

Castles & Crusades Alternative Weapons

Melee Weapons

Weapon	Cost	Weight	Length	Space	Speed	Parry	Damage One Handed	Damage Two Handed
Dagger	10	1 lb.	1 ft.	0	1	0	1D4	1D6
Club	5	2 lbs.	3 ft.	2	2	1	1D4	1D6
Staff	5	3 lbs.	6 ft.	3	3	3	1D4	1D6
Axe, Light	10	2 lbs.	2 ft.	1	1	1	1D6	1D8
Axe, Heavy	20	3 lbs.	3 ft.	2	2	2	1D8	1D10
Axe, Great	30	4 lbs.	4 ft.	3	3	3	1D10	1D12
Falcatta, Light	20	2 lbs.	2 ft.	1	1	1	1D6	1D8
Falcatta, Heavy	30	3 lbs.	3 ft.	2	2	2	1D8	1D10
Falcatta, Great	40	4 lbs.	4 ft.	3	3	3	1D10	1D12
Flail, Light	10	2 lbs.	2 ft.	1	1	0	1D6	1D8
Flail, Heavy	20	3 lbs.	3 ft.	2	2	0	1D8	1D10
Flail, Great	30	4 lbs.	4 ft.	3	3	1	1D10	1D12
Hammer, Light	10	2 lbs.	2 ft.	1	1	1	1D6	1D8
Hammer, Heavy	20	3 lbs.	3 ft.	2	2	2	1D8	1D10
Hammer, Great	30	4 lbs.	4 ft.	3	3	3	1D10	1D12
Mace, Light	10	2 lbs.	2 ft.	1	1	1	1D6	1D8
Mace, Heavy	20	3 lbs.	3 ft.	2	2	2	1D8	1D10
Mace, Great	30	4 lbs.	4 ft.	3	3	3	1D10	1D12
Pick, Light	10	2 lbs.	2 ft.	1	1	1	1D6	1D8
Pick, Heavy	20	3 lbs.	3 ft.	2	2	2	1D8	1D10
Pick, Great	30	4 lbs.	4 ft.	3	3	3	1D10	1D12
Scimitar, Light	20	2 lbs.	2 ft.	1	1	1	1D6	1D8
Scimitar, Heavy	30	3 lbs.	3 ft.	2	2	2	1D8	1D10
Scimitar, Great	40	4 lbs.	4 ft.	3	3	3	1D10	1D12
Spear, Short	10	4 lbs.	6 ft.	1	1	1	1D6	1D8
Spear, Long	15	6 lbs.	9 ft.	1	2	1	1D6	1D8
Spear, Great	20	8 lbs.	12 ft.	1	3	1	1D6	1D8
Sword, Short	20	2 lbs.	2 ft.	1	1	1	1D6	1D8
Sword, Long	30	3 lbs.	3 ft.	3	2	2	1D8	1D10
Sword, Great	40	4 lbs.	4 ft.	3	3	3	1D10	1D12

Pole Arms

Weapon	Cost	Weight	Length	Space	Speed	Parry	Damage One Handed	Damage Two Handed
Bardiche	20	4 lbs.	6 ft.	3	2	2	1D8	1D10
Bec de Corbin	20	4 lbs.	6 ft.	3	2	2	1D8	1D10
Bill	20	4 lbs.	6 ft.	3	2	2	1D8	1D10
Glaive	20	4 lbs.	6 ft.	3	2	2	1D8	1D10
Guisarme	20	4 lbs.	6 ft.	3	2	2	1D8	1D10
Halberd	20	4 lbs.	6 ft.	3	2	2	1D8	1D10
Lance	20	8 lbs.	12 ft.	1	3	1	1D6	1D8
Lucern Hammer	20	4 lbs.	6 ft.	3	2	2	1D8	1D10
Partisan	20	4 lbs.	6 ft.	1	2	1	1D6	1D8
Pike	20	8 lbs.	12 ft.	1	3	1	1D6	1D8
Ranseur	20	4 lbs.	6 ft.	1	2	1	1D6	1D8
Spetum	20	4 lbs.	6 ft.	1	2	1	1D6	1D8
Trident	20	4 lbs.	6 ft.	1	2	1	1D6	1D8
Voulge	20	4 lbs.	6 ft.	1	2	2	1D8	1D10

Missile Weapons

Weapon	Cost	Weight	Length	Space	Speed	Short Range	Long Range	Damage
Bow, Short	20	2 lbs.	4 ft.	1	1	30 ft.	600 ft.	1D6
Bow, Long	30	3 lbs.	5 ft.	1	1	30 ft.	900 ft.	1D6
Bow, Great	40	4 lbs.	6 ft.	1	1	30 ft.	1,200 ft.	1D6
Crossbow, Light	20	4 lbs.	2 ft.	1	1	30 ft.	600 ft.	1D6+1
Crossbow, Heavy	30	6 lbs.	3 ft.	1	1	30 ft.	900 ft.	1D6+2
Crossbow, Great	40	6 lbs.	4 ft.	1	1	30 ft.	1,200 ft.	1D6+3
Dagger	10	1 lb.	1 ft.	0	1	10 ft.	100 ft.	1D4
Axe, Light	10	2 lbs.	2 ft.	1	1	10 ft.	100 ft.	1D6
Hammer, Light	10	2 lbs.	2 ft.	1	1	10 ft.	100 ft.	1D6
Javelin	10	4 lbs.	6 ft.	1	1	30 ft.	300 ft.	1D6
Sling	5	1 lb.	3 ft.	3	1	30 ft.	900 ft.	1D6

Bows: All bows have a strength rating. A short bow can be used regardless of strength; no bonuses apply, but all penalties do. A long bow requires a character to have a strength of 13+ to use effectively, whilst a great bow requires a character to have a strength of 16+ to use effectively. In general, bows with heavier draws are available for characters who desire them.

A character with a lower strength rating than the bow he is trying to use may suffer additional drawbacks at the discretion of the CK.

Crossbows: All crossbows have a strength rating independent of the characters using them. A light crossbow grants a +1 bonus to hit and damage. A heavy crossbow grants a +2 bonus to hit and damage. A great crossbow grants a +3 bonus to hit and damage. At the CK's discretion, crossbows with a higher strength rating may exist and be available for purchase.

Note on Strength Ratings

It should be understood that the strength ratings apply as follows: short bows equate to strength 9-12 (+0), long bows to strength 13-15 (+1) and great bows to strength 16-17 (+2). Any of these bows can be constructed for a higher strength rating, which increases their range proportionally.

Notes

Weapon Names: In the spirit of simplicity, I have renamed various weapons and removed or introduced others. The names presented here may not correspond to the reader's understanding of historical weapons; this is partly because they are not intended to and partly because weapon nomenclature is not a stable discipline. Certainly, horseman's, footman's and two handed could just as easily be applied in place of light, heavy and great or some other combination.

The designations are intended to be fairly broad; scimitar, for instance, includes a wide array of curved single edged blades, including, but not limited to, the seax, falchion, katana, tachi, dao, saif, kilij, talwar and shamshir, whilst falcatta is intended to stand for those weapons with curved blades that are reverse edged, such as the falx and khopesh. Similarly, the long sword encompasses the spatha, viking sword, arming sword, jian and so on. This is all for the purpose of simplicity. Of course, should an individual CK feel the need to differentiate between such weapons, he should feel free to adjust these entries to suit his taste.

Cost: This is the value of the weapon in gold coins. I took a more general approach to pricing, partly to facilitate the simple use of the below optional weapon quality rules and partly because the prices have always seemed kind of out of whack to me (even in the gold rich society that C&C presupposes). Obviously, these prices are not fixed, they are only intended to be relative value guidelines.

Weight: For the most part I have erred on the side of caution with these and opted for what I understand to be the higher historical values. Some weights were, however, judgement calls and may well be just flat out wrong. In particular, some historical two handed weapons may be considerably longer and heavier than what is listed here.

Length: In this case I have generally opted for the longest extant historical values I am aware of, but these are intended to be guidelines only. So, a light mace may be anywhere from 1-2' in length, whilst a heavy mace might be anywhere from 2-3'. In the cases of daggers, falcattas, swords and scimitars, the lengths postulated here are blade lengths, hilt, guard and pommel might add on anywhere from 6-12". As with the other weapons, the blade lengths represent the higher end of the range. A Dagger might have a blade anywhere from 6-12", a short sword 1-2', a long sword 2-3' and two handed swords 3' or more.

Space: Taking as my guide Polybius and current thinking on ancient and medieval spacing on the battlefield, I have opted for three spatial designations, 1 (Close Order), 2 (Open Order) and 3 (Individual); these roughly correspond to 3', 6' and 9', but are just guidelines and could as well be 2.5', 5' and 10'. For the sake of clarity, these spaces should be treated as facings. A CK should feel free to create consequences for using weapons without sufficient room (I would advise at least a -4 penalty to hit).

Speed: This column indicates the relative speed of the various weapons and governs on what initiative number they may be used. A value of 1 indicates initiative 10, whilst 2 indicates initiative 9 and 3 indicates initiative 8. A character capable of making multiple attacks with the same melee weapon can freely ignore this restriction. A bow, crossbow or sling must have been loaded in the previous round if they are to take advantage of their speed ratings.

Parry: Some weapons are more useful for deflecting blows than others and this column suggests relative values for each. This is the number added to the parry defence of a character when using the optional parry rule and the indicated weapon.

Range: The short range of a weapon is the distance at which it may be shot, slung or thrown without penalty to hit or damage; targets at greater distances are harder to hit and damage and those beyond the long range of a weapon are usually safe from harm.

Damage: All weapons are listed with one handed and two handed damage ratings. Usually, adventurers cannot wield two handed weapons one handed; in those cases, the listed one handed damage applies only to their use by large creatures.

I opted for more standardised damage ratings than in conventional C&C to facilitate certain rules more easily. However, a CK should feel free to treat 1D8 as 1D6+1 or 2D4 and so on, if it so pleases him; the difference is negligible and the form presented here is just that which I find most convenient.

Weapon Quality

Very High: A very high quality weapon costs at least ten times the listed price and is extremely difficult to find. However, it is so well balanced and finely made that it has a +8 bonus to saving throws and when wielded it grants the user a +1 bonus to hit and damage.

High: A high quality weapon costs about twice the listed price and is difficult to find. Quality shows through, though, as such a weapon is so well made that it has a +4 bonus to saving throws and when wielded it grants the user a +1 bonus to damage.

Average: An average quality weapon costs the listed price and is reasonably easily available. It has no saving throw bonus and grants no bonus to hit or damage.

Low: Adventurers must beware of low quality weapons that are sold by unscrupulous merchants as though they are not. Such weapons may be purchased openly for half the listed price, have a -4 penalty to saving throws and when wielded cause the user to suffer a -1 penalty to damage.

Very Low: Whether through ages of neglect or incompetent craftsmanship, very low quality weapons are shunned by all but the most desperate individuals. Such weapons are rarely purchased openly and almost never for more than one tenth of the listed price; they have a -8 penalty to saving throws and when wielded they cause the user to suffer a -1 penalty to hit and damage.