

WEAPONS

Abandoned Mind RPG

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Blade

Dagger/Hatchet	1D10
Short Sword/Axe	2D6
Long Sword/Battle Axe	D10+D6 (with both hands 2D10)
Great Sword/Great Axe*	2D10 (with both hands 3D10)

Blunt

Staff/Cudgel	D10 (stun damage)
Club	2D6 (stun damage)
Cavalry Mace	D10+D6 (stun damage)
Hvy Mace/Morning Star/ 1 handed Flail	2D10
Maul/2 handed Flail**	3D10

Thrust

Spear/Javelin	1D10
2 handed Spear	2D6
Cavalry Lance/ Pike vs Mounted	4D10

Bare

Fist/Head Butt	D6 (stun damage)
Kick	D6 (stun damage)

Miscellaneous

Garrote	D6 per turn
Whip	D6 + entangle location (stun damage)
Cestus	D10

STUN DAMAGE

Half of stun damage (round down)
 is recovered at 1 point per turn

- 50% of Body Points
 = dazed and fights or resists at 50% skill for D6 turns
- 75% of Body Points
 = dazed and fights or resists at 50% skill for D20 turns
- 100% of Body Points
 = Unconscious for D20 minutes, wake up dazed and fights or resists at 50% skill for D20 turns
- over 100% of Body Points
 = As in 100% of Body Points +D20 minutes for every point over total Body Points
- 200% of Body Points
 = Unconscious for 1 day, +D20 minutes for every point over 2 x Body Points. wake up dazed and fights or resists at 50% skill for D20 turns

* (Requires Strength 13) or above to wield with 1 hand.

** (Requires Strength 17) or above to wield with 1 hand.

WEAPONS

Thrown

Damage/Range

	up to	<u>10 meters</u>	<u>20 meters</u>	<u>30 meters</u>	<u>40 meters</u>
Dagger/Hatchet		D10	D10-2		
Axe		D10	D10-2		
Javelin/Spear		D10+D6	D10	D6	D6-2
Bola		D6	D6-2 + Entangle Location (Stun Damage)		
Shaken		D6	D6-2		
Dart		D6	D6-2 + pierces some armors (ignore armor modifier)		
Blowgun	1 point	1 point	1 point damage + poison damage		

Missile

<i>Fires once per (x) turns</i>	up to	<u>50 meters</u>	<u>100 meters</u>	<u>150 meters</u>	<u>200 meters</u>	<u>250 meters</u>
Bow, Short or horse (2)		D10	1D6	D6-2		
Bow, Long**(2)		D10+D6	1D10	1D6	D6-2	
Crossbow, light, footcocked (4)		2D10	D10+D6	1D10	1D6	
Crossbow, Heavy, windlass lever (5)		3D10	2D10	D10+D6	1D10	1D6
Sling (2)		D10	D6			
Sling, Staff (2)		D10+D6	1D10	1D6		

Guns

	up to	<u>10 meters</u>	<u>20 meters</u>	<u>30 meters</u>	<u>40 meters</u>	<u>50 meters</u>
Pistol, single ball (4) (effective range is 10 meters)		D10+D6	1D10			
Musket (6) (effective range is 50 meters)		D20+D6	D20	D10+D6	D10	1D6
Blunderbus (8)		2D20*	D20			

*Fires in a cone shaped area of effect, use template and separate to-hit rolls for multiple targets blunderbus firer gets a +40% to hit those in cone and within 10 meters. Effective range is 20 meters.

Gun Fumble: roll D6, a roll of 1-4 means fails to fire must be reloaded, a 5 indicates jammed and useless, a 6, weapon has exploded doing 2D6 damage to user.

** requires 13 strength for longest range