

Weapon and Armour Types

Weapons

Minimal

Weapons usable by those regarded as “minimal combat characters/classes”

- Throwing weapon (<45cm, coreless, maximum of 6)
- 1 handed short weapon (<85cm, cored)
- Dagger (<45cm, cored or coreless)

Normal

Weapons usable without qualifications

- All **Minimal** weapons
- 1 handed sword (<115cm, cored)
- Shield or **Minimal** weapon in the off-hand

Exotic

Weapons that require a qualification

- 1 handed weapon other than a sword (<115cm, cored)
- 2 handed sword (<185cm, cored) does 2hp damage
- Buster sword (<185cm, cored, blade width >10cm) does 2hp damage
- 2 handed weapon other than a sword (<185cm, cored) does 2hp damage
- Pole-Arm (190 - 220cm, cored, includes spear, halberd and glaive)
- Bow (28 lbs or less, max of 12 arrows) does 2hp damage
- Flail (<185cm, coreless)
- Quarterstaff (a double ended Pole-arm)
- Pike (220cm+, cored) does 2hp damage

Armour

Armour increases the amount of hit points someone has. Everyone starts with 3 hit points

| Location Armoured | Light Armour | Medium and Heavy Armour |
|-------------------|--------------|-------------------------|
| Face | +1 | +2 |
| Chest | +2 | +4 |
| Arm (each) | +1 | +2 |
| Leg (each) | +1 | +2 |

Light Armour

- Plastic (usually BMX armour)
- Foam, rubber, latex
- Leather

Medium Armour

- Mail
- Scale
- Ring Mail
- Laminate

Heavy Armour

- Plate

Heavy armour provides additional protection: All weapons do 1hp less damage down to a minimum of 1hp.

Shields

All shields must have soft edges. Shields have hitpoints. Only a warrior's [Cleave](#) will damage a shield. When a shield loses all hit points, drop it out of combat.

- Round (40 - 75cm in diameter) 4HP
 - Buckler (<40cm in diameter) 2HP
- Rectangular (40-60 x 60-90cm) 4HP
 - Target (<40 x <60cm) 2HP

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