

Melee General Weapons and Armor List

| Axe/Mace | Damage | STR | Notes |
|-----------------|--------|-----|-------------------------------|
| Hatchet | 1 | 9 | May be thrown. |
| Hammer | 1+1 | 10 | May be thrown. |
| Mace | 2-1 | 11 | May be thrown. |
| Small Axe | 1+2 | 11 | May be thrown. |
| Military Pick | 2 | 12 | - |
| Morning Star | 2+1 | 13 | (Flail, Holy-Water Sprinkler) |
| 2H Great Hammer | 2+2 | 14 | - |
| 2H Battle Axe | 3 | 15 | - |

| Pole Weapons | Damage | STR | Notes |
|--------------|--------|-----|--------------------------------|
| Javelin | 1-1 | 9 | May be thrown. No 2 hex jab. |
| Trident | 1 | 10 | May be thrown. No 2 hex jab. |
| 1H Spear | 1 | 11 | May be thrown. |
| 2H Spear | 1+1 | 11 | May be thrown. Same spear, 2H. |
| 2H Halberd | 2 | 13 | (Bill) |
| 2H Pike Axe | 2+2 | 15 | (Glaive, Poleaxe) |
| Lance | 3-1 | 13 | Mounted figures only. |

| Shield | Damage | STR | Notes |
|---------------|--------|-----|----------------------------------|
| Spiked Shield | 1-2 | 9 | -4 DEX to use, left hand weapon. |

| Sword | Damage | STR | Notes |
|------------------|--------|-----|------------------------------|
| Rapier | 1 | 9 | (Epee, Foil) |
| Cutlass | 2-2 | 10 | (Saber) |
| Shortsword | 2-1 | 11 | - |
| Broadsword | 2 | 12 | (Scimitar, Katana) |
| 1H Bastard Sword | 2+1 | 13 | (Hand-and-a-Half) |
| 2H Bastard Sword | 3-2 | 13 | Same sword as above used 2H. |
| 2H Sword | 3-1 | 14 | (Claymore) |
| 2H Great Sword | 3+1 | 16 | - |

| Quarterstaff | Damage | STR | Notes |
|-----------------|--------|-----|---------------------------------|
| 2H Quarterstaff | 1+2 | 11 | -4 DEX to disarm foe, 3D6 save. |

| Wizards Staff | Damage | STR | Notes |
|----------------|--------|-----|-------|
| Wizards Staff | 1 | - | * |
| Staff of Power | 2 | - | * |

* A wizard's staff is only usable by the wizard who created it or by his permission. If a staff is picked up by any one else it will explode for 3D6 damage, a Staff of Power will shock for 3D6.

Armor and Shields:

| Normal STR Adjustments (STR 1-17) | | | | Advantages of Great STR | | | | | | | | | | | |
|-----------------------------------|-------|-----|----|-------------------------|----|-----------|----|-----------|----|-----------|----|-----------|----|--|--|
| | | | | STR 18-19 | | STR 20-23 | | STR 24-25 | | STR 26-27 | | STR 28-30 | | | |
| Armor | Stops | DEX | MA | DEX | MA | DEX | MA | DEX | MA | DEX | MA | DEX | MA | | |
| Cloth | 1 | -1 | - | - | - | - | - | - | - | - | - | - | - | | |
| Leather | 2 | -2 | -2 | - | - | - | - | - | - | - | - | - | - | | |
| Chainmail | 3 | -3 | -4 | -2 | -2 | -2 | -2 | - | - | - | - | - | - | | |
| Half-Plate | 4 | -5 | -4 | -4 | -4 | -4 | -4 | -3 | -2 | -2 | - | -1 | - | | |
| Plate | 5 | -6 | -4 | -5 | -4 | -5 | -4 | -4 | -2 | -3 | -2 | -2 | - | | |
| Fine Plate | 6 | -4 | -4 | -3 | -4 | -3 | -4 | -2 | -2 | -1 | - | - | - | | |
| Shield | | | | | | | | | | | | | | | |
| Small | 1 | - | - | - | - | - | - | - | - | - | - | - | - | | |
| Spike | 1 | - | - | - | - | - | - | - | - | - | - | - | - | | |
| Large | 2 | -1 | - | -1 | - | - | - | - | - | - | - | - | - | | |
| Tower | 3 | -2 | - | -2 | - | -1 | - | - | - | - | - | - | - | | |

| Bow | Damage | STR | Notes |
|--------------|--------|-----|---------------------------------|
| Sling | 1-2 | - | (A hand thrown stone does 1-4) |
| 2H Small Bow | 1-1 | 9 | Adj. DEX 15+, 2 shots per turn. |
| 2H Horse Bow | 1 | 10 | Adj. DEX 16+, 2 shots per turn. |
| 2H Long Bow | 1+2 | 11 | Adj. DEX 18+, 2 shots per turn. |

| Crossbow | Damage | STR | Notes |
|----------------------------|--------|-----|---|
| 2H Lt Crossbow | 2 | 12 | Shoots every other turn, every turn if Adj. DEX is 14+. |
| 2H Hvy Crossbow (Arbalest) | 3 | 15 | Shoots every 3rd turn, every other turn if Adj. DEX is 16+. |

| Club | Damage | STR | Notes |
|---------|--------|-----|---------------------------------|
| 1H Club | Varies | - | Damage varies, see chart below. |
| 2H Club | (+1) | - | Add +1 to 1H Club damage. |

| Knife | Damage | STR | Notes |
|-------------|--------|-----|--|
| Dagger | 1-1 | - | May be thrown. HTH damage varies. |
| Main-Gauche | 1-1 | - | -1 DX, stops 1 (non-missile attack). Used as a weapon and a shield still stops 1 (from any non-missile attack), allows two attacks against same enemy, one with the main-gauche and one with another weapon, both attacks are at a DX -4. |

| Fist | Damage | STR | Notes |
|-------------|--------|-----|----------------------------------|
| Fist | Varies | - | Damage varies, see chart below. |
| Fist in HTH | (+1) | - | Add +1 to Fist, see chart below. |

Fist/Club/Dagger Damage Chart

| STR | Fist | Fist in HTH | 1H Club or Dagger in HTH |
|-------|------|-------------|--------------------------|
| 1-8 | 1-4 | 1-3 | 1-1 |
| 9-10 | 1-3 | 1-2 | 1 |
| 11-12 | 1-2 | 1-1 | 1+1 |
| 13-14 | 1-1 | 1 | 1+2 |
| 15-16 | 1 | 1+1 | 1+3 |
| 17-20 | 1+1 | 1+2 | 1+4 |
| 21-24 | 1+2 | 1+3 | 1+5 |
| 25-30 | 1+3 | 1+4 | 1+6 |
| 31-40 | 2+1 | 2+2 | 2+4 |
| 41-50 | 3+1 | 3+2 | 3+4 |
| 51-60 | 4+1 | 4+2 | 4+4 |

Great STR and 2H Weapons

Add 10 to the STR rating of a weapon. That is the minimum STR needed to use the weapon 1H.