

New Weapons for The One Ring RPG

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These new weapons are all based on historical weapons used in the period when the chronicles Tolkein based his stories on were written.

Short Spear

Lighter and shorter than most spears, this weapon is easily stowed and can be serpent-quick in the hands of a practice user.

Boar Spear

The crosspiece on this stout spear's head prevent a boar (or orc) from driving itself up the shaft to kill the wielder.

Called shot

As spear, except on a fumble, the wielder may attempt an immediate spear skill roll to avoid losing Protection next round.

Barbed Spear

This heavy spear has sharp barbs pointing back from its tip, causing it to catch on shields and armour, throwing enemies off balance. The shaft is iron-clad so that once hooked on, it cannot be cut away. In combat, the shaft can be stamped on to further throw an entrapped enemy off balance. Based on the Saxon *angon*.

Called shot

The spear is caught on the target's shield (or body if they have no shield), reducing the target's Parry by 4 against melee attack.

If stuck in a shield, the shield can be dropped to remove this penalty. If stuck in the body, removing the spear causes a Wound unless a successful Body check is made.

Outside combat, an easy Healing check, taking several minutes careful work, can instead be made to remove the spear from a body.

Once stuck, the attacker must drop the barbed spear.

Hewing Spear

The wide, sharp blade on this spear allows it to be swung as well as stabbed with. Swinging requires two hands. Based on the Norse *höggspjót*.

Called shot

Increase Injury TN by 4.

Throwing Axe

Smaller than the axes normally carried into battle, this weapon can be thrown as well as wielded in melee. As seen in *The Vikings* with Richard Curtis.

Sling

Favoured by hobbits, this weapon uses a length of hide or gut, ending in a small pouch, to accelerate a stone to high speed before letting it fly.

Called shot

Target suffers +2 TN to their next action.

Glaive (Reward Only)

Similar to an axe but with a shaft as long as a great spear, this weapon is designed to slice through armour. Based on the Norse *atgeir*.

When you get a Gandalf rune on the Feat die using a Glaive, the target must roll the Feat die twice and choose the worst result for his Protection test roll.

Winged Spear (Reward Only)

Two upward-curving metal “wings” stop the head of this spear embedding too deeply in shields or bodies of enemies. They also allow wielders to trap and turn incoming attacks. Used by the Norse and Franks.

Grants a +1 Shield bonus in close combat.

Called shot

As spear, except on a fumble, the wielder may attempt a n immediate spear skill roll to avoid losing Protection next round.

Weapon Tables

Weapon	Damage	Edge	Injury	Encumbrance	Group	Notes
Short Spear	5	9	12	1	Spears	Can be thrown
Boar Spear	5	9	12	2	Spears	Cannot be thrown
Barbed Spear	5	9	12	2	Spears	Can be thrown
Hewing Spear	5 (1h) 7 (2h)	9	14 (1h) 16 (2h)	3	Spears	Can be used one or two-handed. Cannot be thrown.
Throwing Axe	5	G	14	1	Axes	Can be thrown
Sling	5	10	12	0	—	Ranged weapon
Glaive	10	G	18	5	—	Two-handed
Winged Spear	5	9	14	3	Spears	Can be thrown

Ranges

Weapon	Short Range	Medium Range	Long Range
Short Spear	6 + Body	12 + Body	24 + Body
Barbed Spear	4 + Body	8 + Body	16 + Body
Winged Spear	4 + Body	8 + Body	16 + Body
Throwing Axe	3 + Body	6 + Body	12 + Body
Sling	8 + Body	16 + Body	32 + Body