

WEAPON DAMAGE MODIFIERS

By Bill Gant, December 1998

As a general rule, the more massive a weapon in relation to the opposing weapon, the more likely it will damage that weapon – and the less likely it will be damaged – in the event of a Block.

For example, if a Dagger is used to Block a Battlesword strike, the Dagger should have a greater chance of breakage than if it had Blocked another Dagger. At the same time, the Battlesword should have a lower chance of breakage against the Dagger than if it had been Blocked by another Battlesword. This is because of the relativities in the mass of the weapons involved – the Battlesword is considerably more massive than the Dagger.

This can be easily applied in gameplay with the table below. It shows the modifiers to the Attacking weapon's WQ when making a Weapon Damage check (multiply the values by –1 for the Defending weapon so that a bonus becomes a penalty, and *vice versa*).

WQ Modifier Table		Defending Weapon's Mass					
		<3 lbs	3+ lbs	7+ lbs	12+ lbs	18+ lbs	25+ lbs
Attacking Weapon's Mass	<3 lbs	+0	-1	-2	-3	-4	-5
	3+ lbs	+1	+0	-1	-2	-3	-4
	7+ lbs	+2	+1	+0	-1	-2	-3
	12+ lbs	+3	+2	+1	+0	-1	-2
	18+ lbs	+4	+3	+2	+1	+0	-1
	25+ lbs	+5	+4	+3	+2	+1	+0

For example, the Attacking weapon is a Battlesword (8 lbs), which is being Blocked by a Dagger (1 lb). Because of the mass difference, the Battlesword would make any Weapon Damage check with a +2 bonus to WQ, and the Dagger would make the check with a –2 penalty to its WQ.

Note: The adjustment to each weapon's WQ may alter the order in which Weapon Damage is checked. For example, if a Dagger (1 lb) with a WQ of 13 Blocks a strike by a Broadsword (3 lbs) with a WQ of 12, normally the Broadsword must check for Weapon Damage first. However, using this rule, Dagger's effective WQ is reduced to 12 and the Broadsword's is increased to 13, so the Dagger must check first.

Shields: Shields are *always* treated as having the same weight class as the opposing weapon, so there is never any bonus or penalty to WQ.