

MELEE & MISSILES DATA

MELEE WEAPON	DAMAGE	VS HVY ⁽¹⁾	SPEED	REACH	SHIELD	STR	SK	SZ	T
AXE, BATTLE	4d3p	-2 DR	12	3	3d3p	10	Lo	M	H
AXE, HAND	d4p+d6p		8	1½	d6p	6	Lo	S	H
BARE-HANDED (FISTS)	(d4p-2)+(d4p-2)		10/5 ⁽²⁾	1	-	-	Mi	S	C
CLUB	d6p+d4p		10	2½	d6p	5	Mi	M	C
DAGGER	2d4p		7 (5)	1	-	4	Lo	S	P
FLAIL	2d8p	-1 DR	13	4	d8p	9	Lo	M	C
M FLAIL, HORSEMAN'S	d4p+d6p		11	2	d6p	7	Me	S	C
KNIFE	d6p		7	1	-	3	Lo	S	P
M LANCE	2d8p	-2 DR	12	10	d8p	11	Me	L	P
MACE	d6p+d8p	-2 DR	11	2	d8p	10	Lo	M	C
M MACE, HORSEMAN'S	2d6p	-1 DR	10	1½	d6p	8	Me	M	C
MORNING STAR	2d8p		11	3	d8p	9	Lo	M	C
PICK, MILITARY	3d4p	-2 DR	12	3	2d4p	10	Lo	M	P
M PICK, HORSEMAN'S	d4p+d6p	-1 DR	8	1½	d6p	8	Me	S	P
SCOURGE	2d4p		9	1½	-	4	Lo	S	H
2 SCYTHE, TWO-HANDED	2d6p+3		15	4½	d6p	10	Me	L	H
2 STAFF	2d4p+3		13	8	d4p	7	Lo	L	C
SWORDS									
2 BROADSWORD	2d6p+d3p		11	3¼	d6p+d3p	10	Me	M	H
2 GREAT SWORD (BASTARD)	d8p+d10p+3	-1 DR	12 (9)	4½	d10p+3	10	Me	L	H
LONGSWORD	2d8p		10 (8)	3½	d8p	8	Me	M	H
M SABRE	d6p+d8p		8	3	d6p	7	Me	M	H
SCIMITAR	2d8p		9	3	d8p	8	Me	M	H
SHORT SWORD	2d6p		8 (7)	2	< 2d6p	6	Lo	S	P
2 TWO-HANDED SWORD	2d12p+3	-2 DR	16	6	d12p+3	12	Me	L	H
WARHAMMER	2d6p	-1 DR	8	1½	d6p	9	Lo	S	C
WARHAMMER, GREAT	d8p+d10p	-1 DR	12	2½	d10p	12	Lo	M	C
MISSILE WEAPON	DAMAGE	RANGE	SPEED	STR B. ⁽³⁾	SHIELD	STR	SK	SZ	T
2 CROSSBOW, LIGHT	2d6p	180'	20		1	6	Lo	M	P
2 CROSSBOW, HEAVY	2d10p	250'	60		1	10	Lo	L	P
JAVELIN	d12p	100'	7	yes	1	6	Lo	M	P
2 LONGBOW	2d8p	210'	12		1	11	Hi	L	P
2 SHORTBOW	2d6p	150'	12		1	7	Me	M	P
SLING	d4p+d6p	160'	10		1	4	Me	S	P
THROWING AXE	d4p+d6p	60'	7	yes	d4p	7	Me	S	H
THROWING KNIFE	d6p	50'	6	yes	1	4	Me	S	P

1 Damage reduction ignored versus heavy armor or monsters with 5+ DR
 2 Speed is 5 if opponent is unarmed or unaware.
 3 These weapons receive a strength bonus to damage only if the weapon is thrown while the attacker is moving at least 10 feet per seconds. See p.208.
 M weapon is designed for mounted combat. See p.233 for details.
 2 weapon is two-handed

SPEED: the speed in parenthesis is for the **Job** combat move.
 STR: indicates the minimum strength required to wield the weapon. See p.226 for rules for using a one-handed weapon two-handed for weaker characters.
 SK: is the proficiency level required to use the weapon (minimal, low, medium, high).
 SZ: is the weapon's size, see p.206 for details.
 T: is the weapon type: P for puncturing, H for hacking, and C for crushing.