

PALLADIUM BOOKS' PRESENTS . . .

# The Compendium of Weapons, Armour & Castles



For use with all role-playing games.

Over 700 weapons, 40 types of armour, 40 castles with floor plans. 224 pages!

An ideal source book for the Palladium Fantasy RPG®, TMNT®, Heroes Unlimited™,  
or any role-playing game.

Dedicated to my friend Kevin Siembieda.

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PALLADIUM BOOKS® PRESENTS ...

# The Compendium of Weapons, Armour & Castles

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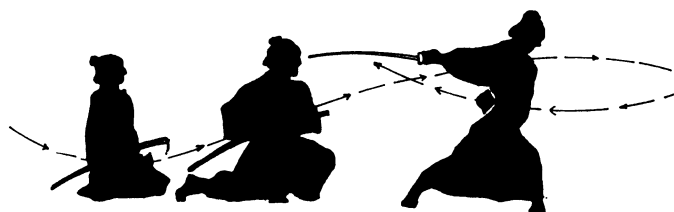
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*JAPANESE SWORD DRAWING EXERCISE / TECHNIQUE*

# INTRODUCTION

The study of mankind is the study of conflict. In the modern age, where warfare can result in the decimation and destruction of an entire people or culture, and the weapons used so powerful and lethal that it seems that none might avoid them, we have the tendency to romanticize the conflicts of earlier ages. In ancient and medieval times wars were fought toe to toe; combatants faced one another at about arms length. It was a time where you could look your adversary in the eye and see his fear or determination. You could hear his grunts and cries of anguish or excitement, and you could smell his sweat or blood as the battle unfolded. Combat was very personal; it was ghastly.

This work is the result of nearly five years worth of effort spread out over the past twelve. It is intended for use with medieval fantasy role-playing games, but can also be useful to miniature enthusiasts and students of ancient and medieval history. The book is universal in nature in that it is not intended to be used with any specific game system.

As in my original work, *Weapons* and in my later weapons books published by Palladium®, great effort has been made to present historically accurate information. Although intended for use in a fantasy setting, this information is fact.

## Adapting the Compendium Stats to Role-Playing

The *Compendium of Weapons, Armour & Castles* is designed to be adaptable to all game systems. The values for all items are in the opinion of the author, a comparative system of weight, balance, and over-all effectiveness. In this way, the weapons and armour can be adapted and modified by comparing the applicable values listed here, with comparable categories in the specific RPG system. A simple comparison would be if the item has the best ratings in *Compendium*, then it is safe to assume that it will be the best in your RPG, with the highest possible capabilities. If it is a weak or vulnerable item with low ratings in *Compendium*, then it will have the lowest or comparatively low capabilities in the RPG system. Simple, but effective.

Of course, you can always try to modify your RPG rules to fit with the various values provided in this book. However, this would be a laborious task and may bog down the RPG's combat system. So the amount of detail you take out of *Compendium* is really up to each individual game master. Remember, that this book presents real weapons, armour, castles, and items throughout man's history. We have presented them as factually and as historically accurate as possible. How you interpret and use this information is really left to your personal taste, needs, and discretion.

### Adapting the Data to Palladium Books® is easy!

The following are optional rules for the use of items found in *Compendium* for use with the *Palladium Fantasy RPG®* and any of our other role-playing games.

Bonuses are applicable to only very high and superior quality weapons. Standard or poor quality items offer no bonuses whatsoever. In the *Palladium RPG®* these items would be of the highest quality human craftsmanship, or high quality (but not the best) creations of Dwarves and Kobolds (See *Palladium RPG*, pg 47, for the exceptional craftsmanship of these two races).

Unfortunately, these superior quality items will always cost at least two or three times the average price. Furthermore, availability and prices will vary from place to place (GM's discretion).

## DAMAGE

Applicable to all weapons, good and poor quality alike.

### Damage for Swords and Knives

- 0 = 1D4
- 1 = 1D6
- 2 = 1D8 + 2
- 3 = 2D6
- 4 = 3D6

### Damage for Hafted Weapons

(Axes, Staves, Maces, Whips and Blunt)

- 0 = 1D4
- 1 = 1D6
- 2 = 1D8
- 3 = 2D6
- 4 = 3D6

### Damage for Spears and Polearms

- 0 = 1D6
- 1 = 1D8
- 2 = 2D6
- 3 = 3D6
- 4 = 4D6

### Damage for Bows and Crossbows

- 1 = 1D6 (Typical Bow & Arrow)
- 2 = 2D6 (Longbow or Modern Bow)
- 3 = 2D8
- 4 = 3D6
- 5 = 4D6

## Bonus for High Quality Weapons

### Dexterity Rating

- 0 (Best) = +2 on initiative & +1 to strike
- 1 = +2 on initiative
- 2 = +1 on initiative
- 3 = No bonus

### Parry Rating

- 0 (Worst) = Penalty of -1 to parry
- 1 = No bonus
- 2 = +1 to parry
- 3 = +2 to parry
- 4 = +3 to parry

### Throw Rating

#### Applicable only when thrown

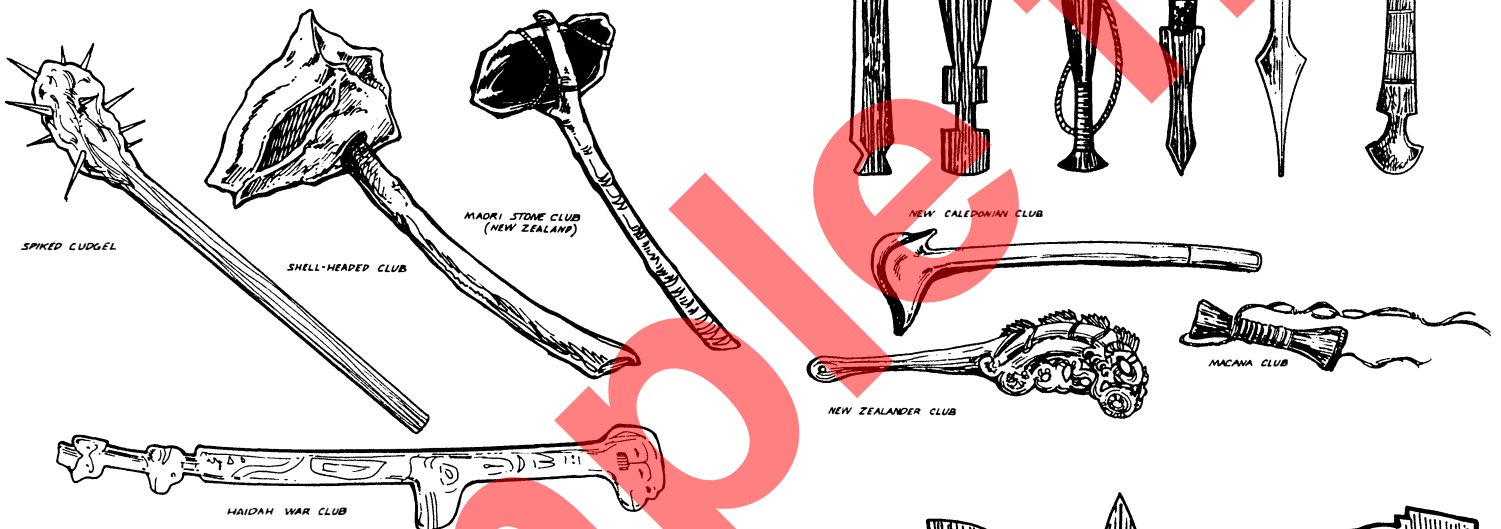
- 1 = +2 to strike
- 2 = +1 to strike
- 3 = No bonus

**Durability** is not easily applicable to the *Palladium®* system but could translate into *S.D.C. equivalents*, to be used when the weapon is placed under stress or if it is being intentionally destroyed.

# DESCRIPTIONS OF WEAPON GROUPS AND TYPES

## HAFTED WEAPON GROUPS

Hafted weapons represent some of the earliest and most widely used arms. These weapons normally consist of some sort of striking head attached to or incorporated onto a haft or handle. The two major groups of hafted weapons are clubs and axes, but also include war hammers, picks, and whips.



### Clubs

Clubs are the older, as well as the more universally used, of the two forms. Clubs range in form from rough sticks to elaborately carved works of art. There are three basic types of clubs based on their materials and manufacture. These are: **simple clubs**, **maces**, and **flails/whips**.

**Simple clubs** are made entirely out of wood, stone, or bone. Simple clubs reached their highest degree of artistic development in Polynesia where they were not only implements of war, but also ceremonial props.

POLYNESIAN PADDLE CLUBS

