

Arms and Armour of Celena

Range Weapons

Matchlock musket: Muzzle loaded smooth bore long-gun. Usually heavier than the flintlock musket, but much cheaper and it's (on average) larger calibre provides slightly greater armour penetration. Prone to difficulty in damp weather and not quick to use if surprised (as match must be lit first). Muskets are heavy and often braced with a stand to improve accuracy*



Length: 142cm **Weight:** 4.1kg **Weapon Cost:** 8n **Charge & shot Cost:** ½p
Damage: 4D & reduce 1D+1 armour < short range **Range:** 20m / 40m / 100m
Reload: in 8 rounds (no roll), 6r (Marksmanship 5), 4r (marksmanship 8), 3r (Marksmanship 11), 2r (Marksmanship 13).

Flintlock musket: Usually smaller calibre and lighter (if a little longer) than a matchlock and of better quality. Expensive to manufacture, but quicker to be readied and slightly less prone to damp weather issues. Also not having to carry a glowing wick significantly improves the chances of sneaking about as well!



Length: 150cm **Weight:** 3.6kg **Weapon Cost:** 20n **Charge & shot Cost:** ½p
Damage: 4D & reduce 1D armour < short range **Range:** 25m / 45m / 110m
Reload: in 8 rounds (no roll), 6r (Marksmanship 5), 4r (marksmanship 8), 3r (Marksmanship 11), 2r (Marksmanship 13).

Flintlock Pistol: The Standard muzzle loaded smooth bore hand gun of Celena, often carried in pairs stuffed through a 'brace' as their effective range is very short (effectively melee distances) so they are rarely reloaded in combat.



Length: 30cm **Weight:** 1.2kg **Weapon Cost:** 12n **Charge & shot Cost:** ½p
Damage: 3D+1 & reduce 1D armour < short range **Range:** 5m / 8m / 13m
Reload: in 8 rounds (no roll), 6r (Marksmanship 4), 4r (marksmanship 6), 3r (Marksmanship 9), 2r (Marksmanship 13).

Flintlock Blunderbuss: Popular close-quarters, muzzle loaded smooth bore weapon because of its ability to deliver a blast of shot. At short ranges its spreading blast can hit multiple closely positioned targets, but its range suffers dramatically for the same reason.



Length: 70cm **Weight:** 3kg **Weapon Cost:** 15n **Charge & shot Cost:** 1p
Damage: 4D (or 2D ea. Vs 3 target within 3m°, at < short range) **Range:** 10m / -- / 15m
Reload: in 6 rounds (no roll), 4r (marksmanship 4), 3r (Marksmanship 7), 2r (Marksmanship 13).

Pruskan Crossbow: usually around 550lb draw they actually provide better armour penetration at short range than musket ball. But the (separate) windlass mechanism required to span them makes them very slow to reload!



Length: 70cm (x50cm) **Weight:** 2.9kg **Weapon Cost:** 12n **Bolt Cost:** 1p (0.8kg)
Damage: 4D & reduce 2D armour (if < short range) **Range:** 15m / 100m / 200m
Reload: in 12 rounds (no roll req) / 8r (Strength 5) / 6r (Strength 8).

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Girizlund Crossbow: 290lb draw weight, screw primed and all metal construction pistol sized crossbow, very slow to reload but easily concealed, breaks apart to even smaller pieces, and is virtually silent to use. Sometimes called an 'assassins kiss'.



Length: 25cm (x26cm)

Weight: 1.5kg

Weapon Cost: 28n

Bolt Cost: 5p

Damage: 2D+2

Range: 5m / 10m / 15m

Reload: in 12 rounds (no roll req)

Grenade: A hollow sphere of cast iron or thick glass containing a charge of powder and sometimes fragments of metal. Short wick fuses are held in place by cylinder-like extensions. Using a grenade requires not only a strong throwing arm but a keen sense of timing and courage to put oneself into a position to toss it.



Diameter: 10-13cm

Weight: 1.3kg

Weapon Cost: 10n

Charge & shot Cost: n/a

Damage: 6D (Crit fail: explodes in air for 3D to thrower!)

Range: Phy-2 m / Phy-1 m / Phy m

The list above is far from exhaustive, many unusual and often experimental designs of firearms exist such as the Fumehach, or Bomlancer (though these are often as dangerous to the firer as they are the target) and amongst the poorer militia outdated and obsolete weapons like matchlock pistols, and even ordinary bows can still be found.



At the other extreme, for the very rich there are superlative weapons at the cutting edge of the gunsmith's art, like rifled or percussion cap muskets. Or even, rarest of all, weapons built with Sorcellier laid Fougue or Jainay within them.. Crossbows which re-span themselves after firing, and Wheelock, rotating, multi-barrelled pistols! Needless to say such items are very, very expensive and extremely rare to find in actual use.



Melee Weapons

Epee: narrow straight bladed sword with two cutting edges and fine point, blade length of around 1mtr with rings extending from cross guard to encase hilt. Primarily a thrusting weapon but cuts and slashes with point or edge can be employed.



Weight: 1.3kg

Weapon Cost: 5n

Damage: 2D+1

Spec: +1 Defence (inc Pass)

Sabre: broader and heavier than the Epee, slightly curved sword with double edge and sharp point. Cavalryman's weapon of choice as curved blade resists fouling when used to slash from horseback during a charge.



Weight: 1.5kg

Weapon Cost: 4n

Damage: 2D+2

Spec: 3D damage when mounted

Poignard: fighting knife with cross guard (sometimes basket hilted) primarily used for thrusting and in off hand as a parrying weapon. Includes the Main-Gauche, with curved forward cross-guard, the Trident dagger, with blade that splits into three at a button press, and (sans cross guard) the easily concealed Stiletto.



Weight: 0.7kg

Weapon Cost: 1n

Damage: 1D +1

Spec: +1 Defence (inc Pass)

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Boarding Axe: a two-foot handle with a sharp blade and wedge spike, used to cut the ropes of boarding hooks, bring down masts and rigging, help climbing from a smaller boat to a larger vessel (a portable handle), and in fire fighting to chisel out hot cannon balls and as a hook to drag the rigging and debris out of the way. A very common weapon amongst sailors the world over.



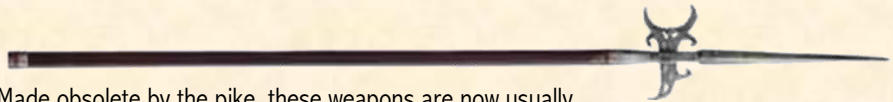
Weight: 1.5kg Weapon Cost: 1n Damage: 2D+2 Spec: Unwieldy +1

Plug Baionnette: specialised knife with sharp point and a round handle that can be slid directly into the barrel of a musket allowing it to be used as a short spear. Note, once a Baionnette is fitted the musket can no longer be fired, and they are made to fit a specific calibre of musket and so are not usually interchangeable.



Weight: 0.5kg Weapon Cost: 6p Damage: 1D Spec: 2D damage when in musket.

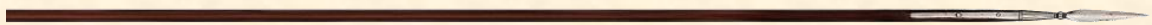
Guisarme: shorter polearms of around 6 to seven feet in length. Made obsolete by the pike, these weapons are now usually only found as the armaments of ceremonial guards or poorly equipped militia. Nevertheless in trained hands they can be deadly. The two most common types still carried are the axe-and-spear headed Halleberd and the trident-like Partisan.



Weight: 7kg Weapon Cost: 2n Damage: 3D Spec: Unwieldy +2.

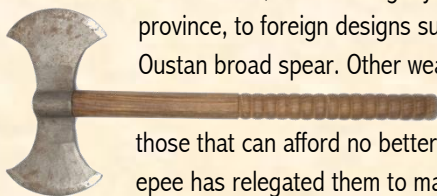
Pike:

A sixteen-foot long ash pole tipped with a small steel spearhead designed for thrusting. Although heavy and somewhat unwieldy, massed ranks of men armed and trained with pike make fearsome opponents on the battlefield. Due to their length they can only be 'shortened' a few feet in combat so after an opponent has closed beyond this point a Pikeman would usually switch to a different weapon. Despite their development for the battlefield Pike 'fencing' between two opponents with blunted weapons has proved a popular sport amongst military and noble circles.



Weight: 8.5kg Weapon Cost: 2n Damage: 2D+1 Spec: Unwieldy +5 @ < 3-4m

As with firearms there are many variations of these common melee weapons that can be found in use across Celena, from the slightly differing designs of the epee from province to province, to foreign designs such as the double headed Tagarian Waraxe or the Oustan broad spear. Other weapons from an earlier time such as maces and flails are still sometimes found as sidearms for those that can afford no better, but their lack of finesse when compared to the epee has relegated them to mantelpiece decorations for the most part.



And of course, probably more so than with firearms, for the rich there are increasingly beautiful and expensive examples of many of these weapons, though in most cases there is little evidence that they are any more effective than their commoner cousins. Sorcellier's have also been called upon in rare instances to add their art to that of the sword-smith, blades that have Fougue bound to keep their edge sharp, to glow with inner light, or sing a liturgy of death when drawn in anger are just a few examples of the sorts that have had mention in the histories of Celena and its noble houses.



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Armour

Pikeman's Armour: A complete set consists of Helmet, Gorget, Breastplate, Back plate and Tassets, but on the field partial sets by preference or availability are as commonly found, In particular many pikemen forgo the helmet in preference to a hat or woollen cap, seeing it as unnecessarily burdensome for the potential protection it provides against musket or pike.

Weight: 11kg

Armour Cost: 13n

Armour Value: 2D+2



Breastplate: The commonest metal armour worn by Celenan soldiers and militia is the simple breastplate, a formed steel piece covering the front torso it is fairly cheap and easy to manufacture, often worn with a matching backplate it provides protection of the vitals against musket ball, pike or sword.

Weight: 3.5kg (+3 BP)

Armour Cost: 4n (+4 BP)

Armour Value: 2D+1



Cuirassier's Armour: Very heavy "full armour" used by elite cavalry units armed with carbine (shortened musket), pistols and sabre. Full faced helmet, fully enclosed articulated arms, gauntlets and articulated to-the-knee leg protection make this an example of the very finest developments of the armourer's craft. It is however very heavy and very expensive!

Weight: 20kg

Armour Cost: 35n

Armour Value: 3D+1



Helmet: Whether a mere steel cap of common design or one with re-enforced tail and hinged cheek guards, the helmet is probably the most common single piece of armour found in service.

Weight: 2kg

Armour Cost: 1-2n

Armour Value: 2D



Buff coat: Made of thick but supple leather and lined with quilted fabric, the buff coat has become a popular (and cheaper) alternative to pikeman's armour. Still capable of stopping a musket ball at longer ranges or foiling a sword or pike thrust it is considered a far less encumbering option than its metal equivalent and has therefore found with patron and soldier alike.

Weight: 4.5kg

Armour Cost: 6n

Armour Value: 2D



Heavy Clothing / Furs / Antique steel: Many soldiers, militia and irregulars forgo heavy steel armour or even the encumbering buff coat altogether (viewing that the protection provided by such armour is hardly worth the effort in carrying it on campaign). in favour of simple but heavy woollen clothing or fur jackets in the Pruskan style.

In addition many foreign and antiquated metal armours that can still be found in service are actually insufficient to withstand musket ball, Such garments do provide a measure of protection nevertheless, and are common enough to be worthy of a mention.

Weight: Varies

Armour Cost: Varies.

Armour Value: +2 (e.g. fur) to 1D+2 (e.g. antique steel)

