

COMBINED WEAPONS PRICE LIST

MELEE WEAPONS – combined tables



AXE/MACE (DX-5, Flail-4, other Axe/Mace-3 or Two-Handed Axe/Mace-3) May not attack and parry in the same turn.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Axe	cut	sw+2	1	50	4lbs	12	
Hatchet	cut	sw	1	15	2lbs	7	May be thrown
Heavy club	cr	sw+2	1	20	2lbs	7	May be thrown
Mace	cr	sw+3	1	50	5lbs	12	May be thrown
Pick	imp	sw+1	1	70	3lbs	11	
Small/Light mace	cr	sw+2	1	35	3lbs	11	May be thrown
Throwing axe	cut	sw+1	1	60	4lbs	12	May be thrown

BRAWLING (DX-4)

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Blackjack	cr	thr	C	20	1lbs	7	May not parry.
Boots	cr	thr+1	C,1	Var.	Var.	-	
Brass knuckles	cr	thr	C	Var.	Var.	-	Effect given by various items.

BROADSWORD (DX-5, Rapier-4, Sidesword-2, Shortsword-2 or Two-Handed sword-4)

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Basket Hilt				+25%*	1lb		*based on <i>list</i> price, no change in cost for blade quality.
Broadsword	cut	sw+1	1	300	3lbs	10	
	imp	thr+2	1				

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Falchion	cut	sw+2	1	300	5lbs	10	
	cr	thr	1				
Light club/stave	cr	sw+1	1	<10	3lbs	11	
Longsword	cut	sw+1	1,2 ¹	350	5lbs	11	
	imp	thr+1	2				

FENCING WEAPONS

*Each weapon uses a separate skill (listed below).
See B(4th)208 for fencing rules.*

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Basket Hilt				+25%*	1lb		*based on <i>list</i> price, no change in cost for blade quality.

MAIN GAUCHE (DX-5, Broadsword-4, Knife-4, Rapier-3, Sabre-3 or Smallsword-3)

Main-gauche	imp	thr	C	50	1¼lbs	-	No parry penalty for either off-hand, nor for parrying with a knife.
	cut	sw-3	C,1				

RAPIER (DX-5, Broadsword-4, Main gauche-3, Sabre-3, Shortsword-4, Smallsword-3)

Rapier	imp	thr+1	1,2	500	2½lbs	7	
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SABRE (DX-5, Broadsword-4, Main gauche-3, Rapier-3, Shortsword-4, Smallsword-3)

Sidesword	cut	sw+1	1	400	2¾lbs	10	
	imp	thr+1	1,2				

SMALLSWORD (DX-5, Main gauche-3, Rapier-3, Sabre-3 or Shortsword-4)

Smallsword	imp	thr+1	1	400	1½lbs	-	
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FLAIL

*(DX-6, Axe/Mace-4, or Two-Handed Flail-3)
May not attack and parry in the same turn.*

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Morning-star flail	cr	sw+1	1	400	2¾lbs	10	

KNIFE

*(DX-4, Main gauche-3, or Shortsword-3)
-1 to parry with a knife.*

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Dagger	imp	thr-1	C	30	½lb	-	Stiletto have armour divisor (2).
Large knife	cut	sw-2	C, 1	40	1lbs	-	
	imp	thr	C				
Small knife	cut	sw-3	C, 1	20	½lb	-	

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imp thr-1 C

LANCE
(DX-5 or Spear-3)

Must have at least one point in Riding skill. Must have saddle and stirrups to use a couched lance.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Lance	imp	thr+3 ²	4	60	6lbs	12	May not parry. See B(4 th)397.
Tourney Lance	cr	thr+3 ²	4				May not parry. See B(4 th)397.

POLEARM
(DX-5, Spear-4, Staff-4, or Two-Handed Axe/Mace-4)

All polearms require two hands. All except pollaxe become unready after an attack, but not after a parry.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Glaive	cut	sw+3	2, 3 ¹	100	8lbs	11	
	imp	thr+3	1-3 ¹				
Halberd	cut	sw+5	2, 3 ¹	150	12lbs	13	May get stuck, see B(4 th)405.
	imp	sw+4	2, 3 ¹				
Lucerne hammer	imp	thr+3	1-3 ¹	120	10lbs	12	May get stuck, see B(4 th)405.
	cr	sw+4	2, 3 ¹				
	imp	sw+4	2, 3 ¹				
Pollaxe	cut	sw+3	1, 2 ¹	120	8lbs	12	Balanced weapon; does not become <i>Unready</i> after attacking.
	cr	sw+3	1, 2 ¹				
	imp	thr+2	1-2 ¹				

SHORTSWORD
(DX-5, Broadsword-2, Knife-4, Sabre-4 or Smallsword-4)

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Falchion	cut	sw+1	1	200	3lbs	7	
	cr	thr-1	1				
Baton	cr	sw	1	10	1lb	7	
	cr	thr	1				

SPEAR
(DX-5, Polearm-4 or Staff-2)

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Boar spear	imp	thr+2	1	30	3lbs	9	Used 1 handed. Cannot be thrown.

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	imp	thr+3	1, 2 ¹					Used 2 handed.
Javelin	imp	thr+1	1	5	2lbs	-		Primarily for throwing.
Long Spear	imp	thr+2	1	30	5lbs	10		Used 1 handed. Throwable (just).
	imp	thr+3	1, 2 ¹					Used 2 handed. Throwable (just).
Pike	imp	thr+3	4-6 ¹	180	3lbs/yd	12		Only used 2 handed. Cannot parry.
	cr	sw	4-6					Haft damage when inside point.
Spear	imp	thr+2	1	20	4lbs	9		Used 1 handed. Throwable.
	imp	th+3	1, 2 ¹					Used 2 handed. Throwable.

STAFF
(DX-5, Polearm-4 or Spear-2)
Requires two hands. Parry is +2.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Quarterstaff	cr	sw+2	1, 2	5	4lbs	6	
	cr	thr+2	1, 2				
Walking staff	cr	sw+1	1, 2	1	2lbs	-	
	cr	th+1	1, 2				

TWO-HANDED AXE/MACE
(DX-5, Axe/Mace-3, Polearm -4 or Two-Handed Flail -4)
Require two hands. Cannot attack and parry in the same turn. Becomes unready after attack or parry (unless 1.5x min ST).

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Great axe	cut	sw+3	1, 2 ¹	50	8lbs	13	
	cut	sw+3	1, 2 ¹	100	15lbs	15	Double-headed great axe. Remains ready to attack each turn.
Great hammer	cr	sw+4	1, 2 ¹	60	7lbs	13	
	imp	sw+3	1, 2 ¹				May get <i>stuck</i> B(4 th)405
Maul	cr	sw+4	1, 2 ¹	40	12lbs	14	
Scythe	cut	sw+2	1			12	
	imp	sw	1	8	5lbs	6	-2 to hit when impaling.

TWO-HANDED FLAIL
(DX-6, Flail -3, or Two-Handed Axe/Mace-4)
May not attack and parry in the same turn. Requires two hands unless 1.5x Min ST.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Flail	cr	sw+4	1,2	50	8lbs	13	

TWO-HANDED SWORD
(DX-5, Broadsword-4)
Requires two hands unless 15x Min ST.

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Estoc	imp	thr+2	1	650	5lbs	10	Armour divisor (2) 1 turn to ready after swing.
	cr	sw+1	2				
Falchion	cut	sw+4	1, 2 ¹	800	10lbs	12	Counts +1 quality for breakage.
	cr	thr+1	2				
Flammard	cut	sw+3	1, 2 ¹	2000	8lbs	12	
	imp	thr+3	2				
Greatsword	cut	sw+3	1, 2 ¹	800	7lbs	12	
	imp	thr+3	2				
Longsword	cut	sw+2	1, 2 ¹	350	5lbs	11	
	imp	thr+3	2				

WHIP
(No default)

Weapon	Damage			Cost	Wt.	Min ST	Special Notes
	Type	Amt	Reach				
Whip	cr	sw-2	1-7	10/yd	2lbs/yd	10	Armour divisor (0.5). See B(4th)406.

¹ Must be *readied* for one turn to change effective reach.

² Damage is based on horse's ST and velocity.

- Work out collision damage between mount and target: (Mount ST) x (Distance moved last turn) / 100 dice of damage, rounded down.
- Add lance thrust/impaling bonus of +3.



MISSILE WEAPONS – combined tables



BOW (DX-5)

2 hands to fire, 2 turns to ready (1 with Fast Draw-Arrow).

Weapon	Damage		Ranges		Wt.	Cost	Min ST	Bulk	Special Notes	
	Type	Amt	Acc	½ Dam						Max
Short bow		thr	1	x10	x15	2lbs	50	7	-6	
Regular bow		thr+1	2	x15	x20	2lbs	100	10	-7	
Longbow		thr+2	3	x15	x25	3lbs	200	11	-8	
Composite bow		thr+3	3	x20	x25	4lbs	900	10	-7	
Arrow, Barbed	imp					2oz	3			Damage by bow
Arrow, Broad	imp					2oz	2			Damage by bow
Arrow, Blunt	cr					2oz	2			Damage by bow
Arrow, Bodkin	pi	(2)				2oz	2			Damage by bow
Arrow, Forked	cut	(0.5)				3oz	2			Damage by bow
Bow case						1lb	10			
Bowstring						neg.	5			
Bracer						5oz	8			
Quiver						0.5lb	3			Holds 10 arrows

<i>Increased Draw Bows</i>			
Min ST	Damage bonus	Range increase	Price increase
+2	+1	+10%	+10%
+4	+2	+25%	+25%
+6	+3	+40%	+40%
+8	+4	+60%	+60%
+11	+5	+75%	+75%
+15	+6	+90%	+90%

CROSSBOW

(DX-4)

2 hands to fire (except pistol crossbow).

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Crossbow		thr+2	4	x15	x20	7lbs	750	7	-6	
Pistol crossbow		thr+2	1	x15	x20	4lbs	150	7	-4	
Bolt, Barbed	imp					2oz	3			Damage by bow
Bolt, Broad	imp					2oz	2			Damage by bow
Bolt, Blunt	cr					2oz	2			Damage by bow
Bolt, Bodkin	pi	(2)				2oz	2			Damage by bow
Bolt, Forked	cut	(0.5)				3oz	2			Damage by bow
Prodd		thr+1	2	x15	x20	6lbs	150	7	-6	
Lead bullet	cr					1oz	5cp			Prodd only
Goat's-foot lever						2lbs	20	7		Mechanical aid
Winch						5lbs	50	7		Mechanical aid
Bowstring						neg.	5			
Quiver						0.5lb	3			Holds 10 bolts

NET

(Cloak-5)

See B(4th)411 for full rules on nets.

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc		Max					
Large net	spe		1	ST/2 + skill/5		20lb	25	11	-6	
Small net	spe		1	ST + skill/5		5lb	5	8	-4	

THROWN AXE

(DX-4)

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Hatchet	cut	sw	1	x1.5	x2.5	2lb	15	7	-2	
Throwing axe	cut	sw+1	2	x1	x1.5	4lb	60	11	-3	



**THROWN KNIFE
 (DX-4)**

-2 attack unless specifically made to be thrown.

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Large knife	imp	thr	0	x0.8	x1.5	1lb	40	6	-2	
Small knife	imp	thr-1	0	x0.5	x1	0.5lb	20	5	-1	
Dagger	imp	thr-1	0	x0.5	x1	0.5lb	30	5	-1	
Throwing dagger	imp	thr-1	0	x0.8	x1.5	0.25lb	40	5	-1	

**THROWN SPEAR
 (DX-4)**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Javelin	imp	thr+1	3	x1.5	x2.5	2lb	30	7	-4	
Long Spear	imp	thr+3	2	X0.8	x1	5lb	60	10	-8	-2 attack
Spear	imp	thr+3	2	x1	x1.5	4lb	40	9	-6	

**THROWING
 (DX-3)**

Weapon	Damage			Ranges		Wt.	Cost	Min ST	Bulk	Special Notes
	Type	Amt	Acc	½ Dam	Max					
Rock	cr	thr-1	0	x2	x3.5	1lb	-	-	0	
Flask	spe	spe	0		x3.5	1.5 lb	1	-	-1	See B(4 th) 411



COMBINED ARMOUR PRICE LIST



SHIELDS – combined table

SHIELDS							
Description	Material	DB	DR	Hits	Weight	Cost	Notes
Buckler	Uncovered wood	1	2	10	2lbs	5	
Buckler	Covered wood	1	3	15	2lbs	12	
Buckler	Metal & wood	1	3	20	2lbs	25	
Buckler	Steel	1	6	40	4lbs	100	
Small	Uncovered wood	2	2	15	8lbs	8	
Small	Covered wood	2	3	25	8lbs	20	
Small	Metal & wood	2	3	30	8lbs	40	
Small	Steel	2	6	60	16lbs	160	
Medium	Uncovered wood	3	2	20	15lbs	12	
Medium	Covered wood	3	3	35	15lbs	30	
Medium	Metal & wood	3	3	40	15lbs	60	
Medium	Steel	3	6	80	30lbs	240	
Large	Uncovered wood	4	2	30	25lbs	18	
Large	Covered wood	4	3	50	25lbs	45	
Large	Metal & wood	4	3	60	25lbs	90	
Large (pavisse)	Covered wood	4	3	50	30lbs	120	
Shield spike	Steel	-	-	-	+5lbs	+20	

ARMOUR – combined tables

escription	Material	Covers	DR	Weight	Cost	Notes
CLOTHING						
Winter clothing	Padded cloth	Arms, torso, groin, legs	1	3lbs	x2	
Winter coat	Thick cloth	Arms, torso, groin, legs	1	10lbs	x2	
Hat	Leather	Head	1	1lb	x2	
Sleeveless doublet	Leather	Torso	1	2lbs	x2	
Doublet (tunic)	Leather	Arms, torso	1	4lbs	x2	
Long coat	Leather	Arms, torso, groin	1	8lbs	x2	
Leggings	Leather	Legs	1	2lbs	x2	
Gloves	Leather	Hands	1	neg.	x2	
Shoes	Leather	Feet	1	2lbs	x1	
LIGHT LEATHER, FUR AND PADDING						
Vest	Light leather	Torso	1	2lbs	15	
Jacket	Light leather	Torso	1	4lbs	25	
Chausses	Light leather	Legs, groin	1	2lb	10	
Gloves	Light leather	Hands	1	neg.	8	
Waistcoat	Fur	Torso	1	2lbs	<10	
Cloak	Fur	Torso, legs (rear)	1	3lbs	<20	Better quality fur costs more
Sleeveless aketon	Padded cloth	Torso	1	6lbs	30	
Aketon	Padded cloth	Arms, torso, arms	1	8lbs	50	
Padded cuisses	Padded cloth	Legs, groin	1	2lbs	20	
Full aketon	Padded cloth	Arms, torso, groin, legs	1	10lbs	70	
HEAVY LEATHER						
Jack	Thick leather	Torso	2 ¹	8lbs	65	
Jacket	Thick leather	Arms, torso	2 ¹	10lbs	100	
Coat	Thick leather	Arms, torso, groin	2 ¹	12lbs	140	
Cuisse	Thick leather	Groin, legs	2 ¹	3lbs.	40	
Cavalry boots	Thick leather	Legs, feet	2 ¹	5lbs	100	
Jack	Reinforced leather	Torso	2	10lbs	100	
Jacket	Reinforced leather	Arms, torso	2	12bs	150	
Coat	Reinforced leather	Arms, torso, groin	2	14lbs	210	

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Combined Weapon and Armour tables**

escription	Material	Covers	DR	Weight	Cost	Notes
Cuisse	Reinforced leather	Groin, legs	2	4lbs.	60	
Gloves	Reinforced leather	Hands	2	1lb	30	
Infantry boots	Reinforced leather	Feet	2	3lbs	80	
RIGID LEATHER						
Cuirass	Cuirbouilli	Torso	3	10lbs	100	
Vambraces	Cuirbouilli	Arms	3	2lbs	50	
Cuisse	Cuirbouilli	Groin, legs	3	3lbs	60	
Greaves	Cuirbouilli	Legs	3	3lbs	60	
MAIL AND BRIGANDINE (mail includes padding)						
Jack	Brigandine	Torso	4	35lbs	420	
Surcoat	Brigandine	Torso, groin, legs	4	56lbs	630	
Byrnie	Mail	Torso	4/2 ²	25lbs	230	
Haubergeon	Mail	Torso, groin, arms	4/2 ²	34lbs.	300	
Haubergeon	Mail	Torso, groin, arms, hands	4/2 ²	36lbs	350	As above, but with mufflers (gloves)
Hauberk	Mail	Torso, groin, legs, arms, hands	4/2 ²	48lbs	460	
Chausses	Mail	Legs, feet	4/2 ²	15lbs	110	
Vest/Byrnie	Fine mesh mail	Torso	4/1 ²	15bs	690	Concealable
Shirt/Haubergeon	Fine mesh mail	Torso, arms	4/1 ²	20lb	900	Concealable
PLATE (plate includes padding) Full suits do not include helmet						
Breastplate	Plate	Torso (front)	6	18lbs	600	
Cuirass/corselet	Plate	Torso	6	30lbs	1 300	
Pauldrons & gardebras.	Plate	Arms	6	10lbs	1 000	
Cuisses and greaves.	Plate	Legs and groin	6	18lbs.	1 100	
Sabatons/sollerets	Plate	Feet	4	4lbs	200	
Gauntlets	Plate	Hands	4	2lbs	200	
Full suit	Plate	All but head and neck	6	64lbs	3 800	DR4 on hands and feet
Breastplate	Field plate	Torso (front)	7	18lbs	1 000	
Cuirass/corselet	Field plate	Torso	7	36lbs	2 300	
Pauldrons & gardebras.	Field plate	Arms	7	12lbs	1 500	
Cuisses and greaves.	Field plate	Legs and groin	7	22lbs.	1 600	
Full suit	Field plate	All but head and neck	7	76lbs	5 800	DR4 on hands and feet

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escription	Material	Covers	DR	Weight	Cost	Notes
Breastplate	Hardened plate	Torso (front)	7	18lbs	3 000	
Cuirass/corselet	Hardened plate	Torso	7	30lbs	6 900	
Pauldrons & gardebras.	Hardened plate	Arms	7	10lbs	4 500	
Cuisses and greaves.	Hardened plate	Legs and groin	7	18lbs.	4 800	
Sabatons/sollerets	Hardened plate	Feet	5	4lbs	1 000	
Gauntlets	Hardened plate	Hands	5	2lbs	1 000	
Full suit	Hardened plate	All but head and neck	7	64lbs	21 200	DR5 on hands and feet
Full suit	Maximillian plate	All but head and neck	7 ³	64lbs	x2 ⁴	DR5 on hands and feet
Full suit	Jousting plate	All but head and neck	9	86.4lbs ⁵	x5 ⁶	DR6 on hands and feet
HELMETS. All metal helmets and coifs come with an arming cap.						
Arming cap	Padded	Head	1	neg.	2	
Coif	Padded	Head	1	neg.	5	
Coif	Lt Leather	Head	1	1lb	6	
Coif	Mail	Head	4/2 ²	4lbs	55	Includes padding
Kettle hat	Plate	Head	5	4lbs	100	
Skull cap	Plate	Head	4	2lbs	20	
Bascinet	Plate	Head	6	8lbs	250	
Visored bascinet	Plate	Head, face	6	10lbs	340	
Barbute, open	Plate	Head	6	7lbs	300	
Barbute, close	Plate	Head, face	6	7lbs	325	
Sallet	Plate	Head, face	6	6lbs	350	
Visored sallet	Plate	Head, face	6	7lbs	400	
Armet	Plate	Head, face, neck	6	7lbs	420	
Armet	Field plate	Head, face, neck	7	9lbs	600	
Armet	Hardened plate	Head, face, neck	7	7lbs	1 800	
Close helmet	Plate	Head, face, neck	7	6lbs	500	
Close helmet	Field plate	Head, face, neck	7	8lbs	750	
Close helmet	Hardened plate	Head, face, neck	7	6lbs	2 250	
Close helmet	Maximillian plate	Head, face, neck	7	6lbs	4 500	
Great helm	Jousting plate	Head, face, neck	9	12lbs	1 500	Includes padding and a skull cap.
Aventail/camail	Mail	Neck	4/2 ²	2lbs.	30	Includes padding

GURPS Marketplace Combined Weapon and Armour tables

escription	Material	Covers	DR	Weight	Cost	Notes
Bevor	Plate	Face, neck	5	2lbs	50	Aimed attacks against the face can bypass the bevor by taking an additional -2 to hit
Face mask	Steel	Face	4	4lbs	100	
Gorget	Plate	Neck	6	2lbs	50	
Plumes/device	Various	-	-	0.5lb+	10+	

1. DR2 against cutting, piercing and impaling attacks, DR1 against crushing attacks.
2. DR4 against cutting, impaling and piercing attacks; lower DR against crushing attacks. Halve this DR if worn without any padding.
3. Maximillian plate gives a +1 Defence Bonus due to the deflecting flutes.
4. The cost of Maximillian plate is double that of the equivalent piece of Hardened Plate.
5. For the weight of each piece of Jousting plate, add 35% to the weight of equivalent plate.
6. The cost of Jousting plate is five times that of equivalent plate.

