

Armoury Of the Foreign Lands

The arms and armour of the fabled lands of Araby and the Orient are as alien and varied as their inhabitants. In Araby, heavy armour is impractical given the unforgiving climate, and voluminous robes are usually worn that provide only limited defence from attacks, but a greater mobility and protection from the harsh sun. In Imperial Cathay and the islands of Nippon, armour of lacquered leather and metal are both durable and defensive, while being lighter compared to the common armours of the Old World.

Note: The given Availability of items found in Araby and Cathay and Nippon refers to the likelihood of finding these items in the native country. The Availability of such items in the Old World becomes 2 steps scarcer for Arabyan items and 3 steps more rare for items from Cathay or Nippon. If the Availability of an item is less than Very Rare it is assumed that the item can only be found in the collections of wealthy nobles, or otherwise at the GM's discretion.

Arms & Armour Of Araby

Arabyans citizens favour and loose-fitting clothes that are comfortable in the heat, though often a brightly coloured vest and turban are worn; the latter being wound around the mouth and nose as protection from the windswept deserts. Arabyans citizens are typically armed only with a Jambiya, a dagger with a short curved blade, which is worn on a belt.

A typical soldier's trappings would include a light, brightly coloured, leather shirt or tunic, a shield, a spear and a one-handed scimitar (count as a rapier, OWA 34, or hand weapon – see below). Armour heavier than leather or studded leather (OWA 16, 17) is generally not encountered, and the use of armoured leggings is highly impractical in the Arabyan sun. The ancient Khopesh (OWA 31) is only rarely encountered in modern days; instead Arabyans now favour wickedly sharp two-handed scimitars (count as a great weapon, OWA 34) in times of war. In general, however, it can be assumed that there is an Arabyan equivalent to most Old World weapons and items.

The infamous Arabyan mounted archers typically use short bows, since they are lighter and easier to carry than a normal bow or crossbow, and operate from horseback. Arabyan cavalry ride unarmoured horses, and are the only troops that often wear some form of mail in combat. From horseback, a long spear (Demilance) is preferred, though a scimitar is usually carried as a backup.

Arabyan horses are considered by some to be the fastest in the world, with a Move of 9, but are otherwise identical to Light Warhorses or Riding Horses (OWA 82). The Availability of Arabyan horses can be considered *Average* in Araby, but *Very Rare* throughout the Old World.

Mount	Cost	Availability
Arabyan riding horse	250 gc	Average
Arabyan light warhorse	500 gc	Average

Jezzails (OWA 46, 47), although still incredibly rare, are more common in Araby than the Old World and can be considered *Very Rare*.

OWA 34 states that scimitars are equivalent to rapiers, and hence all scimitar wielding Arabyans must either have Specialist Weapon (Fencing) or otherwise a scimitar is equivalent to a rapier without the need to have the Specialist Weapon (Fencing) Talent. Both of these options are clearly non-ideal, so it is proposed here that there exists different sizes of scimitar, smaller, finer, ones that are equivalent to rapiers, and larger broader ones that are exactly equivalent to a hand weapon.



Jambiya

The weapon descriptions in this document assume an implementation of some house rules that serve to differentiate between weapons with similar Damage and Qualities; chiefly great weapons, halberds, bastard swords, and flails. A summary of the rules is that the damage of a great weapon is SB+1 and not SB so as to differentiate between bastard swords and halberds which both have Damage SB with the Impact Quality. To compensate, the Damage of a flail has been increased from SB+1 to SB+2. Otherwise, the details of all weapons remain unchanged.

It is also assumed that a house rule for scale armour is used; the cost of a scale shirt, sleeved scale shirt, scale coat, and sleeved scale coat are 50 gc less (100, 175, 175, and 250 respectively), while the Enc of scale armour is reduced to 110, 140, 160, 190 and 70 for a scale shirt, sleeved scale shirt, scale coat, sleeved scale coat, and scale leggings respectively. These changes not only bring the scale armour back into the realm of the useful and fun, but also allows better comparison to many of the armours of Cathay that have protection closer to that of scale.

Arms & Armour Of The Orient

The variety of weapons and killing tools is literally staggering in Imperial Cathay and Nippon, and nearly every region has produced something extraordinary or colourful, and many have no equivalent Old World counterpart. Regarding armour, unlike the Old World, the use of heavy plate and chain mail armours is rare, the warriors of Cathay prefer speed and dexterity over the complete protection sought by the Old World knights. Shields are common in Cathay, but rarely used in Nippon; where instead, short swords, daggers, or parrying weapons are often wielded in the off-hand.

The Cathayans are also adept at the use of fireworks, rockets, and bombs – having developed them independently to the dwarfs – and them being no less devastating for it. Only in the use of personal firearms does Cathay lag behind the Old World.

Melee Weapons

Melee weapons serve as the primary armament in Cathay and Nippon, and soldiers are usually armed with a spear or pole arm of some kind. Possession of finer weapons, such as longbows and swords, are usually limited to veteran fighters and the noble classes. In fact, only the warrior classes are legally permitted to carry such weapons, though these laws are followed mainly due to financial restrictions rather than active enforcement. Additionally, often anything that can be used as a weapon will be used, as something as inconspicuous as a smoking pipe or a harmless fan can become a dangerous weapon to the well trained. The farmers themselves, with their sickles and rakes and rice-beating utensils, have become instrumental in developing weapons and techniques of war, that conveniently circumvent any strict rules of prohibition.

Ordinary Weapons

Ordinary weapons are a broad category of arms that do not require specialist training. Weapon names and appearance vary considerably between provincial regions, and in particular, Nipponese weapons may differ from those of mainland Cathay. It can be assumed that there is an oriental equivalent to most Old World weapons and items, but some specific types of Cathayan and Nipponese weapons are given below.

Dagger and knives

Oriental daggers represent some of the most skilfully crafted weapons, and the blade edges of the daggers are usually sharp with elaborate carving along the handle and blade. There is little functional difference between oriental and Old World daggers, excepting that such weapons are both uniformly sharper and of higher quality.

Oriental daggers are either single or double edged blades, though the former is more common on the isle of Nippon, while the latter are more common on the mainland of Cathay. Most Cathayan daggers have curved blades, and hilts made of wood, horn, or metal, and are inlaid with fine designs and patterns of bright colours, but otherwise resemble daggers of

the Old World. Nipponese daggers usually have extremely sharp single edged decorated blades, and are often made of different and well crafted, metals. Some specific types of daggers include:

Kunai (Poor; Cathay & Nippon) is a crude, cheaply forged, tool used by common folk as multi-purpose gardening tools and by workers of stone and masonry. Kunai normally have a leaf-shaped blade ending in a handle with a ring on the pommel for attaching a rope.

Kama (Poor – Common; Cathay & Nippon) is a small sickle, originally used as a farming implement, which can also be used as a weapon. Larger *kama* can be treated as a hand weapon.

Tanto (Good – Best; Nippon) is a single edged straight dagger with a guard, while the *Aikuchi* (Good – Best) is a single edged straight dagger, similar to a Tanto, but lacking a guard.

Himogatana (Good-Best; Nippon) is a one piece stiletto made of fine steel. It is an ideal weapon when used by assassins, and is very similar to the Tilean Stiletto found throughout the Old World.

All daggers are treated as normal (OWA 40) except a Best Craftsmanship *Tanto* and *Aikuchi* which gain the Armour Piercing Quality in lieu of +5 WS (OWA 28).

Fist Weapons

Though not associated with street thugs and other underworld denizens as in the Old World, dedicated fist weapons, such as knuckledusters and gauntlets behave identically to their Old World counterparts. Oriental fist weapons often include spikes or other protrusions, are used as punch-daggers, or are worn as spiked gloves (hand-claws) that can be used to slash and maul an enemy.

The *crutch* (Poor – Good; Cathay & Nippon), a weapon connected with the cultivation of rice, is a rectangular piece of wood with a handle protruding from one side, near one end. When whirled around, this apparently innocuous weapon can be used to parry a blow, and deliver a crushing attack in return. The wooden crutch is generally held very close along the arm and is used to bludgeon opponents, and therefore is most equivalent in effect to a fist weapon.

Hand weapons

The Cathayans and Nipponese are most famous for their razor sharp swords of finely tempered steel, though other hand weapons, such as axes and hammers, are still encountered.

Axes: A variety of iron and steel axes exist in Cathay and Nippon, including versions of the bearded axe and battle axe (OWA 29). Such weapons behave identically to their Old World equivalents.

Hammers, Maces, & Picks: Maces, mauls, and the like, are seldom encountered, though the trusty billy

club or cudgel (OWA 30) is the resort of many thugs. A noteworthy exception is the heavy one-handed metal truncheons and maces that are used by militia and watchmen of Cathay and Nippon. A full-sized sickle (Kama) is also considered a hand weapon.

Swords: There is perhaps no region in the world where the sword has gained so much honour and renown as it has in the Orient. All warriors, regardless of rank, are trained in swordsmanship – though those of upper ranks or of nobility have more time to devote themselves to the pursuit of excellence, and so it is more common for rank-and-file troops to be armed with spears rather than swords.

As with daggers, oriental swords are either single or double edged blades, though the former is more common on the isles of Nippon, while the latter are more common in imperial Cathay. Double edged mainland Cathayan swords are very similar in appearance and use to the short and long swords of the Old World, while single edged mainland Cathayan swords are typically sabres in a style familiar to any Tilean mercenary.

Nipponese swords can be identified by their single cutting edge and perfectly straight back. Specific examples of single handed Nipponese swords include:

A *wakizashi* (Good – Best; Nippon) is a Nipponese short sword with a blade length of about 20 inches. The *wakizashi* is often used in the off-hand together with a *katana* (Good – Best; Nippon), which is a Nipponese long sword with a blade up to 29 inches long, though often only about 4 inches longer than a *wakizashi*. Longer blades are two-handed weapons and are described later.

Wooden *practice swords* (Poor – Common; Cathay & Nippon) made of bamboo slats bound together with leather, are used primarily in training.

Tiger Hooks (Common – Good; Cathay) are a weapon similar to a one-handed sword but with a curved tip and a crescent moon shaped hand guard. When used in pairs (off-hand and on-hand), the tiger hooks gain the Defensive Quality. The listed price and encumbrance for tiger hooks is for a single weapon.

Spear

Oriental spears are as beautiful and skilfully crafted as their swords. The spearheads are cast of the same high quality steel used for swords and come in many shapes and lengths. The straight spearhead is the most common but there are spears with curved or elaborate heads that are classed as halberds (two-handed, see below).

Quarter staffs

The art of the staff is intrinsic to the people of the Far East, and they exist in many thicknesses, lengths, and materials. Many staffs are equivalent to Old World quarter staffs, while some staffs are considerably shorter, about the length of a regular sword, and can be wielded more quickly in combat.

Specialist Weapons

Many of the Cathayan and Nipponese weapons are specialised in nature, and can only be used effectively by a trained expert.



Cavalry

The horse, and mounted combat, is an integral part of the Cathayan way of life, and many horses are imported from Araby in order to supplement their already fine stock. Similarly, the Nipponese solider of the upper ranks is always found riding into battle at the head of his troops. However, unlike the Old World armoured knights, oriental cavalry wear basically the same armour as they do on foot, ride unarmoured horses, and have few cavalry specific weapons. Mounted soldiers will typically wield some form of two-handed weapon, though a large cavalry spear, equivalent to its Old World demilance counterpart, is often encountered. Oriental troops favour mobility of defence, and the art of firing a bow while mounted is readily practiced.

Fencing

A Cathayan *straight sword* (Poor – Best; Cathay) is sword with a light, sharp blade, which is used to perform quick cuts and slashes as well as stabbing motions. A *straight sword* is identical in effect to a rapier (OWA 35).

Unlike in the Old World, the Nipponese people are unfamiliar with fencing weapons such as the rapier and foil, and have no equivalent. An exception is the *ninjato* (Poor – Good; Nippon) that is similar to the *wakizashi* or *katana*, but tends to be straighter, smaller, and often of inferior craftsmanship. The blade is rarely sharp across all of its length, and the blade is used stab rather than slash, so that Special Weapon (Fencing) is required to use it effectively. A *ninjato* is identical in effect to a rapier (OWA 35), but is often of Poor Craftsmanship.

Flail

Flail weapons are very common with skilled warriors of the Far East, and in particular in Nippon, weapons of very long weighted chains (*kusari*) are used to tangle and disarm opponents. Such entangling weapons require a skill and weapon familiarity that differentiates them from the Flail class of weapons, and they are described either under the Martial Arts or Entangling Missile Weapon category below (since these longer chained weapons more closely resemble a whip and use BS rather than WS).

Specific examples of chain weapons, common to both Cathay and Nippon, that are sufficiently short to be classified as flails include:

The *two section staff* (Poor – Good; Cathay & Nippon) consists of two blocks of wood connected by leather thongs, strands of horse hair, or chains. Its snapping whirls can disrupt the concentration of an opponent; its pieces of wood can be used to hit and stun; and its flexible connection can be used to drag a man along or strangle him.

The *three section staff* (Common – Best; Cathay & Nippon) consists of three wooden or metal staffs connected by metal rings or rope. A larger, more complicated version of the *two section staff*, three section staffs require two hands for use. The staffs can be spun to gather momentum resulting in a devastating strike, or their articulation can be used to strike over or around a shield or other defensive block.

Larger two-handed two-section staffs and smaller one-handed short chains with metal balls or knives attached are equivalent to Old World Flails and Morning stars respectively.

Parrying

Cathayan and Nipponese warriors are adept at neutralising their opponents at close range by disarming their opponent, or by the use of parrying weapons. Other parrying weapons, such as bucklers

(OWA 35), can also be found throughout the Far East.

One of the more unique weapons of the Cathayan and Nipponese police is the *Jitte* is an iron truncheon with single hook or fork, on the side near the handle to allow the trapping or even breaking of the blades of edged weapons. The *jitte* can be used to stab or bludgeon an opponent, or a successful attack can be used to break an opponent's blade in a similar manner to a Sword Breaker (OWA 36).

In Cathay and Nippon, *smoking pipes* of all kinds are used as weapons, primarily by civilians or for when a warrior wishes to appear unarmed. Pipes are often made of metal, and are sometimes even fitted with a guard like a sword or knife. They vary from between 6 and 8 inches long for a standard pipe, to 3 or 4 feet long for a specialised pipe. The pipes can be used to deflect blows or to deliver a bludgeoning attack.

War fans (Cathay & Nippon) are large iron fans, sometimes built on a wooden core, which are often carried by high-ranking officers. They are used to ward off arrows, as a sunshade, and to signal to troops. They can also be used to stab, slash, and beat opponents, and can be thrown as an Improvised Weapon or treated as a Throwing Axe if the wielder also has Specialist Weapon (Throwing) (OWA 40). A war fan grants the user protection from missile weapons in the same way as a shield (-10 BS).

Two-Handed

Oriental great weapons are mainly hand-and-a-half swords or two-handed swords, and pole arms. The development of these larger weapons was a direct response to the widespread use of cavalry – riders required weapons with a longer reach, while foot soldiers required weapons that could strike at mounted foes.

The prevalence of great axes, picks and maces is low in Cathay and the isles of Nippon, though one such example is the *tetsubo* (Poor – Best; Nippon) that is constructed out of heavy oak, covered with iron from the end to the middle, and with metal studs along the iron-shod end. It is a very heavy weapon, and much heavier than Old World equivalents. When used, the purpose of the *tetsubo* is to smash enemies' armour and break their warhorses' legs. The *tetsubo* requires great skill and strength to wield, as to recover from a miss with the heavy club can leave a warrior open to a counter-attack. The *tetsubo* has the Armour Piercing, Impact, Slow, and Tiring Qualities, and inflicts SB +2 Damage. The Slow Quality only affects the dodge roll versus this weapon, parry rolls get no bonus, as the weapon's slowness is offset by its weight, and hence the difficulty in parrying such a weapon.

Cathayan great swords are similar in functionality and appearance to Old World blades, while Nipponese blades generally show the trademark single cutting edge and perfectly straight back. Specific examples of larger Nipponese swords include:

The *daito* (Good – Best; Nippon) is a large form of the katana, and can be wielded in either on or two hands in a similar way to an Old World claymore (OWA 36). Normally having a blade at least 24 inches long, it is generally used from horseback, where the extra reach is needed. When used one-handed, the daito is equivalent to a hand weapon. When used two-handed, the daito inflicts damage at SB +1 and gains the Precise Quality. The daito is a considerably lighter weapon than the great weapons of the Old World.

The *nodachi* (Good – Best; Nippon) are very large form of the katata, must be wielded in two hands, and is often longer (though lighter per length) than the great swords of the Old World. A nodachi is often more than 60 inches (5 feet) in length, with 40 – 50 inches of that length being blade. A nodachi is a fearsome weapon but is infrequently used because the blade is more difficult to forge by the Nipponese techniques when compared to a normal-sized sword. Because of this, it is fairly rare to encounter a nodachi that is not of Good or Best quality, and the cost of 50 *gc* is for a Common Craftsmanship sword.

There are spears with curved or elaborate heads that are better classed as *halberds*, falling under the category of two-handed weapons. These blades are similar in appearance and function as the Old World halberds. Cathayan and Nipponese halberds are similar to all oriental blades in the high quality of the blades tempering, its lightness, and the ease with which it can be manoeuvred. In most cases the spear heads are even kept in sheaths. Particular forms of oriental halberds, which differ in appearance and effect, include:

Bisento (Poor – Good; Cathay & Nippon) has a blade shaped like a half-crescent moon. It is a very heavy weapon, with a thicker pole and larger head than other halberds. A bisento has the Impact and Slow Qualities, and on the first round of combat inflicts damage equal to SB +2. Otherwise, the bisento deals damage equal to SB.

Nagamaki (Common – Best; Cathay & Nippon) is a pole arm that better resembles a long-handled two-handed sword than a halberd. Usually, it also has a sword-like guard between the blade and shaft. Lacking a long handle for grip, the nagamaki is mainly swung like a sword.

Table –Melee Weapons

Name	Cost	Enc	Group	Damage	Qualities	Availability
Kama (dagger)	1 <i>gc</i>	10	Ordinary	SB -3	-	Common
Kama (full sized)	10 <i>gc</i>	50	Ordinary	SB	-	Common
Quarter Staff +	5 <i>s</i>	50	Ordinary	SB -2	Defensive, Pummelling	Plentiful
Short Staff +	5 <i>s</i>	50	Ordinary	SB -2	Fast, Pummelling	Plentiful
Practice Sword	1 <i>gc</i>	50	Ordinary	SB -3	-	Common
Tiger Hooks*	40 <i>gc</i>	45	Ordinary	SB -1	Defensive, Special	Rare
<i>Ninjato</i>	18 <i>gc</i>	40	Fencing	SB -1	Fast	Scarce
Morning Star	15 <i>gc</i>	60	Flail	SB	Impact, Tiring	Scarce
Flail +	15 <i>gc</i>	95	Flail	SB +2	Impact, Tiring	Scarce
Two Section Staff	3 <i>gc</i>	30	Flail	SB -2	Fast, Pummelling	Scarce
Three Section Staff +	8 <i>gc</i>	50	Flail	SB -1	Defensive, Fast, Pummelling	Scarce
Buckler	2 <i>gc</i>	10	Parrying	SB -4	Defensive, Pummelling	Average
Jitte	5 <i>gc</i>	30	Parrying	SB -4	Pummelling, Special	Scarce
Pipe (small)	2 <i>gc</i>	10	Parrying	SB -4	Defensive	Average
Pipe (large)	10 <i>gc</i>	50	Parrying	SB -2	Defensive, Pummelling	Rare
War Fan	30 <i>gc</i>	10	Parrying	SB -2	Defensive, Special	Rare
Claymore (+)	30 <i>gc</i>	150	Two-handed	SB	Slow (Impact, Slow)	Scarce
Great Weapon +	20 <i>gc</i>	200	Two-handed	SB +1	Impact, Slow	Average
<i>Daito</i> (+)	25 <i>gc</i>	100	Two-handed	SB (SB +1)	(Precise)	Scarce
<i>Nodachi</i> +	50 <i>gc</i>	200	Two-handed	SB +1	Impact, Precise, Slow	Rare
Halberd +	15 <i>gc</i>	175	Two-handed	SB	Fast or Impact, Slow	Common
Bisento +	15 <i>gc</i>	225	Two-handed	SB (+2)	Impact, Slow, Special	Average
Nagamaki +	20 <i>gc</i>	175	Two-handed	SB	Impact, Precise, Slow	Average
<i>Tetsubo</i> +	25 <i>gc</i>	300	Two-handed	SB +2	Armour Piercing, Impact, Slow, Tiring, Special	Scarce

Italicised weapons are predominantly found in the isles of Nippon and are seldom encountered in mainland Cathay

* Tiger Hooks are predominantly only found in Cathay

+ Weapon requires two hands to wield and cannot be used with a shield, parrying weapon, or off-hand weapon.

(+) Weapon can optionally be used with two hands and two-handed effects are indicated inside brackets ()

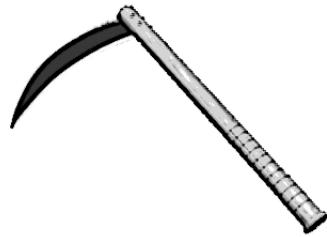
Note that all oriental weapons are not shown on this table; the table predominantly details weapons that have characteristics that are distinct to their Old World counterparts. The GM may wish to assume that almost any standard weapon detailed in the OWA has some for of equivalent in Cathay.



Dagger



Kunai



Kama



Tanto



Aikuchi



Crutch



Long Sword



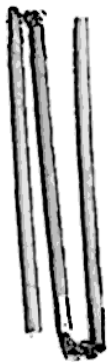
Sabre



Wakizashi



Two Section Staff



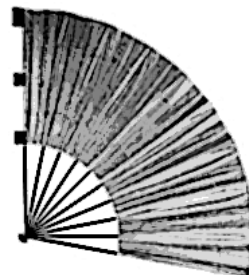
Three Section Staff



Jitte



Pipe



War Fan



Daito



Nodachi



Halberd



Bisento



Nagamaki

Missile Weapons

The spear is second only to the bow as the chief weapon of the fighting man in Cathay. Even after the recent addition of gunpowder weapons into society and the military, the bow remains a noble art. The warriors of The East have adapted the bow and arrow to be a versatile tool, and many strange and wonderful explosives and bombs fill the arsenals of Cathay and Nippon.

Ordinary Weapons

Ordinary weapons are a broad category of arms that do not require specialist training. Weapon names and appearance vary considerably between provincial regions, and in particular, Nipponese weapons may differ from those of mainland Cathay.

Bows and Shortbows

Oriental bows and shortbows, although made of bamboo, wood and leather, are similar to Old World bows. The difference is the *daikyu*, the Nipponese longbow (described under specialist weapons below) which is asymmetric; the upper and lower curves differ and the grip is positioned at about one-third the distance from the lower tip so that they can more easily be used from horses. Cathayan bows and shortbows are otherwise identical to their Old World equivalents (OWA 37, 38).

Crossbows

Crossbows have become popular for the defence of royal entourages and for hunting. Although now quite popular throughout Cathay, the use of the bow and longbow are still considered a nobler art form in Japan and are seldom used. Cathayan crossbows are identical to their Old World equivalents, except that mechanized repeating crossbows of Cathay are somewhat different to the recent discoveries at Nuln (see specialist weapons below).

Javelins

Javelins and other short throwing spears are used throughout Cathay and Nippon, and are equivalent in effect to Old World javelins and spears (OWA 38).

Specialist Weapons

Many of the Cathayan and Nipponese weapons are specialised in nature, and can only be used effectively by a trained expert.

Blow Gun

Both long and short blowguns, *fukiya*, are fairly common in Nippon, and are often used by assassins in conjunction with poison. A common length is 4 feet, with darts around eight inches long.

Crossbow

Specialised forms of crossbows, such as the crossbow pistol and repeater crossbow can be found throughout Cathay. Cathayan crossbow pistols are similar to their Old World counterparts, but slight differences are noted between the repeater crossbows

of Cathay and the Old World. Crossbows are seldom encountered in the isles of Nippon.

The *chu-ko-nu* is a repeater crossbow, capable of firing several bolts before reloading in a similar way to the repeater of Nuln (OWA 39). Made of strong bamboo, the magazine holds 12 small bolts laid one on the other instead of the Old World equivalents 10. The cocking and reloading action is worked by a single lever that is pushed forward and then back. Once empty, it takes 5 full actions to load.

By a slight alteration in the construction of the crossbow it is possible to shoot two bolts, instead of one every time its bow recoiled. In such a case, the crossbow is wider, and uses a magazine with a thin partition down its centre dividing it into two compartments, each of 12 bolts. As the lever is worked, two bolts drop from the magazine and remain side-by-side, one in each groove, both bolts being propelled together when the bow-string is released. Because of the modified lever action and magazine, a double repeater crossbow must be shot from the hip so that the shooter cannot take an Aim Action, and a lighter bolt must be used. Once empty, it takes 12 full actions to load. Roll once to hit for each of the two bolts fired.

A *chu-ko-nu* pistol is a one-handed repeater crossbow with a very limited range, and a similar cocking mechanism to the full-sized *chu-ko-nu*. The shorter range of this crossbow is compensated for by using lightweight arrows instead of the heavy bolts of larger crossbows, and thus, the *chu-ko-nu* is not very useful against more heavily armoured troops unless poison is used. A *chu-ko-nu* pistol holds 10 bolts and once empty, it takes 4 full actions to load.

Entangling

In Cathay and Nippon, weapons of very long weighted chains are used to tangle and disarm opponents. Equivalents of bolas and nets exist, as well as cord or leather whips (OWA 39), but certain chain weapons are unique to Cathay and Nippon:

The *manrikigusari* (Nippon) is a chain weapon with two steel-weights on either end of a three to six foot chain. The weapon can be thrown in a similar way to a bola (OWA 39), but with a shorter range. A warrior with Specialist Weapon (Entangling) can also use a *manrikigusari* in close combat (using BS not WS) to entangle and immobilise an opponent. A *manrikigusari* causes damage 1 if thrown, and damage SB -3 if used in hand-to-hand.

The nine section whip, and seven section whip, (Cathay & Nippon) consist of several metal rods (7 and 9), which are joined end-to-end by rings to form a flexible chain. Generally, the whips have a handle at one end and a metal dart, used for slashing or piercing an opponent, at the other. The chain whips deal damage and can also entangle opponents in combat in a similar manner to conventional whips (OWA 39).

Longbow

The *daikyu* is the largest type of bow found in Nippon, and in some ways is similar to the Old World longbows, although it sacrifices the longbows extended range for the ability to fire multiple arrow types, and to use the bow from horseback. It is five to six feet long and bent at the ends for great power. Unlike the Old World bows, the grip is not centred, being closer to the bottom. This allows the bow to be fired more easily from horseback and from a kneeling position. Cathayan long bows are unlike the *daikyu*, being more similar to the longbows of the Old World.

The design of the *daikyu* enables the firing of many unique arrows, and it is the arrow used that determines the range and damage of the bow. *Yangiba*, or *Willow leaf* arrows are standard arrows with a wedge shaped head. *Hikime*, or *humming bulb* arrows are fitted with a carved wooden head that whistles loudly when fired, causing an eerie effect. These wooden arrows do little damage, but are used for signalling or in religious ceremonies to exorcise spirits. They can also be customised and used as rockets or fire arrows. The *Karimata*, or *frog crotch* arrow forms a 'V', the inner edge of which is sharp. These are designed to cut ropes and cords, but will also inflict terrible cutting damage to any target struck. *Watakushi*, or *flesh-tearer* arrows, have a broad, intricate head, making them works of art in themselves. *Flesh-tearer* arrows inflict massive damage, and slice easily through flesh and bone.

Martial Art

Martial art weapons are complex but versatile weapons to use. They require high degrees of skill, and are generally multipurpose weapons that combine the disciplines of the flail, two-handed weapons, and entangling weapons. The Specialist Weapon (Martial Art) Talent is unique in that to purchase it a character must already have one of Specialist Weapon Flail or Two-Handed or Entangling. Martial Art Weapons are also unique in that they can be often used in WS or BS based attacks, and no -20% penalty is imposed for using them in hand-to-hand combat (WFRP 130).

The *kusari-gama* (Nippon) is a combination of a large sickle (*Kama*) and a long chain (*Kusari*) with a weight attached to the end of it. The sickle is used in a slashing or stabbing motion, as well as used to block and hook an opponent's weapons. By holding the chain portion of the weapon, the sickle can be swung around to get a greater reach with it. The chain portion of the weapon is most often used for trapping an enemy or his weapon. Once tangled up with the chain, the wielder could finish him off with the sickle.

The *kusari-gama* requires two hands to use and both the sickle and chain are used to attack. The weapon counts as an off-hand and on-hand weapon, and a Free Parry is gained. The attacker can choose to use the weapon as either a chain whip or hand weapon (almost full sized hand weapon SB -1) each round (or both if more than one attack is made in a round by a

swift attack action), and no off-hand attack penalties apply. Once entangled, the attacker can also choose to use the *kusari-gama* as a garrotte (OWA 31, WFRP 131), to make it more difficult for the target to escape. Similarly to a chain whip, the whip attack requires a half action to reload. Examples of attack strategies include:

- Free parry, entangle, and reload. Repeat until entangled then strike as a swift action.
- Free parry, entangle, and strike once or twice (2 or 3 attacks swift action). Next round, free parry, reload, and strike. Repeat.
- Free parry, strike twice or thrice (2 or 3 attacks swift action). Repeat.
- Free parry, entangle and strike (2 attacks swift action with Rapid Reload Talent). Repeat.

The *kusari-gama* is deadly in the hands of an opponent with more than one Attack; especially if the wielder has the Rapid Reload Talent. A swift attack action allows the wielder to parry and to attack at the same time, often entangling with the first attack, and moving in for the kill with the second attack with a +20% bonus to hit (see WFRP errata for updated Snare Quality). For an entangled opponent who is expected to escape, the wielder can then move in to garrotte the target (grappling / wrestle full action WFRP 131) – hence converting the Strength or Agility test to escape into an Opposed Strength test.

The *nage-gama* (Nippon) is a long, partially hollow, walking stick or staff that can be instantly (free action) transformed into a deadly chain weapon by snapping out a long chain with a spike or sickle on the end. It is similar in its use to a *kusari-gama*, except that it combines staff, chain and blade and not just chain and blade. The *nage-gama* can be used exactly like a staff, with damage SB -2, and with the Fast and Pummelling Qualities. The chain whip is necessarily shorter than in the *kusari-gama*, but can still be used to entangle. The Free Parry and attack options are otherwise identical to a *kusari-gama* above, except that hand-to-hand attacks use the *short staff* instead of the *kama*. An advantage of the *nage-gama* is that the weapon remains disguised as a walking stick or staff until the chain is released.

A *meteor hammer* (Cathay), at its most basic level, consists of two weights connected by a rope or chain. It is similar to the *manrikigusari* of Nippon, except that the weights are much heavier, the chain longer (8 to 15 feet) and thicker, and it requires two hands to spin and direct in combat.

Using a meteor hammer involves swinging it around the body to build up considerable speed, before releasing the meteor to strike at any angle. Since the meteor has two heads, one can be used offensively, while the other could be used to defend – parrying attacks or ensnaring an opponent's weapon to disarm them. When used by a skilled fighter, its speed, accuracy and unpredictability make it a difficult weapon to defend against. While being swung, a meteor may be wrapped around its user's arms, legs, torso, neck or waist, before being unwrapped by a powerful jerk of the body to deliver a devastating and lightning fast punch. A master is fully capable of

striking, ensnaring or strangling from a distance. The meteor hammer can be easily concealed as a defensive or surprise weapon, because of its flexible construction.

The damage and effect of a meteor hammer depends on the type of attack used. A meteor hammer does not give a Free Parry, but can be used as a swift attack, or standard attack and parry stance, etc. The reload time for a meteor hammer's attacks is a half action, though a wielder with the Rapid Reload Talent can swing multiple times with a swift attack. Additionally, some forms of attacks require a half action after their use to rebuild momentum. There are four types of attacks:

Slam: Sometimes referred to as "storm from above", this powerful attack involves a wide overhead arc, resulting in a vertical strike. Difficult to parry, this attack is similar to techniques used with staff or flail weapons.

The slam attack strikes like a flail, and counts as a hand-to-hand attack; WS to hit, damage SB +2, Fast, Impact, and Tiring. This attack is Tiring, and the Impact quality is lost in subsequent rounds for this attack or any type of attack with the Impact Quality - though a half action can be spent to cancel the Tiring Quality (optionally use this rule for any flail weapon).

Throw: A meteor may be thrown, while holding one of the heads to enable its retrieval. This is a highly unpredictable form of attack, often used effectively to catch an opponent off guard. A throw can be initiated quickly and efficiently by a skilled fighter, with a simple pull in the correct direction.

BS to hit, damage SB, Impact, Tiring. This attack is Tiring, and the Impact quality is lost in subsequent rounds for this attack or any type of attack with the Impact Quality - though a half action can be spent to cancel the Tiring Quality.

Swing: The swing is a simple side attack, capable of tripping an opponent, but also of causing damage. A basic move to learn, but a difficult one to master, being as a horizontal swing can very easily backfire and injure the one wielding the meteor.

BS to hit, damage SB, Snare. A hit that does not entangle an opponent (see WFRP errata for updated Snare Quality) has lost momentum and the Impact quality is lost for any type of attack with the Impact Quality - though a half action can be spent to cancel this.

Grab: A correctly placed throw can cause the meteor to wrap itself around an object and grab it. If done correctly, the meteor will wrap over itself and ensnare a weapon, an object or even an opponent's limb. Alternatively, if the meteor does not wrap over itself, it can be used to spin an object, providing a helpful way of swiftly disorienting an opponent.

BS to hit, damage SB -1, Snare.

The **lajatang** (Cathay & Nippon) is a five foot staff with a crescent-shaped blade at each end. Some have smaller barbs projecting downwards from the outer edges of the crescent. The lajatang is wielded with two hands, like a staff, and is used to unleash a flurry of blows that are very hard to block. When used with a swift attack action, the lajatang adds +1 to the user's attacks. However, this bonus cannot be gained in two subsequent rounds, though swift attacks can still be used in subsequent rounds; i.e. - First round, swift attack with 2 attacks gives 3 attacks. Second round swift attack with 2 attacks gives 2 attacks. First round, swift attack with 2 attacks gives 3 attacks, etcetera.

The **man catcher** (Cathay & Nippon) is a specialist pole arm that consists of a spiked shaft ending in a 'U' or 'T' shaped fork that is covered in a cluster of fish-hook-like barbs. While these weapons can deal some damage, their main use is to entangle an opponent by catching clothes, armour, and even the victim's flesh, on the multitude of hooks and spikes.

Once a target is entangled, the wielder of the man-catcher must continue to spend a full action each round to maintain the snare, and the victim and wielder make an opposed Agility test. If the victim wins, he may escape entangling as normal on his turn; on a tie, the victim and wielder remain locked in struggle; and if the wielder wins, he may choose to inflict a damage SB -2 hit on the target's arms or body (determine randomly if necessary). This opposed test replaces the standard strength or agility test to escape entanglement. It is usual for the city watch to operate in teams of two - one with a man-catcher, and another with a sword or cudgel, so as to more quickly incapacitate the struggling victim.

Slings

Slings are less common in Cathay and Nippon than in the Old World. Nevertheless, they can be found, and perform identically to their Old World equivalents.

Throwing

Throwing axes, knives, and in particular, throwing stars, are commonly encountered in Cathay and Nippon.

Explosives

The Cathayan are masters of Rocketry, and take their lethal short range Sky Rockets and vast variety of hand bombs onto the field in great numbers. Personal bombs and devices can be found in both Cathay and Nippon.

Bombs with fuses take a full action to light and throw, while bombs without fuses take a half action to throw. An additional reload time of a half action takes into account the taking up of the bomb and is equivalent to the half action reload time for throwing weapons, etc. Rules for throwing bombs are given in OWA 45. Explosives and bombs can be made with Trade (Apothecary) with help from Academic

Knowledge (Science). Types of personal bombs include:

Flash Pot: is a small pouch of chemicals that are easily concealable and give off a bright flash, making them perfect for distraction and escape. Normally loosely packed, these devices project very little noise and cause no damage. They are made up of a mixture of black powder, flint, and metal shavings and detonate on impact without needing to light a fuse.

When thrown on a hard surface, the metal shavings create a shower of bright sparks that, at night, blind anyone looking at it within about 3 yards (small template), unless an Agility test is passed. Affected characters remain blind for 1-5 rounds (see Blinding Light, WFRP 156). During the day the flash will only disorientate opponents who suffer a -10% penalty to WS, BS, Ag and Perception tests for 1-5 rounds on a failed Agility test.

Fog Bomb: are designed to emit large amounts of thick smoke that serve as a visual blanket. They contain resins, sawdust, and other chemicals, and use a fuse that requires lighting. An oily black cloud 10 yards in diameter (large template) is formed and makes vision difficult. Individuals caught in the smoke cannot see out of it or through it, while those outside cannot see into it or past it. Anyone caught within the smoke must move at hampered rate or else move randomly. The smoke persists for 1d10 rounds

Lime Powder Bomb: is a blinding bomb similar to a conventional bomb except that the outer case is leather rather than ceramic or metal. The resulting explosion and shrapnel is therefore reduced, but the main damage is the lime, chemicals, and fine metal shavings that form a swirling white cloud 10 yards in diameter (large template). The cloud lasts for 1-5 rounds in a similar manner to a fog bomb above. Any target affected by the shrapnel is blinded (see flash pot, above) by the lime, other chemicals, and metal shavings. Targets remain blinded by a lime bomb for 1d10 hours, or until medical attention is received.

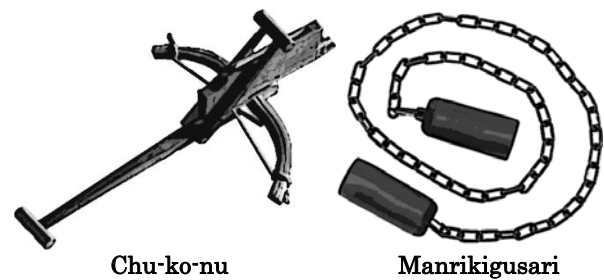
Bamboo Bomb: is made up of various thicknesses of bamboo that are filled with black powder and fitted inside one another. This multi-layered bomb is then equipped with a fuse. The outside of the throwing grenade is then coated with wax and covered with metal shrapnel. Bamboo bombs are simply smaller versions of conventional bombs, having a lower damage and a 5 yard radius (rather than 10 yard). They must be lit before being thrown.

Bamboo bombs can also be combined with the *daikyu* (longbow) by using a modified *humming bulb* arrow. In this case, the range is extended to that of the arrow, and the arrow is shot as normal. It takes one half action to light the arrow in addition to normal loading time.

Gunpowder

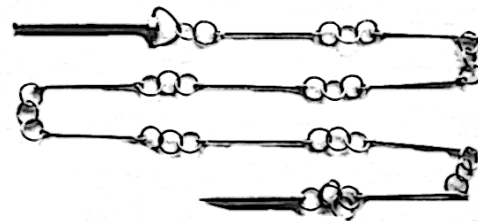
Only in the use of personal firearms does Cathay lag behind the Old World. Cathayan firearms are

equivalent to Old World designs except that only the firearm or pistol (OWA 46) are ever reliably available.



Chu-ko-nu

Manrikigusari



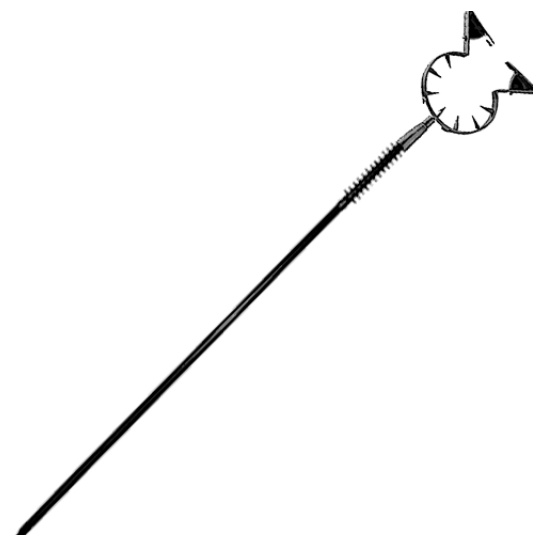
Nine Section Chain Whip



Kusari-gama



Nage-gama



Man Catcher

Table –Missile and Martial Art Weapons

Name	Cost	Enc	Group	Damage	Range	Reload	Qualities	Availability
<i>Blowgun</i>	2 <i>gc</i>	10	Blowgun	0	8 / 16	Half	-	Average
Crossbow Pistol*	35 <i>gc</i>	25	Crossbow	2	8 / 16	Full	-	Rare
Repeater Crossbow **	100 <i>gc</i>	150	Crossbow	2	16 / 32	Free	Special	Very Rare
Chu-ko-nu **	100 <i>gc</i>	150	Crossbow	2	16 / 32	Free	Special	Very Rare
Chu-ko-nu Pistol*	140 <i>gc</i>	50	Crossbow	1	6 / 12	Free	Special	Very Rare
Double Chu-ko-nu **	120 <i>gc</i>	175	Crossbow	1	12 / 24	Free	Special	Very Rare
Bola	7 <i>s</i>	20	Entangling	1	8 / 16	Half	Snare	Scarce
Whip - Cord	2 <i>gc</i>	40	Entangling	SB -4	6 / -	Half	Snare, Special	Average
<i>Manrikigusari</i>	5 <i>gc</i>	40	Entangling	1 (SB -3)	6 / 12 (2)	Half	Snare (Special)	Scarce
Chain Whips	6 <i>gc</i>	50	Entangling	SB -2	4 / -	Half	Snare	Rare
<i>Kusari-Gama</i> +	12 <i>gc</i>	60	Martial Art	SB -1 (-2)	(4 whip)	(Half)	Snare, Special	Rare
<i>Nage-Gama</i> +	15 <i>gc</i>	50	Martial Art	SB -2	(2 whip)	(Half)	Snare, Special	Rare
Meteor Hammer **	25 <i>gc</i>	50	Martial Art	Special	6 / -	Half	Snare, Special	Very Rare
Lajatang +	40 <i>gc</i>	250	Martial Art	SB	n/a	n/a	Impact, Slow	Very Rare
Man Catcher +	10 <i>gc</i>	150	Martial Art	SB (-2)	n/a	n/a	Fast, Snare	Rare
Longbow +	15 <i>gc</i>	90	Longbow	3	30 / 60	Half	Armour Piercing	Average
<i>Daikyu</i> +	18 <i>gc</i>	100	Longbow	Special	Special	Half	Special	Average
<i>Willow Leaf</i> (5)	1 <i>s</i>	10	-	3	24 / 48	-	Armour Piercing	Common
<i>Humming Bulb</i> (5)	1 <i>gc</i>	10	-	1	24 / 48	-	-	Scarce
<i>Frog Crotch</i> (5)	2 <i>gc</i>	20	-	3	12 / 24	-	Impact	Scarce
<i>Flesh-Tearer</i> (5)	5 <i>gc</i>	20	-	4	16 / 32	-	Precise	Average
Bomb	75 <i>gc</i>	20	Explosive	6	4 / 20	n/a	Shrapnel, Unreliable	Very Rare
Flash Pot	25 <i>gc</i>	10	Explosive	-	8 / 20	n/a	Special, Unreliable	Very Rare
Fog Bomb	15 <i>gc</i>	20	Explosive	-	4 / 20	n/a	Special, Unreliable	Very Rare
Lime Powder Bomb	65 <i>gc</i>	20	Explosive	0	4 / 20	n/a	Special, Unreliable	Very Rare
Bamboo Bomb	30 <i>gc</i>	10	Explosive	3	8 / 20	n/a	Shrapnel, Unreliable	Very Rare

Italicised weapons are predominantly found in the isles of Nippon and are seldom encountered in mainland Cathay

* Specialist Weapon (Crossbow) weapons, and the Meteor Hammer are only readily found in Cathay

+ *Weapon* requires two hands to wield and cannot be used with a shield, parrying weapon, or off-hand weapon.

Note that all oriental weapons are not shown on this table; the table predominantly details weapons that have characteristics that are distinct to their Old World counterparts. The GM may wish to assume that almost any standard weapon detailed in the OWA has some for of equivalent in Cathay.

Armour

In general, the style and materials of manufacture of oriental amour reflect the greater need and significance that is placed on mobility in Cathayan and Nipponese warfare. In contrast to the heavy metal armours worn by knights and warriors of the Old World, oriental armour is predominantly made of leather, often with the added protection of hardened leather or intricate metal scales, and full suits of metal armour are almost unknown. Rather than a source of pride like in the Old World, armours of great size and weight are generally considered excessive in The Far East, and it is recognised that a greater protection can instead stem from pre-battle tactical considerations and a strategic flexibility.

Like their weapon smiths, the armourers of Cathay and Nippon are masters of their art, and the oriental armours of both regions share many similarities.



Light Armour – Leather & Brigandine & Lamellar

Both Imperial Cathay and the isle of Nippon have forms of boiled or tanned hardened leather armour, similar in functionality, but often more intricate, than Old World leather armours. Such armours can be treated exactly like leather armour from the Old World (OWA 16, 20), and reinforced padded armours can also be included in this category. Forms of very light armour which resemble ordinary clothes but which have lacquered steel plates riveted on the inside also fall into this category, and are relatively light and concealable, and provide limited protection for those who value discretion over protection. These concealable armours cost twice as much as standard leather armour.

Cheap, lighter armours of heavy cloth or soft leather sewed with small scales, metal rings or metal studs, feature prominently in rank-and-file soldiers of Cathay and, to a lesser extent, Nippon. Such armours can be treated exactly like studded leather armour from the Old World (OWA 17, 20), except that leggings of such armours are not found in Cathay. Armours made of small iron plates or scales sewed between two thicknesses of thick cloth or leather, known as *brigandine armour* (mainly Cathay) (OWA 17), are common with lower rank soldiers in Cathay, and are functionally identical to studded leather armour. Reinforcing brigandine armour with larger metal plates significantly increases the protection afforded by these items, but at the expense of weight and flexibility. Reinforced brigandine armour is described below.

The armour of a typical Cathayan soldier consists of a helmet of steel, which includes a neck guard of brigandine. Full coifs, like those found in the Old

World, are generally unknown in Cathay and Nippon, and neck guards, either attached to the helmet or integral to the cuirass, and are the most popular form of neck defence. For defence of the body, a coat of either brigandine or heavy riveted cloth is worn, while a split apron of brigandine or riveted cloth protects the legs. The shoulders and arms are protected by armour of similar materials, and are normally attached by buttons or ties.

For an increased protection over standard leather, one of the armours used by the Nipponese, and less commonly by the Cathayans, is *lamellar leather armour* (mainly Nippon). Lamellar armour consists of small rectangular plates (lames) which are laced together in parallel rows, and is similar, but much more complicated in design, to metal scale armour of the Old World. Leather lamellar armour is made from pieces of lacquered hardened leather held together with silk, leather, or cotton thread. Due to the intricacy of its construction, the lamellar cuirass is the most common form of lamellar armour, though lamellar neck guards on helmets, and lamellar sleeves and aprons are often made.

Similar to studded leather, lamellar armour generally cannot be worn with other forms of armour, though it is often intrinsically incorporated into heavier forms of armour by substituting some or all leather lames with metal or horn (see below). Leather lamellar armour is equivalent in protection to studded leather armour (OWA 17, 20), but is both lighter and more expensive. Leather lamellar armour halves the penalty for swimming in armour, and therefore has the same penalty as regular leather armour while swimming (see armour house rules inset below).

As mentioned above, a house rule for scale armour is assumed in the descriptions of these new armours. In addition, a different and relatively simple way of determining Agility and Movement loss from wearing armour is presented here, which attempts to clarify the encumbrance of scale armour, and remove the penalty one receives from wearing a single piece of heavier armour.

- Firstly, add up the total non-magical AP on a character, e.g. full leather is 6, full chain 12, full chain and leather 18, full plate/chain/leather is 30, full leather with a chain shirt, chain coif, and helmet is 12.
- Apply any modifiers due to the armour, of which there are almost none; e.g. Hide armour (OWA 18) doubles any AP when determining penalties, some oriental armour reduces the AP total by one third or a quarter.
- Consult the following chart:

Total Modified AP	Example Armour	Effect (non-cumulative)
≤ 12	Full leather; full studded leather	None
> 12 and ≤ 18	Full chain with full leather	-10 Agility
> 18 and ≤ 24	Full scale with leather; full hide	-10 Agility; -1 Movement
> 24	Full plate & chain & leather	-20 Agility; -1 Movement

An advantage of this system is that the total loss to Agility or Movement can be determined for characters wearing a motley array of armour. The system also allows for a character to wear a fairly light armour load out, such as studded leather or full leather with a chain shirt, chain coif, and helmet, without penalties.

For rules for swimming in armour see: http://simon.p.sullivan.googlepages.com/wfrp_advanced_skills.pdf
Penalties for swimming in armour can be reduced by the Armoured Swimming Talent (described in the career section), or depending on the armour (e.g. leather lamellar).

Medium Armour – Brigandine and Metal

Medium and heavy armour such as scale, mail and plate – as unique classes of armour – are almost unheard of in Nippon and Cathay. Instead, heavier armours build on lighter leather and brigandine armour by replacing leather with scale or mail, and adding individual metal plates. The result is a suit of armour that, while generally not as strong as full plate or scale armour, is much lighter and more flexible. Unfortunately, the process of making such armour is very time consuming and expensive, and also prevents modular design of the armour. In general, Cathayan armour is more rigid than Nipponese armour, the latter providing a greater flexibility for swimming, running and martial arts.

Reinforced brigandine armour (mainly Cathay) is brigandine armour with one or all of the addition of heavier individual plates, the addition of mail armour between individual plates, the additional of large chest, back and shoulder plates. The resulting armour is much more durable, and greatly enhances the protection of the body, but is heavier and more expensive. Reinforced brigandine armour cannot be combined with other types of armour.

In Nippon, veteran soldiers, officers and nobles (Samurai), improve their lamellar leather armour by replacing or adding lacquered metal lames, or by the addition of larger metal plates and chain mail. In these *lamellar metal armours* (Nippon), plate and lamellar are combined, but the lamellar technique is generally improved to allow for the greater overlap of scales without sacrificing mobility. The plates of iron are often encased in leather to improve the appearance of the armour and to prevent rusting in the humid Nippon weather. Metal plates are individually shaped to cover the shoulders, chest and groin, while the rest of the armour is covered in small metal or leather scales around the primary metal plates. Finally, chain mail, of many sizes and intricate patterns, are woven with the large and small plates to produce a defensible, yet highly mobile and comparatively light, suit of armour.

The armour of a typical Nipponese Samurai consists of an undergarment with large plates covering the chest and under the arms. The plates under the arms are often banded and sewn together so as to not restrict the flexibility of the wearer's torso. The plates are put on first, before the rest of the cuirass, and fastened to the cuirass and around the body.

The Samurai's cuirass, which may or may not include a large central back and chest plate, includes a laminated skirt that protects the wearer to his knees. Large shoulder guards of plates and leather and metal lamellar are then added, along with brocaded armoured sleeves covered with a mix of plate and mail. The Samurai's shins and legs are protected by greaves of hinged lacquered iron strips.



Unlike Cathayan helmets, Nipponese helmets are made of a large number of narrow plates which are riveted together, and also include a wide neck guard of steel and leather lames. In the case of Samurai, the face is then covered with a steel mask with a laminated neck guard in front; masks normally only cover the face from the nose and below since full face masks can reduce visibility. A Samurai clad in full armour, helmet and mask is a truly intimidating sight, and the artwork on the armours do little to convince onlookers that they are anything but supernatural daemons. Nipponese metal lamellar based armours cannot be combined with other types of armour, but can often be worn piecemeal. Nipponese metal lamellar armour reduces the AP total by one third when determining Agility or Movement penalties, and also swimming penalties.

The armourers of Cathay produce a much heavier and expensive version of Nipponese metal armour that consists of iron plates laced together with a multitude of small pieces of elaborately shaped steel. The shape of the steel scales allows a dense and protective form of lamellar armour, and the metal pieces are interlocked and riveted to a cloth or leather backing. The armour effectively covers the torso, the shoulders and the thighs while remaining comfortable and flexible enough to allow movement. The visible part of the scales creates a beautiful star-like pattern that gives the *Cathayan Star Scale armour* its name. Star scale armour is lighter and more flexible than the Old World scale armours, but cannot be combined with other forms of armour. Also, because of the expense and time taken to make star scale, it is uncommon to find items other than shirts or items that include shirts, such as scale coats. Star scale armour reduces the AP total by one fourth when determining Agility, Movement or swimming penalties.



Heavy Armour – Old World Copies

To the Cathayans and Nipponese, the full rigid plate armours of the Old World are both restrictive and dull, but still some cannot deny the protection that they afford. Recent Old World influence with Nipponese traders has convinced a small minority of oriental armourers to produce equivalents of the cheaper, more protective Old World plate armour. However, such is the stigma of plate armour that, almost without exception, the breastplate is hidden under a layer of pretend scales or lamellar with lacquer to mimic lamellar armour. Some armourers even go as far as to glue on fake stitching. Nipponese plate armour is found combined and integral with other Nipponese armour, or as separate items – in which case they can be worn over Old World mail and leather as usual.

A compromise between Nipponese and Old World styles is a form of banded mail. These armours have a solid breastplate for the back and chest, but the rest of the armour consists of flexible strips of metal armour. Nipponese banded mail armour is found combined and integral with other Nipponese armour, replacing the usual chest plate and cuirass.

Plate modifications of Nipponese metal lamellar based armours reduces the AP total by one third when determining Agility or Movement penalties on the original non-plate regions only.

For the most part, and unlike armours in the Old World, the armour of Nippon and Cathay is not available in layered forms, i.e., in the Old World it is possible to buy plate to wear over chain which is worn over leather, while many armours of the orient consist of leather, chain, scale and plate all together in a very precise arrangement. In this way, a suit of armour may contain a breastplate that is integral to the suit of armour, and that can't be removed. Because of this, the protection afforded by oriental style armour often varies across body locations, and the AP of each location is given in parentheses in the Armour Tables below. It is also less common to find armoured sleeved shirts in Nippon and Cathay, and the sleeves are normally a separate item from the jerkin or shirt.

Table – Armour Of Cathay

Armour Type	Cost	Enc	Locations Covered (AP)	AP weight modifiers ⁺	Availability
<i>Leather</i>					
Hood	3 <i>gc</i>	10	Head (1)	- (1)	Common
Jerkin	6 <i>gc</i>	40	Body (1)	- (1)	Common
Sleeves	6 <i>gc</i>	10	Arms (1)	- (1)	Common
Leggings / Apron	10 <i>gc</i>	20	Legs (1)	- (1)	Common
<i>Brigandine</i>					
Helmet	30 <i>gc</i>	30	Head (2)	- (2)	Average
+ Neck guard	+ 5 <i>gc</i>	+ 10	+ Head (1)	- (1)	Average
Jerkin	26 <i>gc</i>	80	Body (2)	- (2)	Common
Sleeves / Shoulder	16 <i>gc</i>	20	Arms (2)	- (2)	Average
Leggings / Apron	30 <i>gc</i>	40	Legs (2)	- (2)	Average
Reinforced Jerkin	70 <i>gc</i>	100	Body (3)	- (3)	Average
Reinforced Shoulders	50 <i>gc</i>	30	Arms (3)	- (3)	Average
<i>Star Scale</i>					
Scale Shirt	200 <i>gc</i>	100	Body (4)	3/4 (3)	Scarce
Scale Sleeved Shirt	345 <i>gc</i>	140	Body (4) Arms (4)	3/4 (9)	Rare
Scale Coat / Apron	330 <i>gc</i>	150	Body (4) Legs (4)	3/4 (9)	Rare
Scale Sleeved Coat	500 <i>gc</i>	180	Body (4) Arms (4) Legs (4)	3/4 (15)	Very Rare

These armours are predominantly found on the mainland of Cathay. Brigandine and star scale are less common on the isles of Nippon, where the Availability is one less (Scarce for Brigandine and Very Rare for Star Scale).

+ This is the AP contribution to determine the total penalty to Agility and Movement for wearing this armour. If not using this system, let Leather or Brigandine give no penalty, and Reinforced Brigandine and Star Scale give a penalty of -10 to Agility. Otherwise, and for example, a warrior equipped in full star scale with a brigandine helmet with neck guard has a total modified AP of $15 + 2 + 1 = 18$, which is ≤ 18 , corresponding to -10 Agility.



Brigandine



Leather Lamellar



Cathayan Star Scale



Helmets with neck guard



Mask with neck guard



Helmet with mask and neck guard

Table – Armour Of Nippon

Armour Type	Cost	Enc	Locations Covered (AP)	AP weight modifiers ⁺	Availability
<i>Leather</i>					
Hood	3 <i>gc</i>	10	Head (1)	- (1)	Common
Jerkin	6 <i>gc</i>	40	Body (1)	- (1)	Common
Sleeves	6 <i>gc</i>	10	Arms (1)	- (1)	Common
Leggings / Apron	10 <i>gc</i>	20	Legs (1)	- (1)	Common
<i>Leather Lamellar</i>					
Leather helmet	6 <i>gc</i>	10	Head (1)	- (1)	Common
+ Neck guard	+ 5 <i>gc</i>	+ 10	+ Head (1)	- (1)	Average
+ Steel mask	+ 75 <i>gc</i>	+ 15	+ Head (1)	- (1)	Scarce
Jerkin	40 <i>gc</i>	60	Body (2)	- (2)	Common
Sleeves / Shoulder	20 <i>gc</i>	15	Arms (2)	- (2)	Average
Leggings / Apron	40 <i>gc</i>	30	Legs (2)	- (2)	Average
<i>Metal Lamellar *</i>					
Steel Helmet	30 <i>gc</i>	30	Head (2)	- (2)	Average
Lamellar Helmet	45 <i>gc</i>	30	Head (2)	2/3 round down (1)	Average
+ Neck guard	+ 5 <i>gc</i>	+ 10	+ Head (1)	- (1)	Average
+ Steel mask	+ 75 <i>gc</i>	+ 15	+ Head (1)	- (1)	Scarce
Corselet / Chest plate	35 <i>gc</i>	30	Body (1)	2/3 (1)	Scarce
Cuirass with Apron	180 <i>gc</i>	75	Body (3) Legs (1)	2/3 round down (2)	Scarce
Sleeves / Shoulder	100 <i>gc</i>	30	Arms (3)	2/3 (2)	Scarce
Greaves	70 <i>gc</i>	30	Legs (2)	2/3 round up (2)	Scarce
Solid Breastplate	80 <i>gc</i>	75	Body (2)	- (2)	Very Rare
Plate Cuirass	160 <i>gc</i>	190	Body (5), Legs (1)	- (5)	Very Rare
Banded Cuirass	190 <i>gc</i>	175	Body (5), Legs (1)	4/5 (4)	Rare

These armours are predominantly found on the isles of Nippon. Leather and Metal Lamellar armour, and modified heavier armour are less common on the mainland of Cathay, and have an Availability of one less.

+ This is the AP contribution to determine the total penalty to Agility and Movement for wearing this armour. If not using this system, let Leather or Leather Lamellar give no penalty, Metal Lamellar give a penalty of -10 to Agility. Otherwise, and for example, a warrior equipped in full leather lamellar without face mask has a total modified AP of 10 +1 +1 = 12, which is ≤ 12 , corresponding to no penalty. A warrior in full metal lamellar with a lamellar helmet, neck guard and mask has a total modified AP of 4 (legs) + 4 (sleeves) + 3 (body armour) + 3 (helmet, mask and guard) = 14, which is ≤ 18 , corresponding to -10 Agility. Note also that the total modified AP of some items is rounded up, while some items are rounded down – this is somewhat arbitrary and has been designed to give a total modified AP of 14 when an average of 2/3 is considered for a warrior in full metal armour, i.e. (head, body, arms, legs) $(4 + 4 + 6 + 6) \times 2/3 = 20 \times 2/3 = 14$, rounded up.

* Although items are purchased and put on separately, some of the components of metal lamellar armour cannot be worn individually. The Chest plates and Sleeves / Shoulder amour must be attached to the main Cuirass, and therefore cannot be worn without it. The Cuirass with Apron can be worn without the Corselet / Chest plate and Sleeves / Shoulder amour, and this is often done when a warrior must fight in deep water or mountainous terrain. The Greaves can be worn either alone or in conjunction with the cuirass, and in the latter case a total of 3 AP is gained on the legs.

Table – Full Armour

Armour Type	Cost	Enc	Locations Covered (AP)	Penalties	Modified AP
Leather	25 <i>gc</i>	80	All (2)	-	6
Studded Leather	85 <i>gc</i>	160	All (2)	-	12
Chain	160 <i>gc</i>	230	All (3)	-10 Agility	18
Scale	305 <i>gc</i>	340	All (4)	-10 Agility, -1 M	24
Plate	390 <i>gc</i>	415	All (5)	-20 Agility, -1 M	30
Brigandine	107 <i>gc</i>	180	All (2), Head (3)	-10 Agility	13
Reinforced Brigandine	185 <i>gc</i>	210	All (3), Legs (2)	-10 Agility	16
Star Scale	535 <i>gc</i>	220	All (4), Head (3)	-10 Agility	18
Leather Lamellar	111 <i>gc</i>	125	All (2) – no mask worn	-	12
Metal Lamellar	510 <i>gc</i>	220	Head & Body (4), Arms & Legs (3)	-10 Agility	14
Metal Lamellar - Plate	455 <i>gc</i>	305	Head (4), Body (5), Arms & Legs (3)	-10 Agility	16