

Weapons are categorized on Sheet2.									
Melee									
Name	Cost	Enc	Group	Damage	Qualities	Availability	Qualities:		
Arming Sword	19 GC 10/-		60 Ordinary	SB	Balanced, Defensive	Scarce	Armour Piercing	Ignore 1 armour point.	
Bardiche*	8 GC		170 Two-Handed	SB+2	(Fast or Impact), Unbalanced	Average	Defensive	+10 to parry.	
Battle Axe	7 GC		80 Ordinary	SB+1	Unbalanced, Unwieldy	Average	Fast	Enemies suffer -10 to dodge & parry.	
Bec de Corbin*	13 GC		140 Two-Handed	SB+1	Armour Piercing, (Fast or Impact)	Scarce	Impact	Roll 3d6 instead of 2d6 for damage.	
Bill*	7 GC 6/-		150 Ordinary	SB+1	Hook, (Fast or Impact)	Average	Precise	Makes Ulric's Fury on both 9 and 10. (Or 4+6, 5+5, 5+6 and 6+6.)	
Falchion	14 GC		80 Ordinary	SB+1	Slow	Average	Pummeling	+10 to strike to stun.	
Buckler	2 GC		30 Parrying	SB-3	Defensive, Off-Hand, Pummeling	Average	Slow	Enemies get +10 to dodge.	
Cestus	1 GC		5 Ordinary	SB-4	Defensive	Average	Snare	Agility test or be snared.	
Club	1 GC		60 Ordinary	SB-1	Pummeling	Plentiful	Special	Read the description.	
Crowbill	8 GC		70 Ordinary	SB	Armour Piercing, Pummeling, Slow	Average	Tiring	Only works on All Out Attack or Charge Attack.	
Cutlass	17 GC		50 Ordinary	SB	Defensive	Scarce	Gunpowder	Use 4d6 instead of 2d6 for damage.	
Dagger	3 GC		20 Ordinary	SB-2	Fast	Common	Unreliable	Misfire	
Demilance	1 GC 10/-		160 Cavalry	SB+1	Fast, Impact, Tiring	Scarce	Experimental	Misfire + blowup.	
Janbnya	6 GC		20 Ordinary	SB-2	Precise	Very Rare	Balanced	+5 to hit.	
Flail*	5 GC		120 Flail	SB+2	Fast, Impact, Unbalanced	Common	Shrapnel	As in the rulebook.	
Foil	10 GC		20 Fencing	SB-1	Balanced, Fast	Rare	Cover	BS suffer -10 to hit you.	
Glaive*	8 GC		160 Ordinary	SB+1	Precise, (Fast or Impact)	Average	Unwieldy	-10 to parry.	
Great Axe*	22 GC		200 Two-Handed	SB+3	Impact, Unbalanced, Unwieldy	Rare	Unbalanced	-5 to hit.	
Great Sword*	35 GC		180 Two-Handed	SB+1	Balanced, Defensive, Impact	Rare	Off-Hand	You do not suffer the penalty of using this in off-hand to attack.	
Halberd*	13 GC		140 Two-Handed	SB+1	Balanced, (Fast or Impact)	Average	Hook	+10 to Manoeuvre attempts	
Hammer, White Wolf	12 GC		100 White Wolf	SB	Impact, Tiring, Unwieldy	Rare			
Hatchet, Wood	16/-		40 Ordinary	SB	Unbalanced, Unwieldy	Plentiful			
Horseman's Axe	9 GC		120 Ordinary	SB+1	Slow, Unwieldy	Scarce			
Improvised	Varies	Varies	Ordinary	SB-3	Varies	Common			
Khopesh	12 GC		100 Ordinary	SB	Slow	Rare			
Knife	15/-		10 Ordinary	SB-2	Unwieldy	Plentiful			
Knuckle Duster	3 GC		5 Ordinary	SB-3	Pummeling	Common			
Lance	2 GC 10/-		180 Cavalry	SB+2	Fast, Impact, Tiring	Rare			
Long Axe*	9 GC		170 Two-handed	SB+2	Impact, Slow	Average	Other		
Longsword*	29 GC 5/-		100 Two-handed	SB+1	Balanced, (Impact)	Scarce			
Mace	9 GC		80 Ordinary	SB	Armour Piercing, Pummeling, Unwi	Average			
Main Gauche	5 GC		20 Parrying	SB-2	Defensive, Off-Hand	Scarce			
Military Hammer	7 GC		80 Ordinary	SB	Armour Piercing, Pummeling, Unb	Average			
Morningstar	14 GC		80 Flail	SB	Fast, Impact, Tiring	Scarce			
Partizan*	13 GC		150 Two-Handed	SB+1	Defensive, (Fast or Impact)	Common			
Pick*	8 GC 10/-		200 Ordinary	SB+3	Armour Piercing, Slow, Unbalance	Common			
Pike*	2 GC 16/-		240 Ordinary	SB+2	Special, Unwieldy	Average			
Polearm*	12 GC		160 Two-Handed	SB+2	(Fast or Impact), Unwieldy	Average			
Quarterstaff*	3/-		80 Ordinary	SB-1	Defensive, Fast, Pummeling	Plentiful			
Rapier	20 GC		30 Fencing	SB	Balanced, Defensive, Fast	Scarce			
Sap	4/-		5 Ordinary	SB-3	Pummeling, Unwieldy	Average			
Scimitar	19 GC 10/-		60 Ordinary	SB	Fast, Precise	Very Rare			
Shield, Heater	7 GC		60 Ordinary	SB-4	Cover, Defensive	Average			
Shield, Kite	7 GC 4/-		80 Ordinary	SB-4	Cover, Defensive	Common			
Shield, Large Round	9 GC 12/-		100 Ordinary	SB-3	Cover, Defensive, Slow	Common			
Shield, Spiked	5 GC 8/-		60 Ordinary	SB-2	Armour Piercing, Defensive	Scarce			
Shield, Target	4 GC 4/-		50 Ordinary	SB-3	Defensive, Pummeling	Average			
Shield, Tower (Pavise)	9 GC 12/-		160 Ordinary	SB-5	Special, Unbalanced, Unwieldy	Scarce			
Shortsword	14 GC 12/6		40 Ordinary	SB-1	Balanced, Fast	Scarce			
Spear, Elven*	20 GC		80 Ordinary	SB+2	Armour Piercing, Balanced, Fast	Very Rare			
Spear, Long*	2 GC 12/6		150 Ordinary	SB+2	Armour Piercing, Fast	Common			
Spear, Short	1 GC 15/-		100 Ordinary	SB	Fast, Unwieldy	Common			
Sickle	2 GC 5/-		10 Ordinary	SB-2	Unbalanced	Common			
Sillette	6 GC		10 Fencing	SB-2	Armour Piercing, Off-Hand, Preci	Rare			
Sword-breaker	5 GC 10/-		20 Parrying	SB-2	Defensive, Off-Hand, Special	Scarce			
Trident	2 GC		100 Ordinary	SB	Armour Piercing, Unbalanced	Average			
Warhammer*	15 GC		200 Two-Handed	SB+2	Impact, Pummeling	Scarce			
Ranged									
Name	Cost	Enc	Group	Damage	Qualities	Reload	Range	Availability	
Arquebus (Firearm)	100 GC		80 Gunpowder	0	Gun, Unreliable	2 Full	24/48	Rare	
Blunderbuss	40 GC		100 Gunpowder	-1	Gun, Shrapnel, Unreliable	3 Full	16/-	Rare	
Bola	7/-		10 Engtlanling	SB-4	Pummeling or Snare	Half	8/16	Scarce	
Bow, Elf	60 GC		40 Bow	5	(Armour Piercing or Precise)	Half	48/96	Very Rare	
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	
Bow, Hunting	11 GC		40 Ordinary	3	(Armour Piercing or Precise)	Half	24/48	Common	
Crossbow, Goat's Foot	16 GC		120 Ordinary	1	(Armour Piercing or Precise), Impa	Full	30/60	Average	
Crossbow, Cranequin	32 GC		160 Ordinary	2	(Armour Piercing or Precise), Impa	1½ Full	38/76	Scarce	
Crossbow, Windlass	64 GC		240 Crossbow	3	(Armour Piercing or Precise), Impa	2 Full	40/80	Rare	
Crossbow, Pistol	12 GC		50 Crossbow	3	(Armour Piercing or Precise), Bala	Full	8/16	Rare	
Dart	2 GC		10 Throwing	SB-2	-	Half	8/16	Average	
Duckfoot	120 GC		120 Engineering	-1	Experimental, Gun, Special	4 Full	16/-	Very Rare	
Duelling Pistol	150 GC		40 Gunpowder	0	Gun, Unreliable	2 Full	12/24	Very Rare	
Fransica (Axe)	5 GC		40 Throwing	SB	Precise	Half	8/-	Scarce	
Harpoon	1 GC 6/-		70 Ordinary	SB-1	Precise	Half	8/16	Common	
Henricus Salus	175 GC		60 Engineering	1	Experimental, Gun	2 Full	8/16	Very Rare	
Hochland Long Rifle	200 GC		250 Engineering	0	Gun, Unreliable	2 Full	48/96	Very Rare	
Improvised	Varies	Varies	Ordinary	SB-3	Unbalanced	Half	6/-	Abundant	
Javelin	1 GC 5/-		60 Ordinary	SB-1	Armour Piercing	Half	8/16	Average	
Jezzail	250 GC		200 Gunpowder	0	Gun	2 Full	24/72	Very Rare	
Lasso	1 GC		30 Engtlanling	n/a	Snare	Half	8/-	Plentiful	
Net, Fighting	1 GC 10/-		80 Engtlanling	n/a	Snare	Half	8/-	Average	
Pike Gun	80 GC		250 Gunpowder	0	Gun, Unbalanced, Unreliable	2 Full	8/16	Very Rare	
Pistol	60 GC		50 Gunpowder	0	Gun, Unreliable	2 Full	8/16	Rare	
Repeater Crossbow	120 GC		150 Crossbow	4	(Armour Piercing or Precise), Spec	1 Full	16/32	Very Rare	
Repeater Handgun	300 GC		120 Gunpowder	0	Experimental, Gun, Special	2 Full	24/48	Very Rare	
Repeater Pistol	250 GC		70 Gunpowder	0	Experimental, Gun, Special	2 Full	8/16	Very Rare	

WFRP 2nd Weapon Table

Melee							
Name	Cost	Enc	Group	Damag	Qualities	Availability	
<i>AXES</i>							
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	
<i>BLADES</i>							
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	
<i>BLUDGEONING</i>							
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	

	Bow, Elf	60 GC	40	Bow	5	(Armour Piercing or Precise)	Half	48/96	Very Rare
	Bow, Hunting	11 GC	40	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
	<i>CROSSBOWS</i>								
	Crossbow, Pistol	12 GC	50	Crossbow	3	(Armour Piercing or Precise), Balanced	Full	8/16	Rare
	Crossbow, Goat's Foot	16 GC	100	Ordinary	1	(Armour Piercing or Precise), Impact	Full	30/60	Average
	Crossbow, Cranequin	32 GC	120	Ordinary	2	(Armour Piercing or Precise), Impact	1½ Full	38/76	Scarce
	Crossbow, Windlass	64 GC	160	Crossbow	3	(Armour Piercing or Precise), Impact	2 Full	40/80	Rare
	Repeater Crossbow	120 GC	140	Crossbow	4	(Armour Piercing or Precise), Special	1 Full	16/32	Very Rare
	<i>ENGANTLING</i>								
	Bola	7/-	10	Engtanling	SB-4	Pummeling or Snare	Half	8/16	Scarce
	Whip	15/-	10	Engtanling	SB-4	Snare	Half	6/-	Average
	Lasso	1 GC	30	Engtanling	n/a	Snare	Half	8/-	Plentiful
	Net, Fighting	1 GC 10	80	Engtanling	n/a	Snare	Half	8/-	Average
	<i>GUNS</i>								
	Duelling Pistol	150 GC	40	Gunpowder	0	Gun, Unreliable	2 Full	12/24	Very Rare
	Pistol	60 GC	50	Gunpowder	0	Gun, Unreliable	2 Full	8/16	Rare
	Henricus Salus	175 GC	60	Engineering	1	Experimental, Gun	2 Full	8/16	Very Rare
	Repeater Pistol	250 GC	70	Gunpowder	0	Experimental, Gun, Special	2 Full	8/16	Very Rare
	Arquebus (Firearm)	100 GC	80	Gunpowder	0	Gun, Unreliable	2 Full	24/48	Rare
	Blunderbuss	40 GC	100	Gunpowder	-1	Gun, Shrapnel, Unreliable	3 Full	16/-	Rare
	Duckfoot	120 GC	120	Engineering	-1	Experimental, Gun, Special	4 Full	16/-	Very Rare
	Repeater Handgun	300 GC	120	Gunpowder	0	Experimental, Gun, Special	2 Full	24/48	Very Rare
	Jezzail	250 GC	200	Gunpowder	0	Gun	2 Full	24/72	Very Rare
	Hochland Long Rifle	200 GC	250	Engineering	0	Gun, Unreliable	2 Full	48/96	Very Rare
	Swivel Gun	200 GC	500	Gunpowder	4	Experimental, Gun	4 Full	24/72	Very Rare
	<i>SLINGS</i>								
	Sling	2/-	10	Sling	2	-	Half	16/32	Common
	Staff Sling	6/-	50	Sling	3	-	Full	24/48	Scarce
	<i>THROWING</i>								
	Improvised	Varies	Varies	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 spørgsmål									
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	
			0	WS 50, S4, T4, A	5	5,5	5,4	5,5	0,1	
				WS 70, S5, T5, A	4,9	5,6	5,85	5,25	-0,6	
				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		