

**Weapon Damage & Wielder's Strength**

In many RPGs the strength of the individual wielding a weapon is added to the weapon base damage. In MYFAROG the character's Str has already been taken into account in context with his mêlée skill, but the Str is also a factor in deciding whether or not a character is strong enough to wield a weapon in the first place. E. g. if a character has +2 or better Str then he can inflict 4D6 - 1 base damage with a long battle axe. If he is less strong he will inflict less damage with the same weapon - and also have problems wielding it. So in MYFAROG Str does influence the weapon damage after all, although it might not look that way at first glance.

**Optional rule 17:** Instead of trying to hit your opponent you can *instead* try to hit *only* a weapon he is wielding, to break it or to disarm him - or you can in a mêlée try to take the weapon (but not the shield) from him (something you can only try to do if you have at least one hand free). To do any of this you must test your OV normally (with a -12 mod for missile attacks [for attempts to disarm], and a -6 mod for unarmed attacks). Depending on how well you hit your opponent you must cast a die to see if your attack has a consequence or not.

Result	Possible Consequence on a (D6)
Hit	1
Rather good hit	1-2
Good hit	1-3
Very good hit	1-4
Excellent hit	1-5
Exceptional/Perfect hit	1-6

If there is a consequence the target must cast a D6 as if his weapon was hit by chance (see footnote <sup>3</sup> under optional rule 18 [page 97]), or if the attacker tries to take the weapon, he succeeds in doing so on 1-5 (on a D6) for weapons with a long wooden shaft (e. g. spears, javelins, angons, war scythes etc.) and bows and crossbows, on 1-4 for weapons with a short wooden shaft (e. g. axes, clubs, maces, flails, etc.) and on 1-2 for bladed weapons (e. g. daggers and all swords), with no effect if he fails.

**Optional rule 18:** At the end of every round a character has been engaged in mêlée or was hit by a missile weighing  $\geq 4$  oz the myth master must cast a die to find out if

something his character carries or wears has been broken, degraded or damaged; there is a possible consequence on a 1 (on a D6). **NB!** A broken/damaged object could possibly be used to some effect, like a broken long sword could perhaps be used as a dagger, or a broken battle axe as a club, but as a general rule all broken/damaged objects lose their positive features and keep the negative features (i. e. encumbrance, negative MS mods etc.) until repaired.

**3D6<sup>1</sup> Possible Consequence**

3-6	If he wears armour it might be damaged <sup>2</sup>
7	If he carries a shield it might be damaged <sup>2</sup>
8	If he wears arm guards they might be damaged <sup>2</sup>
9	If he wears greaves they might be damaged <sup>2</sup>
10	If he wears a helmet it might be damaged <sup>2</sup>
11-14	If he wields a weapon it is hit (if he wields one in each hand: 1-4 on a D6 means the main weapon is hit, 5-6 means his secondary weapon is hit) <sup>3</sup>

$\geq 15$  A random object carried by the character (e. g. [in] the backpack/sack) is damaged

<sup>1</sup>3D6 + 1 if the character carries a sack *or* a backpack. 3D6 + 2 if the character carries a sack *and* a backpack.

<sup>2</sup>Damaged if the result of a D6 + mods is  $\leq 3$ . Mods are: +1 if the item is made from aurichalcum, -1 if made from bronze or wood, +2 if a mail shirt or a mail shirt with scales, -1 if a wicker shield, +1 if a buckler, -1 if the opponent is using a battle axe, throwing axe or woodman's axe, +1 if of high or very high quality, +2 if of exceptional or divine quality, -1 if of below average quality, -2 if of poor or terrible quality. See optional rule 19 (page 98).

<sup>3</sup>Cast a D6. On 1 the weapon is dropped *and* suffers damage in the same manner as other objects do. On 2 the weapon suffers damage in the same manner as other objects do. On 3-6 the weapon is dropped. See footnote <sup>2</sup>.

**D6 The Degree of Damage to Objects**

1-2	The object is broken (i. e. damaged beyond repair) (the broken object might be used to make a new similar item though).
3-4	The object is damaged to such a degree that you need a smithy/workshop to repair it (i. e. test Crafts against a random DD). Repairs take D3 hours.
5-6	The object is damaged and you need to repair it (i. e. test Crafts against a random DD). Repairs take D6 * 10 minutes.

**Optional rule 19:** A character using a battle axe, throwing axe or woodman's axe can in a mêlée use his round trying to smash his opponent's shield *instead* of trying to injure him.

Result	Consequence <sup>1</sup>	Damage <sup>2</sup>
Near miss	+3 mod	No damage
Hit	+2 mod	No damage
Rather good hit	+1 mod	No damage
Good hit	+0 mod	No damage
Very good hit	-1 mod	Damage / 2
Excellent hit	-2 mod	Damage
Exceptional hit	-3 mod	Damage + 4
Perfect hit	-4 mod	Damage + 8

<sup>1</sup>See footnote <sup>2</sup> under optional rule 18 (page 97). Cast the D6 to find out if the shield is damaged normally, as if the shield was hit by chance, and modify the result depending on how well the character trying to smash the shield hit.

<sup>2</sup>Not only was the shield hit and possible damaged (see footnote <sup>1</sup>), but the carrier of the shield also suffered damage from the blow, as if hit normally. See **To Hit & Damage Resolution**.

### Aurichalcum

There is gold and copper in aurichalcum, but nobody knows what the third metal in the aurichalcum alloy is. Aurichalcum is a metal used by the ancient Pùlir in Pùlè, before the coming of the other human races, but the last Pùlir who knew how to manufacture it are long dead. However, man can still use the aurichalcum they can find to craft items of all sorts.

Some aurichalcum is still available in many Pùlèan communities, but unfortunately – and for unknown reasons – the ettins crave for the metal and have for thousands of years sought it to consume (!) it, so there is not much left. Some claim the ettins can even smell the metal when they are near it (using their troll noses). If anyone would risk it they could of course kill an ettin and see what they can find inside it. Some claim there are loads of aurichalcum inside the ettins; the older and

the bigger they are, the more aurichalcum they have had the time and opportunity to find and consume, and the more you will find...

### Weapon Damage

Weapon damage in MYFAROG is based firstly on the assumption that each weapon inflicts much or little damage to a target hit by it based on the weight and design of the weapon itself, and secondly on the assumption that if you hit well enough it doesn't really matter that much what weapon you wield, the target will suffer great injury anyway.

When you attack you don't just attack with a weapon; you attack with everything at hand, and your main weapon is just your *main* weapon. It doesn't mean you only use that weapon when you attack. So if you hit well and because of that inflict extra damage it might just as well be because you not just hit well with your (main!) weapon, but also e. g. manage to bash your opponent with your shield boss, give him an elbow in his face or perhaps hand him a proper kick in the knee as well.

When you cause a Cut or Shock effect (see **Toughness**) you have to keep the above in mind, and the weapon-based modification of the result in this context is just because you are more or less likely to cause a Cut or Shock effect depending on which weapon you wield as a main weapon. You can perfectly well knock your opponent out in mêlée even when you wield a short sword or a dagger (you can hit him with the pommel!), just like you can perfectly well give him a bleeding wound when attacking him with a club or staff (ripping his skin open). You are just more or less likely to do so depending on the weapon you wield.

**“There is no such thing as bad weather; only bad clothes.”**