

[illegible]

				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		

	Mace	9 GC	80	Ordinary	SB	Armour Piercing, Pummeling, Unwieldy	Average		
	Military Hammer	7 GC	80	Ordinary	SB	Armour Piercing, Pummeling, Unbalance	Average		
	Morningstar	14 GC	90	Flail	SB	Fast, Impact, Tiring	Scarce		
	Quarterstaff*	3/-	90	Ordinary	SB-1	Defensive, Fast, Pummeling	Plentiful		
	Hammer, White Wolf	12 GC	100	White Wolf	SB	Impact, Tiring, Unwieldy	Rare		
	Flail*	5 GC	120	Flail	SB	Fast, Impact, Unbalanced	Common		
	Warhammer*	15 GC	200	Two-Handed	SB+2	Armour Piercing, Impact, Pummeling	Scarce		
	<i>SHIELDS</i>								
	Buckler	2 GC	30	Parrying	SB-3	Defensive, Off-Hand, Pummeling	Average		
	Shield, Target	4 GC 4/	40	Ordinary	SB-3	Defensive, Pummeling	Average		
	Shield, Spiked	5 GC 8/	50	Ordinary	SB-2	Armour Piercing, Defensive	Scarce		
	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		
	Pavise	9 GC 12	160	Ordinary	SB-5	Special, Unbalanced, Unwieldy	Scarce		
	<i>POLEARMS</i>								
	Spear, Elven*	20 GC	80	Ordinary	SB+2	Armour Piercing, Balanced, Fast	Very Rare		
	Trident	2 GC	100	Ordinary	SB	Armour Piercing, Unbalanced	Average		
	Spear, Short	1 GC 15	100	Ordinary	SB	Fast, Unwieldy	Common		
	Spear, Long*	2 GC 12	150	Ordinary	SB+2	Armour Piercing, Fast	Common		
	Bec de Corbin*	13 GC	140	Two-Handed	SB+1	Armour Piercing, (Fast or Impact)	Scarce		
	Halberd*	13 GC	140	Two-Handed	SB+1	Balanced, (Fast or Impact)	Average		
	Bill*	7 GC 6/	150	Ordinary	SB+1	(Fast or Impact), Hook	Average		
	Partizan*	13 GC	150	Two-Handed	SB+1	Defensive, (Fast or Impact)	Scarce		
	Glaive*	8 GC	160	Ordinary	SB+1	Precise, (Fast or Impact)	Average		
	Poleaxe*	12 GC	160	Two-Handed	SB+2	(Fast or Impact), Unwieldy	Average		
	Bardiche*	8 GC	170	Two-Handed	SB+2	(Fast or Impact), Unbalanced	Average		
	Pick*	8 GC 10	200	Ordinary	SB+3	Armour Piercing, Slow, Unbalanced	Common		
	Pike*	2 GC 16	240	Ordinary	SB+1	Special, Unweildy	Average		
	Demilance	1 GC 10	160	Cavalry	SB+1	Fast, Impact, Tiring	Scarce		
	Lance	2 GC 10	180	Cavalry	SB+2	Fast, Impact, Tiring	Rare		
Ranged									
	Name	Cost	Enc	Group	Damag	Qualities	Reload	Range	Availability
	<i>BOWS</i>								

	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
	CROSSBOWS								
	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
	ENG TANLING								
	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
	GUNS								
	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
	SLINGS								
	Sling	2/-	10	Sling	2	-	Half	16/32	Common
	Staff Sling	6/-	50	Sling	3	-	Full	24/48	Scarce
	THROWING								
	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