

Weapon	Type	Amout	Reach	Cost	Weight	Min STR	Notes
<b>AXE/MACE (DX-5)</b>							
Hatchet	cut	sw	1	\$40	2 lbs.	7	Throwable, 1 turn to ready.
Axe	cut	sw+2	1	\$50	4 lbs.	12	1 turn to ready.
Throwing Axe	cut	sw+2	1	\$60	4 lbs.	12	Throwable, 1 turn to ready.
Small mace	crush	sw+2	1	\$35	3 lbs.	11	1 turn to ready.
Mace	crush	sw+3	2	\$50	5 lbs.	12	1 turn to ready.
<b>BLACKJACK (DX-4)</b>							
Blackjack or sap	crush	thr	C	\$20	1 lbs.	7	May not parry
<b>BROADSWORD (DX-5, Shortsword-2 or Force Sword -3)</b>							
Broadsword	cut	sw+1	1	\$500	3 lbs.	10	Standard broadsword has blunt point. More expensive because of point.
	crush	thr+1	1	\$500	3 lbs.	10	
Thrusting "	cut	sw+1	1	\$600	3 lbs.	10	1 turn to ready, after swing. Has blunt point
	imp	thr+2	1	\$600	3 lbs.	10	
Bastard sword	cut	sw+1	1,2	\$650	5 lbs.	11	Same as above, with thrusting point.
	crush	thr+1	2	\$650	5 lbs.	11	
Thrusting "	cut	sw+1	1,2	\$750	5 lbs.	11	
	cut	th+2	2	\$750	5 lbs.	11	
Light club	crush	sw+1	1	\$10	3 lbs.	10	
<b>FENCING (DX-5)</b>							
Smallsword	imp	thr+1	1	\$400	1 lbs.	-	Max damage: 1d+1
Rapier	imp	thr+1	1,2	\$500	1.5 lbs.	-	Max damage: 1d+1
Saber	cut	sw	1	\$700	2 lbs.	7	Thrust: max damage 1d+2
	imp	thr+1	1	\$700	2 lbs.	7	
<b>FLAIL (DX-6)</b>							
Morningstar	crush	sw+3	1	\$80	6 lbs.	12	1 turn to ready.
Flail	crush	sw+4	1,2*	\$100	8 lbs.	13	2-handed, 1 turn to ready.
<b>KNIFE (DX-4)</b>							
Large knife	cut	sw-2	C, 1	\$40	1 lbs.	-	Maximum damage: 1d+2
	imp	thr	C	\$40	1 lbs.	-	Throwable, Maximum damage: 1d+2
Small knife	cut	sw-3	C, 1	\$30	1/2 lbs.	-	Maximum damage: 1d+1
	imp	thr-1	C	\$30	1/2 lbs.	-	Throwable, Maximum damage 1d+1
Dagger	imp	thr-1	C	\$20	1/4 lbs.	-	Throwable, Maximum damage 1d
<b>LANCE (Spear-3 for those who have riding 12+; DX-6 for others)</b>							
Lance	imp	thr+3	4	\$60	6 lbs.	12	May not parry, s p136 for readying
<b>POLEARM (DX-5) All polearms require two hands.</b>							
Glaive	cut	sw+3	2,3*	\$100	8 lbs.	11	2 turns to ready
	imp	thr+3	1-3*	\$100	8 lbs.	11	1 turn to ready after thrust
Poleaxe	cut or cr	sw+4	2,3*	\$120	10 lbs.	12	2 turns to ready after swing
Halberd	cut	sw+5	2, 3*	\$150	12 lbs.	13	2 turns to ready after swing
	imp	sw+4	2,3*	\$150	12 lbs.	13	2 turns to ready a.s., may get stuck
	imp	thr+3	1-3*	\$150	12 lbs.	13	1 turn to ready after thrust
<b>SHORTSWORD (DX-5, Broadsword-2 or Force Sword-3)</b>							
Shortsword	cut	sw	1	\$400	2 lbs.	7	Sabers can be used w/shortsword skill
	imp	thr	1				

Baton	crush	sw	1	\$20	1 lb.	7	A short, well balanced club
	crush	thr	1				

### SPEAR (DX-5 or Staff-2)

Javelin	imp	thr+1	1	\$30	2lbs.	-	Primarily for throwing
Spear	imp	thr+2	1*	\$40	4 lbs.	9	Used 1-handed. Throwable
		thr+3	1,2*				Same spear used 2-handed.

### STAFF (DX-5 or Spear-2) Requires two hands.

Quarterstaff	crush	sw+2	1,2	\$10	4 lbs.	6	Parry is 2/3 Staff skill
	crush	thr+2	1,2				

### TWO-HANDED AXE/MACE (DX-5) Requires two hands.

Great axe	cut	sw+3	1,2*	\$100	8 lbs.	13	1 turn to ready.
Warhammer	imp	sw+3	1,2*	\$100	7 lbs.	13	1 turn to ready. May get stuck.
Maul	crush	sw+4	1,2*	\$80	12 lbs.	14	1 turn to ready
Scythe	cut	sw+2	1	\$15	5 lbs.	12	2-handed, 1 turn to ready.
	imp	sw	1				

### TWO-HANDED SWORD (DX-5 or Force Sword-3) Requires two hands.

Bastard sword	cut	sw+2	1,2	\$650	5 lbs.	10	Same as broadsword, but 2-handed
	crush	thr+2	2				
Thrusting "	cut	sw+2	1,2	\$750	5 lbs.	10	As above, but with thrust point.
	imp	thr+3	2				
Greatsword	cut	sw+3	1,2	\$800	7 lbs.	12	Usually has <i>blunt</i> point.
	crush	thr+2	2				
Thrusting "	cut	sw+3	1,2	\$900	7 lbs.	12	As above, with thrusting point.
	imp	thr+3	2				
Quarterstaff	crush	sw+2	1,2	\$10	4 lbs.	9	Using sword technique with staff
	crush	thr+1	2				

### WHIP (No default)

Whip	crush	sw-2	7-Jan	\$20/yd	2 lbs./yd	10	Max. dam, 1d-1; see p. 52
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\* Must be readied for one turn to change from long to short grip or vice versa

### SHIELDS

Type	PD	Cost	Weight	Hits
Impovished	1 or 2	-	varies	varies
Buckler	1	\$25	2 lbs.	5/20
Small	2	\$40	8 lbs.	5/30
Medium	3	\$60	15 lbs.	7/40
Large	4	\$90	25 lbs.	9/60
Force (TL11+)	4	\$1,500	1/2 lbs.	-