

# MELEE WEAPON VERSUS ARMOR TYPE (RATIONALIZED)

| Hand Held<br>Weapon Type   | Length   | Space Required | Speed Factor | (& Shield)<br>Plate | (& Shield)<br>Banded or Splint | (& Shield)<br>Chain | (& Shield)<br>Scale | (& Shield)<br>Ring or Studded | (& Shield)<br>Leather or Padded | (& Shield)<br>No Armor |
|----------------------------|----------|----------------|--------------|---------------------|--------------------------------|---------------------|---------------------|-------------------------------|---------------------------------|------------------------|
| Axe, Battle                | c. 4'    | 4'             | 7            | -2 (-3)             | -1 (-2)                        | -1 (-2)             | +0 (-1)             | +0 (-1)                       | +1 (+0)                         | +2 (+1)                |
| Axe, Hand                  | c. 1.5'  | 1'             | 4            | -2 (-3)             | -2 (-2)                        | -1 (-1)             | +0 (+0)             | +0 (+0)                       | +1 (+1)                         | +1 (+1)                |
| Bardiche                   | c. 5'    | 5'             | 9            | -1 (-2)             | +0 (-1)                        | +0 (-1)             | +1 (+0)             | +1 (+0)                       | +2 (+1)                         | +3 (+2)                |
| Bec de Corbin              | c. 6'    | 6'             | 9            | +2 (+2)             | +2 (+3)                        | +0 (+1)             | +0 (+1)             | +0 (+1)                       | +0 (+1)                         | -1 (+0)                |
| Bill-Guisarme              | 8'+      | 2'             | 10           | +0 (+0)             | +0 (+0)                        | +0 (+0)             | +0 (+0)             | +0 (+0)                       | +1 (+1)                         | +0 (+0)                |
| Bo Stick                   | c. 5'    | 3'             | 3            | -7 (-9)             | -5 (-8)                        | -3 (-6)             | -1 (-4)             | +0 (-3)                       | +1 (-2)                         | +3 (+0)                |
| Club                       | c. 3'    | 1'-3'          | 4            | -4 (-5)             | -3 (-4)                        | -2 (-3)             | -1 (-2)             | -1 (-2)                       | +0 (-1)                         | +1 (+0)                |
| Dagger                     | c. 15"   | 1'             | 2            | -3 (-3)             | -2 (-4)                        | -2 (-4)             | +0 (-2)             | +0 (-2)                       | +1 (-1)                         | +3 (+1)                |
| Fauchard [c]               | 8'+      | 2'             | 8            | -2 (-2)             | -1 (-1)                        | -1 (-1)             | +0 (+0)             | +0 (+0)                       | +0 (+0)                         | -1 (-1)                |
| Fauchard-Fork [c]          | 8'       | 2'             | 8            | -1 (-1)             | -1 (-2)                        | +0 (-1)             | +0 (-1)             | +0 (-1)                       | +1 (+0)                         | +1 (+0)                |
| Fist or Open Hand          | 2'+      | -              | 1            | -5 (-7)             | -3 (-7)                        | -1 (-5)             | +0 (-4)             | +0 (-4)                       | +2 (-2)                         | +4 (+0)                |
| Flail, Footman's           | c. 4'    | 6'             | 7            | +2 (+2)             | +1 (+3)                        | +2 (+4)             | +1 (+3)             | +1 (+3)                       | +1 (+3)                         | -1 (+1)                |
| Flail, Horseman's          | c. 2'    | 4'             | 6            | +0 (+0)             | +0 (+1)                        | +0 (+1)             | +0 (+1)             | +1 (+2)                       | +1 (+2)                         | +0 (+1)                |
| Fork, Military [a,c]       | 7'+      | 1'             | 7            | -2 (-2)             | -1 (-2)                        | +0 (-1)             | +0 (-1)             | +1 (+0)                       | +1 (+0)                         | +1 (+0)                |
| Glaive [a,c]               | 8'+      | 1'             | 8            | -1 (-1)             | +0 (+0)                        | +0 (+0)             | +0 (+0)             | +0 (+0)                       | +0 (+0)                         | +0 (+0)                |
| Glaive-Guisarme [a,c]      | 8'+      | 1'             | 9            | -1 (-1)             | +0 (+0)                        | +0 (+0)             | +0 (+0)             | +0 (+0)                       | +0 (+0)                         | +0 (+0)                |
| Guisarme [c]               | 6'+      | 2'             | 8            | -2 (-2)             | -1 (-1)                        | -1 (-1)             | +0 (+0)             | +0 (+0)                       | +0 (+0)                         | -1 (-1)                |
| Guisarme-Voulge [c]        | 7'+      | 2'             | 10           | -1 (-1)             | +0 (+0)                        | +1 (+1)             | +1 (+1)             | +1 (+1)                       | +0 (+0)                         | +0 (+0)                |
| Halberd                    | 5'+      | 5'             | 9            | +1 (+1)             | +1 (+2)                        | +2 (+3)             | +2 (+3)             | +2 (+3)                       | +1 (+2)                         | +0 (+1)                |
| Hammer, Lucern [c]         | 5'+      | 5'             | 9            | +1 (+1)             | +2 (+2)                        | +2 (+2)             | +2 (+2)             | +1 (+1)                       | +1 (+1)                         | +0 (+0)                |
| Hammer                     | c. 1.5'  | 2'             | 4            | +1 (+0)             | +0 (+0)                        | +1 (+1)             | +0 (+0)             | +0 (+0)                       | +0 (+0)                         | +0 (+0)                |
| Javelin [a]                | c. 3'-5' | 1'             | 3-5          | -2 (-3)             | -2 (-2)                        | -2 (-2)             | -1 (-1)             | -1 (-1)                       | -1 (-1)                         | -1 (-1)                |
| Jo Stick                   | c. 3'    | 2'             | 2            | -6 (-8)             | -4 (-6)                        | -2 (-4)             | -1 (-3)             | +0 (-2)                       | +1 (-1)                         | +2 (+0)                |
| Lance (heavy horse) [b,g]  | c. 14'   | 1'             | 8            | +3 (+3)             | +2 (+2)                        | +2 (+2)             | +2 (+2)             | +1 (+1)                       | +1 (+1)                         | +0 (+0)                |
| Lance (light horse) [b,g]  | 10'      | 1'             | 7            | -2 (-2)             | -1 (-1)                        | +0 (+0)             | +0 (+0)             | +0 (+0)                       | +0 (+0)                         | +0 (+0)                |
| Lance (medium horse) [b,g] | 12'      | 1'             | 6            | +1 (+0)             | +1 (+1)                        | +1 (+1)             | +1 (+1)             | +0 (+0)                       | +0 (+0)                         | +0 (+0)                |
| Mace, Footman's            | c. 2.5'  | 4'             | 7            | +1 (+1)             | +0 (+2)                        | +0 (+2)             | +0 (+2)             | +0 (+2)                       | +0 (+2)                         | -1 (+1)                |
| Mace, Horseman's           | c. 1.5'  | 2'             | 6            | +1 (+1)             | +0 (+0)                        | +0 (+0)             | +0 (+0)             | +0 (+0)                       | +0 (+0)                         | +0 (+0)                |
| Morning Star               | c. 4'    | 5'             | 7            | +1 (+0)             | +1 (+1)                        | +1 (+1)             | +1 (+1)             | +1 (+1)                       | +1 (+1)                         | +2 (+2)                |
| Partisan                   | 7'+      | 3'             | 9            | +0 (+0)             | +0 (+0)                        | +0 (+0)             | +0 (+0)             | +0 (+0)                       | +0 (+0)                         | +0 (+0)                |
| Pick, Military, Footman's  | c. 4'    | 4'             | 7            | +2 (+2)             | +1 (+2)                        | +1 (+2)             | +0 (+1)             | -1 (+0)                       | -1 (+0)                         | -2 (-1)                |
| Pick, Military, Horseman's | c. 2'    | 2'             | 5            | +1 (+1)             | +1 (+1)                        | +1 (+1)             | +0 (+0)             | +0 (+0)                       | -1 (-1)                         | -1 (-1)                |
| Pike, Awl                  | 18'+     | 1'             | 13           | +0 (-1)             | +0 (+1)                        | +0 (+1)             | +0 (+1)             | +0 (+1)                       | +0 (+1)                         | -2 (-1)                |
| Ranseur [c,d]              | 8'+      | 1'             | 8            | -1 (-2)             | -1 (-2)                        | +0 (-1)             | +0 (-1)             | +0 (-1)                       | +0 (-1)                         | +1 (+0)                |
| Scimitar                   | c. 3'    | 2'             | 4            | -2 (-3)             | -2 (-4)                        | -1 (-3)             | +0 (-2)             | +0 (-2)                       | +1 (-1)                         | +3 (+1)                |
| Spear [a,e]                | 5'-13'+  | 1'             | 6-8          | -1 (-2)             | -1 (-1)                        | -1 (-1)             | +0 (+0)             | +0 (+0)                       | +0 (+0)                         | +0 (+0)                |
| Spetum [d]                 | 8'+      | 1'             | 8            | -1 (-2)             | +0 (-1)                        | +0 (-1)             | +0 (-1)             | +0 (-1)                       | +0 (-1)                         | +2 (+1)                |
| Staff, Quarter             | 6'-8'    | 3'             | 4            | -5 (-7)             | -3 (-3)                        | -1 (-1)             | +0 (+0)             | +0 (+0)                       | +1 (+1)                         | +1 (+1)                |
| Sword, Bastard [f]         | c. 4.5'  | 4'+            | 6            | +0 (+0)             | +1 (+2)                        | +1 (+2)             | +1 (+2)             | +1 (+2)                       | +1 (+2)                         | +0 (+1)                |
| Sword, Broad               | c. 3.5'  | 4'             | 5            | -2 (-3)             | -1 (-2)                        | +0 (-1)             | +0 (-1)             | +1 (+0)                       | +1 (+0)                         | +2 (+1)                |
| Sword, Long                | c. 3.5'  | 3'             | 5            | -1 (-2)             | +0 (-1)                        | +0 (-1)             | +0 (-1)             | +0 (-1)                       | +0 (-1)                         | +2 (+1)                |
| Sword, Short               | c. 2'    | 1'             | 3            | -2 (-3)             | -1 (-3)                        | +0 (-2)             | +0 (-2)             | +0 (-2)                       | +1 (-1)                         | +2 (+0)                |
| Sword, Two-Handed          | c. 6'    | 6'             | 10           | +2 (+2)             | +2 (+3)                        | +2 (+3)             | +3 (+4)             | +3 (+4)                       | +3 (+4)                         | +0 (+1)                |
| Trident                    | 4'-8'+   | 1'             | 6-8          | -2 (-3)             | -1 (-2)                        | -1 (-2)             | +0 (-1)             | +0 (-1)                       | +1 (+0)                         | +1 (+0)                |
| Voulge                     | 8'+      | 2'             | 10           | -1 (-1)             | +0 (+0)                        | +1 (+1)             | +1 (+1)             | +1 (+1)                       | +0 (+0)                         | +0 (+0)                |

[a] Double the damage die (dice) versus larger than man-sized creatures (L) when weapon is set (firmly grounded) to receive a charging opponent.

[b] Double the damage die (dice) versus creatures of any size when weapon is employed by an attacker riding a charging mount.

[c] Weapon is capable of dismounting a rider on a successful "to hit" roll.

[d] Weapon is capable of disarming an opponent on a score required to hit AC 8.

[e] Double the damage die (dice) versus any creature (L) when weapon is set (firmly grounded) to receive a charging opponent.

[f] Treat as a longsword if used one-handed for damage and armor class adjustment but not space required nor speed factor, those remain as a bastard sword.

[g] If used on foot, a heavy lance is treated as an awl pike, and medium and light lances are treated as spears, in terms of damage and adjustments vs. armor.

• Any weapon strikes at +2 against an opponent's back, or +4 against stunned, prone, and motionless opponents.

## MISSILE WEAPON VERSUS ARMOR TYPE (RATIONALIZED)

| Hurled Weapons and Missiles | Rate of Fire | Range (S/M/L) | Speed Factor | (& Shield)<br>Plate | (& Shield)<br>Banded or Splint | (& Shield)<br>Chain | (& Shield)<br>Scale | (& Shield)<br>Ring or Studded | (& Shield)<br>Leather or Padded | (& Shield)<br>No Armor |
|-----------------------------|--------------|---------------|--------------|---------------------|--------------------------------|---------------------|---------------------|-------------------------------|---------------------------------|------------------------|
| Axe, Hand                   | 1            | 1/2/3         | 4            | -3 (-4)             | -2 (-3)                        | -1 (-2)             | -1 (-2)             | +0 (-1)                       | +0 (-1)                         | +1 (+0)                |
| Bow, Composite, Long        | 2            | 6/12/21       | 7            | -1 (-2)             | +0 (+0)                        | +0 (+0)             | +1 (+1)             | +2 (+2)                       | +2 (+2)                         | +3 (+3)                |
| Bow, Composite, Short       | 2            | 5/10/18       | 6            | -3 (-3)             | -1 (-2)                        | +0 (-1)             | +1 (+0)             | +2 (+1)                       | +2 (+1)                         | +3 (+2)                |
| Bow, Long                   | 2            | 7/14/21       | 8            | +0 (-1)             | +0 (+0)                        | +1 (+1)             | +2 (+2)             | +3 (+3)                       | +3 (+3)                         | +3 (+3)                |
| Bow, Short                  | 2            | 5/10/15       | 7            | -4 (-5)             | -1 (-1)                        | +0 (+0)             | +0 (+0)             | +1 (+1)                       | +2 (+2)                         | +2 (+2)                |
| Club                        | 1            | 1/2/3         | 4            | -5 (-7)             | -3 (-3)                        | -2 (-2)             | -1 (-1)             | -1 (-1)                       | -1 (-1)                         | +0 (+0)                |
| Crossbow, Heavy             | 1/2          | 8/16/24       | 10           | +0 (-1)             | +1 (+1)                        | +2 (+2)             | +3 (+3)             | +3 (+3)                       | +4 (+4)                         | +4 (+4)                |
| Crossbow, Light             | 1            | 6/12/18       | 7            | -1 (-2)             | +0 (+0)                        | +0 (+0)             | +1 (+1)             | +2 (+2)                       | +3 (+3)                         | +3 (+3)                |
| Dagger                      | 2            | 1/2/3         | 2            | -4 (-5)             | -3 (-4)                        | -2 (-3)             | -1 (-2)             | -1 (-2)                       | +0 (-1)                         | +1 (+0)                |
| Dart                        | 3            | 1.5/3/4.5     | 2            | -4 (-5)             | -3 (-4)                        | -2 (-3)             | -1 (-2)             | +0 (-1)                       | +1 (+0)                         | +1 (+0)                |
| Hammer                      | 1            | 1/2/3         | 4            | -1 (-2)             | +0 (-1)                        | +0 (-1)             | +0 (-1)             | +0 (-1)                       | +0 (-1)                         | +1 (+0)                |
| Javelin                     | 1            | 2/4/6         | 4            | -4 (-5)             | -3 (-4)                        | -2 (-3)             | -1 (-2)             | +0 (-1)                       | +1 (+0)                         | +1 (+0)                |
| Sling (bullet)              | 1            | 5/10/20       | 6            | -2 (-2)             | -1 (-3)                        | +0 (-2)             | +0 (-2)             | +0 (-2)                       | +2 (+0)                         | +3 (+1)                |
| Sling (stone)               | 1            | 4/8/16        | 6            | -4 (-5)             | -2 (-4)                        | -1 (-3)             | +0 (-2)             | +0 (-2)                       | +2 (+0)                         | +3 (+1)                |
| Spear                       | 1            | 1/2/3         | 6            | -3 (-3)             | -2 (-2)                        | -2 (-2)             | -1 (-1)             | +0 (+0)                       | +0 (+0)                         | +0 (+0)                |

- The strength damage bonus with missile weapons applies only to thrown weapons, or (if the campaign allows) specially-made bows.
- Rate of fire is based on the turn (for table-top miniatures) or the melee round. Ranges are: S = Short, M = Medium, L = Long.
- Armor Class Adjustment is based on the weapon or missile being discharged at short range. adjust by -2 at all medium ranges, -5 at all long ranges.
- Ranges are given in multiples of 10: x10 yards outdoors, x10 feet indoors. For example, 1/2/3 = 10/20/30 yards outdoors or feet indoors.
- The Speed Factors above are taken from AD&D 2nd edition.
- Any weapon strikes at +2 against an opponent's back, or +4 against stunned, prone, and motionless opponents.