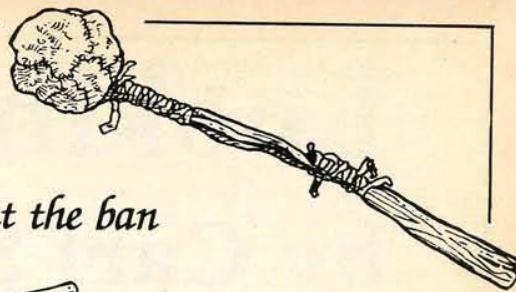


# New Flail Types

Graeme Davis suggests new ways for clerics to beat the ban



## The Galloway War Flail

This weapon was used in the medieval period in southern Scotland. It has a wooden handle up to 4' long, like the agricultural flail, connected by a thong or chain to an iron striker jointed in two or three places. It is reputed to have been able to wrap around a man and crush his chest even through his armour.

## The Pogomogon

This is probably the earliest type of flail, and was used by the Shoshone and Chippewa Indians, among others, early in the last century. It is thought that heavy perforated and grooved stones found on archaeological sites of the Neolithic period (c 4000-2000 BC) in Britain and Europe may have come from similar weapons.

The pogomogon consists of a heavy stone, either wrapped round with thongs or sewn into a leather bag, which swings from a wooden handle about 2' in length.

## The Protestant Flail

This is essentially a brawling weapon, and was used in Britain in the 17th and 18th centuries; it got its most common name through its use in religious disturbances in the late 17th century. It consists of a handle of ash 12-18" long, commonly fitted with a wrist-thong, from which swung a 'swipple' of lead.

## The Agricultural Flail or Swidgel

The everyday agricultural flail was used as a weapon by peasants and poachers virtually throughout the period of its use; precise forms vary with time and place, but a 4-5' handle and 2½-3' beater is common.

*The question of cost is left to the individual GM, taking into account such considerations as rarity and materials.*

## DRAGONQUEST

Weapon	Wt	St	Dx	BC	DM	Ra	Cl	U	Max Rk
Galloway Flail	15	25	17	55	+8	P	C	M	7
Pogomogon	4	10	15	50	+2	P	C	M	5
Protestant	3	7	12	40	+1	P	C	C	5
Swidgel	6	15	14	50	+2	P	C	M	3

## TRAVELLER

**Galloway Flail** — As thrasher, range short +5, close -3, damage 3D+3

**Pogomogon** — As club, damage 2D+1

**Protestant** — Close range only (+3), damage 2D; if modified dice roll is 10+, target is knocked out.

**Swidgel** — As thrasher, damage 2D, range close -2, short +3

## BASIC ROLE PLAYING

Weapon	BA/P	DAM	BP	Notes
Galloway Flail	05%	2D6+2	20	
Pogomogon	20%	1D6+2	15	
Protestant	25%	1D4+2	20	KO on Impale result
Swidgel	15%	1D6+2	15	

## TUNNELS & TROLLS

Weapon	Dice + Adds	ST	DX	Wt	Notes
Galloway Flail	5+2	20	15	200	
Pogomogon	3	13	13	50	
Protestant	2	10	13	30	CON ST at ¼ attacker's level or KO
Swidgel	2+4	15	12	60	

## BUSHIDO

Weapon	Min STR	Range	Dam	Wt(lb)	Notes
Galloway Flail	25	L/M	2D6+3	20	
Pogomogon	15	M	D4+2	4	
Protestant	2	S	D3+2	3	See below
Swidgel	10	M	D6+1	10	

Notes: A Protestant flail adds +3 to subdual attacks; optionally a Ninja character may make a Ninjutsu BCS to knock out a victim silently and undetectably.

## ADVANCED DUNGEONS & DRAGONS

Weapon	Weight	Length	Space	SF	Damage				AC Adjustments						
					S/M	L	10	9	8	7	6	5	4	3	2
Galloway Flail	200	6-7'	12'	9	2-12	2-8	+3	+3	+2	+2	-	+1	+1	+3	+2
Pogomogon	50	2½'	4'	5	2-5	1-4	+1	+1	+1	-	-	-1	-1	-2	-3
Protestant	30	1½'	2'	3	1-3	1-2	-	-2	-1	-1	-	-1	-2	-3	-4
Swidgel	75	6-7'	12'	7	2-8	1-4	+1	+1	-	-	-	-1	-1	-2	-3

A Protestant Flail gives a +25% bonus to subdual attacks, and may be used by an Assassin character to knock out a victim at the same probability as for a normal assassination.