

TABLE OF WEAPONS

WEAPON	REACH	WEIGHT	TYPE	SKILL	SPECIAL	DIFFICULTY	DAMAGE	RANGE
Knife	S	1	S/P	Small blades		VE	1D	5
Throwing Knife	-	1	P	Thrown weapons		E	1D	10
Dagger	S	2	P	Small blades		E	1D+1	5
Club	M	2	B	Crushing	Spiked version (B/P P+1)	E	1D	5
Mace	M	3	B	Crushing		E	2D	
Flail	M	4	B	Flails	When blocked by a shield, attacker gets +1D to hit	M	3D	
Spear	M/L	3	P	Polearm	L reach 2-handed only Use target STR when recieving charge	E	2D	20
Quarterstaff	L	4	B	Polearm	2-handed weapon	E	1D+1	
Dart	-	0,5	P	Thrown weapons		E	+1	15
Sling	-	0	B	Sling		M	1D	50
Handaxe	S	4	S+B	Axes		E	1D+2	10
Pick	M	6	P	Axes		M	3D	
Shortsword	S	3	S/P	Small blades	P version (P 2D, S 1D+1)	E	1D+2	
Battleaxe	M	3	S+B	Axes	2-handed weapon	M	2D+2	
Longsword	M	3	S+B/P	Long blades	BP version (S 2D, P 2D+1, B 1D+2)	E	P: 2D S: 2D+2 B: 1D+1	
Bastard sword	M	4	S+B/P	Long blades	E difficulty 2-handed BP version available (S 2D, B 2D, P 2D+2)	M	P,S: 2D+1 B: 1D+2	

WEAPON	REACH	WEIGHT	TYPE	SKILL	SPECIAL	DIFFICULTY	DAMAGE	RANGE
Two-handed sword	M	6	S+B/P	Long blades	Two-handed weapon	M	S: 2D+1 P,B: 2D+2	
Rapier	M	3	P	Long blades		M	2D	
Greataxe	L	6	S+B	Axes	2-handed weapon	M	3D+1	
Halberd	L	15	P/S+B	Polearms	2-handed weapon	D	3D	
Scythe	L	12	S/P	Polearms	2-handed weapon	M	S: 2D+1 P: 1D+1 [✓]	
Shortbow	-	2	P	Archery	Every bow has max and min strength	M	2D	60
Longbow	-	3	P	Archery	Every bow has max and min strength	M	3D	100
Crossbow	-	5	P	Archery	Reload 2 rounds	E	7D	100
Light Crossbow	-	5	P	Archery	Reload 1 round	E	5D	
Pike	L	5	P	Polearms	2-handed weapon Use target STR when receiving charge	D	2D+2	60
Warhammer	M	7	P/B	Axes		M	2D+2	