	Weapons are categoriz	ized on Sheet2.																		
elee																				
	Name	Cost			Damage	Qualities	Availability		Qualities:											
		19 GC 10/-			SB	Balanced, Defensive	Scarce			g Ignore 1 armour	point.				-			-		_
		8 GC		wo-Handed		(Fast or Impact), Unbalanced	Average	-	Defensive	+10 to parry.	40									_
		7 GC 13 GC			SB+1 SB+1	Unbalanced, Unwieldy	Average		Fast	Enemies suffer - Roll 3d6 instead								-		_
						Armour Piercing, (Fast or Impact)		-	Impact				+5. 5+6 and 6+6.)							_
		7 GC 6/-			SB+1	(Average	-	Precise			1 10. (Or 4+6, 5+	5, 5+6 and 6+6.)							_
		14 GC			SB+1	Slow	Average	-	Pummeling	+10 to strike to			_							_
		2 GC			SB-3	Defensive, Off-Hand, Pummeling		-	Slow	Enemies get +10										_
		1 GC			SB-4	Defensive	Average		Snare	Agility test or be										
		1 GC			SB-1	Pummeling	Plentiful		Special	Read the descrip										
	Crowbill	8 GC	70 0	Ordinary	SB	Armour Piercing, Pummeling, Slov	/ Average		Tiring	Only works on A	II Out Attack or (Charge Attack.								
	Cutlass	17 GC	50 0	Ordinary	SB	Defensive	Scarce		Gunpowder	Use 4d6 instead	of 2d6 for dama	age.								
	Dagger	3 GC	20 0	Ordinary	SB-2	Fast	Common		Unreliable	Misfire										
	Demilance	1 GC 10/-	160 0	Cavalry	SB+1	Fast, Impact, Tiring	Scarce		Experimental	Misfire + blowup	1.									
	Janbiya	6 GC	20 0	Ordinary	SB-2	Precise	Very Rare		Balanced	+5 to hit.										
	Flail*	5 GC	120 F	lail	SB+2	Fast, Impact, Unbalanced	Common		Shrapnel	As in the ruleboo	ok.									
	Foil	10 GC			SB-1	Balanced, Fast	Rare		Cover	BS suffer -10 to										
		8 GC			SB+1	Precise, (Fast or Impact)	Average		Unweildy	-10 to parry.										
		22 GC			SB+3	Impact, Unbalanced, Unwieldy	Rare		Unbalanced	-5 to hit.										
		35 GC		wo-Handed		Balanced, Defensive, Impact	Rare		Off-Hand	You do not suffe	r the nenalty of	using this in off-	and to attack							
		13 GC		wo-Handed		Balanced, (Fast or Impact)	Average		Hook	+10 to Manouvr		doing this in on i	idio to dilaci.							_
	Hammer, White Wolf				-			-	HOOK	· TO to manouri	- unempio									_
	Hammer, White Wolf Hatchet, Wood	12 GC			SB SB	Impact, Tiring, Unwieldy Unbalanced, Unwieldy	Rare						-					-		-
		9 GC			SB+1	Slow. Unwieldy	Scarce	-	-			_	1					-		_
					SB-3	Varies	Common	-	_			_	_					_		_
		Varies 12 GC			SB-3 SB				-				-	-				_		-
		12 GC				Slow	Rare	-	+	-		-	+	-		-		+		-
	Knife				SB-2	Unwieldy	Plentiful	-	-			-	-	-	-			-		-
		3 GC			SB-3	Pummeling	Common	-	-	+		-	-					-		-
		2 GC 10/-			SB+2	Fast, Impact, Tiring	Rare	-					_		-			-		_
		9 GC		wo-handed		Impact, Slow	Average	-	Other			-	-					-		_
		29 GC 5/-		wo-handed		Balanced, (Impact)	Scarce		-				-	-	-			-		_
		9 GC			SB	Armour Piercing, Pummeling, Unw														_
		5 GC			SB-2	Defensive, Off-Hand	Scarce		-											
		7 GC			SB	Armour Piercing, Pummeling, Unb			-					-				-		
		14 GC	80 F		SB	Fast, Impact, Tiring	Scarce													
		13 GC		wo-Handed		Defensive, (Fast or Impact)	Scarce													
		8 GC 10/-			SB+3	Armour Piercing, Slow, Unbalance	Common													
		2 GC 16/-			SB+2	Special, Unweildy	Average													
	Poleaxe*	12 GC		wo-Handed	SB+2	(Fast or Impact), Unwieldy	Average													
	Quarterstaff*	3/-	80 0	Ordinary	SB-1	Defensive, Fast, Pummeling	Plentiful													
	Rapier	20 GC	30 F	encing	SB	Balanced, Defensive, Fast	Scarce													
	Sap	4/-	5 0	Ordinary	SB-3	Pummeling, Unwieldy	Average													
	Scimitar	19 GC 10/-			SB	Fast, Precise	Very Rare													
	Shield, Heater	7 GC	60 0	Ordinary	SB-4	Cover, Defensive	Average													
		7 GC 4/-			SB-4	Cover, Defensive	Common													
		9 GC 12/-			SB-3	Cover, Defensive, Slow	Common													
		5 GC 8/-			SB-2	Armour Piercing, Defensive	Scarce													
		4 GC 4/-			SB-3	Defensive, Pummeling	Average													
	Shield, Tower (Pavise)				SB-5	Special, Unbalanced, Unwieldy	Scarce													
		14 GC 12/6			SB-1	Balanced, Fast	Scarce													_
		20 GC			SB+2	Armour Piercing, Balanced, Fast		-	-			-	-					-		
		2 GC 12/6			SB+2		Common	-												_
		1 GC 15/-			SB SB	Armour Piercing, Fast Fast, Unwieldy	Common	-	_			_	_					_		_
		2 GC 5/-						-				_								_
		2 GC 5/-			SB-2 SB-2	Unbalanced Armour Piercing, Off-Hand, Precis	Common	-				-								-
								-												-
		5 GC 10/-			SB-2	Defensive, Off-Hand, Special	Scarce								-			-		_
		2 GC			SB	Armour Piercing, Unbalanced	Average		-				-	-						_
	Warhammer*	15 GC	200 T	wo-Handed	SB+2	Impact, Pummeling	Scarce		-					-				-		
					-		-		-				-		-			-		_
nged																				
		Cost			Damage	Qualities			Availability											
		100 GC		Sunpowder	0			24/48	Rare											
		40 GC		Sunpowder	-1		3 Full	16/-	Rare											
		7/-		Engtanling	SB-4	Pummeling or Snare		8/16	Scarce											
		60 GC	40 E		5	(Armour Piercing or Precise)	Half	48/96	Very Rare											
		15 GC	50 E		4	(Armour Piercing or Precise)		34/68	Rare											
		15 GC	60 E		4		Half	36/72	Average		Throwing									
		11 GC		Ordinary	3			24/48	Common											
	Crossbow, Goat's Foot	t 16 GC	120 0	Ordinary	1	(Armour Piercing or Precise), Impa	Full	30/60	Average											
	Crossbow, Cranequin	32 GC	160 0	Ordinary	2	(Armour Piercing or Precise), Impa		38/76	Scarce											
	Crossbow, Windlass	64 GC	240 0	Crossbow	3	(Armour Piercing or Precise), Impa		40/80	Rare											
	Crossbow, Pistol			Crossbow	3	(Armour Piercing or Precise), Bala		8/16	Rare											
		2 GC	10 T	Throwing	SB-2	-	Half	8/16	Average											
				Engineering	-1	Experimental, Gun, Special	4 Full	16/-	Very Rare											
	Dart	120 GC		Gunpowder	0			12/24	Very Rare	T. C.										
	Dart Duckfoot	120 GC 150 GC	40 0		SB	Precise		8/-	Scarce											
	Dart Duckfoot Duelling Pistol			hrowing		Precise		8/16	Common	T .										
	Dart Duckfoot Duelling Pistol Fransica (Axe)	150 GC	40 T	Throwing Ordinary	SB-1				Very Rare											
	Dart Duckfoot Duelling Pistol Fransica (Axe) Harpoon	150 GC 5 GC	40 T	Ordinary			2 Full	8/16												
	Dart Duckfoot Duelling Pistol Fransica (Axe) Harpoon Henricus Salus	150 GC 5 GC 1 GC 6/- 175 GC	40 T 70 C 60 E	Ordinary Engineering	1	Experimental, Gun												+		
	Dart Duckfoot Duelling Pistol Fransica (Axe) Harpoon Henricus Salus Hochland Long Rifle	150 GC 5 GC 1 GC 6/- 175 GC 200 GC	40 T 70 C 60 E 250 E	Ordinary Engineering Engineering	1 0	Experimental, Gun Gun, Unreliable	2 Full	48/96	Very Rare											
	Dart Duckfoot Duelling Pistol Fransica (Axe) Harpoon Henricus Salus Hochland Long Rifle Improvised	150 GC 5 GC 1 GC 6/- 175 GC 200 GC Varies	40 T 70 C 60 E 250 E Varies C	Ordinary Engineering Engineering Ordinary	1 0 SB-3	Experimental, Gun Gun, Unreliable Unbalanced	2 Full Half	48/96 6/-	Very Rare Abundant											
	Dart Duckfoot Duelling Pistol Fransica (Axe) Harpoon Henricus Salus Hochland Long Rifle Improvised Javelin	150 GC 5 GC 1 GC 6/- 175 GC 200 GC Varies 1 GC 5/-	40 T 70 C 60 E 250 E Varies C 60 C	Ordinary Engineering Engineering Ordinary Ordinary	1 0 SB-3 SB-1	Experimental, Gun Gun, Unreliable Unbalanced Armour Piercing	2 Full Half Half	48/96 6/- 8/16	Very Rare Abundant Average											
	Dart Duckfoot Duelling Pistol Fransica (Axe) Harpoon Henricus Salus Hochland Long Rifle Improvised Javelin Jezzail	150 GC 5 GC 1 GC 6/- 175 GC 200 GC Varies 1 GC 5/- 250 GC	40 T 70 C 60 E 250 E Varies C 60 C	Ordinary Engineering Engineering Ordinary Ordinary Gunpowder	1 0 SB-3 SB-1 0	Experimental, Gun Gun, Unreliable Unbalanced Armour Piercing Gun	2 Full Half Half 2 Full	48/96 6/- 8/16 24/72	Very Rare Abundant Average Very Rare											
	Dart Duckfoot Duelling Pistol Fransica (Axe) Harpoon Henricus Salus Hochland Long Rifle Improvised Javelin Jezzail Lasso	150 GC 5 GC 1 GC 6/- 175 GC 200 GC Varies 1 GC 5/- 250 GC 1 GC	40 T 70 C 60 E 250 E Varies C 60 C 200 C	Ordinary Engineering Engineering Ordinary Ordinary Gunpowder Engtanling	1 0 SB-3 SB-1 0 n/a	Experimental, Gun Gun, Unreliable Unbalanced Armour Piercing Gun Snare	2 Full Half Half 2 Full Half	48/96 6/- 8/16 24/72 8/-	Very Rare Abundant Average Very Rare Plentiful											
	Dart Duckfoot Duelling Pistol Fransica (Axe) Harpoon Henricus Salus Hochland Long Rifle Improvised Javelin Jezzail Lasso Net, Fighting	150 GC 5 GC 1 GC 6/- 175 GC 200 GC Varies 1 GC 5/- 250 GC 1 GC 1 GC 10/-	40 T 70 C 60 E 250 E Varies 60 C 60 C 200 C 30 E 80 E	Ordinary Engineering Engineering Ordinary Ordinary Gunpowder Engtanling Engtanling	1 0 SB-3 SB-1 0 n/a	Experimental, Gun Gun, Unreliable Unbalanced Armour Piercing Gun Snare Snare	2 Full Half Half 2 Full Half Half	48/96 6/- 8/16 24/72 8/-	Very Rare Abundant Average Very Rare Plentiful Average											
	Dark Duckfoot Duckling Pistol Fransica (Axe) Harpoon Henricus Salus Hochland Long Rifle Improvised Javelin Jezzaii Lasso Net, Fighting Pike Gun	150 GC 5 GC 1 GC 6/- 175 GC 200 GC Varies 1 GC 5/- 250 GC 1 GC 1 GC 10/- 80 GC	40 T 70 C 60 E 250 E Varies C 60 C 200 C 30 E 80 E	Ordinary Engineering Engineering Ordinary Ordinary Gunpowder Engtanling Engtanling Gunpowder	1 0 SB-3 SB-1 0 n/a n/a	Experimental, Gun Gun, Unreliable Unbalanced Armour Piercing Gun Snare Snare Gun, Unbalanced, Unreliable	2 Full Half Half 2 Full Half Half 2 Full	48/96 6/- 8/16 24/72 8/- 8/- 8/16	Very Rare Abundant Average Very Rare Plentiful Average Very Rare											
	Dark Duckfoot Duckfoot Duelling Pistol Fransica (Axe) Harpoon Henricus Salus Hochland Long Rifle Improvised Javelin Jezzail Lasso Net. Fighting Pistol Pistol	150 GC 5 GC 1 GC 6/- 175 GC 200 GC Varies 1 GC 5/- 250 GC 1 GC 1 GC 10/- 80 GC 60 GC	40 T 70 C 60 E 250 E Varies C 60 C 200 C 30 E 80 E 250 C	Ordinary Engineering Engineering Ordinary Ordinary Sunpowder Engtanling Engtanling Gunpowder Gunpowder	1 0 SB-3 SB-1 0 n/a n/a 0	Experimental, Gun Gun, Unreliable Unbalanced Armour Piercing Gun Snare Snare Gun, Unbalanced, Unreliable Gun, Unreliable	2 Full Half Half 2 Full Half 2 Full Full 2 Full 2 Full	48/96 6/- 8/16 24/72 8/- 8/- 8/16	Very Rare Abundant Average Very Rare Plentiful Average Very Rare Rare											
	Dart Duckfoot Duckfoot Duckfoot Duelling Pistol Fransica (Axe) Harpoon Hennicus Salus Hochland Long Rifle Improvised Javelin Jezzai Lasso Net. Fighting Pike Gun Pistol Repeater Crossbow	150 GC 5 GC 1 GC 6/- 175 GC 200 GC Varies 1 GC 5/- 250 GC 1 GC 1 GC 80 GC 60 GC	40 T 70 C 60 E 250 E Varies C 60 C 200 C 30 E 80 E 250 C 50 C	Ordinary Engineering Engineering Ordinary Ordinary Sunpowder Englanling Engla	1 0 SB-3 SB-1 0 n/a n/a 0	Experimental, Gun Gun, Unreliable Unbalanced Armour Piercing Gun Snare Snare Gun, Unreliable (Armour Piercing or Precise). Spec	2 Full Half Half 2 Full Half Half 2 Full 2 Full 2 Full 3 TFull	48/96 6/- 8/16 24/72 8/- 8/- 8/16 8/16 16/32	Very Rare Abundant Average Very Rare Plentiful Average Very Rare Rare Very Rare											
	Dart Duckhoot Duckhoot Duelling Pistol Fransica (Axe) Hernicus Salus Hochland Long Rifle Improvised Javelin Javelin Lasso Net, Fighting Pise Gun Pistol Repeater Crossbow Repeater Handgun	150 GC 5 GC 1 GC 6/- 175 GC 200 GC Varies 1 GC 5/- 250 GC 1 GC 1 GC 80 GC 60 GC	40 1 70 6 60 le 250 le Varies C 60 0 200 0 30 le 80 le 250 0 150 0 120 0	Ordinary Engineering Engineering Ordinary Ordinary Sunpowder Engtanling Engtanling Gunpowder Gunpowder	1 0 SB-3 SB-1 0 n/a n/a 0	Experimental, Gun Gun, Unreliable Uhbalanced Armour Piercing Gun Snare Gun, Unbalanced, Unreliable Gun, Unreliable	2 Full Half Half 2 Full Half Half 2 Full 2 Full 2 Full 2 Full 2 Full 2 Full	48/96 6/- 8/16 24/72 8/- 8/- 8/16	Very Rare Abundant Average Very Rare Plentiful Average Very Rare Rare											

Sling	2/-	10 S	Sling	2	-	Half	16/32	Common								
Staff Sling	6/-	50 S	Sling	3	-	Full	24/48	Scarce								
Swivel Gun	200 GC	500 G	Sunpowder	4	Experimental, Gun	4 Full	24/72	Very Rare								
Taburi (Throwing Knit	fe 4 GC	10 T	Throwing	SB-2	Balanced	Half	12/-	Scarce								
Throwing Hammer	8 GC	20 T	Throwing	SB	Pummeling	Half	8/-	Scarce								
Whip	15/-	10 E	Engtanling	SB-4	Snare	Half	6/-	Average								
Spear, Short	1 GC 15/-	100 C	Ordinary	SB-1	-	Half	7/-	Common								

Gurpowder's quality dictates its cost and availability but it also influences the reliability of the firearm in which it is loaded: 'Poor ('A): coarse grain reduces reliability but it it becomes damp, it fires as Poor quality gurpowder Good ('A): comed offers no benefit over fine grain except that should it become d

A firearm's reliability is heavily dependent on its craftsmanship and firing mechanism. Select a quality and modify the price: Poor (%): matchlock is Unstable (misfires on doubles even when BS roll hits), smelly, glows at night & unable to fire in rain Average (-): flintlock considered Unreliable (misfires on doubles but only when BS roll misses) and prone to damp Good (x3): wheellook considered Reliable (misfires on a roll of 88, 99 or 00) and water

Location Effect Head if damage is inflicted, the victim must make a successful Dexterity test or be blinded with pain for 1 round. Arm If the victim is holding an item and the blow causes damage, a T test must be passed or the item is dropped. Body There is a 50% chance that both arms are pinned. If this happens, the victim can do nothing but attempt a Dexterity test each round in order to free himself. Legs if the whip-user makes a successful Str

				WFRP	2nd	d Weapon Table		
/lelee						•		
	Name	Cost	Enc	Group	Damag	Qualities	Availability	
	AXES							
	Hatchet, Wood	16/-	40	Ordinary	SB	Unbalanced, Unwieldy	Plentiful	
	Battle Axe	7 GC	80	Ordinary	SB+1	Unbalanced, Unwieldy	Average	
	Horseman's Axe	9 GC	120	Ordinary	SB+1	Slow, Unwieldy	Scarce	
	Long Axe*	11 GC	170	Two-handed	SB+2	Impact, Slow	Average	
	Great Axe*	22 GC	200	Two-Handed	SB+3	Impact, Unbalanced, Unwieldy	Rare	
	BLADES							
	Knife	15/-	10	Ordinary	SB-2	Unwieldy	Plentiful	
	Sickle	2 GC 5/	10	Ordinary	SB-2	Unbalanced	Common	
	Stiletto	6 GC	10	Fencing	SB-2	Armour Piercing, Off-Hand, Precise	Rare	
	Dagger	3 GC	15	Ordinary	SB-2	Fast	Common	
	Janbiya	6 GC	20	Ordinary	SB-2	Precise	Very Rare	
	Main Gauche	5 GC	20	Parrying	SB-2	Defensive, Off-Hand	Scarce	
	Sword-breaker	5 GC 10	20	Parrying	SB-2	Defensive, Off-Hand, Special	Scarce	
	Foil	10 GC	20	Fencing	SB-1	Balanced, Fast	Rare	
	Rapier	20 GC	30	Fencing	SB	Balanced, Defensive, Fast	Scarce	
	Shortsword	9 GC 12	40	Ordinary	SB-1	Balanced, Defensive	Scarce	
	Cutlass	12 GC	50	Ordinary	SB	Defensive, Precise	Scarce	
	Arming Sword	14 GC 1	60	Ordinary	SB	Balanced, Defensive	Scarce	
	Scimitar	14 GC 1	60	Ordinary	SB	Balanced, Precise	Very Rare	
	Falchion	10 GC	70	Ordinary	SB+1	Slow	Average	
	Khopesh	12 GC	90	Ordinary	SB	Slow	Rare	
	Longsword*	24 GC 5	100	Two-handed	SB	Balanced, (Impact)	Scarce	
	Great Sword*	31 GC	180	Two-Handed	SB+1	Balanced, Defensive, Impact	Rare	
	BLUDGEONING							
	Cestus	1 GC	5	Ordinary	SB-4	Defensive	Average	
	Knuckle Duster	3 GC	5	Ordinary	SB-3	Pummeling	Common	
	Sap	4/-	5	Ordinary	SB-3	Pummeling, Unwieldy	Average	
	Improvised	Varies	Varies	Ordinary	SB-3	Varies	Common	
	Club	1 GC	60	Ordinary	SB-1	Pummeling	Plentiful	
	Crowbill	8 GC	70	Ordinary	SB	Armour Piercing, Pummeling, Slow	Average	

	BOWS	CUSI	LIIC	Group	Dailiay	- With the state of the state o	INGIUAU	Nanye	Availability
gcu	Name	Cost	Enc	Group	Damag	Qualities	Reload	Range	Availability
nged									
	Lance	2 GC 10	180	Cavalry	SB+2	Fast, Impact, Tiring	Rare		
	Demilance .	1 GC 10		Cavalry		Fast, Impact, Tiring	Scarce		
	Pike*	2 GC 16		Ordinary	SB+1	Special, Unweildy	Average		
	Pick*	8 GC 10		Ordinary	SB+3	Armour Piercing, Slow, Unbalanced	Common		
	Bardiche*	8 GC		Two-Handed	SB+2	(Fast or Impact), Unbalanced	Average		
	Poleaxe*	12 GC		Two-Handed	SB+2	(Fast or Impact), Unwieldy	Average		
	Glaive*	8 GC		Ordinary	SB+1	Precise, (Fast or Impact)	Average		
	Partizan*	13 GC		Two-Handed	SB+1	Defensive, (Fast or Impact)	Scarce		
	Bill*	7 GC 6/	150	Ordinary	SB+1	(Fast or Impact), Hook	Average		
	Halberd*	13 GC		Two-Handed	SB+1	Balanced, (Fast or Impact)	Average		
	Bec de Corbin*	13 GC	140	Two-Handed	SB+1	Armour Piercing, (Fast or Impact)	Scarce		
	Spear, Long*	2 GC 12	150	Ordinary	SB+2	Armour Piercing, Fast	Common		
	Spear, Short	1 GC 15	100	Ordinary	SB	Fast, Unwieldy	Common		
	Trident	2 GC	100	Ordinary	SB	Armour Piercing, Unbalanced	Average		
	Spear, Elven*	20 GC	80	Ordinary	SB+2	Armour Piercing, Balanced, Fast	Very Rare		
	POLEARMS								
	Pavise	9 GC 12	160	Ordinary	SB-5	Special, Unbalanced, Unwieldy	Scarce		
	Shield, Large Round	9 GC 12	100	Ordinary	SB-3	Cover, Defensive, Slow	Common		
	Shield, Kite	7 GC 4/	80	Ordinary	SB-4	Cover, Defensive	Common		
	Shield, Heater	7 GC	60	Ordinary	SB-4	Cover, Defensive	Average		
	Shield, Spiked	5 GC 8/	50	Ordinary	SB-2	Armour Piercing, Defensive	Scarce		
	Shield, Target	4 GC 4/	40	Ordinary	SB-3	Defensive, Pummeling	Average		
	Buckler	2 GC	30	Parrying	SB-3	Defensive, Off-Hand, Pummeling	Average		
	SHIELDS								
	Warhammer*	15 GC	200	Two-Handed	SB+2	Armour Piercing, Impact, Pummeling	Scarce		
	Flail*	5 GC	120	Flail	SB	Fast, Impact, Unbalanced	Common		
	Hammer, White Wolf	12 GC	100	White Wolf	SB	Impact, Tiring, Unwieldy	Rare		
	Quarterstaff*	3/-	90	Ordinary	SB-1	Defensive, Fast, Pummeling	Plentiful		
	Morningstar	14 GC	90	Flail	SB	Fast, Impact, Tiring	Scarce		
	Military Hammer	7 GC	80	Ordinary	SB	Armour Piercing, Pummeling, Unbalance	Average		

Bow, Elf	60 GC	40 Bow	5	(Armour Piercing or Precise)	Half	48/96	Very Rare
Bow, Hunting	11 GC	10 Ordinary	3	(Armour Piercing or Precise)	Half	24/48	Common
Bow, Kislevite	15 GC	50 Bow	4	(Armour Piercing or Precise)	Half	34/68	Rare
Bow, Long	15 GC	60 Bow	4	(Armour Piercing or Precise)	Half	36/72	Average
CROSSBOWS							
Crossbow, Pistol	12 GC	50 Crossbow	, 3	(Armour Piercing or Precise), Balanced	Full	8/16	Rare
Crossbow, Goat's Foot	16 GC 1	00 Ordinary	1	(Armour Piercing or Precise), Impact	Full	30/60	Average
Crossbow, Cranequin	32 GC 1	20 Ordinary	2	(Armour Piercing or Precise), Impact	1½ Full	38/76	Scarce
Crossbow, Windlass	64 GC 1	60 Crossbow	3	(Armour Piercing or Precise), Impact	2 Full	40/80	Rare
Repeater Crossbow	120 GC 1	10 Crossbow	4	(Armour Piercing or Precise), Special	1 Full	16/32	Very Rare
ENGTANLING							
Bola	7/-	10 Engtanlin	g SB-4	Pummeling or Snare	Half	8/16	Scarce
Whip	15/-	10 Engtanlin	g SB-4	Snare	Half	6/-	Average
Lasso	1 GC	30 Engtanlin	g n/a	Snare	Half	8/-	Plentiful
Net, Fighting	1 GC 10	30 Engtanlin	g n/a	Snare	Half	8/-	Average
GUNS							
Duelling Pistol	150 GC	40 Gunpowd	er 0	Gun, Unreliable	2 Full	12/24	Very Rare
Pistol	60 GC	50 Gunpowd	er 0	Gun, Unreliable	2 Full	8/16	Rare
Henricus Salus	175 GC	60 Engineeri	ng 1	Experimental, Gun	2 Full	8/16	Very Rare
Repeater Pistol	250 GC	70 Gunpowd	er 0	Experimental, Gun, Special	2 Full	8/16	Very Rare
Arquebus (Firearm)	100 GC	30 Gunpowd	er 0	Gun, Unreliable	2 Full	24/48	Rare
Blunderbuss	40 GC 1	00 Gunpowd	er -1	Gun, Shrapnel, Unreliable	3 Full	16/-	Rare
Duckfoot	120 GC 1	20 Engineeri	ng -1	Experimental, Gun, Special	4 Full	16/-	Very Rare
Repeater Handgun	300 GC 1	20 Gunpowd	er 0	Experimental, Gun, Special	2 Full	24/48	Very Rare
Jezzail	250 GC 2	00 Gunpowd	er 0	Gun	2 Full	24/72	Very Rare
Hochland Long Rifle	200 GC 2	50 Engineeri	ng 0	Gun, Unreliable	2 Full	48/96	Very Rare
Swivel Gun	200 GC 5	00 Gunpowd	er 4	Experimental, Gun	4 Full	24/72	Very Rare
SLINGS							
Sling	2/-	10 Sling	2	-	Half	16/32	Common
Staff Sling	6/-	50 Sling	3	-	Full	24/48	Scarce
THROWING							
Improvised	Varies Vari	es Ordinary	SB-3	Unbalanced	Half	6/-	Abundant
Dart	2 GC	10 Throwing	SB-2	-	Half	8/16	Average
Taburi (Throwing Knife	4 GC	10 Throwing	SB-2	Balanced	Half	12/-	Scarce
Throwing Hammer	8 GC	20 Throwing	SB	Pummeling	Half	8/-	Scarce

Fransica (Axe)	5 GC	40	Throwing	SB	Precise	Half	8/-	Scarce
Javelin	1 GC 5/	60	Ordinary	SB-1	Armour Piercing	Half	8/16	Average
Harpoon	1 GC 6/	70	Ordinary	SB-1	Precise	Half	8/16	Common
Spear, Short	1 GC 15	100	Ordinary	SB-1	-	Half	7/-	Common

Tidsstempel	Ikke-navngivet spørgsmå	àl							
Mace/Hammer	Axe	Sword	Difference			Mace	Axe	Sword	Difference
2,1	2	2,45	0,45		WS 30, S3, T3, A0	2,1	2	2,45	0,45
3,5	3,6	3,85	0,25		WS 50, S4, T4, A3	3	2,7	2,75	0,05
2,55	2,25	2,8	0,55		WS 70, S5, T5, A6	2,1	1,95	1,5	-0,45
4,25	4,05	4,4	0,35						
			0	Two-Hand	Polearm	Warhammer	Great Axe	Great Sword	
	7,15	7,5	0,35	WS 30, S3, T3, A	3,6	3,9	3,5	4,2	0,7
				WS 50, S4, T4, A					0,1
				WS 70, S5, T5, A					
					,	,		,	
					Two-Hand	Warhammer	Great Axe	Great Sword	
					WS 30, S3, T3, A0	2,34	2,1	2,52	0,42
					WS 50, S4, T4, A3	2,75	2,7	2,75	0,05
					WS 70, S5, T5, A6	2,24	2,34	2,1	-0,24