

Dwarf Fortress Military Reference Guide 1.1

Relative Combat Effectiveness of Materials							Ammunition Tiers	
Excellent		Better	Good	Bad	Worse	Terrible	Excellent	Everything Else
Armour	Adamantine	Steel	Iron	Bronze, Bismuth Bronze	Copper	---	Better	---
Edged Weapons	Adamantine	Steel	Iron	Bronze, Bismuth Bronze	Copper	Silver	Good	Adamantine
Blunt Weapons	Silver	Steel	Everything Else	---	---	Adamantine	Bad	---
							Worse	Bone
							Terrible	Wood

Designation	Description	Value Mult	Combat Mult	Most Efficient Armour Stacking	
-Item Name-	Well-crafted	2x	1.2x(approx)	Body Part	Armour Stack (must equip in order)
+Item Name+	Finely-crafted	3x	1.4x(approx)	Head	1 Helm, then 2 Hoods
Item Name	Superior quality	4x	1.6x(approx)	Body	3 Mail Shirts, then 1 Breastplate, then 6 Cloaks
≡Item Name≡	Exceptional	5x	1.8x(approx)	Hands	1 pair of Mittens, then 1 pair of Gauntlets
⚙Item Name⚙	Masterful	12x	2.0x	Legs	2 Trousers, then 1 Greaves
Unique name	Artifact	120x	3.0x	Feet	1 pair of Socks, then 1 pair of High Boots

Dwarf-Made Weapon Summaries		
Weapon	Damage Type	Summary
Battle Axe	Slashing	Very effective at severing limbs and inflicting grievous wounds on enemies with armour that is made from worse material than that of the axe. Moderately effective at injuring Megabeasts.
Short Sword	Slashing	Slightly better than the axe at piercing superior armour, however it causes less severed limbs. It is more effective than the axe at inflicting internal wounds on humanoids and Megabeasts alike.
War Hammer	Crushing	Crushes through all armour very effectively, causing crippling wounds such as broken bones. It is extremely effective at incapacitating small enemies, but the least effective at killing Megabeasts.
Mace	Crushing	Slightly worse than the hammer in almost all ways. Slightly better at killing Megabeasts but definitely not recommended. Still miles ahead of swords and axes at hitting through armour though.
Spear	Piercing	Pierces armour very effectively, causing serious internal wounds to all targets. Exceptionally good at killing fleshy Megabeasts through internal wounds. Poor at severing limbs and disabling targets.
Pick	Piercing	Solid weapon in all situations. The specialised weapons are superior at their specialities; but the power of the pick, and the extremely fast training speed of the mining skill, should not be ignored.
Crossbow	Piercing/Blunt	Vicious ranged weapon that performs exceptionally well against all targets in the right hands. Fairly useless in a melee unless your archers are also hammerdwarves. Perfect for Megabeasts and other creatures which are too dangerous to deal with in close quarters combat. Wood bolts are very bad.