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## Minecraft spartan weaponry lance

Spartan Weaponry Mod for Minecraft 1.12.2/1.11.2 adds a variety of weapon materials, including swords, polearms, blunts and ranged weapons, etc. Each weapon has different features that help in combat in certain situations, such as extended dimension, damage bonuses, etc. This is a mod designed to spiritual successor to a kind of old-school mods like Balkon's Weapons Mod. Features: Bladed Weapons: Dagger, Longsant, BigSale, Katana, Saber & Rapier. Blunt Weapons: Club, Hammer, Warhammer & Caestus (Greco-Roman leather kn kn kning). Polearm weapons: Javelin, Halberd, Pike & Lance. Ranged weapons: Longbow, Crossbow, Throwing Knife, Throwing Axe & Javelin. Screenshots: Installation: Download Minecraft Forge Right-click, Run as administrator, and press OK to install Forge. (To skip this step if you have installed Minecraft Forge), open Start on desktop => Open access (Or you can use the Windows +R keyboard shortcut) Type %appdata% in the Run position and press Go to folder /.minecraft/mods Put the mod's jar file in the mods folder, and then run minecraft. Done! Spartan Weaponry Mod for Minecraft 1.12.2/1.11.2 Download links: Minecraft 1.10.2 For Minecraft 1.11.2 For Minecraft 1.12.2/1.12.1/1.12 Also is FILE-MINECRAFT.COM Spartan Weaponry Mod adds a brand new arsenal made for Minecraft. Inspired by Balkon's Weapon Mod, it adds new versions of weapons from that mod, as well as expanding the arsenal with a range of original weapons, including various swords, polearms, blunts and ranged weapons. Most of these weapons can be made from five vanilla tool materials, and each type of weapon has different features that help in combat in certain situations, such as extended dimensions, damage bonuses, etc. Features: Basic materials If you want to create any weapon in the mod, you need to make either a handle or a hub. Handles can be made individually with string or 4 at a time using either leather or wool The leather of the above recipe can be replaced with wool of any color. Poles can be created in the same way. And, of course, the Recipe for Wool in Polish can be replaced with leather. Bladed weapons: Dagger Fast attack velocity, but low damage. We can throw a nrip button at enemies. Features: Thrown Longspeed Stronger damage, but slightly slower attack speed. Features: Two-handed I Greatsword High damage, extended dimension and gives full damage to several enemies. Clumsy and slightly slow attack velocity. Reach I, Wide Attack & Two-Handed II Katana Faster Features but deals with quite a bit of damage. Damage more enemies without chest pans. Features: Damage bonus, two-hand I Saber Slightly faster attack speed, but slightly minor damage. Damage more enemies without chest pans. Features: Damage bonus, Damage absorption Rapist Significantly faster attack speed, but handles quite a bit of damage. Damages significantly more enemies without armor. Features: Damage bonus, Damage absorption Boring weapons: Quarterstaff Low damage, but very cheap craftsmanship. Features: None Club Tree average damage, although a little slow. Can be created without a craft table. Can be upgraded to Studded Club, for better damage. Features: Sickening blow hammer Great damage, but very slow to use. You can hit enemies away. Features: Improved knockback, nausea blows Warhammer Average damage but quite slow attack speed. 50% armor piercing damage. Features: Armor piercing, Two-handed I Caestus (Greco-Roman leather kn kn knings) Very fast attack velocity, but also very low attack damage. Can be upgraded to Studded Caesta due to further damage. Features: Quick strike Polearm Weapons: Spear A little slow attack velocity and slightly low damage, but the attack can hit enemies further away. Features: Reach I Halberd High Damage, but quite slow attack speed. It has extended and could break enemy protection. Features: Shield Breach, Reach I, Two-Handed II Pike Slightly low attack damage and slightly slow attack speed. He has a longer reach than other polearms, such as a spear. Features: Reach II, Two-Handed I Lance Average damage, but quite slow attack speed. Does extra damage when a user rides a crowd or entity, like a horse. Features: Reach I, Damage Bonus Ranged Weapons: Longbow Updated version of vanilla Minecraft Bow. There is extra range and damage, but it takes a little longer to pull completely. The Crossbow A ranged weapon does significant damage, and has a better range than the LongBow. We have to reload before every shot. Uses bolts as ammunition. Bolts can also be tilted like Arrows can, as well as Glowstone is applied to them by spectral lips so they can be made. Throwing a knife-throwing gun with an average range and damage. Not recommended for hand-to-hand combat. Features: Throwable, Damage bonus (thrown) Ejection axe throwing gun with lower range but higher damage. Not recommended for hand-to-hand combat. Features: Throwable, Damage bonus (thrown) Boomerang Throw gun that returns to the thrower unless it encounters an obstacle. Features: Thrown Battleaxe Hard punch and heavy weapon that also works Features: Two-handed I, versatile (axe) mace A slightly slow but average damaging weapon that causes extra damage to undead crowds. Features: Damage bonus (Undead) weapon features: Each weapon (excluding Quarterstaff, Quarterstaff, Longbow and Crossbow) have different weapon features to give you different strategic options during battle. Throwing weapons with this feature can be thrown at enemies who deal with the damage of the weapon to the enemy it hits. It's about the dagger, the throwing knife, the throwing axe and the spear. Two-armed weapons with this feature are quite tricky to carry around and are optimally used with both hands. If you try to use any item, it will lead to a mining fatigue effect on the player. Two-handed causes mining fatigue II, while two-handed II causes mining fatigue III. Applies to Longsword (I), Katana (I), Greatsword (II), Warhammer (I), Halberd (II) and Pike (I) The Damage Bonus causes enemy bonus damage depending on whether they have certain armor and not. Applies to Katana (2x enemies without chest plate), Saber (same as Katana), Rapier (3x to enemies without armor) and Lance (2x to enemies while the user is riding a horse) Absorption of damage absorbs 25% of the weapon damage suffered by the user as weapons durability damage. Applies to Saber and Rapier Reach weapons with this feature, since their length, can hit enemies further away. Reach II increases the hit distance even further. Applies to Greatsword (I), Spear (I), Halberd (I), Pike (II) and Lance (I) Wide Attack Weapons with this feature causes full attack damage to all targets affected by the swipe attack. Applies to Greatsword Enhanced Knockback weapons with this feature that beats enemies further away. Concerns Hammer nauseating blow cause nausea II effect enemies weapon hits for 5 seconds. Applies to the Club and hammer armor, which pierces 50% of the damage caused by a weapon, does not care about enemy armor. Applies to the Warhammer Shield leak, which has the potential to make enemy protection unusable for a while, just like using an axe. Also works in Shields from other modes, such as my own Spartan Shields. Applies to Halberd Quick Strike shortens the injured resistance time of the struck enemy, when the weapon uses this feature to hit the enemy much more often than normal. Applies to Caestus Versatile (Axe) The weapon used with this feature can be used as an axe. Applies to Battleaxe Requires: Minecraft Forge Installation: Make sure you have already installed Minecraft Forge. Locate the minecraft application folder. In Windows, type %appdata% from the Run Start menu, and then click Run. In the Mac open finder, hold down ALT, and then on the top menu bar, click Go, and then click Library. Open the folder app support and locate Minecraft. In the Mods folder, place the mod (.jar file) that you just downloaded. When you launch Minecraft and click on the mods button, you should now see that the mod is installed. Spartan Weaponry Mod 1.12.2/1.11.2 Download links: Minecraft 1.10.2 Download from Server 1 - Download from Server 2 Minecraft 1.11.2 Download from Server 1 - Download from Server 2 Minecraft 1.12.2, 1.12.1, 1.12 Download from Server 1 - Download from Server 2 Tags: Minecraft 1.10.2 ModsMinecraft 1.11.2 ModsMinecraft 1.12.2 Mods Mods

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