

MELEE WEAPON VERSUS ARMOR TYPE (RATIONALIZED)

Hand Held Weapon Type	Length	Space Required	Speed Factor	(& Shield) Plate	(& Shield) Banded or Splint	(& Shield) Chain	(& Shield) Scale	(& Shield) Ring or Studded	(& Shield) Leather or Padded	(& Shield) No Armor
Axe, Battle	c. 4'	4'	7	-2 (-3)	-1 (-2)	-1 (-2)	+0 (-1)	+0 (-1)	+1 (+0)	+2 (+1)
Axe, Hand	c. 1.5'	1'	4	-2 (-3)	-2 (-2)	-1 (-1)	+0 (+0)	+0 (+0)	+1 (+1)	+1 (+1)
Bardiche	c. 5'	5'	9	-1 (-2)	+0 (-1)	+0 (-1)	+1 (+0)	+1 (+0)	+2 (+1)	+3 (+2)
Bec de Corbin	c. 6'	6'	9	+2 (+2)	+2 (+3)	+0 (+1)	+0 (+1)	+0 (+1)	+0 (+1)	-1 (+0)
Bill-Guisarme	8'+	2'	10	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+1 (+1)	+0 (+0)
Bo Stick	c. 5'	3'	3	-7 (-9)	-5 (-8)	-3 (-6)	-1 (-4)	+0 (-3)	+1 (-2)	+3 (+0)
Club	c. 3'	1'-3'	4	-4 (-5)	-3 (-4)	-2 (-3)	-1 (-2)	-1 (-2)	+0 (-1)	+1 (+0)
Dagger	c. 15"	1'	2	-3 (-3)	-2 (-4)	-2 (-4)	+0 (-2)	+0 (-2)	+1 (-1)	+3 (+1)
Fauchard [c]	8'+	2'	8	-2 (-2)	-1 (-1)	-1 (-1)	+0 (+0)	+0 (+0)	+0 (+0)	-1 (-1)
Fauchard-Fork [c]	8'	2'	8	-1 (-1)	-1 (-2)	+0 (-1)	+0 (-1)	+0 (-1)	+1 (+0)	+1 (+0)
Fist or Open Hand	2'+	-	1	-5 (-7)	-3 (-7)	-1 (-5)	+0 (-4)	+0 (-4)	+2 (-2)	+4 (+0)
Flail, Footman's	c. 4'	6'	7	+2 (+2)	+1 (+3)	+2 (+4)	+1 (+3)	+1 (+3)	+1 (+3)	-1 (+1)
Flail, Horseman's	c. 2'	4'	6	+0 (+0)	+0 (+1)	+0 (+1)	+0 (+1)	+1 (+2)	+1 (+2)	+0 (+1)
Fork, Military [a,c]	7'+	1'	7	-2 (-2)	-1 (-2)	+0 (-1)	+0 (-1)	+1 (+0)	+1 (+0)	+1 (+0)
Glaive [a,c]	8'+	1'	8	-1 (-1)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)
Glaive-Guisarme [a,c]	8'+	1'	9	-1 (-1)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)
Guisarme [c]	6'+	2'	8	-2 (-2)	-1 (-1)	-1 (-1)	+0 (+0)	+0 (+0)	+0 (+0)	-1 (-1)
Guisarme-Voulge [c]	7'+	2'	10	-1 (-1)	+0 (+0)	+1 (+1)	+1 (+1)	+1 (+1)	+0 (+0)	+0 (+0)
Halberd	5'+	5'	9	+1 (+1)	+1 (+2)	+2 (+3)	+2 (+3)	+2 (+3)	+1 (+2)	+0 (+1)
Hammer, Lucern [c]	5'+	5'	9	+1 (+1)	+2 (+2)	+2 (+2)	+2 (+2)	+1 (+1)	+1 (+1)	+0 (+0)
Hammer	c. 1.5'	2'	4	+1 (+0)	+0 (+0)	+1 (+1)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)
Javelin [a]	c. 3'-5'	1'	3-5	-2 (-3)	-2 (-2)	-2 (-2)	-1 (-1)	-1 (-1)	-1 (-1)	-1 (-1)
Jo Stick	c. 3'	2'	2	-6 (-8)	-4 (-6)	-2 (-4)	-1 (-3)	+0 (-2)	+1 (-1)	+2 (+0)
Lance (heavy horse) [b,g]	c. 14'	1'	8	+3 (+3)	+2 (+2)	+2 (+2)	+2 (+2)	+1 (+1)	+1 (+1)	+0 (+0)
Lance (light horse) [b,g]	10'	1'	7	-2 (-2)	-1 (-1)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)
Lance (medium horse) [b,g]	12'	1'	6	+1 (+0)	+1 (+1)	+1 (+1)	+1 (+1)	+0 (+0)	+0 (+0)	+0 (+0)
Mace, Footman's	c. 2.5'	4'	7	+1 (+1)	+0 (+2)	+0 (+2)	+0 (+2)	+0 (+2)	+0 (+2)	-1 (+1)
Mace, Horseman's	c. 1.5'	2'	6	+1 (+1)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)
Morning Star	c. 4'	5'	7	+1 (+0)	+1 (+1)	+1 (+1)	+1 (+1)	+1 (+1)	+1 (+1)	+2 (+2)
Partisan	7'+	3'	9	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)
Pick, Military, Footman's	c. 4'	4'	7	+2 (+2)	+1 (+2)	+1 (+2)	+0 (+1)	-1 (+0)	-1 (+0)	-2 (-1)
Pick, Military, Horseman's	c. 2'	2'	5	+1 (+1)	+1 (+1)	+1 (+1)	+0 (+0)	+0 (+0)	-1 (-1)	-1 (-1)
Pike, Awl	18'+	1'	13	+0 (-1)	+0 (+1)	+0 (+1)	+0 (+1)	+0 (+1)	+0 (+1)	-2 (-1)
Ranseur [c,d]	8'+	1'	8	-1 (-2)	-1 (-2)	+0 (-1)	+0 (-1)	+0 (-1)	+0 (-1)	+1 (+0)
Scimitar	c. 3'	2'	4	-2 (-3)	-2 (-4)	-1 (-3)	+0 (-2)	+0 (-2)	+1 (-1)	+3 (+1)
Spear [a,e]	5'-13'+	1'	6-8	-1 (-2)	-1 (-1)	-1 (-1)	+0 (+0)	+0 (+0)	+0 (+0)	+0 (+0)
Spetum [d]	8'+	1'	8	-1 (-2)	+0 (-1)	+0 (-1)	+0 (-1)	+0 (-1)	+0 (-1)	+2 (+1)
Staff, Quarter	6'-8'	3'	4	-5 (-7)	-3 (-3)	-1 (-1)	+0 (+0)	+0 (+0)	+1 (+1)	+1 (+1)
Sword, Bastard [f]	c. 4.5'	4'+	6	+0 (+0)	+1 (+2)	+1 (+2)	+1 (+2)	+1 (+2)	+1 (+2)	+0 (+1)
Sword, Broad	c. 3.5'	4'	5	-2 (-3)	-1 (-2)	+0 (-1)	+0 (-1)	+1 (+0)	+1 (+0)	+2 (+1)
Sword, Long	c. 3.5'	3'	5	-1 (-2)	+0 (-1)	+0 (-1)	+0 (-1)	+0 (-1)	+0 (-1)	+2 (+1)
Sword, Short	c. 2'	1'	3	-2 (-3)	-1 (-3)	+0 (-2)	+0 (-2)	+0 (-2)	+1 (-1)	+2 (+0)
Sword, Two-Handed	c. 6'	6'	10	+2 (+2)	+2 (+3)	+2 (+3)	+3 (+4)	+3 (+4)	+3 (+4)	+0 (+1)
Trident	4'-8'+	1'	6-8	-2 (-3)	-1 (-2)	-1 (-2)	+0 (-1)	+0 (-1)	+1 (+0)	+1 (+0)
Voulge	8'+	2'	10	-1 (-1)	+0 (+0)	+1 (+1)	+1 (+1)	+1 (+1)	+0 (+0)	+0 (+0)

[a] Double the damage die (dice) versus larger than man-sized creatures (L) when weapon is set (firmly grounded) to receive a charging opponent.

[b] Double the damage die (dice) versus creatures of any size when weapon is employed by an attacker riding a charging mount.

[c] Weapon is capable of dismounting a rider on a successful "to hit" roll.

[d] Weapon is capable of disarming an opponent on a score required to hit AC 8.

[e] Double the damage die (dice) versus any creature (L) when weapon is set (firmly grounded) to receive a charging opponent.

[f] Treat as a longsword if used one-handed for damage and armor class adjustment but not space required nor speed factor, those remain as a bastard sword.

[g] If used on foot, a heavy lance is treated as an awl pike, and medium and light lances are treated as spears, in terms of damage and adjustments vs. armor.

• Any weapon strikes at +2 against an opponent's back, or +4 against stunned, prone, and motionless opponents.

MISSILE WEAPON VERSUS ARMOR TYPE (RATIONALIZED)

Hurled Weapons and Missiles	Rate of Fire	Range (S/M/L)	Speed Factor	(& Shield) Plate	(& Shield) Banded or Splint	(& Shield) Chain	(& Shield) Scale	(& Shield) Ring or Studded	(& Shield) Leather or Padded	(& Shield) No Armor
Axe, Hand	1	1/2/3	4	-3 (-4)	-2 (-3)	-1 (-2)	-1 (-2)	+0 (-1)	+0 (-1)	+1 (+0)
Bow, Composite, Long	2	6/12/21	7	-1 (-2)	+0 (+0)	+0 (+0)	+1 (+1)	+2 (+2)	+2 (+2)	+3 (+3)
Bow, Composite, Short	2	5/10/18	6	-3 (-3)	-1 (-2)	+0 (-1)	+1 (+0)	+2 (+1)	+2 (+1)	+3 (+2)
Bow, Long	2	7/14/21	8	+0 (-1)	+0 (+0)	+1 (+1)	+2 (+2)	+3 (+3)	+3 (+3)	+3 (+3)
Bow, Short	2	5/10/15	7	-4 (-5)	-1 (-1)	+0 (+0)	+0 (+0)	+1 (+1)	+2 (+2)	+2 (+2)
Club	1	1/2/3	4	-5 (-7)	-3 (-3)	-2 (-2)	-1 (-1)	-1 (-1)	-1 (-1)	+0 (+0)
Crossbow, Heavy	1/2	8/16/24	10	+0 (-1)	+1 (+1)	+2 (+2)	+3 (+3)	+3 (+3)	+4 (+4)	+4 (+4)
Crossbow, Light	1	6/12/18	7	-1 (-2)	+0 (+0)	+0 (+0)	+1 (+1)	+2 (+2)	+3 (+3)	+3 (+3)
Dagger	2	1/2/3	2	-4 (-5)	-3 (-4)	-2 (-3)	-1 (-2)	-1 (-2)	+0 (-1)	+1 (+0)
Dart	3	1.5/3/4.5	2	-4 (-5)	-3 (-4)	-2 (-3)	-1 (-2)	+0 (-1)	+1 (+0)	+1 (+0)
Hammer	1	1/2/3	4	-1 (-2)	+0 (-1)	+0 (-1)	+0 (-1)	+0 (-1)	+0 (-1)	+1 (+0)
Javelin	1	2/4/6	4	-4 (-5)	-3 (-4)	-2 (-3)	-1 (-2)	+0 (-1)	+1 (+0)	+1 (+0)
Sling (bullet)	1	5/10/20	6	-2 (-2)	-1 (-3)	+0 (-2)	+0 (-2)	+0 (-2)	+2 (+0)	+3 (+1)
Sling (stone)	1	4/8/16	6	-4 (-5)	-2 (-4)	-1 (-3)	+0 (-2)	+0 (-2)	+2 (+0)	+3 (+1)
Spear	1	1/2/3	6	-3 (-3)	-2 (-2)	-2 (-2)	-1 (-1)	+0 (+0)	+0 (+0)	+0 (+0)

- The strength damage bonus with missile weapons applies only to thrown weapons, or (if the campaign allows) specially-made bows.
- Rate of fire is based on the turn (for table-top miniatures) or the melee round. Ranges are: S = Short, M = Medium, L = Long.
- Armor Class Adjustment is based on the weapon or missile being discharged at short range. adjust by -2 at all medium ranges, -5 at all long ranges.
- Ranges are given in multiples of 10: x10 yards outdoors, x10 feet indoors. For example, 1/2/3 = 10/20/30 yards outdoors or feet indoors.
- The Speed Factors above are taken from AD&D 2nd edition.
- Any weapon strikes at +2 against an opponent's back, or +4 against stunned, prone, and motionless opponents.