

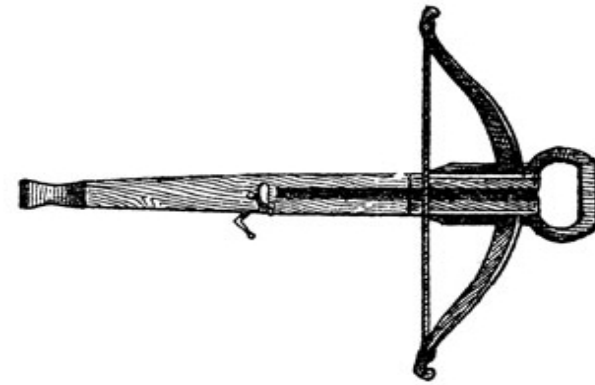
Weapons

	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)	••••

• = 1/6 stone

* The flail negates a defender's shield

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



Ranged Weapons

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

• = 1/6 stone

‡ missiles fired per combat round