

## M20 Waffen

Schilder werden kaum verwendet; stattdessen kann ein Tessen als Schild mit RK +1 verwendet werden, wenn damit nicht angegriffen wird.

Um mit einer geeigneten Waffe den Gegner zu Fall zu bringen oder zu entwaffnen, macht man einen Angriff mit -4 und der Gegner einen Gegenangriff. Gewinnt man, ist der Gegner entwaffnet oder zu Fall gebracht (Angriff und Rüstungsklasse -4 im Nahkampf, aufstehen dauert eine Runde). Unterliegt man, muss man die Waffe fallen lassen. Bei Gleichstand passiert nichts.

### Leichte Waffen

Kämpfer und Diebe können leichte Waffen mit GE Bonus statt ST Bonus verwenden. Beide können zwei leichte Waffen gleichzeitig verwenden und zwei Mal pro Runde angreifen (mit -2 auf ihren Angriffswurf).

Name	Schaden	Preis
Nekode (Krallenhandschuhe, meist paarweise)	1d4	5 s
Jitte (ungeschliffener Dolch mit speziellem Seitenschaft zum Entwaffnen)	1d4	5 s
Kama (Sichel, meist paarweise)	1d6	5 s
Kunai (Mehrzweckmesser, auch zum Werfen, Spaten, Kletterhaken, von Shinobi verwendet)	1d3	2 s
Ono (Handaxt)	1d6	6 g
Sai (ungeschliffener Dolch mit zwei speziellen Seitenschäften zum Entwaffnen)	1d4	5 s
Tambo (Keule, meist paarweise)	1d4	-
Tanto (Messer)	1d4	3 s
Tessen (Kriegsfächer, RK +1 ohne Angriff)	1d4	12 g
Tonfa (kurzer Stock mit Griff, meist paarweise)	1d6	5 s
Wakizashi (1'-2' Kurzschwert)	1d6	10 g
Wakizashi als Teil des Daisho (Meisterwerk +1)	1d6+1	310 g

Leichtgläubigen Personen wird gerne einmal ein spezielles „Ninjaschwert“ (Ninjato) verkauft. Dieses enthält einen Hohlgriff, um Dinge zu verstecken, eine Scheide, die man als Atemrohr gebrauchen kann, einen Handschutz, der beim Klettern hilft, wird angeblich von Shinobi verwendet, kostet 5 g, ist von schlechter Qualität, und bricht bald einmal.

### Zweihändig geführte leichte Waffen

Diese Waffen werden mit beiden Händen geführt, geben aber trotzdem nicht 2x ST Bonus auf den Schadenswurf. Kämpfer und Diebe können leichte Waffen mit GE Bonus statt ST Bonus verwenden.

Name	Schaden	Preis
Kusarigama (Sichel und Morgenstern an einer Kette, bringt Gegner zu Fall)	1d6	5 g
Manrikigusari (zwei Gewichte an einer langen Kette, bringt Gegner zu Fall oder entwaffnet sie)	1d4	4 g
Nunchaku (benötigt beide Hände, mit einer kurzen Kette verbundene Stöcke, kann für zwei Angriffe pro Runde mit -2 verwendet werden)	1d4+1	5 s

### Andere Nahkampfwaffen

Einige der folgenden Waffen sind Stangenwaffen und verleihen einen +2 Bonus auf die Initiative. Alle der folgenden Waffen sind Zweihänder und geben 2x ST Bonus auf den Schadenswurf.

Name	Schaden	Preis
Bo (6' Stock, Stangenwaffe)	1d6	2 k
Jo (4' Stock)	1d6	1 k
Katana (Schwert)	1d10	35 g
Katana als Teil des Daisho (Meisterwerk, +1)	1d10+1	400 g
Masakari (Kriegsaxt)	1d8	10 g
Naginata (Stangenwaffe)	1d10	10 g
Nodachi (seltenes, überdimensioniertes Schwert)	2d6	50 g
Sasumata (Menschenfänger, bringt Gegner zu Fall, Stangenwaffe)	1d4	8 g
Takujo (6' Stock mit zeremoniellen Metallringen an einem Ende)	1d6	10 s
Tetsubo (Kriegskeule)	1d10	8 g
Yari (Speer)	1d8	5 g
Zanbatou (sehr seltenes, riesiges Schwert, benötigt ST 17)	2d8	80 g

### Fernkampfwaffen

„Yumi“ ist der Überbegriff für alle Bogen. Blasrohre werden meistens mit vergifteten Nadeln eingesetzt. Mundpfeile bläst man dem Gegner in die Augen, um ihn zu verwirren.

Name	Schaden	Preis
Blasrohr	1	1 g
20 Nadeln	-	1 g
Fukimi-bari (Mundpfeile)	1	1 g
Shuriken (Wurfstern)	1d2	1 g
Schleuder	1d4	-
10 Kugeln	-	1 s
Daikyu (Langbogen, komposit)	1d8	100 g
Hankyu (Kurzbogen, komposit)	1d6	75 g
20 Pfeile	-	1 g

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