

### Armour coverage

Leather, Furs	
Hat/Cap	Sk
Cowl	Sk Nk
Vest	Sh, Tx, Ab
Shirt	Sh, Ar, El, Tx, Ab Gr
Tunic	Sh, Ar, Tx, Ab, Gr
Coat	Tunic + Ar, El, Le, Kn
Leggings	Gr, Le, Kn
Shoes, boots	Fe
Knee boots	Fe, Kn
Gloves	Ha
Ring, Mail, Scale, Grunder	
Cowl, short	Sk, Nk
Cowl long	Sk, Nk, Sh
Shirt	Sh, Ar, El, Tx, Ab, Gr
Habergeon	Sh, Ar, Tx, Ab, Gr
Hauberk, short	Sh, Ar, Tx, Ab, Gr, Le
Hauberk, long	Sh, Ar, Tx, Ab, Gr, Le, Kn
Leggings	Gr, Le, Kn
Kilt	Gr, Le
Gauntlets / Mittens	Ha
Kurbul, Carapace, Thailerian	
Halfhelm/pot helm	Sk
Great/full helm	Sk, Fa, Nk
Breastplate	Tx, Ab
Ailettes	Sh
Coudes	El
Vambraces	Ar
Greaves	Le
Kneecops	Kn



Guns & Rifles		Although not aimable, max range for energy weapons are:	
Pistols		Rifles	
Blaster	150m	Blaster	700m
Laser	500m	Laser	2000m
Pulsar	100m	Pulsar	300m
Field Ram	100m	Field Ram	200m
Stunner	50m	Stunner	150m

### Armour protection

Leather, Fur Crudge, Quilt	2
Ring, Bone	3
Kurbul	4
Chain mail	5
Scale	5
Carapace	6
Grunder	7
Thailerian	9
B.E.D.	8
Dharsage Silver	15

### Armour penalties

Location	Leather/ Fur/Quilt	Ring/ Bone	Kurbul	Mail	Scale/ Grunder	Carapace/ Thailerian
Skull						
Eyes	-10 skill	-10 skill	-10 skill	-10 skill	-10 skill	-10 skill
Face	-2 AWA	-2 AWA	-2 AWA	-2 AWA	-2 AWA	-2 AWA
Neck						
Shoulders						-1 AGI
Arms						
Elbows			-1 AGI		-1 AGI	-1 AGI
Hands						
Thorax						
Abdomen			-1 AGI	-1 AGI	-1 AGI	-1 AGI
Groin						
Legs						
Knees			-1 AGI		-1 AGI	-1 AGI
Feet						



### Range Modifier Chart

Weapon	3m	8m	18m	45m	65m	110m	180m	360m	600m
Rock/Crystal etc	+0	-1	-2	-4	-8	-	-	-	-
Spear/Spearsword	+0	-1	-2	-6	-	-	-	-	-
Handaxe*	+0	-1	-2	-6	-	-	-	-	-
Dagger etc*	+0	-1	-2	-6	-	-	-	-	-
Melee weapon*	-2	-4	-7	-	-	-	-	-	-
Throwing axe/sis-ganj	+0	-1	-3	-5	-	-	-	-	-
Throwing knife/ring	+0	-1	-2	-4	-	-	-	-	-
Javelin/atlatl	+0	+0	-1	-2	-6	-	-	-	-
Net etc	+0	-2	-5	-	-	-	-	-	-
Bow	+2	+1	+0	-2	-5	-8	-	-	-
Longbow	+2	+1	+0	-1	-3	-6	-8	-	-
Crossbow	+3	+2	+0	-1	-3	-6	-8	-	-
Sling/bola	+0	+0	-1	-2	-4	-	-	-	-
Staffsling	+0	+0	+0	-1	-3	-8	-	-	-
Blowgun/Fleita	+2	+0	+0	-3	-	-	-	-	-
Dysha	+2	+0	+0	+0	-2	-5	-8	-	-
Pistol	+3	+2	+0	-2	-4	-6	-8	-	-
Rifle	+4	+3	+2	+1	+0	-2	-4	-6	-8

### Similar weapon groups

Group/skill	Weapons
Unarmed	Unarmed, thikes
Knives	Knives, daggers, longknife
Shields	Only used for defense roll. Use unarmed for offensive
Swords	Shortsword, broadsword, estoc, bastard sword, falchion, scimitar.
Clubs & Axes	Club, stick, mace, m-star, maul, handaxe, warhammer, sickle
2H swords & Axes	Battlesword, battleaxe
Flails	Ball & chain, warflail, grainflail, singing axe.
Polearms	Spear, trident, staff, lance, javelin, hak-frist, glaive, poleaxe, falcastra, pike
Nets & Whips	Net, cloak, blanket etc, whip
Bows	Bow, longbow, bulanj
Crossbows	Crossbow
Blowguns	Blowgun
Sling & Bolas	Sling, staffsling, slingbow, bola
Throw weapon	Throwing knives, axes, rings, stars, darts, javelin, atlatl etc.
Throw object	Stones, grenades, crystals etc
Dyshas	Dyshas
Pistols & Rifles	Energy pistols & rifles, fleita gun

Weapons from the same skill group can be used without penalties.

Some melee weapons can also be thrown (sword, axe, club etc), but usually with a -6 penalty.