

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
AXE/MACE (DX-5, Flail-4 or Two-Handed Axe/Mace-3)								
0	Axe	sw+2 cut	1	0U	50	4	11	
0	Hatchet	sw cut	1	0	40	2	8	[1]
0	Throwing Axe	sw+2 cut	1	0U	60	4	11	[1]
2	Mace	sw+3 cr	1	0U	50	5	12	[1]
2	Small Mace	sw+2 cr	1	0U	35	3	10	[1]
3	Pick	sw+1 imp	1	0U	70	3	10	[2]
0	Knobbed Club	sw+1 cr	1	0	20	2	8	
0	Round Mace	sw+2 cr	1	0U	35	5	12	[1]
0	Small Axe	sw+1 cut	1	0U	45	3	10	
0	Small Round Mace	sw+1 cr	1	0U	25	3	10	[1]
0	Small Throwing Axe	sw+1 cut	1	0U	50	3	10	[1]
1	Sickle	sw cut	1	0	40	2	8	
	or	sw imp	1	0U	-	-	8	[2]
	or	thr-2 cut	1	0U	-	-	8	Hook [3]
BOXING, BRAWLING, KARATE or DX								
-	Punch	thr-1 cr	C	0	-	-	-	[3]
1	Brass Knuckles	thr cr	C	0	10	0.25	-	[3]
BRAWLING, KARATE or DX								
-	Kick	thr cr	C,1	No	-	-	-	[3,4]
-	Kick w. Boots	thr+1 cr	C,1	No	-	-	-	[3,4]
1	Myrmex	thr cr	C	0	20	0.25	-	[4,5]
2	Cestus	thr cr	C	0	50	1	-	[4,5]
3	Bladed Hand	sw-2 cut	C	0	100	1	6	[4]
	or	thr imp	C	0	-	-	6	[4]
3	Combat Fan	thr cr	C	0	40	1	7	[4]
	or	thr-2 cut	C	0	-	-	6	-2 to hit
3	Hook Sword	thr-1 cut	C	0	200	3	-	Hilt Punch [4,5]
3	Qian Kun Ri Yue Dao	thr-1 cut	C	0	250	3	-	Hilt Punch [4,5]
3	Shuriken	thr-2 cut	C	0	3	0.1	-	Used to claw [4]
3	Tonfa	thr cr	C	0	40	1.5	-	Butt jab [4]
4	Backsword	thr cr	C	0	550	3	-	Hilt punch [4,5]
5	Mensurschläger	thr cr	C	0	500	3	-	Hilt punch [4,5]
6	Sap Glove	thr cr	C	0	30	0.5	-	[4,5]
BRAWLING or DX								
-	Blunt Teeth	thr-1 cr	C	No	-	-	-	[3]
-	Fangs	thr-1 imp	C	No	-	-	-	[3]
-	Sharp Beak	thr-1 pi+	C	No	-	-	-	[3]
-	Sharp Teeth	thr-1 cut	C	No	-	-	-	[3]
-	Striker	var	var	var	-	-	-	B88
1	Blackjack or Sap	thr cr	C	0	20	1	7	[3]
8	Stun Gun	HT-3{0.5} aff	C,1	No	100	1	2	[5]
BROADSWORD (DX-5, Force Sword-4, Rapier-4, Saber-4, Shortsword-2 or Two Handed Sword-4)								
0	Light Club	sw+1 cr	1	0	5	3	10	
	or	thr+1 cr	1	0	-	-	10	
2	Broadsword	sw+1 cut	1	0	500	3	10	
	or	thr+1 cr	1	0	-	-	10	
2	Thrusting Broadsword	sw+1 cut	1	0	600	3	10	
	or	thr+2 imp	1	0	-	-	10	
3	Bastard Sword	sw+1 cut	1,2	0U	650	5	11	
	or	thr+1 cr	2	0U	-	-	11	
3	Katana	sw+1	1,2	0	650	5	11	
	or	thr+1 imp	1	0	-	-	11	
3	Thrusting Bastard Sword	sw+1 cut	1,2	0U	750	5	11	
	or	thr+2 imp	2	0U	-	-	11	
4	Cavalry Saber	sw+1 cut	1	0	500	3	10	
	or	thr+1 imp	1	0	-	-	10	
0	Jo	sw cr	1	0	10	2	9	
	or	thr cr	1	0	-	-	9	
3	Bokken	sw+1 cr	1	0	40	3	10	
	or	thr+1 cr	1	0	-	-	10	
3	Dao	sw+2 cut	1	0U	700	5	11	
	or	thr imp	1	0U	-	-	11	
3	Estoc	thr+2 imp	1	0	500	3	10	[6]
	or	sw+1 cr	1	0	-	-	10	
3	Hook Sword	sw+1 cr	1	0	200	3	10	[5]
	or	thr+1 cr	1	0	-	-	10	
	or	thr-2 cut	1	0	-	-	10	Hook [3,7]
3	Jian	sw cut	1	0	700	3	10	
	or	thr+1 imp	1,2	0	-	-	10	
3	Large Falchion	sw+2 cut	1	0U	625	4.5	11	
	or	thr-1 imp	1	0U	-	-	11	
3	Longsword	sw+1 cut	1	0	700	4	10	
	or	thr+2 imp	1	0	-	-	10	
4	Backsword	sw+1 cut	1	0	550	3	10	[5]
	or	thr+1 imp	1	0	-	-	10	

[1] Can be thrown. See Muscle-Powered Ranged Weapon Table (MA231-232).
 [2] May get stuck; see Picks (B405).
 [3] Hook enables the Hook technique (MA74), which also damages the victim.
 [4] This attack receives Brawling or Karate damage bonuses.
 [5] Gives the hand (only) DR. A myrmex gives DR 1, a cestus gives DR 4, and a sap glove gives DR 2; all are gloves of a sort and mutually exclusive with other gloves. For other weapons, this indicates a metal hit that provides DR 4, cumulative with glove DR – although the hit is too cramped to accommodate metal gauntlets. Deer antlers, hook swords, katars, qian kun ri yue dao, and wheels don't enclose the hand completely; DR applies only on a roll of 1-3 on 1d.
 [6] Reduce penalty for targeting chinks in armor (B400) by -2.
 [7] Can strike to disarm (B401) without -2 to hit for using a non-fencing weapon.
 [8] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bolaperdida, bolas, life-preserver, and weighted scarf.
 [9] Counts as a rope garrote; see Garrotes (B405).
 [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see B208, B401.
 [11] Use Brawling or Karate parry if better than usual weapon parry.
 [12] Can only lash the target for damage; none of the special whip rules apply.
 [13] Specify maximum reach (1-4 yards) when bought. Damage is swing, +1 per yard of maximum reach. Cost and weight are per yard. ST is 8, +1 per yard.
 [14] When swinging the kama on the end of the chain, the kusarigama can't disarm or entangle like a regular kusari (B406).
 [15] Broad, edged head gives +1 to Tip Slash (p. 113) damage.
 [16] Target at -1 to Dodge, +1 to Block or Parry.
 [17] Use these statistics when using both ends for a Dual-Weapon Attack.

Mundane Weapon Powerups

Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt...) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF
 Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF.
 Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF.
 Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF.
 Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF.
 Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF.
 Orichalcum‡: Orichalcum weapons won't break. Non-orichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF.
 Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
 Silver††: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF.
 * Fine, very fine, and solid silver are mutually exclusive.
 † Meteoric, orichalcum, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.

Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and Parry 0 instead of 0U.

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
4	Edged Rapier or	sw cut thr+1 imp	1,2 1,2	0 0	1000 -	3 -	10 10	
4	Late Katana or	sw+1 cut thr+1 imp	1 1	0 0	550 -	3 -	10 10	
5	Mensurschläger or	sw+1 cut thr cr	1 1	0 0	500 -	3 -	10 10	[5]
FLAIL (DX-6, Axe/Maxe-4 or Two-Handed Flail-3)								
3	Morningstar	sw+3 cr	1	0U	80	6	12	[6]
3	Nunchaku	sw+1 cr	1	0U	20	2	7	[6]
0	Bola Perdida	sw cr	1	-2U	10	1	6	[1,8]
0	Bolas	sw+1 cr	1	-2U	20	2	7	[1,8]
0	Life-Preserver	sw-1 cr	1	-2U	5	0.5	5	[8]
0	Weighted Scard	sw rc	1	-2U	10	1	6	[8]
FORCE SWORD (DX-5 or any sword skill at -3)								
^	Force Sword	8d(5) burn	1,2	0	10000	2	3	[7]
GARROTE (DX-4)								
0	Garrote	spec	C	No	2	neg	-	[8]
0	Weighted Scard	spec	C	No	10	1	-	[9]
JITTE/SAI (DX-5, Force Sword-4, Main-Gauche-4 or Shortsword-3)								
3	Jutte or	sw cr thr cr	1 1	0 0	40 -	1 -	6 6	[10]
3	Sai or	sw cr thr imp	1 1	0 0	60 -	1.5 -	7 7	[1,10]
JUDO, SUMO WRESTLING, WRESTLING or DX								
3	Kakute	spec	C	No	10	0.1	-	+1 vs break free
KNIFE (DX-4, Force Sword-3, Main-Gauche-3 or Shortsword-3)								
0	Large Knife or	sw-2 cut thr imp	C,1 C	-1 -	40 -	1 -	6 6	[1]
0	Small Knife or	sw-3 cut thr-1 imp	C,1 C	-1 -	30 -	0.5 -	5 5	[1]
0	Wooden Stake	thr(0.5) imp	C	-1	4	0.5	5	[1]
1	Dagger	thr-1 imp	C	-1	20	0.25	5	[1]
0	Short Baton or	sw-1 cr thr cr	C,1 C	-1 -	10 -	0.5 -	5 5	
2	Katar or	sw-3 cut thr+1 imp	C,1 C	-1 -	50 -	1 -	6 6	[5,6,11]
2	Kukri or	sw-1 cut thr-1 imp	C,1 C	0 0	50 -	1.5 -	7 7	
2	Long Knife or	sw-1 cut thr imp	C,1 C,1	0 0	120 -	1.5 -	7 7	
3	Balisong or	sw-3 cut thr-1 imp	C,1 C	-1 -	50 -	0.5 -	5 5	+1 Holdout
3	Deer Antlers	thr+1 cut	C	0	75	1.5	5	[5,7]
3	Knife-Wheel or	thr+1 cut thr-1 imp	C C	0 0	75 -	1.5 -	5 5	[5]
3	Rondel Dagger	thr imp	C	-1	40	1	6	[6]
3	Slashing Wheel	thr+1 cut	C	0	60	1	5	[5]
3	Stiletto	thr-1 imp	C	-1	20	0.25	5	[6]
4	Main-Gauche or	sw-3 cut thr imp	C,1 C	0 0	50 -	1.25 -	6 6	[5]
5	Straight Razor	thr-2 cut	C	No	30	0.1	4	
KUSARI (DX-6, Monowire Whip-3, Two-Handed Flail-4 or Whip-3)								
3	Kusari	sw+2 cr	1-4*	-2U	70	5	11	[6]
2	Rope Dart or	sw-1 cr thr-1 imp	1-4 1-4	-2U -2U	30 -	0.5 -	5† 5†	[8,12] [8,12]
3	Chain Whip	sw+(1-4) cr	1-4*	-2U	50/yd	3/yd	var†	[8,13]
3	Kusarigama or	sw+2 cr sw+2 cut	1,2* 1,2*	-2U -2U	80 -	4.5 -	10† 11†	[8] [8,14]
3	Kusarijutte	sw+2 cr	1,2*	-2U	80	3.5	8†	[8]
LANCE (DX-5 or Spear-3)								
2	Lance	thr+3 imp	4	No	60	6	12	[9]
MAIN-GAUCHE (DX-5, Jitte/Sai-4, Knife-4, Rapier-3, Saber-3 or Smallsword-3)								
3	Deer Antlers	thr+1 cut	C	OF	75	1.5	5	[5,7]
3	Jutte or	sw cr thr cr	1 1	OF OF	40 -	1 -	6 6	
3	Knife-Wheel or	thr+1 cut thr-1 imp	C C	OF OF	75 -	1.5 -	5 5	[5]
3	Rondel Dagger	thr imp	C	OF	40	1	6	[6]

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3	Slashing Wheel	thr+1 cut	C	0F	60	1	5	[5]
3	Stiletto	thr-1 imp	C	0F	20	0.25	5	[6]
4	Main-Gauche or	sw-3 cut thr imp	C,1 C,1	0F 0F	50 -	1.25 -	6 6	[5]
MONOWIRE WHIP (DX-6, Kusari-3 or Whip-3)								
^	Monowire Whip	sw+1d-2(10) cut	1-7*	-2U	900	0.5	5	
POLEARM (DX-5, Spear-4, Staff-4 or Two-Handed Axe/Mace-4)								
1	Glaive or	sw+3 cut thr+3 imp	2,3* 1-3*	0U 0U	100 -	8 -	11‡ 11‡	
2	Naginata or	sw+2 cut thr+3 imp	1,2* 2	0U 0	100 -	6 -	9‡ 9‡	
3	Halberd or or	sw+5 cut sw+4 imp thr+3 imp	2,3* 2,3* 1-3*	0U 0U 0U	150 - -	12 - -	13‡ 13‡ 12‡	[2]
3	Poleaxe or	sw+4 cut sw+4 cr	2,3* 2,3*	0U 0U	120 -	10 -	12‡ 12‡	
0	Eku	sw+3 cr	1,2*	0U	40	8	12‡	
3	Bill or or	sw+3 cut thr+3 imp thr-1 cut	2,3* 1-3* 1-3*	0U 0U 0U	125 - -	8 - -	11‡ 11‡ 11‡	Hook [3,7]
3	Dueling Bill or or	sw+2 cut thr+3 imp thr-1 cut	1,2* 1,2* 1,2*	0U 0 0U	100 - -	6 - -	9‡ 9‡ 9‡	Hook [3,7]
3	Dueling Glaive or	sw+2 cut thr+3 imp	1,2* 1,2*	0U 0	80 -	6 -	9‡ 9‡	
3	Dueling Halberd or or	sw+4 cut sw+3 imp thr+3 imp	1,2* 1,2* 1,2*	0U 0U 0	120 - -	10 - -	12‡ 12‡ 11‡	[2]
3	Dueling Pollaxe or	sw+3 cut sw+3 cr	1,2* 1,2*	0U 0U	100 -	8 -	11‡ 11‡	
3	Heavy Horse-Cutter or	sw+5 cut sw+3 cr	2,3* 1-3*	0U 0U	150 -	12 -	13‡ 12‡	
3	Lajatang or	sw+2 cut thr+2 cut	1,2* 1,2*	0U 0	100 -	7 -	10‡ 10‡	
3	Light Horse-Cutter or	sw+4 cut thr+3 imp	1,2* 1,2*	0U 0U	120 -	8 -	11‡ 11‡	
3	Monk's Spade or or	sw+1 cut sw+2 cr thr+2 cut	1,2* 1,2* 1,2*	0U 0U 0	100 - -	6 - -	9‡ 9‡ 9‡	
RAPIER (DX-5, Broadsword-4, Main-Gauche-3, Saber-3 or Smallsword-3)								
4	Rapier	thr+1 imp	1,2	0F	500	2.75	9	
3	Jian or	sw cut thr+1 imp	1 1,2	0F 0F	700 -	3 -	10 10	
4	Edged Rapier or	sw cut thr+1 imp	1,2 1,2	0F 0F	1000 -	3 -	10 10	
4	Light Rapier	thr+1 imp	1	0F	400	2	8	
4	Light Edged Rapier or	sw-1 cut thr+1 imp	1 1	0F 0F	700 -	2.25 -	8 8	
SABER (DX-5, Broadsword-4, Main-Gauche-3, Rapier-3, Shortsword-4 or Smallsword-3)								
4	Saber or	sw-1 cut thr+1 imp	1 1	0F 0F	700 -	2 -	8 8	
SHIELD (DX-4)								
0	Shield Bash	thr cr	1	No	var	var	-	
1	Shield Bash	thr+1 cr	1	No	+20	+5	-	
SHORTSWORD (DX-5, Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4 or Tonfa-3)								
0	Baton or	sw cr thr cr	1 1	0 0	20 -	1 -	6 6	
2	Shortsword or	sw cut thr imp	1 1	0 0	400 -	2 -	8 8	
4	Cutlass or	sw cut thr imp	1 1	0 0	300 -	2 -	8 8	[10]
7	Cattle Prod linked	1d-3 burn HT-3(0.5) aff	1 -	0 -	50 -	2 -	3 -	[5]
0	Short Baton or	sw-1 cr thr cr	C,1 C	-1 -1	10 -	0.5 -	5 5	
2	Dusack or	sw cr thr cr	1 1	0 0	30 -	1.5 -	7 7	
2	Falchion or	sw+1 cut thr-2 imp	1 1	0 0	400 -	3 -	10 10	
2	Large Katar or	sw-1 cut thr+1 imp	1 1	0 0	400 -	2 -	8 8	[5,6,11]
2	Long Knife or	sw-1 cut thr imp	1 C,1	0 0	120 -	1.5 -	7 7	

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[13] Specify maximum reach (1-4 yards) when bought. Damage is swing, +1 per yard of maximum reach. Cost and weight are per yard. ST is 8, +1 per yard.
[14] When swinging the kama on the end of the chain, the kusarigama can't disarm or entangle like a regular kusari (B406).
[15] Broad, edged head gives +1 to Tip Slash (p. 113) damage.
[16] Target at -1 to Dodge, +1 to Block or Parry.
[17] Use these statistics when using both ends for a Dual-Weapon Attack.

Mundane Weapon Powerups

Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt...) or +1 Acc with a blowpipe, bow, crossbow. All weapons except sticks and improvised weapons: +4CF
Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF.
Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF.
Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF.
Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF.
Meteoric†: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF.
Orichalcum‡: Orichalcum weapons won't break. Non-orichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF.
Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
Silver††: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF.
* Fine, very fine, and solid silver are mutually exclusive.
† Meteoric, orichalcum, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.
Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and Parry 0 instead of 0U.

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
2	Small Falchion	sw cut	1	0	200	2	8	
or		thr-2 imp	1	0	-	-	8	
SMALLSWORD (DX-5, Main-Gauche-3, Rapier-3, Saber-3 or Shortsword-4)								
0	Short Staff	sw cr	1	0F	20	1	6	
or		thr cr	1	0F	-	-	6	
4	Smallsword	thr+1 imp	1	0F	400	1.5	5	
4	Dress Smallsword	thr imp	C,1	0F	300	1	5	
STAFF (DX-5, Polearm-4 or Staff-2)								
0	Spear	thr+2 imp	1*	0	40	4	9	[1]
two hands		thr+3 imp	1,2*	0	-	-	9†	
1	Javelin	thr+1 imp	1	0	30	2	6	[1]
2	Long Spear	thr+2 imp	2,3*	0U	60	5	10	
two hands		thr+3 imp	2,3*	0	-	-	10†	
1	Heavy Spear	thr+4 imp	2,3*	0U	90	6	11†	[15]
1	Short Spear	thr+1 imp	1	0	30	2	6	[15]
2	Trident	thr+3(0.5) imp	1*	0U	80	5	11	-2 to hit [7,16]
two hands		thr+4(0.5) imp	1,2*	0	-	-	10†	-2 to hit [7,16]
STAFF (DX-5, Polearm-4 or Spear-2)								
0	Quarterstaff	sw+2 cr	1,2	+2	10	4	7†	
or		thr+2 cr	1,2	+2	-	-	7†	
2	Naginata	sw+2 cr	1,2	0U	100	6	9†	Blunt end
or		thr+2 cr	1,2	0	-	-	9†	
0	Jo	sw+1 cr	1	+2	10	2	6†	
or		thr+1 cr	1	+2	-	-	6†	
0	Long Staff	sw+2	2,3	+2	15	5	10†	
or		thr+2 cr	2,3	+2	-	-	10†	
3	Dueling Bill	sw+2 cr	1,2	0U	100	6	9†	Blunt pole
or		thr+2 cr	1,2	0	-	-	9†	Blunt tip
3	Dueling Halberd	sw+2 cr	1,2	0U	120	10	12†	Blunt pole
or		thr+2 cr	1,2	0	-	-	11†	Blunt tip
3	Dueling Pollaxe	sw+2 cr	1,2	0U	100	8	11†	Blunt pole
or		thr+2 cr	1,2	0	-	-	11†	Blunt tip
3	Light Horse-Cutter	sw+2 cr	1,2	0U	120	8	11†	Blunt pole
or		thr+2 cr	1,2	0	-	-	11†	Blunt tip
3	Qian Kun Ri Yue Dao	sw+1 cut	1	+2	250	3	7†	-1 to hit [5]
or		thr+1 imp	1	+2	-	-	7†	-1 to hit
or		thr cut	1	+2	-	-	7†	-1 to hit [17]
3	Sodegarami	sw+2 cr	1,2	0	100	4	7†	
or		thr+2 cr	1,2	0	-	-	7†	
or		thr-1 cut	1,2	0U	-	-	7†	Hook [3]
TONFA (DX-5 or Shortsword-3)								
3	Tonfa	sw cr	1	0	40	1.5	7	[11]
or		thr cr	C,1	0	-	-	7	
TWO-HANDED AXE/MACE (DX-5, Axe/Mace-3, Polearm-4 or Two-Handed Flail-4)								
0	Maul	sw+4 cr	1,2*	0U	80	12	13‡	
1	Great Axe	sw+3 cut	1,2*	0U	100	8	12‡	
1	Scythe	sw+2 cut	1	0U	15	5	11‡	[2]
or		sw imp	1	0U	-	-	11‡	[2]
3	Warhammer	sw+3 imp	1,2*	0U	100	7	12‡	[2]
6	Chainsaw	sw+1d cut	1	No	150	13	10‡	[11]
1	Gada	sw+5 cr	1,2*	0U	100	15	16‡	
or		thr+2 cr	1*	0	-	-	15†	
2	Tetsubo	sw+4 cr	1,2*	0U	100	10	13‡	
or		thr+2 cr	1,2*	0	-	-	12†	
TWO-HANDED FLAIL (DX-6, Flail-3, Kusari-4 or Two-Handed Axe/Mace-4)								
2	Flail	sw+4 cr	1,2*	0U	100	8	13†	
2	Three-Part Staff	sw+3 cr	1-3	0U	60	5	11†	-1 to hit [8]
or		sw+1 cr	1	0U	-	-	11†	-1 to hit [8,17]
TWO-HANDED SWORD (DX-5, Broadsword-4 or Force Sword-4)								
0	Quarterstaff	sw+2 cr	1,2	0	10	4	9†	
or		thr+1 cr	2	0	-	-	9†	
2	Naginata	sw+3 cut	2	0U	100	6	9†	
or		thr+3 imp	2	0	-	-	9†	
3	Bastard Sword	sw+2 cut	1,2	0U	650	5	10†	
or		thr+2 cr	2	0	-	-	10†	
3	Greatsword	sw+3 cut	1,2	0	800	7	12†	
or		thr+2 cr	2	0	-	-	12†	
3	Katana	sw+2 cut	1,2	0	650	5	10†	
or		thr+1 imp	1	0	-	-	10†	
3	Thrusting Bastard Sword	sw+2 cut	1,2	0	750	5	10†	
or		thr+3 imp	2	0	-	-	10†	
3	Thrusting Greatsword	sw+3 cut	1,2	0	900	7	12†	
or		thr+3 imp	2	0	-	-	12†	
0	Jo	sw+1 cr	1	0	10	2	8†	
or		thr+1 cr	1	0	-	-	8†	
2	Tetsubo	sw+3 cr	1,2	0U	100	10	13†	
or		thr+2 cr	2	0	-	-	12†	

[1] Can be thrown. See Muscle-Powered Ranged Weapon Table (MA231-232).
 [2] May get stuck; see Picks (B405).
 [3] Hook enables the Hook technique (MA74), which also damages the victim.
 [4] This attack receives Brawling or Karate damage bonuses.
 [5] Gives the hand (only) DR. A myrmex gives DR 1, a cestus gives DR 4, and a sap glove gives DR 2; all are gloves of a sort and mutually exclusive with other gloves. For other weapons, this indicates a metal hit that provides DR 4, cumulative with glove DR – although the hit is too cramped to accommodate metal gauntlets. Deer antlers, hook swords, katars, qian kun ri yue dao, and wheels don't enclose the hand completely; DR applies only on a roll of 1-3 on 1d.
 [6] Reduce penalty for targeting chinks in armor (B400) by -2.
 [7] Can strike to disarm (B401) without -2 to hit for using a non-fencing weapon.
 [8] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bolaperdida, bolas, life-preserver, and weighted scarf.
 [9] Counts as a rope garrote; see Garrotes (B405).
 [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see B208, B401.
 [11] Use Brawling or Karate parry if better than usual weapon parry.
 [12] Can only lash the target for damage; none of the special whip rules apply.
 [13] Specify maximum reach (1-4 yards) when bought. Damage is swing, +1 per yard of maximum reach. Cost and weight are per yard. ST is 8, +1 per yard.
 [14] When swinging the kama on the end of the chain, the kusarigama can't disarm or entangle like a regular kusari (B406).
 [15] Broad, edged head gives +1 to Tip Slash (p. 113) damage.
 [16] Target at -1 to Dodge, +1 to Block or Parry.
 [17] Use these statistics when using both ends for a Dual-Weapon Attack.

Mundane Weapon Powerups

Balanced: +1 to skill with any melee weapon or projectile (arrow, bolt...) or +1 Acc with a blowpipe, bow, crossbow.
 All weapons except sticks and improvised weapons: +4CF
 Dwarven: Changes a Parry of 0U to 0, letting a weapon that can't normally parry and attack on the same turn do just that. Doesn't prevent the weapon from becoming unready after attacking (‡ on ST). Any unbalanced weapon: +4 CF.
 Elven: Lets a bow shoot at +2 to ST for range and damage purposes; e.g., a ST 11 elf could draw a ST 13 bow. Any bow (not crossbow): +16 CF.
 Fine*: -1 to odds of breakage, and +1 to damage for any cutting or impaling weapon, or +20% to range for a blowpipe, bow, or crossbow. Projectiles (arrows, bolts, etc.), and crushing-or impaling-only melee or thrown weapons: +2 CF. Fencing weapons, swords, blowpipes, bows, and crossbows: +3 CF. Other cutting melee/ thrown weapons: +9 CF.
 Very Fine*: -2 to odds of breakage and +2 to damage. Fencing weapons and swords only: +19 CF.
 Meteoric: Meteoric iron is immune to magic – Reverse Missiles, Steelwraith, Turn Blade, and so on won't stop it, and Shape Metal, Shatter, and the like can't destroy it. Of course, it can't benefit from enchantments, weapon-enhancing spells, or magical repairs. Any metal weapon: +19 CF.
 Orichalcum†: Orichalcum weapons won't break. Non-orichalcum weapons have +2 to odds of breakage when parrying heavy orichalcum ones. Any metal weapon: +29 CF.
 Ornate: Jewels, gold, etc. Modifies reactions from buyers, gullible hirelings, etc. All weapons except improvised weapons, projectiles, and sticks: +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.
 Silver††: Metal arrows, bolts, melee weapons, and thrown weapons can be made of solid silver to exploit monster Vulnerability, but have +2 to odds of breakage: +19 CF. Silver coating for these weapons doesn't worsen breakage but isn't as effective (see p. B275): +2 CF.
 * Fine, very fine, and solid silver are mutually exclusive.
 † Meteoric, orichalcum, and solid silver are mutually exclusive – although meteoric and orichalcum weapons can be silver-coated.
 †† Example: A fine, balanced dwarven axe has +9 CF for fine ("other cutting weapons"), +4 CF for balanced, and +4 CF for dwarven, for a total +17 CF. This multiplies cost by (1 + 17) = 18. An axe is \$50, so this axe costs \$900. It gets -1 to break, +1 to damage and skill, and Parry 0 instead of 0U.

TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	Notes
3	Bokken	sw+2 cr thr+1 cr	1	0	40	3	9†	
3	Longsword	sw+1 cut thr+3 imp	1	0	700	4	9†	
4	Late Katana	sw+2 cut thr+1 imp	1	0	550	3	9†	
WHIP (DX-5, Kusari-3 or Monowire Whip-3)								
1	Whip	sw-2(0.5) cr	1-7*	-2U	20	2	var	[12]
3	Urumi	sw-1 cr sw-1(0.5) cut	1-3	-2U	400	4	8	[12]
	or		1-3	-2U	-	-	8	[12]

TL	Shield	DB	Cost	Weight	Notes
0	Parrying Buckler	1	50	8	[1]
0	Small Shield	1	40	8	
0	Small Shield, Light	1	30	3	
0	Comanche Shield	2	100	16	[2]
1	Medium Shield	2	60	15	
0	Medium Shield, Light	2	45	7	
0	Large Shield, Light	3	68	10	
0	Mycenaean Shield	3	58	9	[3]
1	Small Shield, Heavy	1	40	6	
1	Homeric Buckler, Medium	2	100	16	
1	Medium Shield, Heavy	2	60	14	
1	Homeric Buckler, Large	3	150	20	
1	Large Shield, Heavy	3	90	20	
2	Argive Shield	2	120	15	[4]
2	Roman Scutum, Medium	2	140	16	[5]
2	Roman Scutum, Large	3	200	22	[5]
3	Dueling Buckler	0	25	2	[1]
3	Heater Shield	2	75	13	
3	Kite Shield	3	120	18	
4	Dueling Long Shield	3	200	16	[6]

Notes [1] +1 to Block. [2] Fragile (Combustible); see p. B136. [3] Controlled solely by neck strap; see Shield Grips (MA113-114). [4] +1 DB when used in shield wall. [5] Laminated wood (+20% HP).

Mundane Shield Powerups

Balanced: +1 to Shield skill. +4 CF.

Dwarven*†: Made of hefty iron. When ignoring shield damage, the primary effect is to give +1 to shield-bash damage (cumulative with +1 for spikes, if any). Doubles weight! +4 CF.

Fine†: Shield has the same DB, but only 3/4 its usual weight: +9 CF.

Meteoric*†: Resists magic as for the weapon modifier (above), gives +1 to shield-bash damage (cumulative with +1 for spikes, if any), and doubles weight. +99 CF.

Mirrored: Polished or silvered to reflect gaze attacks. A successful Block against a Vision-Based attack allows an immediate Shield roll to redirect the curse onto anyone within its usual range. Rolls to resist reflected gazes are at +3. Dwarven, meteoric, or orichalcum shields: +2 CF. Other shields: +6 CF.

Orichalcum*†: Shield offers the same DB, but has only 2/3 its usual weight and gives non-orichalcum weapons +2 to odds of breakage when parrying a shield bash. +149 CF.

Ornate: Impresses plebes exactly as for the weapon modifier (p. 26): +1 to reactions for +1 CF, +2 for +4 CF, and +3 for +9 CF.

* Dwarven, meteoric, and orichalcum are mutually exclusive.

† Weight effects multiply together. A fine dwarven or fine meteoric shield has 1.5 times usual weight; a fine orichalcum one is half usual weight.

[1] Can be thrown. See Muscle-Powered Ranged Weapon Table (MA231-232).

[2] May get stuck; see Picks (B405).

[3] Hook enables the Hook technique (MA74), which also damages the victim.

[4] This attack receives Brawling or Karate damage bonuses.

[5] Gives the hand (only) DR. A myrmex gives DR 1, a cestus gives DR 4, and a sap glove gives DR 2; all are gloves of a sort and mutually exclusive with other gloves. For other weapons, this indicates a metal hilt that provides DR 4, cumulative with glove DR – although the hilt is too cramped to accommodate metal gauntlets. Deer antlers, hook swords, katars, qian kun ri yue dao, and wheels don't enclose the hand completely; DR applies only on a roll of 1-3 on 1d.

[6] Reduce penalty for targeting chinks in armor (B400) by -2.

[7] Can strike to disarm (B401) without -2 to hit for using a non-fencing weapon.

[8] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bolaperdida, bolas, life-preserver, and weighted scarf.

[9] Counts as a rope garrote; see Garrotes (B405).

[10] Gets +2 to disarm when wielded with Jitte/Sai skill; see B208, B401.

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