

## Melee Weapons

	Damage	Weight
Club	1d4	••••
Staff	1d6	••••
Mace	1d6 +1	••••
Flail *	1d6 +1	1
Dagger	1d4	•
Sword, Short	1d6	••
Sword, Long	1d8	••••
Sword, Bastard	1d8 (+1 if 2 handed)	••••
Sword, Two-handed	1d10	1
Axe, Throwing	1d6	••••
Axe, Battle	1d8 (+1 if 2 handed)	1
Spear †	1d6 (+1 if 2 handed)	••••

\* The flail negates a defender's shield

† A Spear can be used from a second rank of attackers

## Ranged Weapons

	Damage	Weight	Rate of Fire	Range
Axe, Throwing	1d6	••••	1	10 ft
Spear	1d6	••••	1	20 ft
Dart	1d3	•	3	15 ft
Javelin	1d6	••	1	20 ft
Sling	1d4	••••	1	40 ft
Bow, Short	1d6	••	2	50 ft
Bow, Long	1d6	••	2	70 ft
Crossbow, Light	1d4 +1	••	1	60 ft
Crossbow, Heavy	1d6 +1	••	½	80 ft