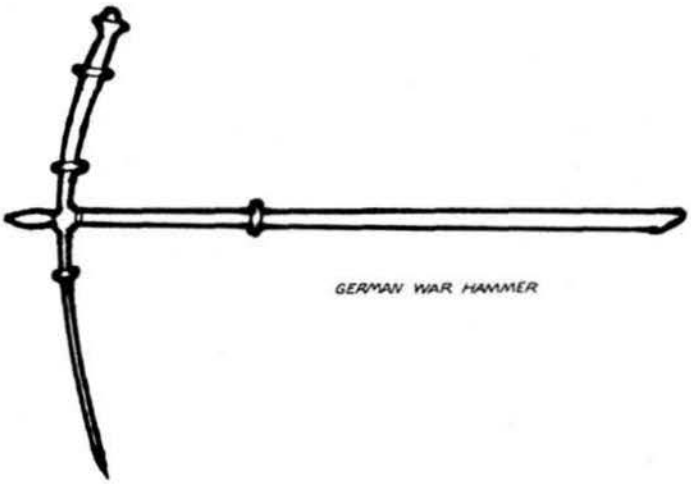


BULLOVA

The Bullova was a large two-handed fighting axe of tribes of Chota Nagpur in India. The design of the blade varied in width. Many of these axes are fitted with spikes at the end of their hafts so they may be used to thrust as well.

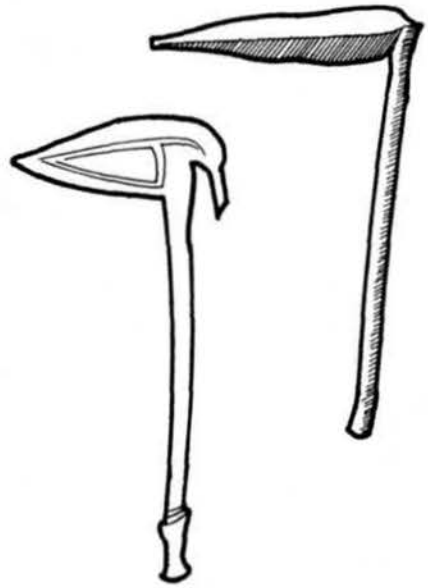


Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Bullova	H	1.0m	2.0kg	1	2	Chop	2	3



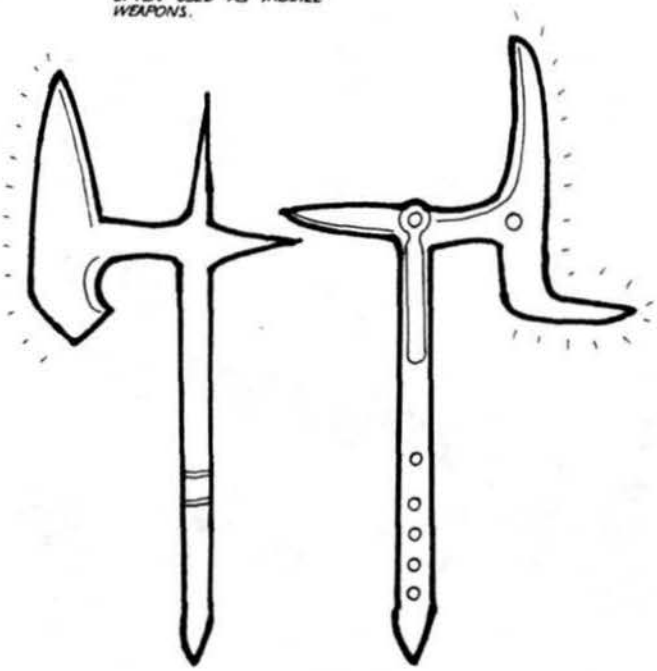
GERMAN WAR HAMMER

OTHER
AXE - TYPE
WEAPONS



HURLBATS:

EUROPEAN METAL AXES, OFTEN USED AS MISSILE WEAPONS.



BIRD'S HEAD CLUBS:

GENERALLY THESE TYPES OF WEAPONS WERE MADE OF HARDWOOD USED BY NATIVES OF AFRICA AUSTRALIA AND THE SOUTH PACIFIC.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
German War Hammer	H	1.2m	2.4kg	1	2	Thrust/Impact	3	2
Bird's Head Club	H	1.0m	1.2kg	1	2	Impact	1	2
Hurlbat	M	.5m	1.2kg	0	2	Chop	2	3

Thrown Weapons

KAPAK

The Kapak is a small throwing axe which was employed by the Batak. The Batak are a group of extremely war-like people who live on the northern portion of Sumatra. Besides their war-like tendencies, they are also cannibals.

The Kapak consists of a thin metal head which is attached to a flat, wooden handle; the whole affair is about one-third of a meter in length. It was normally carried inconspicuously on the back just below the neck or on the fore-arm underneath the sleeves. In these positions it can be gripped instantly and thrown.

The normal range of this weapon was about five meters and the Batak showed extreme skill with it. A warrior could easily pin an enemy's foot to the ground or his hand or arm to a tree. Even if a pin was not achieved, a hit in an unprotected portion of the body would be an extremely crippling blow.

As with any throwing axe, this weapon could be used in the hand in emergency conditions, but such usage was not too common.

BATAK KAPAK

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Kapak	H	.4m	1.1kg	0	2	Chop	1	2

CHAKRAM

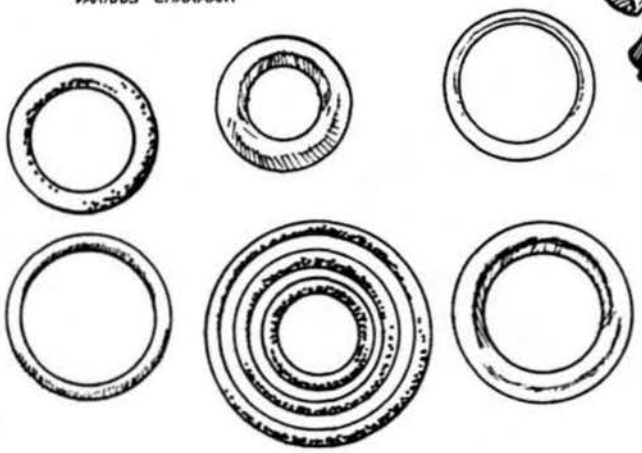
The Chakram was an Indian weapon which was similar to the now famous Japanese shuriken. The chakram was a flat steel ring anywhere from .1 to .3 meters in diameter. The outer edge of this ring was sharp. Several chakram could be carried on a pointed turban.

In contrast to the japanese shuriken, especially the star-shaped ones, the chakram was used to cut and sever as opposed to puncturing and penetration. If thrown properly the chakram was said to be able to cut through a two centimeter stalk of bamboo at a distance of 30 meters.

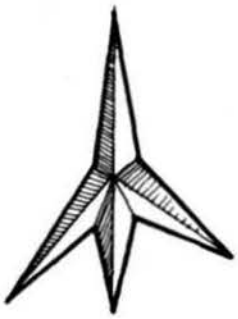
There are some accounts of these weapons being thrown by twirling them on the index finger before release. This seem to be a rather clumsy and inneffective way to use this weapon. A more reasonable method of throwing the weapon would be with an across the body, backhand motion.

CHAKRAM
VARIED IN SIZE AND WEIGHT. THE OUTER EDGE OF THESE WEAPONS ARE SHARP.

VARIOUS CHAKRAM



Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Chakram	M	.3m	.15kg	0	0	Cut	1	1



SHAKEN

SHAKEN

Shaken were a specific form of the now ubiquitous Japanese Shuriken. As opposed to the small blade type or *star shaped disk type*, the Shaken was a more three dimensional form of this weapon. As a consequence of this form the shaken were larger and somewhat heavier than the other types.

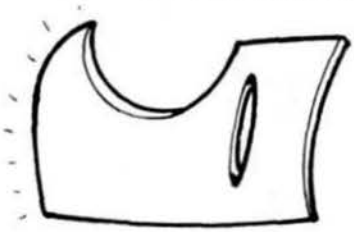
The general shape of the shaken was somewhat like a four-sided die, a tetrahedron. Each of the individual spikes were about five centimeters long. These weapons were usually thrown with a sharp whip-like motion of the wrist.

KANGAROO RAT
THROWING STICK

KANGAROO RAT

The kangaroo rat, or weet-weet, of Australia was a *pointed throwing stick*. It was made of hard wood with conical points on each end. It was thrown by swinging it back and forth several times and then letting go with an underhand jerk. Effective range was about forty meters.

PIAU MALAYSIAN THROWING IRON



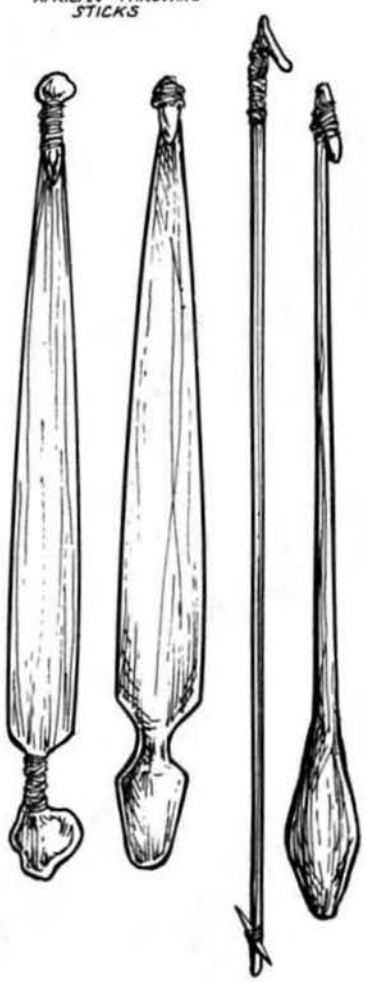
PIAU

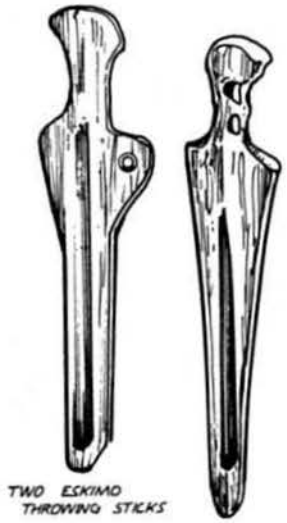
The Piau was a Malaysian *throwing iron*, similar in function to the Japanese shuriken. Unlike most shuriken, the piau was a rather plain-looking weapon, resembling a small axe head. As with similar weapons, the piau could be fairly easily concealed underneath a native's sash, sleeve, or sarong.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Shaken	M	.15m	.1kg	0	0	Thrust	1	1
Kangaroo Rat	M	.6m	.5kg	0	1	Thrust	1	1
Piau	M	.1m	.1kg	0	0	Impact	1	1

BOOMERANG

The Boomerang is a somewhat Westernized name given to the throwing sticks used by the aboriginies in Australia. Only those designed as toys will return to the thrower. These weapons had an effective range of about 20 meters.

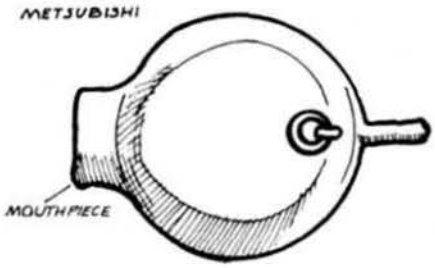


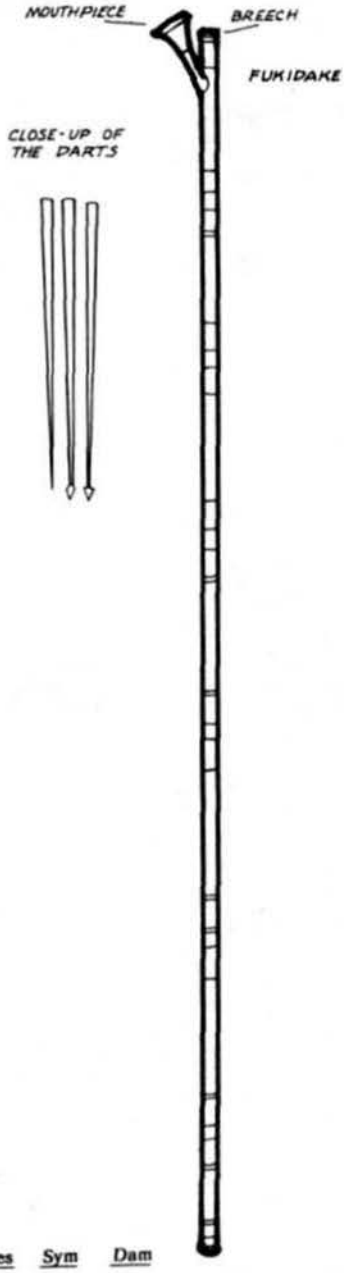


THROWING STICKS

Sticks and rocks are certainly the most ancient of all missile weapons. Nearly every culture had some sort of specifically designed stick which could be thrown with a certain degree of accuracy. These were normally used for hunting birds and small game.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Throwing Stick	M	.6m	.4kg	0	1	Impact	1	1





METSUBISHI - FUKIDAKE

The Metsubishi was a Japanese weapon which was designed to blind an enemy. It was popular among ninja as well as law enforcement officials who would want to take criminals alive.

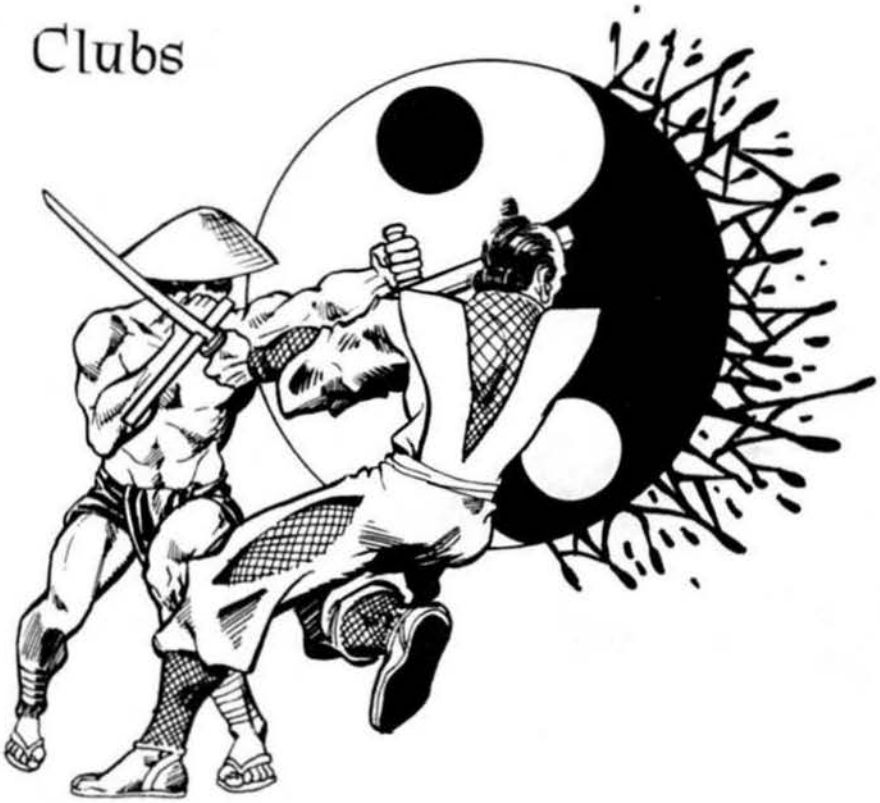
In its normal form, the metsubishi was a small, wooden box, either round or square, which was hollowed out and could be opened. On either end of this flat box was fitted a mouthpiece and a short tube. Because the weapon was so small, it could be easily concealed.

There were a number of substances which could be put inside the metsubishi; depending on what was desired. Ground pepper and dust could blind, powdered glass or nettles would blind and irritate. Naturally this weapon is very short range and would be relatively useless unless surprise was achieved.

Another air-powered Japanese weapon was the Fukidake which was a blowpipe. Although these were not normally used as weapons they could easily be used to poison someone. They were generally fairly long, about two meters in length. The darts were fitted with paper cones on the ends to ensure an airtight fit. The mouthpiece was fitted off to the side of the main tube, a feature which prevented the accidental inhaling of the dart. Effective range was approximately ten meters.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Metsubishi	M	.1m	.1kg	-	-	Special	1	Special
Fukidake	M	2.0m	.8kg	-	-	Blowpipe	-	1

Clubs



TONFA

NUNCHAKU - TONFA

The Nunchaku and the Tonfa were two agricultural tools used in Japan which were also used as weapons. Some sources say that these "weapons", or at least their use as weapons, came first from Okinawa, an island which was taken over by the Japanese fairly early in their feudal period. As there were rather strict laws concerning the carrying of such obvious weapons as swords by the lower classes, it was only a matter of time (and necessity) before commonplace tools would be used for protection.

The nunchaku is a weapon which is now perhaps as famous as the shuriken (due mainly to the numerous martial arts movies which were produced in the 1970's). Originally the nunchaku was an agricultural flail, used to separate rice from the chaff. Basically it consists of two short wooden sticks, about thirty centimeters long, joined together at one end by a short length of rope, leather, or chain. When properly used the nunchaku could be a devastating weapon as it could be easily used to strike, parry, entangle, disarm, or even strangle an opponent.

The Tonfa was originally used to husk and polish rice. it consists of a wooden board or rob, about 40 to 60 centimeters long, to which a short handle is mounted perpendicularly near one end. In combat this weapon can block attacks when it rests along the forearm, or it can be used to jab or club depending on the circumstances. Some modern police departments use nightsticks which are very similar to the basic design of the tonfa.

NUNCHAKU

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Nunchaku	M	.8m	1.0kg	1	2	Impact	3	2
Tonfa	M	.6m	1.0kg	1	3	Impact	2	2

AZTEC WARRIOR

MAQUAHUILT
AZTEC WAR CLUB

MAQUAHUILT

The Aztec society was one based almost entirely upon warfare. Not only were their war like tendencies designed to subjugate and exact tribute from their neighbors, but to provide sacrifices to the gods as well.

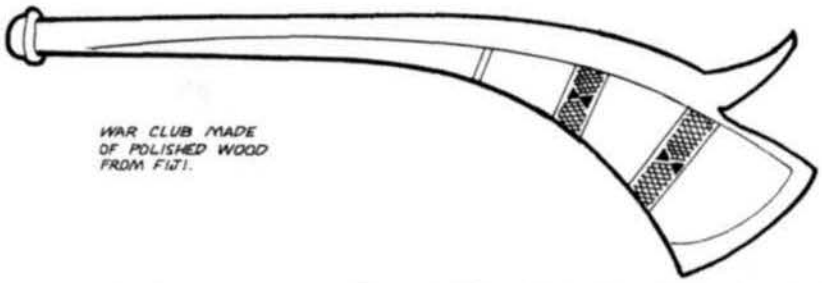
The Aztec warrior wore a suit of armour which was made of quilt padding; high ranking warriors often had their armour covered with jaguar skins or eagle feathers; elaborate head-dresses were worn as well.

One common weapon of the Aztecs was a flat wooden club studded with pieces of obsidian. Obsidian is a stone which can be chipped to form extremely sharp edges, sharper in fact than modern scalpels. This weapon, called a Maquahuilt, was admirably suited to penetrating the cotton padded armour of the area.

KOTIATE

The Maoris of New Zealand used a number of stone clubs of which the Kotiate, Merai, and the Patu are examples. These weapons were highly prized possessions of the Maori and were often handed down from generation to generation. Like the swords of many cultures, these weapons often had names, like "face-eater", as well.

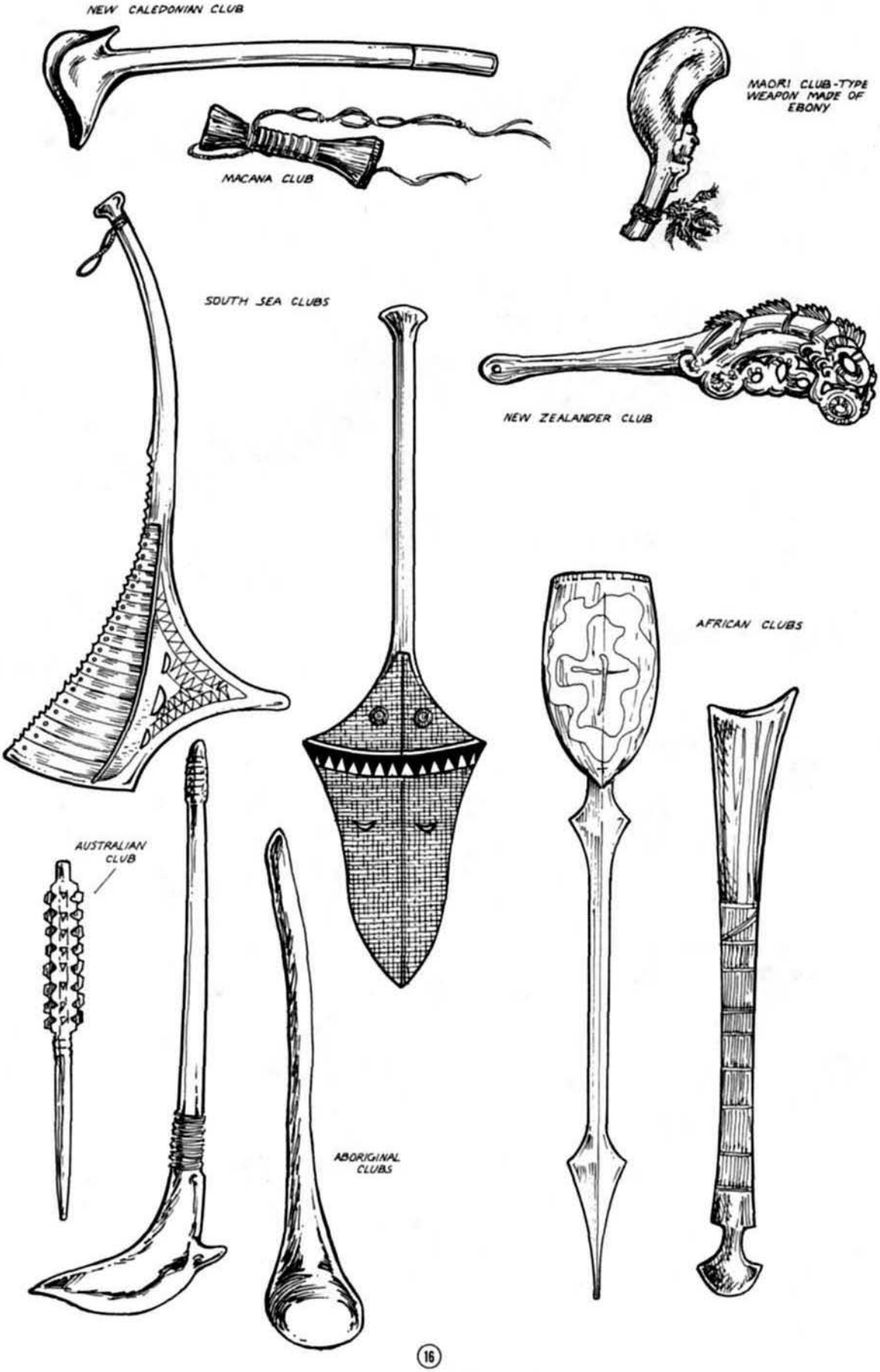
KOTIATE
MAORI CLUB
MADE OF
STONE



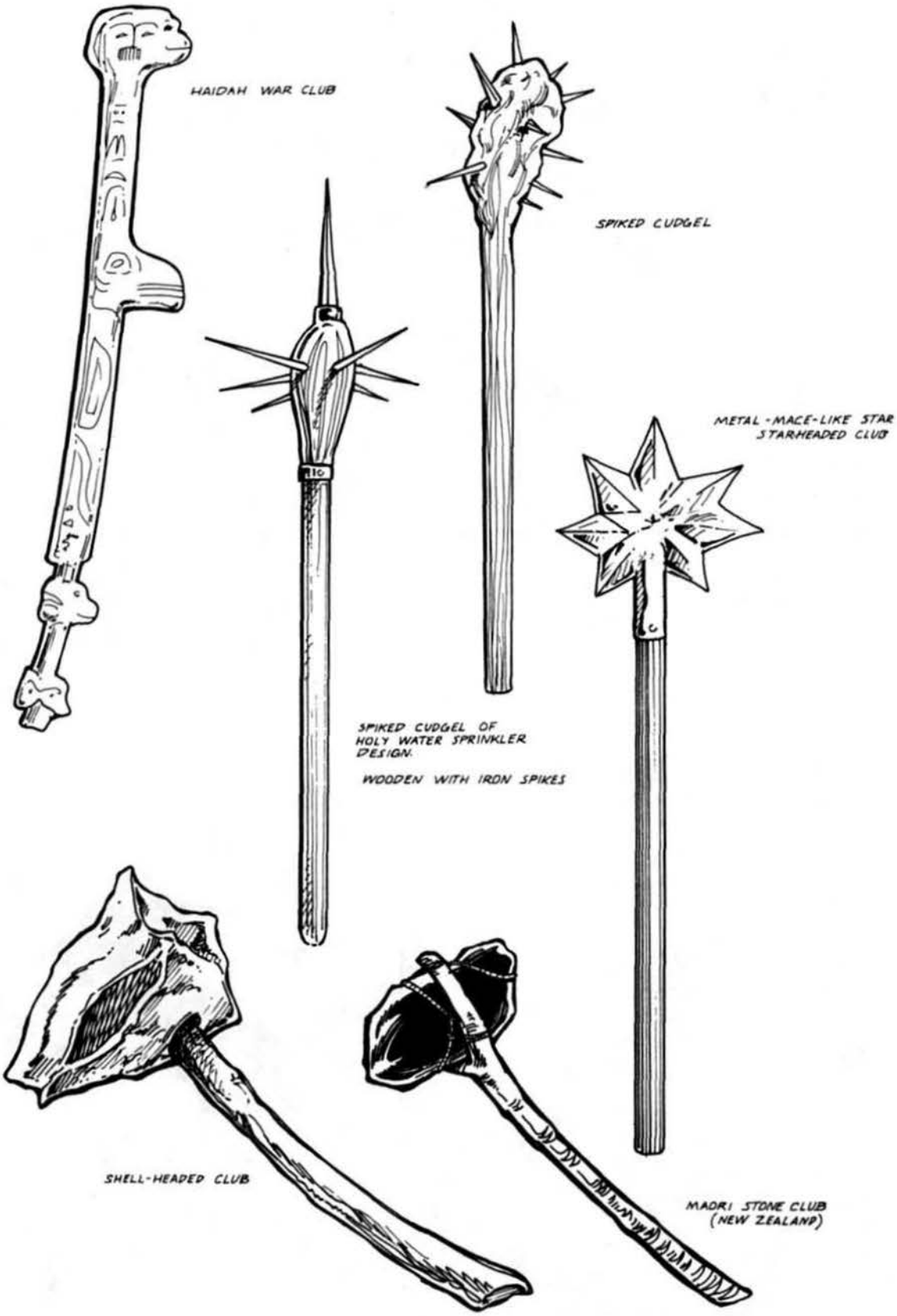
WAR CLUB MADE
OF POLISHED WOOD
FROM FIJI.

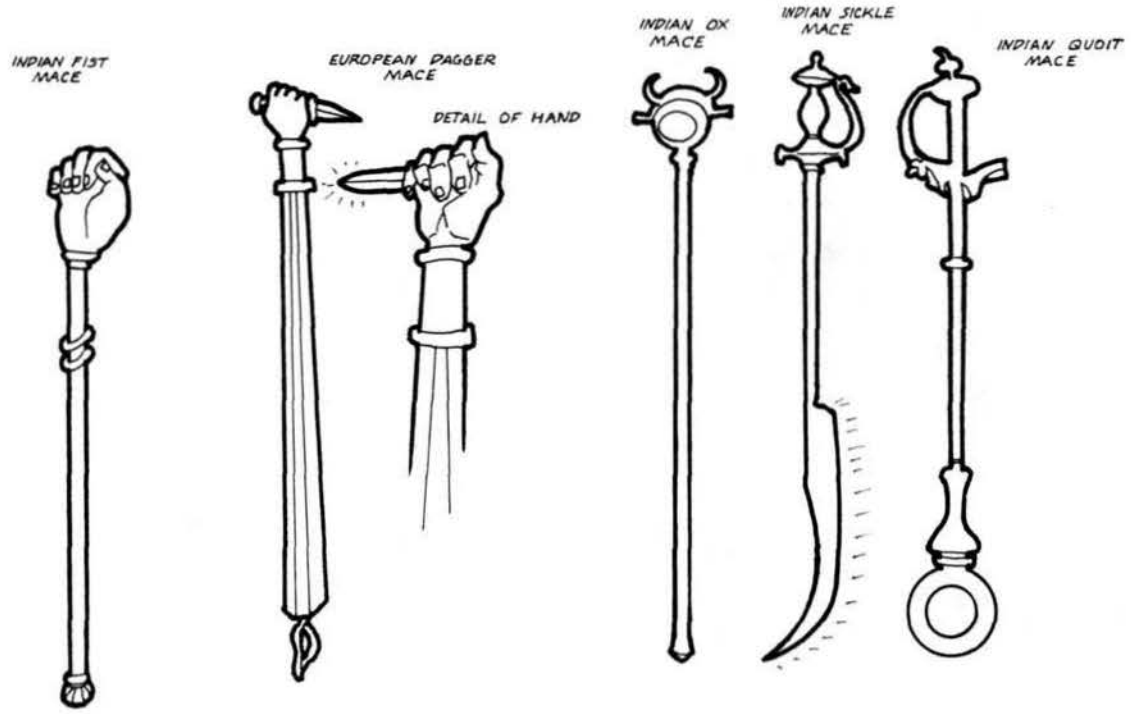
FLAT CLUB
FROM SAMOA

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Maquahuilt	H	.8m	1.5kg	0	2	Impact	2	3
War Club (Fiji)	H	1.4m	4.6kg	2	2	Impact	2	4
Kotiate	H	.4m	1.2kg	0	1	Impact	2	2
Merai	H	.6m	1.0kg	0	1	Impact	1	2
Patu	H	.5m	1.0kg	0	1	Impact	1	2
Flat Club	H	1.0m	1.8kg	1	1	Impact	1	2

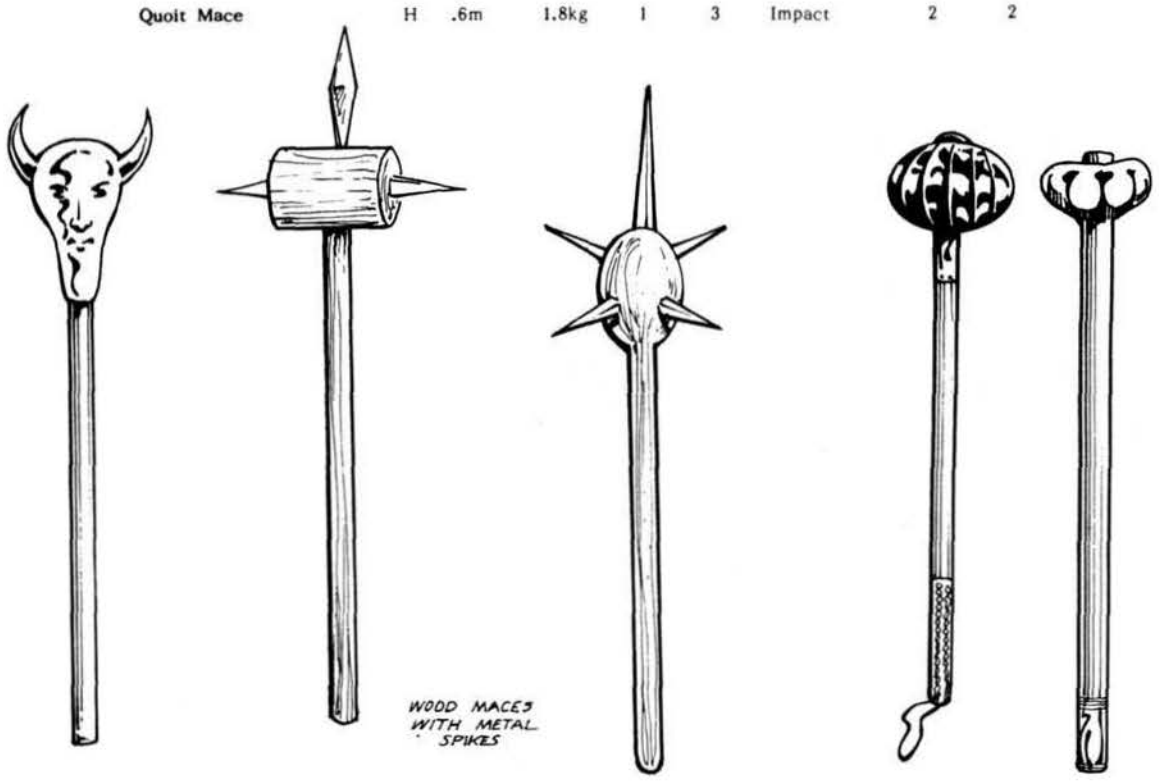

NEW CALEDONIAN CLUB
MACANA CLUB
MAORI CLUB-TYPE WEAPON MADE OF EBONY
SOUTH SEA CLUBS
NEW ZEALANDER CLUB
AFRICAN CLUBS
AUSTRALIAN CLUB
ABORIGINAL CLUBS

VARIOUS CLUB WEAPONS

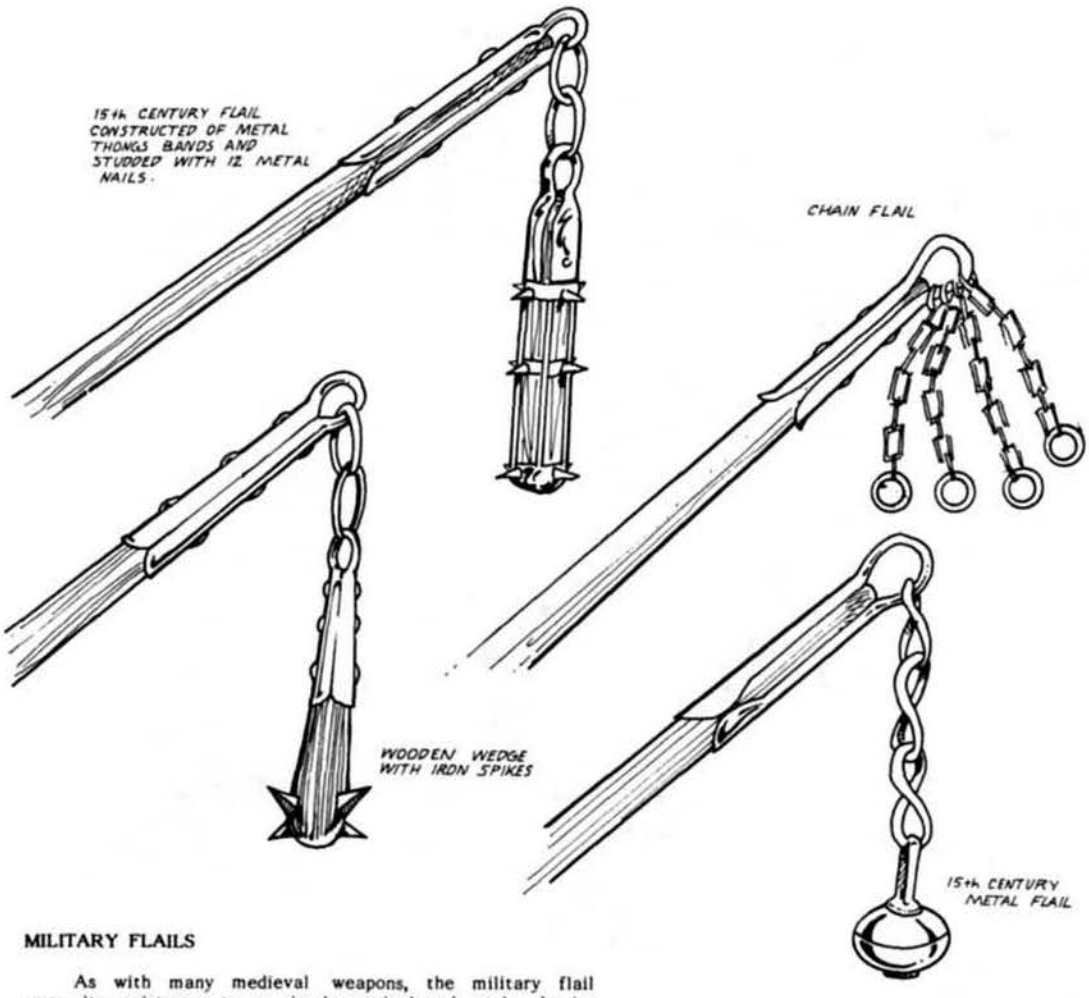




Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Fist Mace	H	.5m	1.8kg	1	1	Impact	2	2
Dagger Mace	H	.5m	1.9kg	1	1	Impact	3	3
Ox Mace	H	.5m	2.0kg	1	1	Impact	2	3
Sickle Mace	H	.6m	1.7kg	1	3	Impact	2	3
Quoit Mace	H	.6m	1.8kg	1	3	Impact	2	2



VARIOUS EUROPEAN MACES

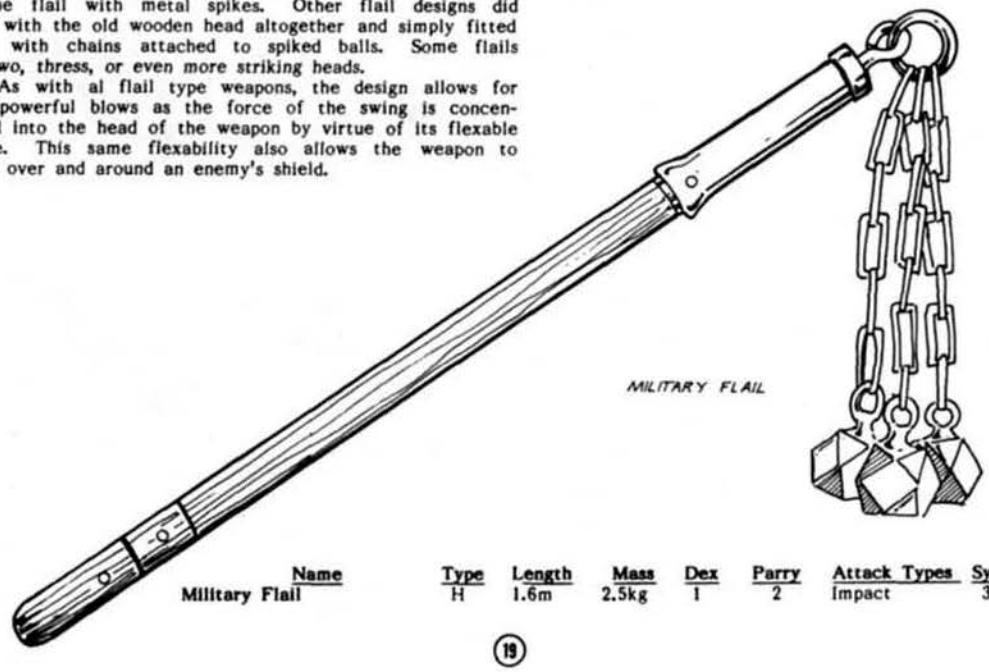


MILITARY FLAILS

As with many medieval weapons, the military flail owes its existance to a simple agricultural tool. In its simpliest form, the flail is a tool for threshing grain; it generally takes the form of a long handle to which is attached a short length of board by means of a short length of chain.

The most basic improvement upon the basic design, at least in terms of warfare, was to fit the striking head of the flail with metal spikes. Other flail designs did away with the old wooden head altogether and simply fitted them with chains attached to spiked balls. Some flails had two, thress, or even more striking heads.

As with al flail type weapons, the design allows for very powerful blows as the force of the swing is concentrated into the head of the weapon by virtue of its flexable nature. This same flexability also allows the weapon to strike over and around an enemy's shield.



Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Military Flail	H	1.6m	2.5kg	1	2	Impact	3	3

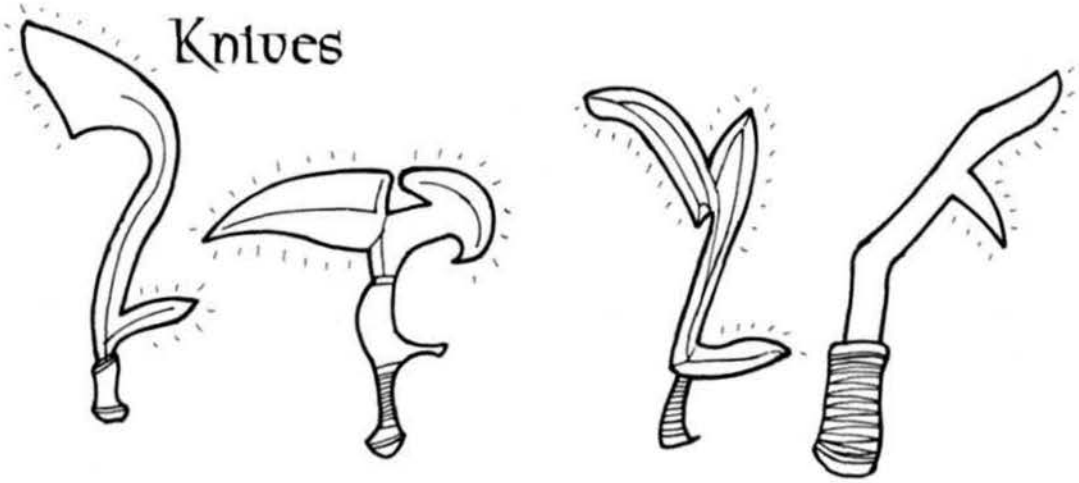
THROWING KNIVES

In Central Africa the throwing knife was used rather extensively. These strangely shaped metal weapons would be of little combat value if used in any other fashion. Due to the numerous projections, all of which are sharp, lethal blows can easily be given to the intended target, especially if he has little or no armour on.

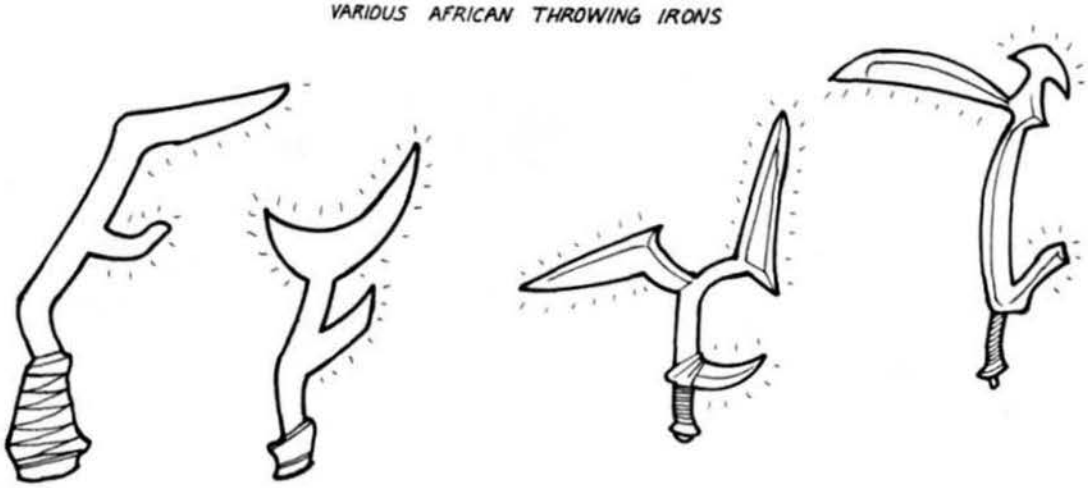
The throwing knife was thrown horizontally from right to left. The maximum range was said to be about 80 meters; accurate enough throws, to sever a man's leg have been achieved at 20 to 30 meters. At closer ranges, 10 to 15 meters, these weapons can penetrate wooden boards up to 2 centimeters thick.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Throwing Knife	M	.7m	1.2kg	1	2	Chop	1	3

Knives

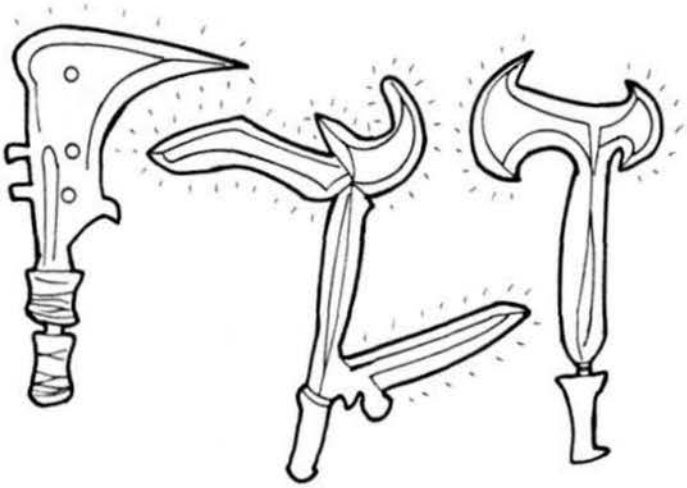


VARIOUS AFRICAN THROWING IRONS

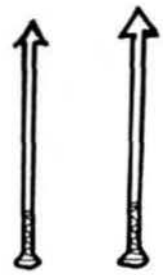


TWO EAST AFRICAN THROWING IRONS

AFRICAN THROWING IRONS



SUDAN THROWING IRONS



SIANGKAM

SIANGKAM

The Siangkam are weapons which are used in the Malaysian area in conjunction with a fighting style known as Kuntao. Kuntao is a Chinese fighting style which employs both empty-handed and armed techniques. A large number of weapons are used in this system.

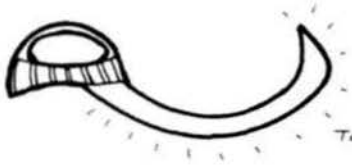
The siangkam are a pair of hand held weapons about half a meter long. They resemble long metal arrow heads to which are attached wooden handles. Although admirably suited for thrusting, vicious slashes can be made with the point or the barbs. By employing two at once, counter-attacks can easily be launched with one hand while parrying with the other.

TJALUK

There is a form of the martial art pentjak-sifat practiced in East Java known as setia hati terate. Like many other martial arts, this form combines rather intricate mechanics with a number of philosophical and religious beliefs; the art is entirely influenced by the Muslim faith.

The tjaluk is a short knife which is used extensively in setia hati terate. The reverse cutting edge of the blade makes strikes by the tjaluk vary difficult to parry or block without sustaining injury. The weapon is best at close quarters and in surprise situations, such as assassination. The tjaluk is generally carried in a concealed position, either in loose fitting garments or in a wide sash. In these positions it can quickly be brought into action.

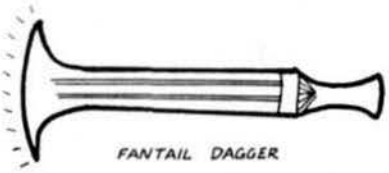
TJALUK

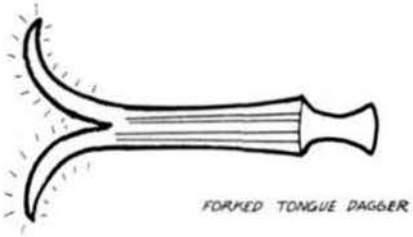


TJALUK

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Siangkam	M	.5m	.5kg	0	2	Cut/Thrust	1	2
Tjaluk	K	.25m	.3kg	1	1	Cut	2	1

TWO KNIVES OF THE CONGO

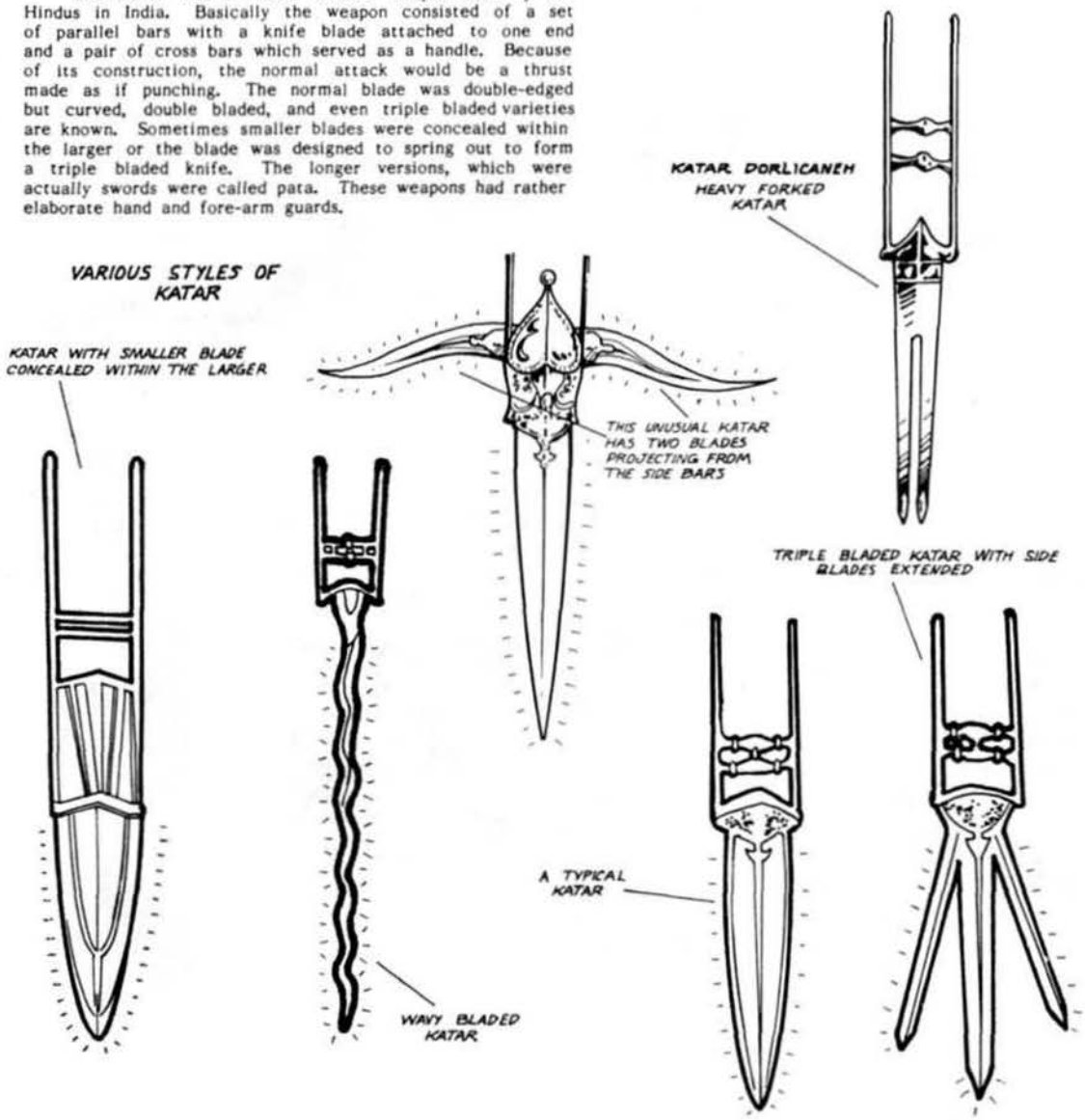




Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Fantail Dagger	K	.3m	.25kg	0	1	Cut	1	1
Forked Tongue Dagger	K	.3m	.25kg	0	1	Cut	1	1

KATAR

The Katar was a rather unusual weapon used by the Hindus in India. Basically the weapon consisted of a set of parallel bars with a knife blade attached to one end and a pair of cross bars which served as a handle. Because of its construction, the normal attack would be a thrust made as if punching. The normal blade was double-edged but curved, double bladed, and even triple bladed varieties are known. Sometimes smaller blades were concealed within the larger or the blade was designed to spring out to form a triple bladed knife. The longer versions, which were actually swords were called pata. These weapons had rather elaborate hand and fore-arm guards.

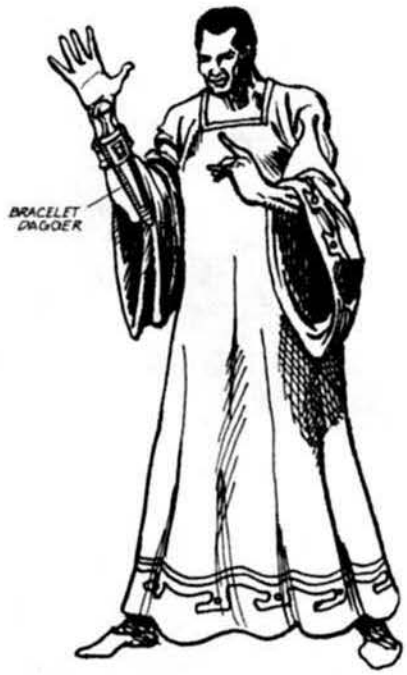


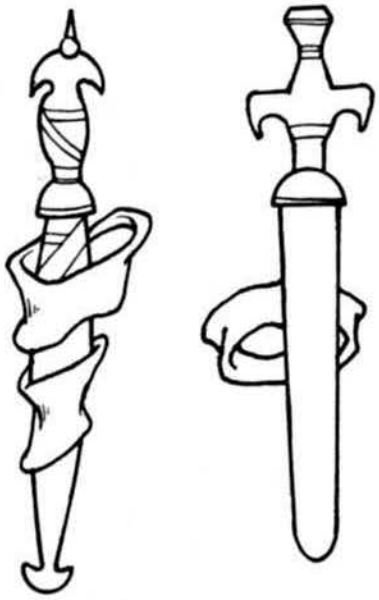
Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Katar	K	.4m	.5kg	1	1	Thrust	2	2

BRACELET DAGGER

Although many societies developed weapons which could be concealed under clothes, the bracelet dagger is perhaps one of the simplest yet effective designs. Generally the dagger itself is a straight, double-edged weapon with a small hilt. The scabbard was attached to a wrist bracelet which could be fitted over the forearm. The whole affair was about one third of a meter in length and was concealed by a loose fitting robe or shirt.

An African tribe called the Haussa made extensive use of the bracelet daggers. The Haussa were shunned by the other peoples of the Sudan where they lived due to their claim as originally being a tribe of smiths. Smiths were shunned out of fear of their magic skill which gave their works the power to kill.

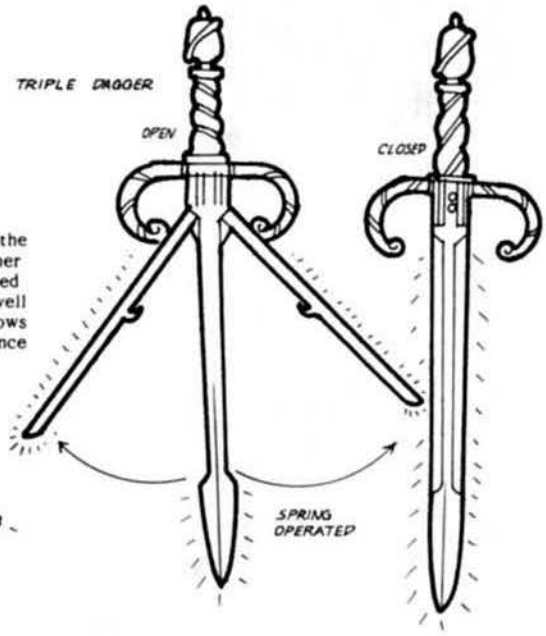




BRACELET DAGGERS

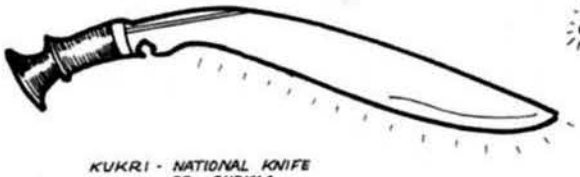
TRIPLE DAGGER

The triple-dagger was a weapon used by European fencers. In its closed position, this weapon appeared to be a plain dagger, but when a release catch was pressed, two side blades pushed out from the central blade to form a sort of trident. In this form the weapon was rather handy in parrying rapiers and other thrusting type weapons.



KUKRI

This legendary knife is the principal weapon of the Gurkas of Nepal. The weapon is usually carried in a leather sheath along with two much smaller knives which are shaped the same. The center of gravity of this weapon was well forward and as such, very heavy and devastating blows could be achieved. It was said that these knives once drawn were not to be sheathed until they drew blood.



KUKRI - NATIONAL KNIFE OF GURKAS

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Bracelet Dagger	K	.3m	.4kg	0	1	Thrust	1	1
Triple Dagger	K	.3m	.3kg	0	2	Thrust	1	1
Kukri	K	.5m	.6kg	0	1	Chop/Thrust	1	2

KRIS

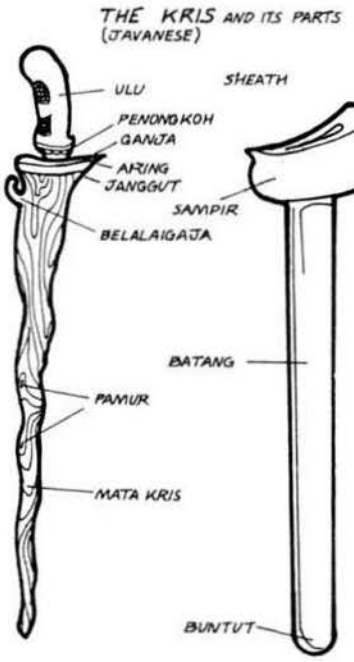
There is perhaps no more famous a weapon in Indonesia than the Kris. In its basic form the kris is a wavy bladed knife/short sword, double edged, designed primarily for thrusting.

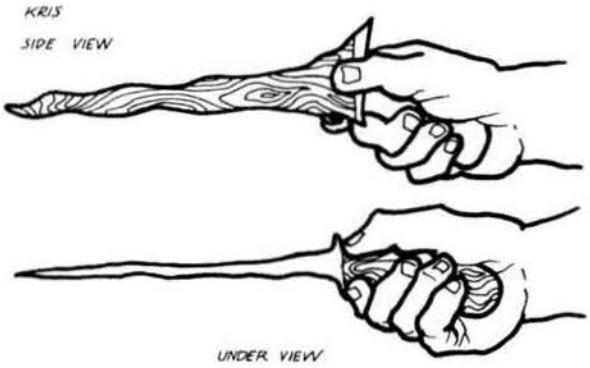
A kris is somewhat more deadly than a straight bladed knife in combat in that its wavy blade makes a larger wound and can more readily penetrate between bones. The number of waves in the blade is always odd, ranging from three to twenty-nine. The blade usually has some cracks in it and these are said to possess magical powers.

The pande or smith who forged the kris held an honored position in the Indonesian culture because they were believed to have access to the supernatural. His work was a secret art veiled in mystery. The rough appearance of the blade, although desired, was due mainly to the crude methods and materials (usually iron meteorites) used by the smith.

It was believed that certain features would determine whether a kris would bring good or bad luck to its owner. The number of times it has shed blood was important as was the reputation of its smith, the pattern of the blade, and other things as well. It was certainly better to inherit a kris than to buy one. There were a number of "tests" which could be performed on the weapon to determine its magical character.

Examples of a kris' powers include: it could kill a victim when simply pointed at him, it could kill by being stabbed into the victim's shadow or footprints, it would sometimes leap from its sheath and fight for its owner, it could rattle in its sheath to warn of approaching danger, or could even turn wild animals in their tracks.

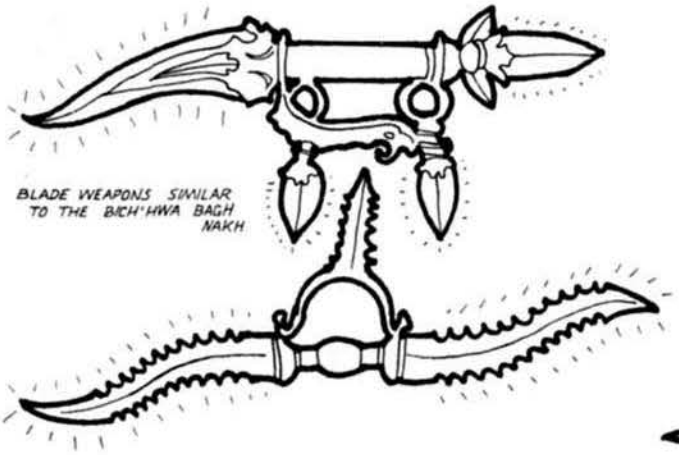




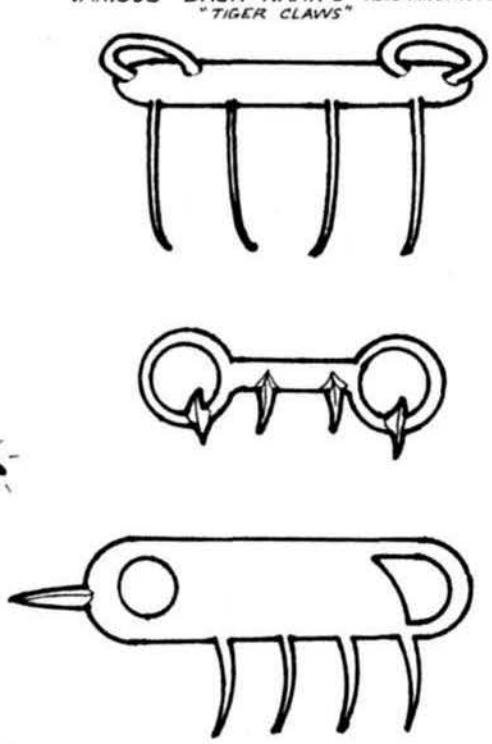
Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Kris	Sw	.5m	.7kg	0	2	Chop/Thrust	3	2

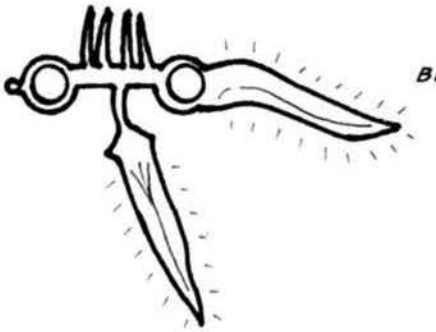
BAGH NAKH

The Bagh Nakh, or tiger claws was a small set of steel claws which were favored by assassins in India and the Middle East. Sometimes these weapons were further fitted with dagger blades, as is the case of the Bich'Hwa Bagh Nakh combination.

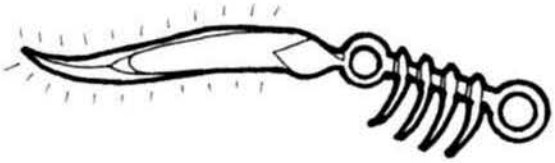


VARIOUS BAGH NAKH'S ALSO KNOWN AS "TIGER CLAWS"





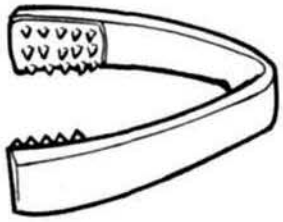
BICH'HWA BAGH NAKH "TIGER CLAWS" WITH BLADES



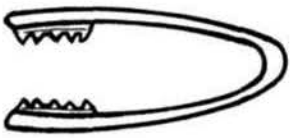
Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Bagh Nakh	M	.1m	.05kg	0	0	Cut	2	1
Bich'Hwa Bagh Nakh	M	.25m	.95kg	0	1	Cut/Thrust	2	1

PENDJEPIT

The Pendjepit were small, metal-toothed combat pincers used in Malaysia. In many respects they resemble our modern ice tongs. When used in conjunction with the martial arts styles of the area, they became rather effective as weapons. They were used to grab, twist, and tear the flesh of an enemy and were particularly devastating if holds on the neck, abdomen, or groin were achieved.



PENDJEPIT MALAYSIAN COMBAT PINCERS



Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Pendjepit	M	.1m	.1kg	0	1	Special	2	1

BAGH NAKH
"TIGER CLAW" WITH
BLADE
(BICH'HWA BAGH NAKH)
BAGH NAKH
HAND HELD
"TIGER CLAW"

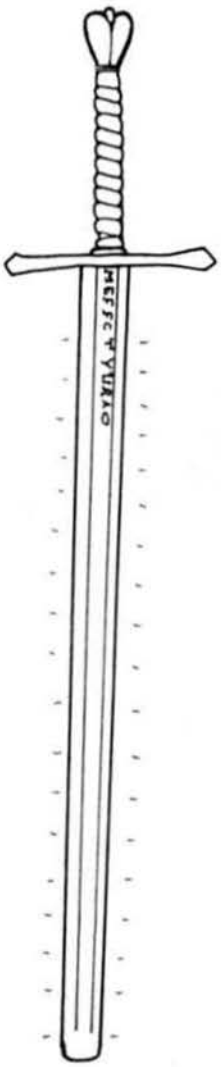
Swords

EXECUTIONER'S SWORD

The executioner's or beheading sword was a relatively rare weapon which was developed from the hand and a half sword during the sixteenth century in Europe. As its name implies, this sword was used by medieval executioners to administer justice to criminals. Often the blade was etched with scenes of execution or short cliches dealing with law and order.

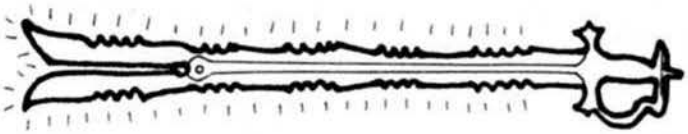
The sword had a flat blade with parallel edges and a blunt tip. The handle was long enough to ensure a good grip as it was swung like a baseball bat.

EXECUTIONER'S SWORD

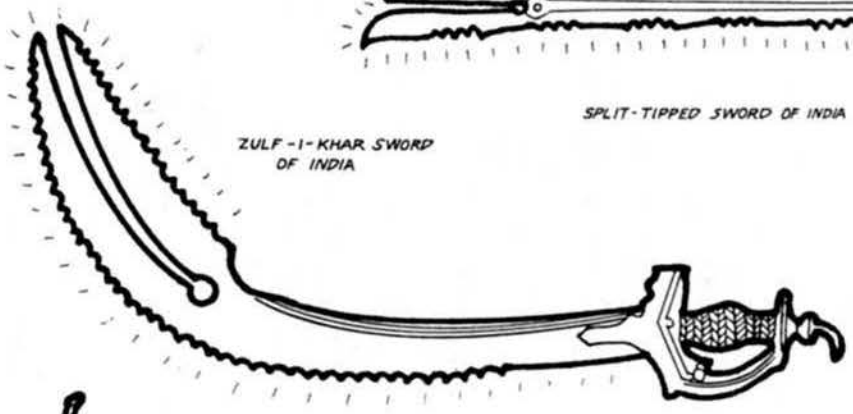


CHINESE BEHEADING SWORD

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Executioner's Sword	Sw	1.1m	2.2kg	1	2	Chop	3	3
Beheading Sword	Sw	1.3m	2.4kg	1	2	Chop/Thrust	3	4



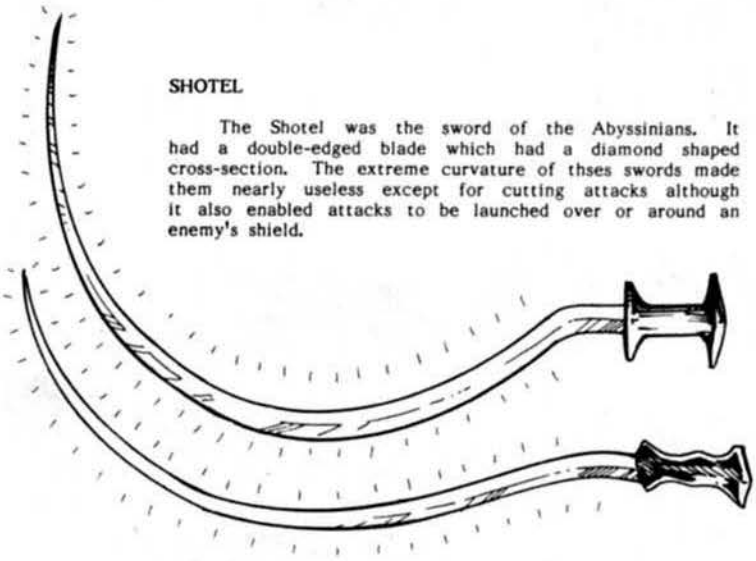
SPLIT-TIPPED SWORD OF INDIA



ZULF-I-KHAR SWORD OF INDIA

NAGAN SWORD OF INDIA

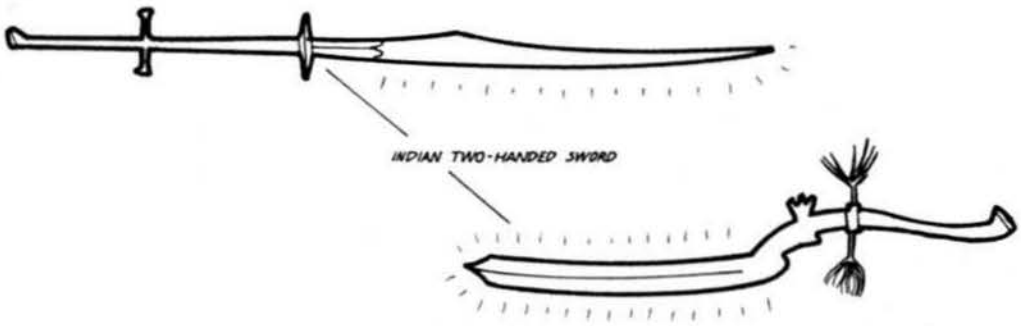
FISH SPINE SWORD: A SPIKEY INDIAN SWORD MADE OF METAL.



SHOTEL

The Shotel was the sword of the Abyssinians. It had a double-edged blade which had a diamond shaped cross-section. The extreme curvature of thses swords made them nearly useless except for cutting attacks although it also enabled attacks to be launched over or around an enemy's shield.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Split-Tipped Sword	Sw	.9m	1.7kg	1	2	Chop	2	3
Zulf-I-Khar	Sw	.8m	1.8kg	1	3	Cut	3	3
Fish Spine Sword	Sw	.8m	1.4kg	1	3	Chop	2	3
Nagan	Sw	1.1m	1.7kg	1	2	Chop/Thrust	2	3
Shotel	Sw	.8m	1.4kg	0	2	Cut	3	2

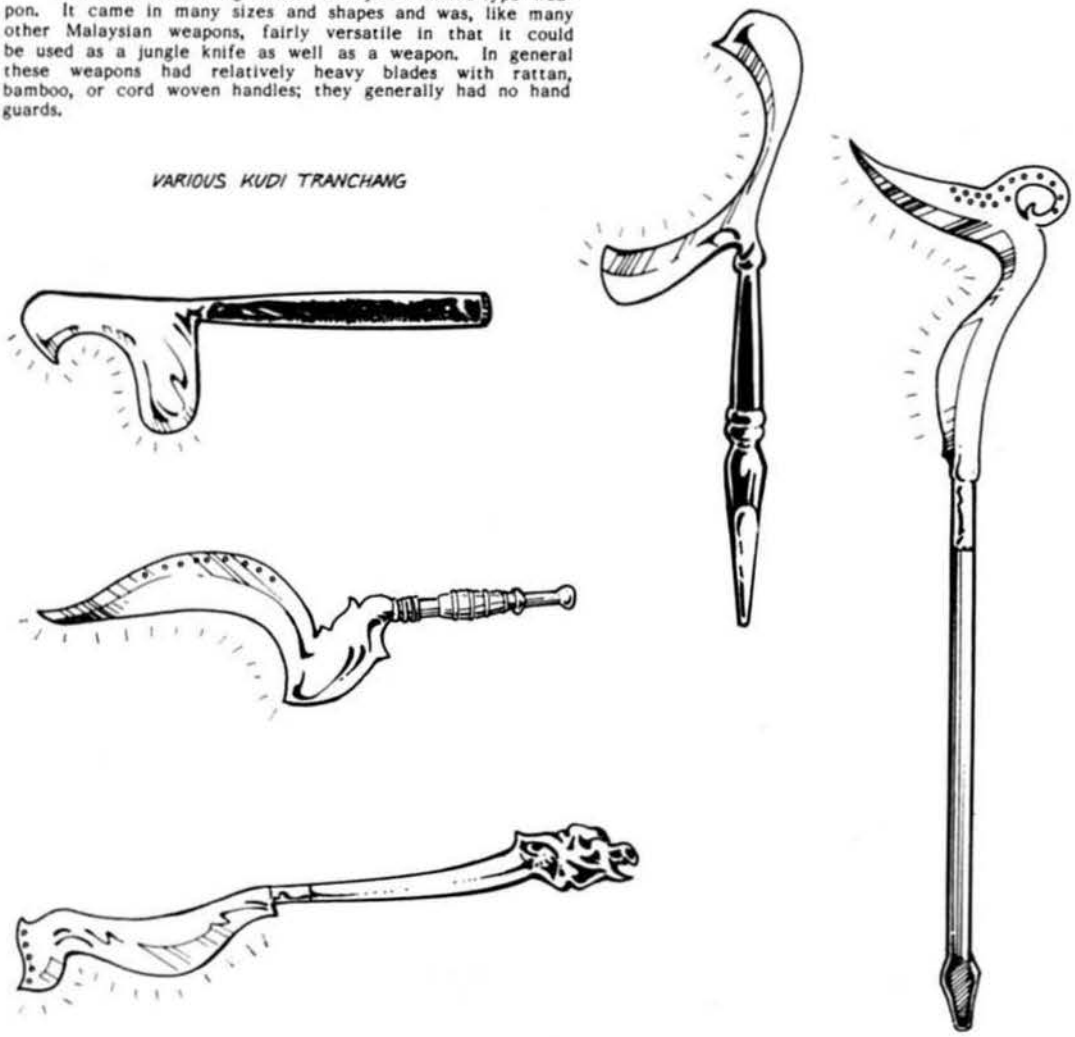


Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Indian Sword (A)	Sw	1.0m	2.1kg	1	3	Cut/Thrust	3	3
Indian Sword (B)	Sw	.8m	2.3kg	2	2	Chop	3	3

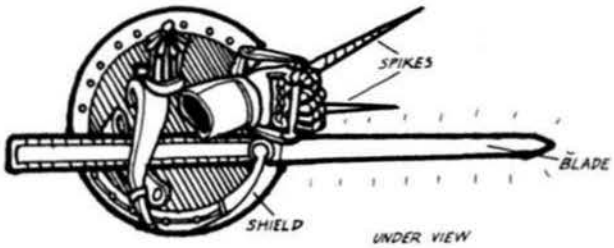
KUDI TRANCHANG

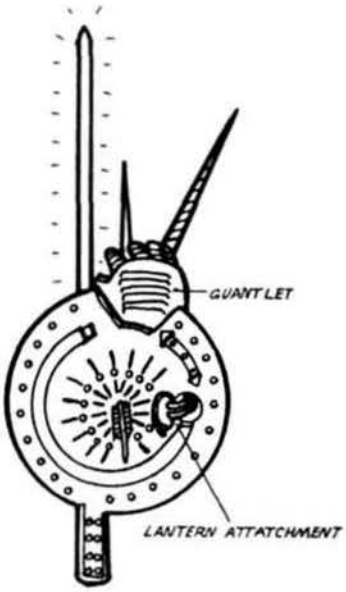
The Kudi Tranchang was a Malaysian sword-type weapon. It came in many sizes and shapes and was, like many other Malaysian weapons, fairly versatile in that it could be used as a jungle knife as well as a weapon. In general these weapons had relatively heavy blades with rattan, bamboo, or cord woven handles; they generally had no hand guards.

VARIOUS KUDI TRANCHANG



Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Kudi Tranchang	H	.5-1.0m	.5-1.0kg	1	1	Chop/Thrust	1	2

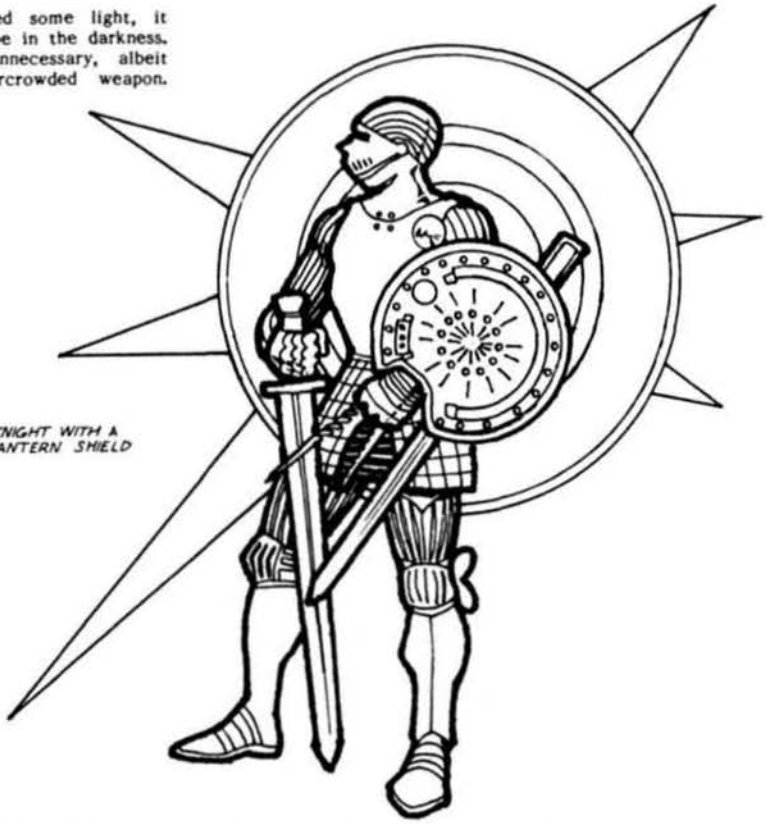




LANTERN SHIELD

The lantern shield was a rather strange weapon which was developed in Italy in the sixteenth century. It consisted of a round buckler-type shield, about one-third of a meter in diameter, to which was attached a number of offensive weapons. A handle projected from the inside of the forward edge of the shield which was grasped by the hand, protected by a plate gauntlet of course. This particular gauntlet has two spikes protruding from it. The serrated edges of these spikes suggest that they were also used to try and trap an opponent's blade. Below the gauntlet, a long sword-like blade was fitted so that it ran roughly along the fore arm. The sharpened blade could be effectively used as a thrusting weapon; the rear portion of this blade extended back from the shield to protect the elbow. In addition, the center of the shield was fitted with a projecting spike which adds further to its lethal capabilities. Finally the shield was also provided with a round fitting in front and the necessary hardware in back so that a small lantern could be attached to it. Lanterns were sometimes used by fencers in attempts to dazzle their opponents and whole systems and schools of training centered around their use.

While the lantern did probably shed some light, it is doubtful as to how effective it would be in the darkness. In this instance I consider it to be an unnecessary, albeit interesting, addition to an already overcrowded weapon.



Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Lantern Shield	M	1.3m	2.7kg	2	4	Thrust	4	3

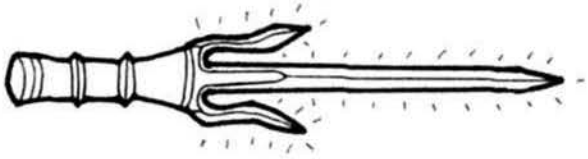
BOARSWORD

The boarsword was a European hunting weapon normally used by the nobility. As its name implies, this weapon was used against wild boars.

Typically these weapons consisted of a hand-and-a-half hilts, that is to say, it could be used with one or two hands if necessary. The blade itself can be divided into two sections, the shaft and the head. The shaft normally had a diamond or square cross-section to insure against heavy impacts. The head was normally leaf-shaped and double edged. Some boarswords had a removable crossbar fitted behind the head to insure that the weapon did not penetrate too deeply into the boar and enable him to slash the sword wielder with his tusks.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Boarsword	Sw	1.1m	1.6kg	0	2	Thrust	2	2

PATA INDIAN GUANTLET SWORD

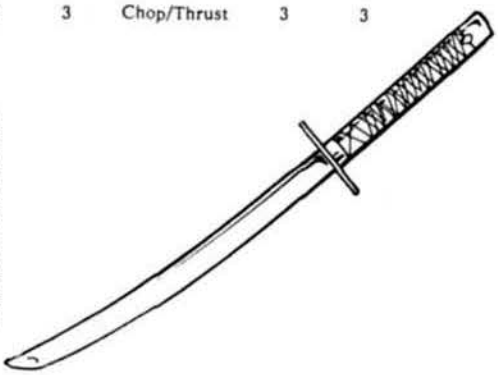


MANOPLE: MOORISH GUANTLET SWORD

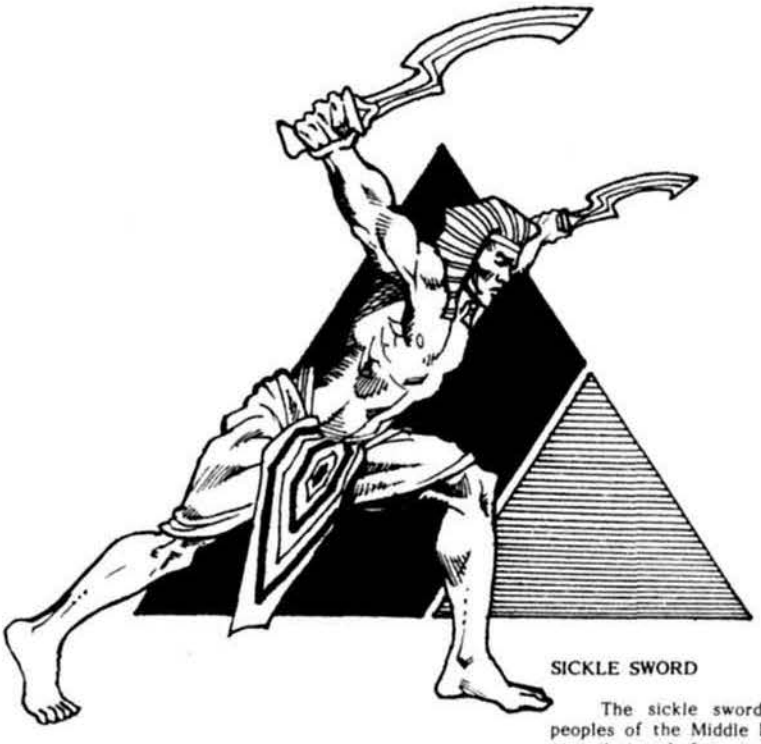
Pata	Sw	1.0m	2.1kg	1	3	Chop/Thrust	3	3
Manople	Sw	.6m	2.1kg	1	3	Chop/Thrust	3	3

NINJATO

The ninjato was the sword of the Japanese ninja, the now famous society of assassins. This is not to say that the ninja always carried the ninjato, but rather it was one of their many specialized weapons. The ninjato was somewhat different from other Japanese swords in that it was somewhat shorter and the handle was longer than normal swords. this enabled somewhat different types of attacks to be launched as the blade was more flexible. When in its scabbard, the ninjato could be used as a step ladder of sorts or a climbing pole due to its somewhat oversized hand guard. The scabbard itself had a removable cap and could be used as a breathing tube or a blow gun.



Ninjato	Sw	.9m	1.4kg	0	3	Cut/Thrust	2	3



SICKLE SWORD

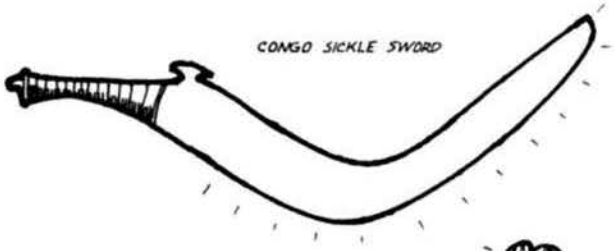
The sickle sword was a weapon used by the ancient peoples of the Middle East. As its form implies this weapon was designed for cutting and chopping and not thrusting. It is essentially an offshoot design from the basic axe form, athough a more efficient one.

Early sickle swords were composed of a long handle and a rather short semi-circle blade; this form clearly resembles the axe. Later versions had a much shorter handle and a longer blade. Normally these weapons were made of bronze or iron.

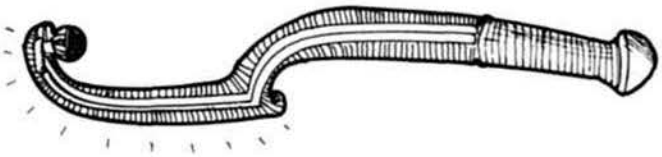
Because of the exaggerated curve of the blade the majority of this weapon's mass was concentrated near the tip. This enabled heavy, crushing blows to be brought down upon the target. The simple hilt of this weapon afforded little protection to the hand and as such, parrying blows were usually done with the other hand which held a shield.

SICKLE SWORD FROM MALABAR

CONGO SICKLE SWORD



KOPSH EGYPTIAN SICKLE SWORD



SAPPARA ASSYRIAN SICKLE SWORD

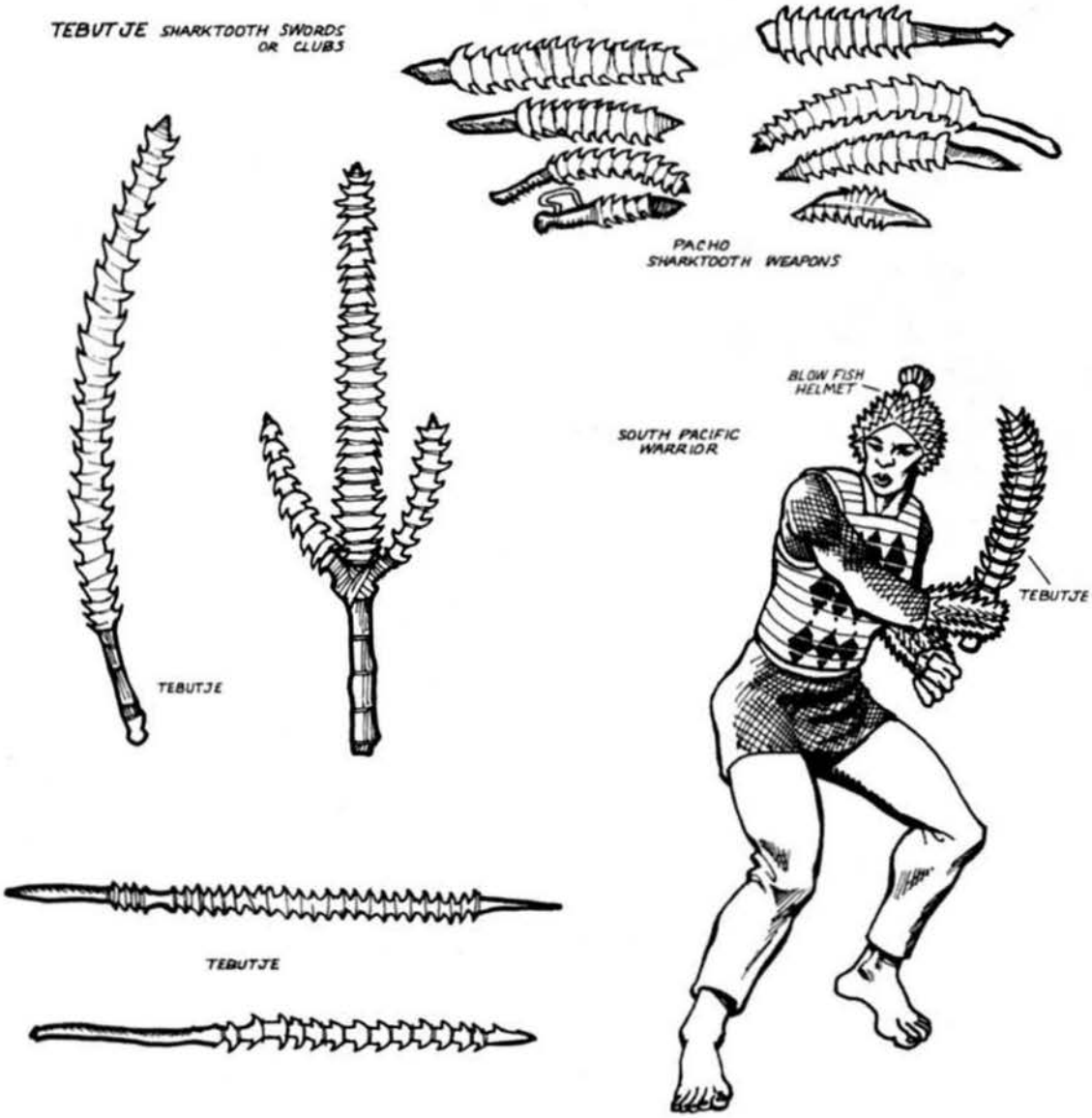
Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Sickle Sword	Sw	.7m	1.3kg	0	2	Cut/Chop	3	3

TEBUTJE - PACHO

The natives of the Gilbert Islands in the Pacific developed a number of club-like weapons which would be most effective against highly armoured enemies. Similar in basic design to the Aztec maquahuilt, the tebutje and pacho utilized shark's teeth instead of obsidian to provide a cutting edge.

These weapons came in a variety of shapes and sizes; the two basic forms were the slightly curved and the straight. The curved ones bear a great resemblance to the curved, cutting swords found in many more advanced cultures. The shark's teeth which were attached to the "edge" of these weapons would produce rather wicked wounds in combat, sort of like slashing someone with a cross cut saw.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Tebutje	H	.9m	1.2kg	0	2	Cut	2	2
Pacho	H	.6m	.8kg	0	1	Cut	2	2



Polearms

POLEARMS

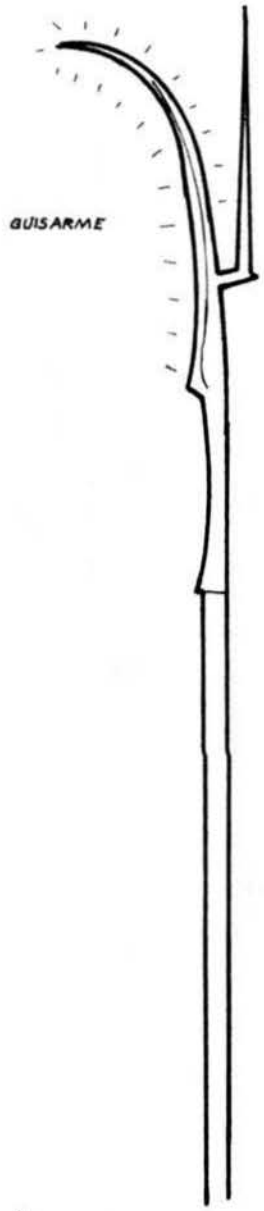
The most basic definition of a polearm is any form of chopping or thrusting weapon mounted on a long handle. Often these weapons are difficult to classify because although there are some very distinctive forms, they are often called by different names. Adding to this confusion are the numerous intermediate forms which are in themselves difficult to classify.

The European Polearm was almost always a weapon of the footsoldier. Indeed, these weapons owe much of their ancestry to the modified agricultural tools used by peasant levies of many medieval armies. As time passed and newer, more efficient forms were developed many polearms took on the look of can openers. This similarity in appearance is interesting as their primary function was to open up the "cans" of heavily armoured knights.

Depending on the specific type of polearm, that is to say whether it was a thrusting, chopping, or a combination weapon, the methods of use varied accordingly. Heavy chopping types swung overhand could easily crush or cut through most armour. Thrusting types were good for penetrating joints in armour as well as breaking up cavalry charges if the soldiers using them held their ground. Large formations of Flemings, Swiss, and Germans often defeated armoured knights in the later middle ages and re-defined the art of warfare.

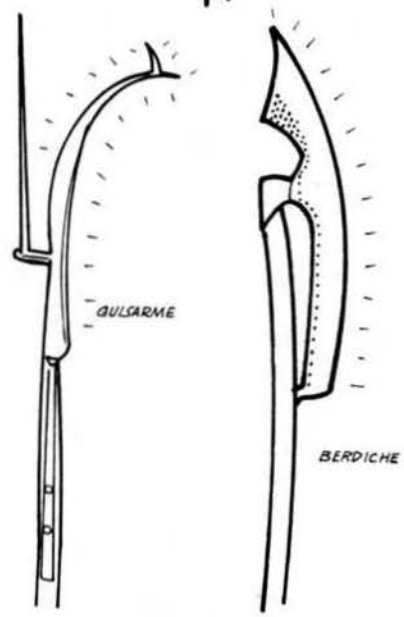
The most well-known polearm is the halberd. In its basic form a Halberd consisted of an axe blade mounted on a pole with point opposing it. A long thrusting point was also part of the head so that the weapon could be used to chop (with the axe or point) and thrust (with the spear point). On some weapons the thrusting point was elongated a sharpened on one side so that it resembled a Saber. As with most polearms, the shaft behind the head was reinforced with metal strips to prevent the weapon from being chopped off by an enemy's weapon. Another feature of many polearms was a cloth grip which helped the wielder maintain a firm grasp.

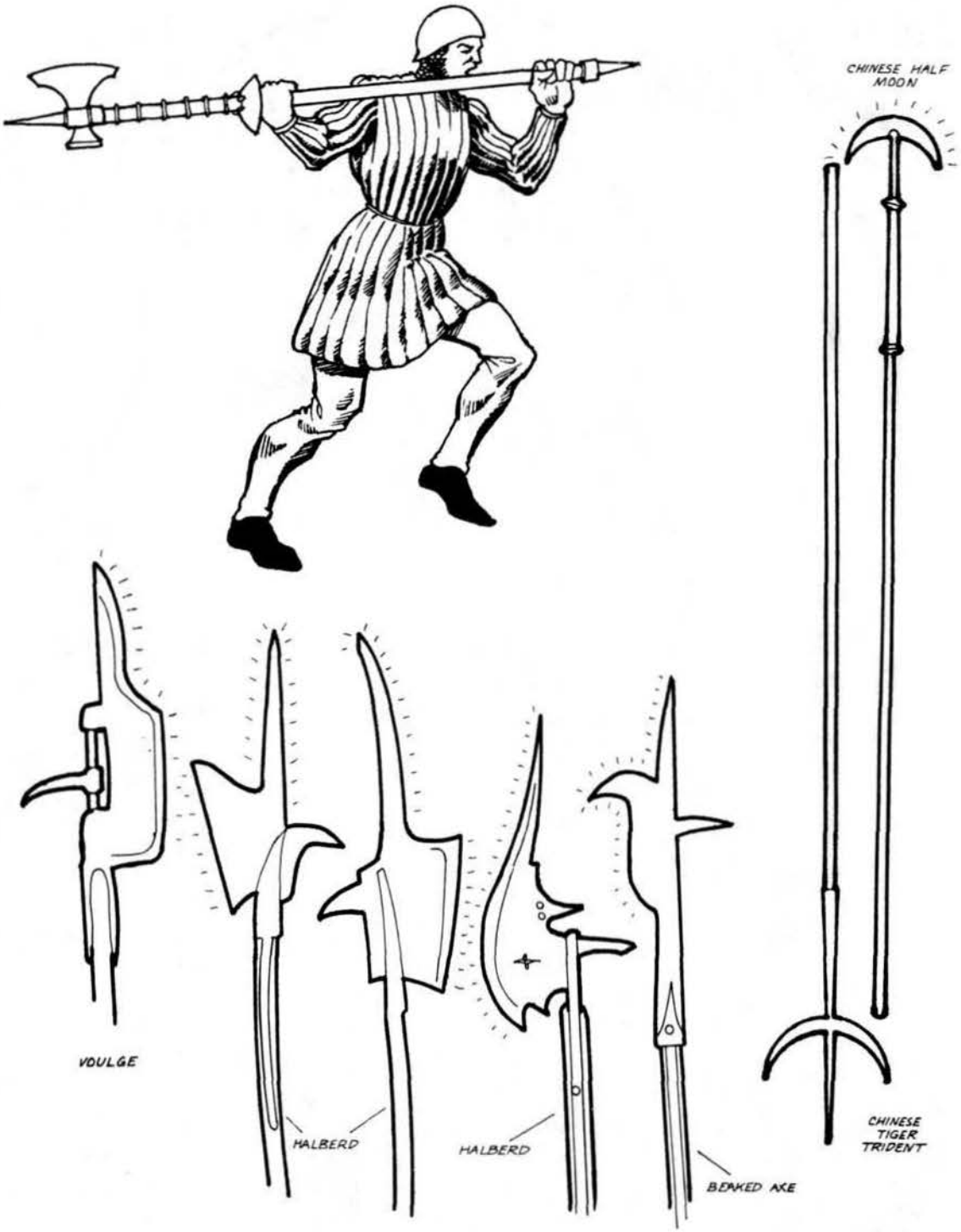
The points and hooks on so many polearms served a very important function. No only did they come into play as weapons, but they were used to hook onto and unhorse enemy knights.



Basic Classifications of Polearms

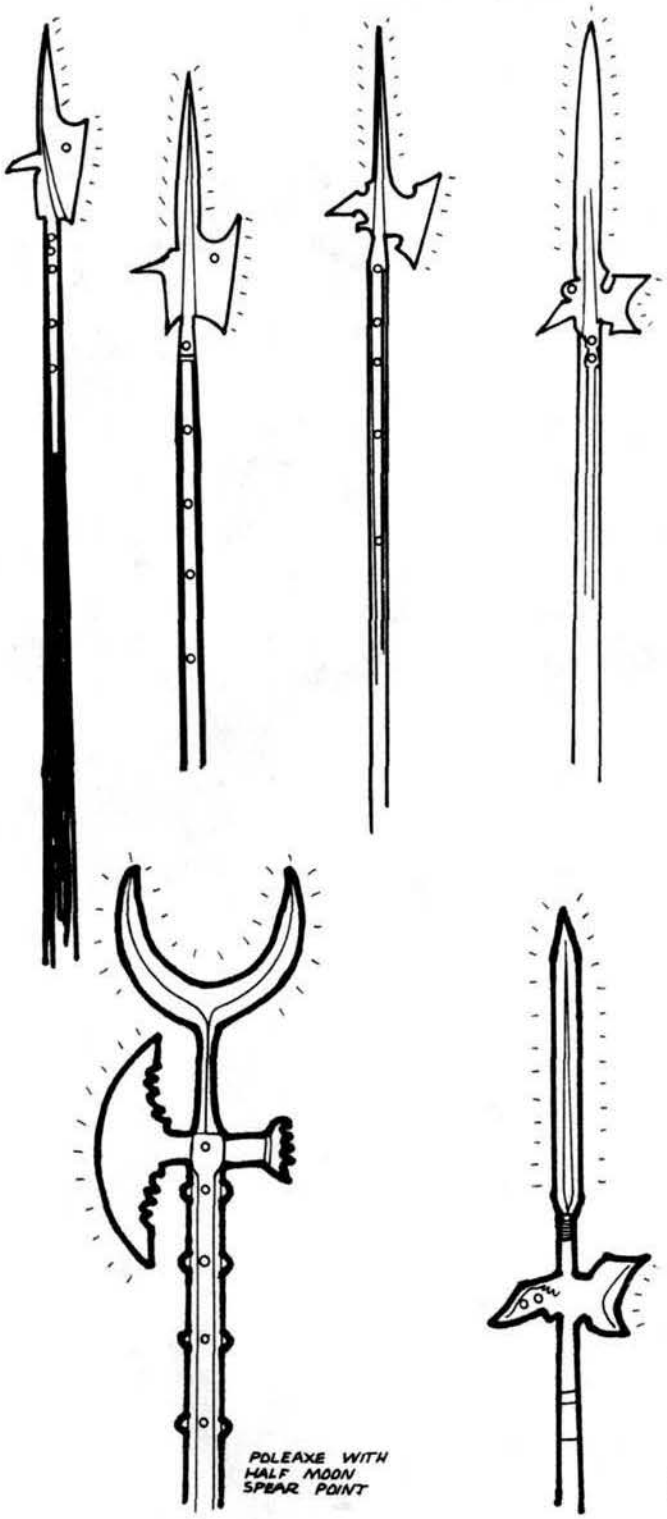
Thrust	Chop (cutting)	Combination
Awl Pike	Berdiche	Beaked Axe
Bohemian Ear-Spoon	Bill	Couteau de Breche
Chauves-Souris	Falcastra	Croc
Half Moon	Falx	Godendag
Korseke	Fauchard	Guisarme
Langue de Boeuf	Glaive	Halberd
Military Fork	Jedburg Axe	Hippe
Partizan	Lochaber Axe	Lucerne Hammer
Pike	Pole Axe	Scorpion
Spetum	Scythe	
Spontoon	Voulge	
Runka		





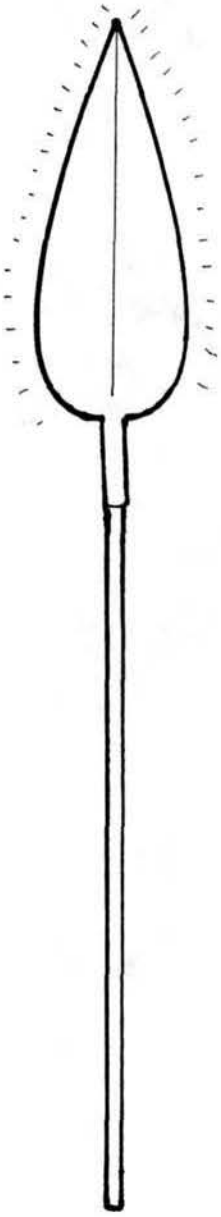
Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Berdiche	P	2.1m	3.1kg	1	3	Chop/Thrust	2	3
Guisarme	P	2.5m	2.6kg	1	3	Chop/Thrust	3	3
Halberd	P	2.2m	2.8kg	1	3	Chop/Thrust	3	3
Voulge	P	2.1m	2.4kg	1	3	Chop/Thrust	2	3
Tiger Trident	M	2.3m	2.1kg	1	3	Thrust	1	4
Chinese Half-Moon	P	2.1m	2.2kg	1	2	Cut	1	2

VARIOUS TYPES OF HALBERDS



SUDANESE SPEAR

THE MASSIVE HEAD IS CAPABLE OF INFLICTING TERRIBLE WOUNDS.



Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Sudanese Spear	Sp	1.8m	1.9kg	1	2	Thrust	1	3

MEYER'S SCHOOL OF HALBERD COMBAT

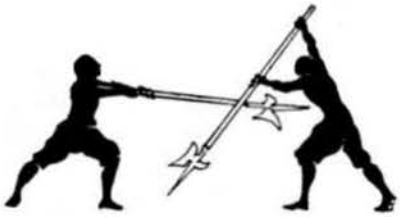
1. RAISING THE HALBERD TO DELIVER A GREAT BLOW.

2. BLOCKING THE ASSAILANTS WEAPON WITH ONES OWN HALBERD.

3. TRIPPING THE ENEMIES LEG WITH HALBERD.

4. CATCHING THE ASSAILANTS NAPE.

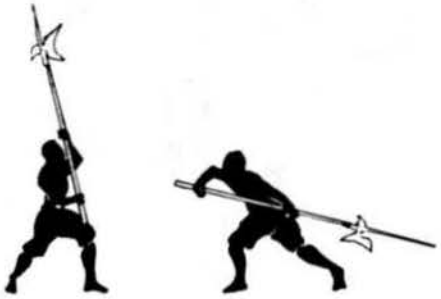
5. THRUST UNDER THE ATTACKER'S CHIN SIMULTANEOUSLY KICKING HIS LEFT KNEECAP.



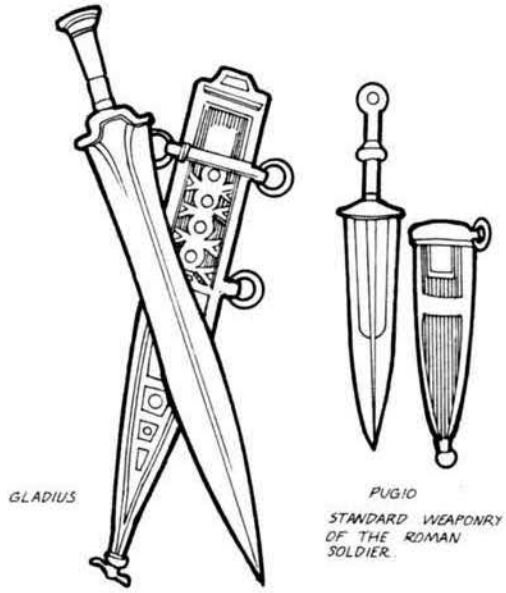
1. HALBERD STOP THRUST CHECKING A RIPOSTE

2. CHECKING A DIRECT BLOW WITH THE STAVE.

3. TRIPPING THE ENEMY WITH STAVE BUTT THRUST UNDER THE CHIN.



4. GREAT SWING, USING HALBERD AS A DEFENSIVE AND OFFENSIVE WEAPON.



STANDARD WEAPONRY OF THE ROMAN SOLDIER.

PILUM

One of the most interesting weapons used by the Romans was the Pilum. Due to the fact that the Romans had two types of pila, there has been some confusion as to the exact description of the weapon. From remains found, reasonable reconstructions have been made and each can now be described.

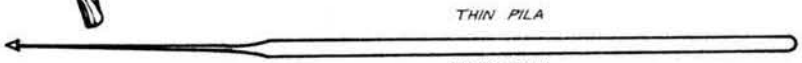
The first type or the thin pilum, has a long, socketed iron head with a barbed point. This type was designed to be thrown. Due to the thin iron head and the barbed point, it was often rendered useless upon impact with a hard surface. This was to prevent the enemy from picking them up and reusing them. The thin pilum was also used to deprive the enemy of his shield in that, if it hit the shield and stuck in it, it would be hard to pull out in the heat of combat, and its long metal shaft prevented it from being chopped off. A shield with this spear sticking in it would then become unbalanced and hard to wield effectively.

The second type, or the thick pilum had a long iron head with a pyramidal point. The end of the shaft was flat like the tong of a sword. The metal head was attached to the wooden shaft and served to protect the hand. It was this type of pilum which was used in hand to hand combat. The metal neck and hand guard enabled it to be used to parry sword blows, and its length gave the wielder a reach advantage over his opponent.

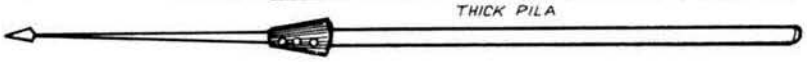
The iron heads of both pilum were about .6 meters in length, the entire weapon was about 1.8 meters long.

ROMAN DART

THIN PILA



THICK PILA



Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Gladius	Sw	.6m	.9kg	1	3	Chop/Thrust	2	2
Pugio	K	.3m	.3kg	0	1	Thrust	1	1
Roman Dart	Sp	1.2m	.8kg	0	2	Thrust	1	2
Pilum (Thick)	Sp	1.8m	2.1kg	1	3	Thrust	1	2
(Thin)	Sp	1.8m	1.7kg	1	2	Thrust	1	2

AHLSPIESS

The ahlspiess was a weapon used in europe around the fifteenth century. The weapon resembles the old Roman fighting spear pilum. Basically the ahlspiess is a long metal spike with a square cross section fitted onto a rather short wooden shaft. At the point at which the spike fits into the haft a round hand guard is set. This guard enables the weapon to be used to block and parry blows without fear of injury to the hands.

Although this weapon was around for a relatively long period of time, it did not enjoy much popularity. The Bohemian infantry used it into the sixteenth century but elsewhere it was usually only used by armoured knights in tournaments.

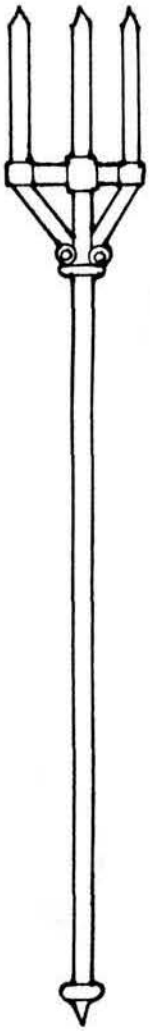
A number of longer polearms-type weapons with this same basic design were also used. These include the Awl-Pike which had a one meter spike mounted on a two meter shaft and the Plancon a picot which had a 1½ meter spike mounted on a shaft of equal length. Both of these weapons were designed to be used by soldiers in formation as opposed to one-on-one close combat.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Ahlspiess	M	1.5m	1.9kg	1	3	Thrust	1	2
Awl Pike	P	3.2m	2.7kg	1	2	Thrust	1	3
Plancon a Picot	P	3.0m	2.8kg	1	2	Thrust	1	3

FUSCINA

It could be argued that the one thing which is universally associated with the Roman civilization is its use of gladitorial contests for public entertainment. Of the various types of gladiators the two most "famous" were the retarii and the scutors.

The scutors were those men armed with a sword and a small shield while the retarii were those armed with a net and trident. This trident, called a fuscina, was rather well suited to close combat. The tines of the trident's head could not only be used to parry sword cuts and thrusts, but could also be used as a "sword breaker" or to wrench the weapon from a enemy's grasp as well. The retarii used a net to ensnare their opponent along with the trident. This net could also be used to parry, much like a cloak was much later in European fencing systems.



Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Fuscina	M	1.8m	2.1kg	1	2	Thrust	1	3

Staves

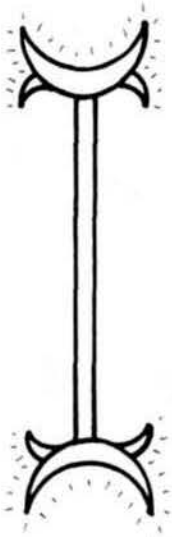
MALAYSIAN STAFF WEAPONS

As with most societies, staff-type weapons were used extensively throughout the Malay Archipelago. These weapons and their combat techniques are ancient indeed, as the staff is one of the earliest and easiest weapons to make. A logical outgrowth of the basic staff is one in which a metal blade is attached. A cutting blade on the end of a staff made the blade much more effective in combat and enabled its user to combat large groups of attackers.

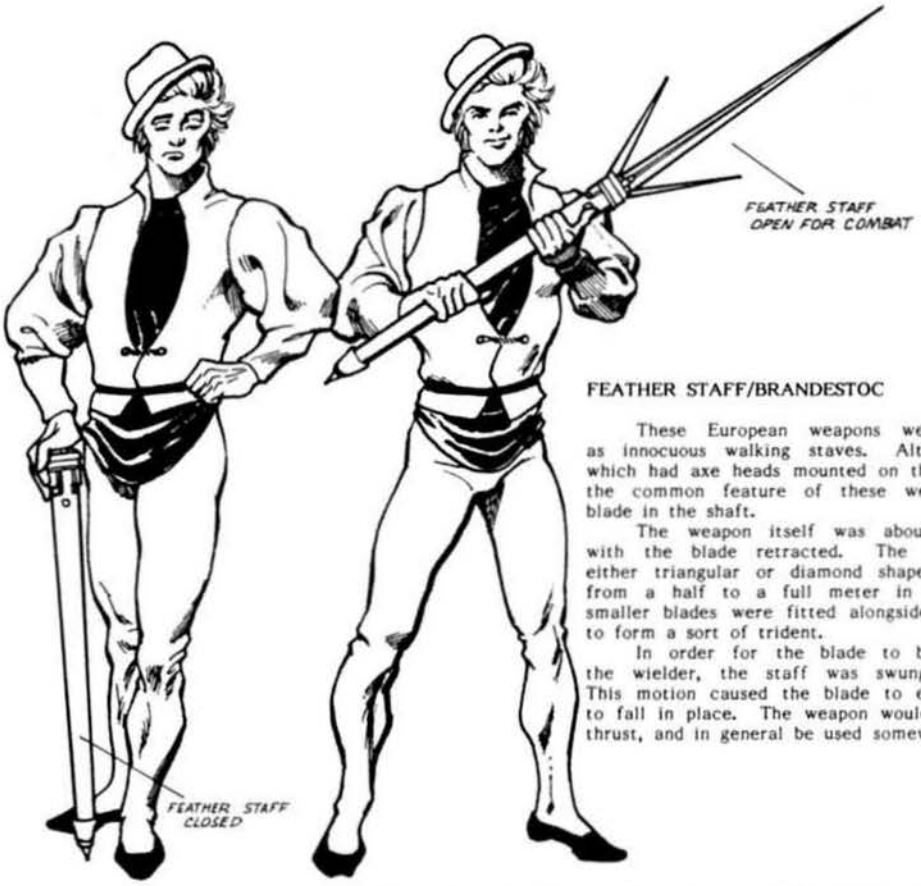
The Arbir is a bladed staff used on Java and in many other parts of Malaysia as well. The arbir consists of a wooden shaft which is pointed on one end. On the other end of the staff is attached a rather wide, curved blade. In this form attacks can be made by cutting or thrusting with the blade or by striking with the pointed wooden end. The staff of an arbir is grooved opposite the sharp edge of the blade. This feature enables the user to know exactly where the cutting edge is as he executes intricate maneuvers.

The Lajatang is another bladed staff weapon used in Malaysia. The lajatang consists of a wooden shaft to which are attached two large metal crescents, one on each end. The metal crescents are also fitted with two curved points which project backward from the tips of the crescent. In this form the lajatang would be a most effective weapon in combating a large number of foes as one could easily cut through waves and waves of attackers.

As with any staff weapon the one big advantage they gave in combat was that they could keep enemies armed with shorter weapons at bay, due to its length. It is very difficult for an attacker to close in with a defender armed with a staff without opening himself to attack. The length of the staff also enabled effective blocks and parries to be made rather easily.



Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Arbir	M	1.8m	2.2kg	1	2	Chop/Thrust	1	3
Lajatang	M	1.4m	2.3kg	2	3	Cut/Chop	3	4



FEATHER STAFF/BRANDESTOC

These European weapons were designed to appear as innocuous walking staves. Although there were some which had axe heads mounted on the shaft like battle axes, the common feature of these weapons was a concealed blade in the shaft.

The weapon itself was about one meter in length with the blade retracted. The blades themselves were either triangular or diamond shaped and ranged in length from a half to a full meter in length. Sometimes two smaller blades were fitted alongside the long, central blade to form a sort of trident.

In order for the blade to be brought into play by the wielder, the staff was swung down or out sharply. This motion caused the blade to eject and a retaining pin to fall in place. The weapon would then be used to parry, thrust, and in general be used somewhat like a rapier.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Feather Staff	M	1.0/1.6m	1.0kg	0	2	Thrust	1	2
Brandestoc	M	1.2/2.2m	1.9kg	1	2	Chop/Thrust	2	3

Parrying Weapons

PARRYING WEAPONS

There were a number of cultures which developed what are called "parrying weapons". In general these consisted of some sort of small shield or hand guard which was attached to a sword-type blade or spear. These weapons were generally designed to be used with two hands although some could be used one handed.

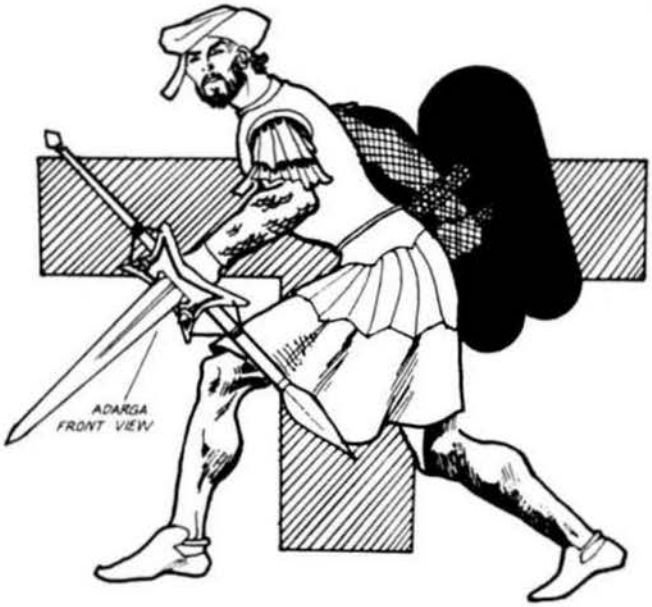
The Madu was an Indian parrying shield which consisted of a small round shield to which a pair of animal horns were attached. Often the horns were tipped with metal points. The madu was a favorite among Hindu religious beggars.

The Saintie was another Indian parrying weapon which consisted of a straight metal bar with a loop guard attached; a spear point is fitted on the end. Sometimes a dagger was concealed in the other end of the shaft.

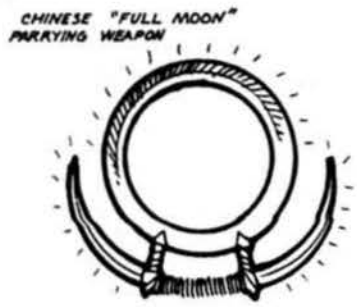
The Adarga was a Moorish weapon which shows influence from the Indian weapons, particularly the saintie. It consisted of a spear with a central hand shield attached. To the shield, was fitted a double-edged blade which extended out perpendicularly from the spear. Obviously with this weapon a straight push-type trust could be made in addition to jabs with the spear.

The Sang Kauw was a Chinese weapon which consisted of a straight bar to which was attached a double-bladed hand guard. In addition, a double-edged, semi-circular blade was fitted to one end. This sort of weapon was suited to cutting and chopping as well as thrusting.

The Sword Shield was a European weapon which had many forms. The simple ones were only a small metal shield protecting the forearm to which was fitted a blade or spike. This blade extended out over the back of the hand. More elaborate sword shields were large; two-handed affairs from one to one and a half meters in length. Spikes extended out from each end of these shields.



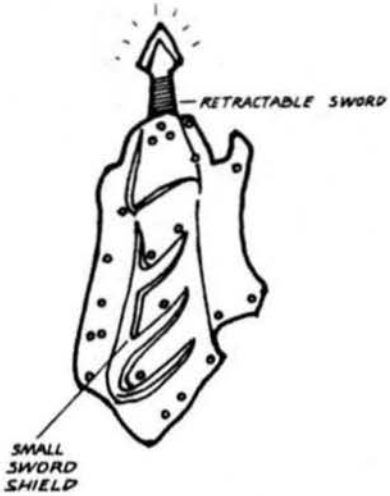
Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Adarga	M	1.1m	1.9kg	2	4	Thrust	3	2
Madu	M	1.6m	2.4kg	1	3	Thrust	3	1
Saintie	M	.7m	1.8kg	1	3	Thrust	1	2
Sword Shield	M	1.5m	2.9kg	2	4	Thrust	3	2
Sang Kauw	M	1.0m	1.8kg	1	4	Chop/Thrust	3	2

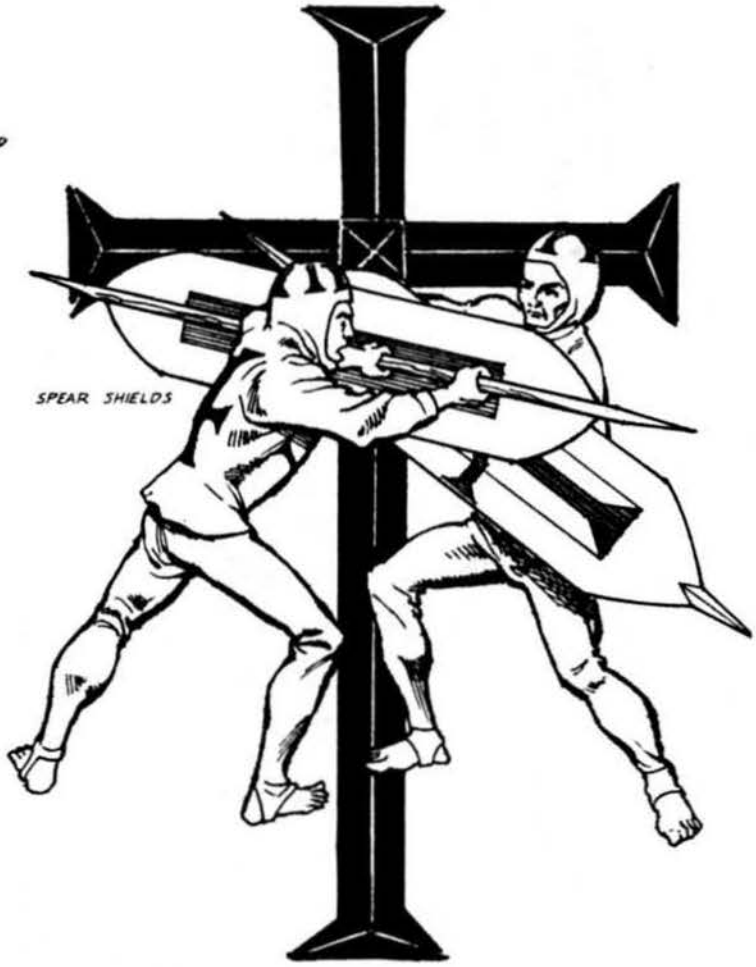


CHINESE SANG KAUW PARRYING WEAPON

HOOKED SANG KAUW

SAINTIE: INDIAN PARRYING WEAPON

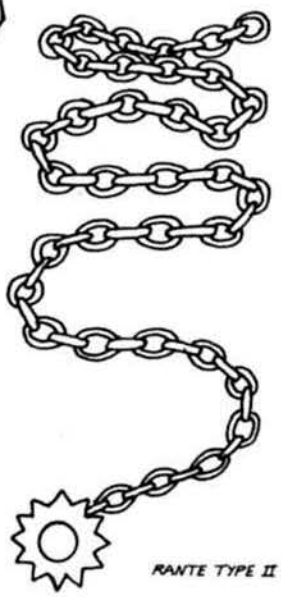




Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Full Moon	M	.5m	1.9kg	1	3	Cut	3	3

Chains and Whips

RANTE TYPE I



RANTE TYPE II

RANTE BER GANGEDUG

WEIGHTED CHAIN

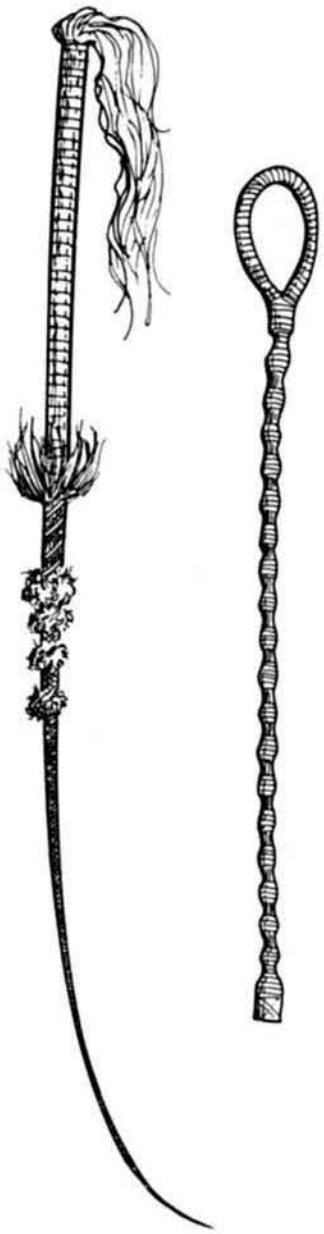
The Rante or weighted chain is a weapon which has its origins in China, but was also used in the Malayan Archipelago. In its basic form the rante consists of an iron ring chain about two meters in length. The ends of the chain are fitted with small weights about sixty grams in mass. Variations of the basic form consist of a shorter length of chain, about one meter, to which a saw toothed disk is attached or a chain fitted with a T shaped grip on one end and a sharpened metal rod on the other.

The rante is essentially a parrying weapon, designed to entangle an opponent's weapon or ensnare his legs or arms. The ones fitted with special ends would be very effective if directed at unarmoured portions of an opponent's body. When the chain is twirled, centrifugal force keeps it stiff and straight as it flies through the air. The techniques used with the chain are similar to those of the staff.

It is pretty obvious that in order for this weapon to be successful, the user must be one who has fairly good coordination and dexterity. It should also be noted that the rante would be useless in a confined space or in a grove of trees.

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Rante (Type I)	M	2.0m	.7kg	2	2	Impact	2	1
Rante Ber Gangedug	M	2.0m	.7kg	2	2	Thrust/Impact	2	2
Rante (Type II)	M	1.0m	.5kg	2	2	Impact	2	2

TWO TYPES OF MAQUARRI WHIPS
SIMILAR TO THE PETJAT WHIP

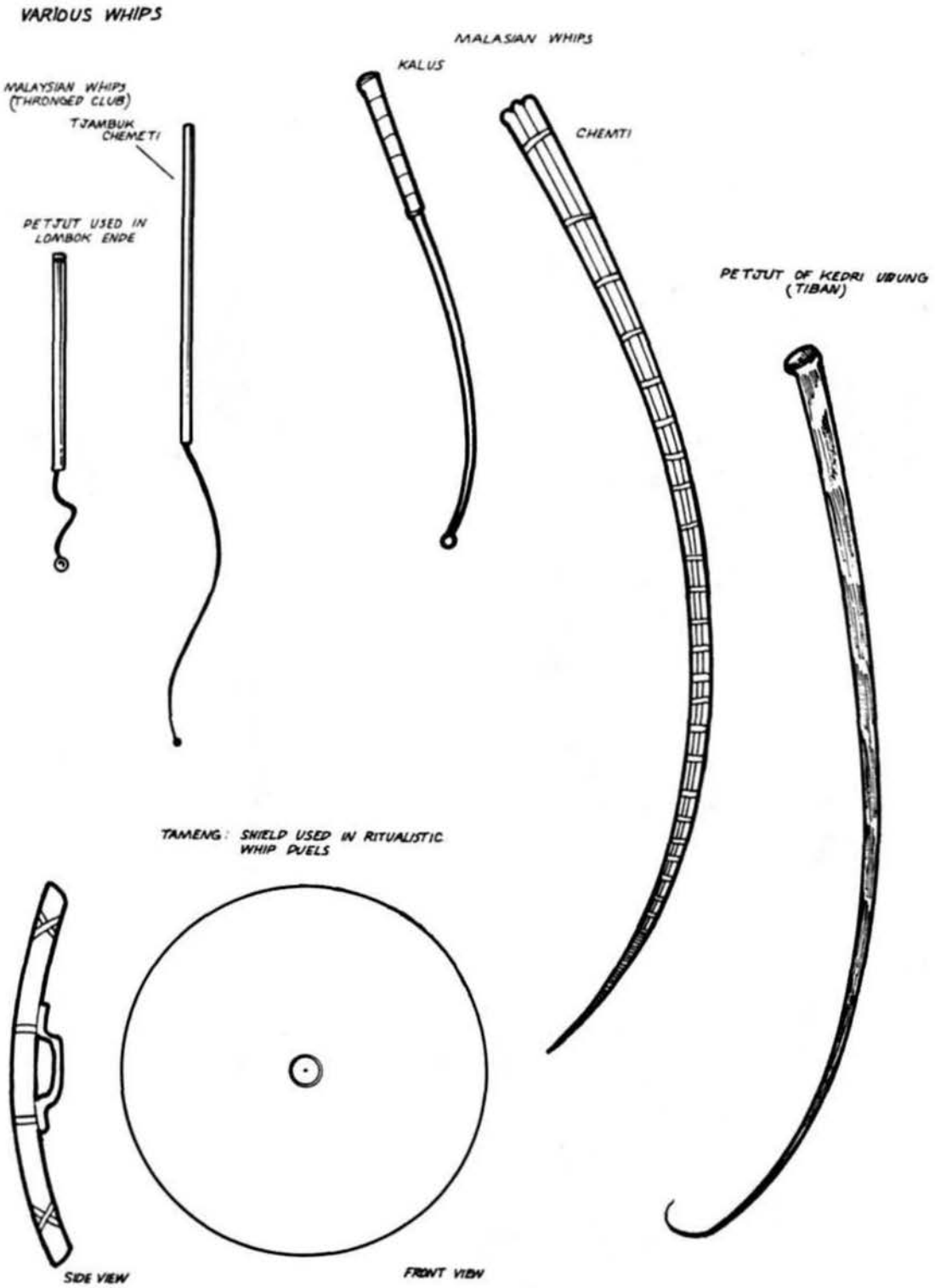


FIGHTING WHIPS

In Malaysia there are a number of different fighting whips which were, and still are employed as weapons. The Chemeti, Kalus, and Petjut are three such types. All of these consisted basically of a wooden handle, sometimes covered with leather, to which is attached a leather thong. Attached to the end of the thong is usually a knot of leather or sometimes a small metal sphere. The entire lengths of these weapons ranged from 1 to 1.75 meters.

A blow with one of these weapons is relatively harmless, except when equipped with the metal ball, then the target is usually the face, more specifically the eyes. To this day the natives of this region often participate in mock combat with these weapons. In general these bouts consist of an alternating series of strikes and parries as each combatant tries to hit the others face. A shield is used to parry.

Although this type of weapon would be useless against an armoured opponent, the flexible nature of the leather thong would enable it to entangle weapons or ensnare an enemy to possibly put him off balance.



Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Chemeti	M	1.2m	1.2kg	1	2	Impact	3	1
Kalus	M	1.0m	1.0kg	1	2	Impact	3	1
Petjut	M	.7m	1.0kg	1	2	Impact	3	2

OPTIONAL WEAPON DAMAGE SYSTEM

Ever since the first weapons book was published back in 1981, questions concerning the damage ratings of the weapons have continually been asked. Most questions concern how seemingly different weapons can have the same damage rating, why isn't there a definitive explanation of the system, why don't you publish guidelines or how to use the book in conjunction with that company in Wisconsin's fantasy game, etc. The weapons listing was an attempt to provide all of the data needed by gamers in order to be able to fit any weapon into his/her game. Because there are many types of fantasy games currently available, it would be foolish to try to accommodate them all by giving specific damage ratings for each. I have developed a combat system which uses the ratings as they are, but for those of you who would like some general guidelines for fitting the damage ratings into your specific game, I present the following:

Most games give weapon damage in terms of a specific type of die, ie., a broadsword does 1D8, a claymore does 2D6, etc. With this in mind the first step would be to decide which type of die equals which type of damage rating. For example, a rating of one equals 1D4, two equals 1D6, three 1D8, and four 1D10. You could stop at this point, but the system would really be too simplistic.

The second step involves the character's statistic for strength. Most games have statistics generated by rolling 3D6, which gives a nice bell-shaped curve distribution of numbers. With this sort of system, divide the character's strength by 10 and then multiply the resulting number by the mass of the weapon. If the game system generates statistics from 01-100, divide the characters strength by 50 before multiplying by the weapon's mass. The following chart will give the damage bonus:

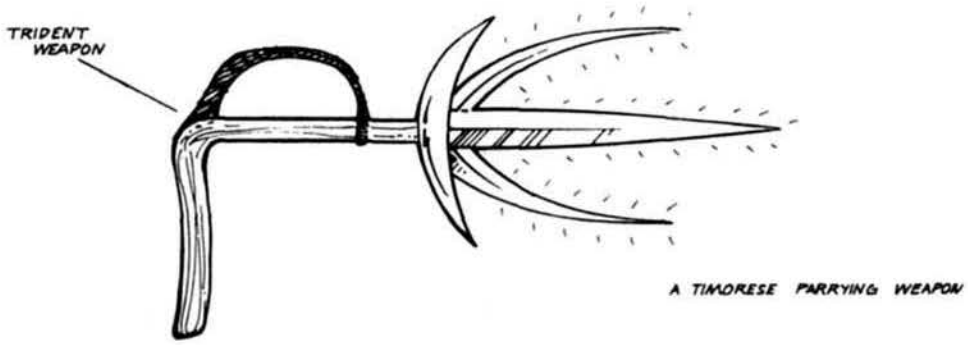
Number	Damage Bonus
Below 1.5	0
1.5 to 3.0	+1
3.1 to 5.0	+2
5.1 to 6.0	+3
6.1 to 7.0	+4
7.1 to 8.0	+5

This chart can be continued by adding +1 for every full point above 8.0 the character goes. The damage bonus can be taken as a straight plus to the weapon's damage rating or could be used to indicate additional dice of damage. For example, a character with a weapon whose rating is a "2" falls within the "+2" on the chart. His damage could be 1D6+2, 1D6+2D4, 1D8 (the +2 being equated to an upward shift of one on the damage rating), or anything else the gamemaster feels comfortable with.

The third step would be to differentiate between the various types of attack as listed under "attack type". For chop or impact attacks, **no modification** is made to the above system. For cut attacks, take only three-quarters of the number to determine damage bonus. For thrust attacks, take only one-half of the number to determine damage bonus.

Lastly, if your system gives strength bonuses to damage, you should not use them if using this system as strength has already been taken into account in the figuring.

With this system it can easily be seen that there can be a great difference, at least in terms of damage, between two seemingly similar weapons. In addition, different characters will do different things with the same weapon. I hope this system has been helpful to those of you who have been wondering about the damage ratings and how to apply them in your game.



A TIMORESE PARRYING WEAPON

Name	Type	Length	Mass	Dex	Parry	Attack Types	Sym	Dam
Trident Weapon	M	.5m	1.5kg	1	3	Cut/Thrust	3	2

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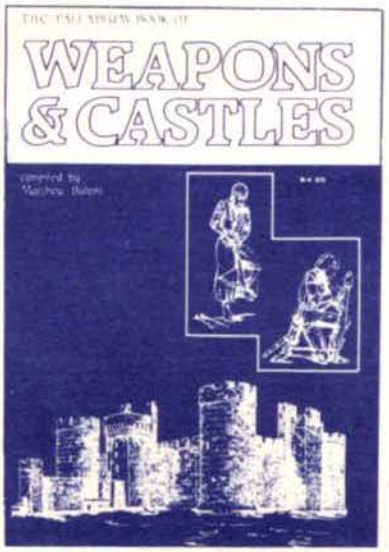

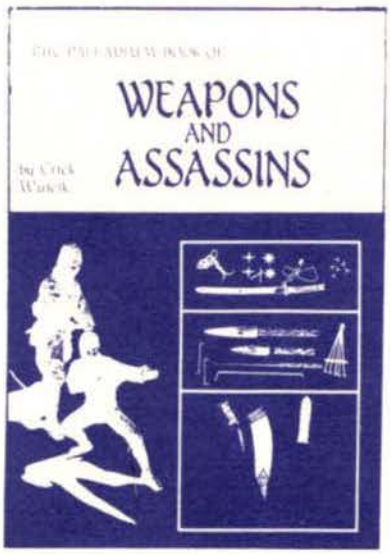

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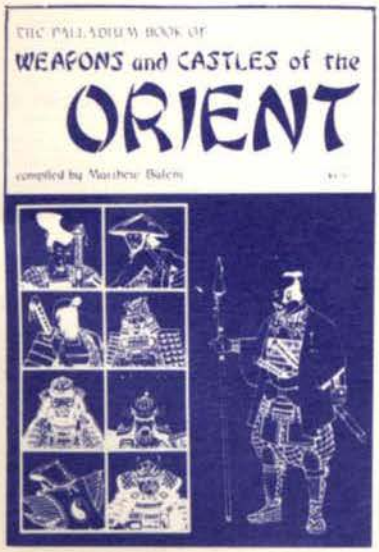

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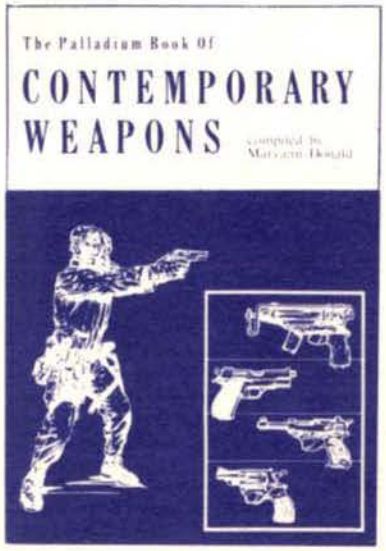

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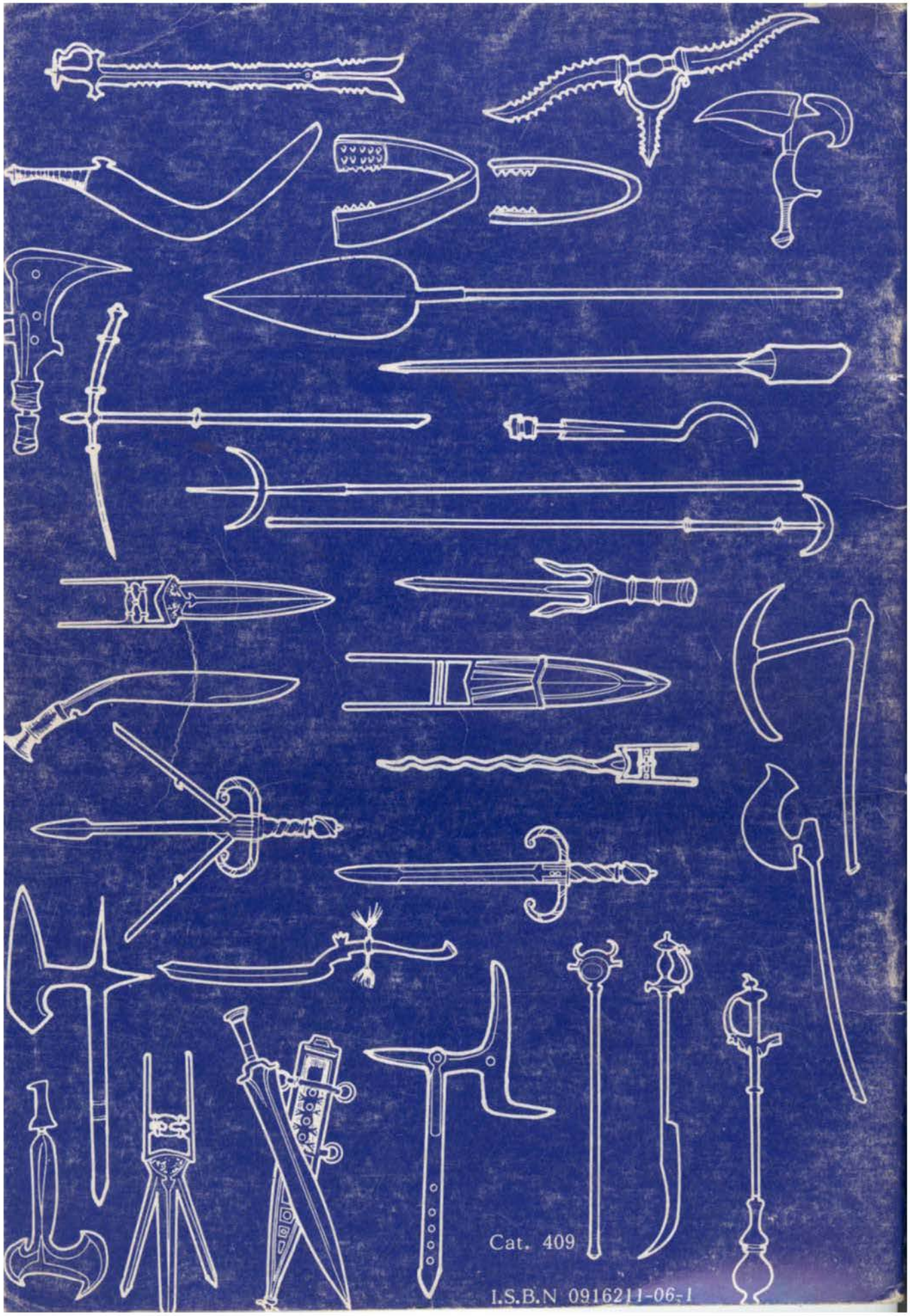

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