



Expanded WFRP2 Weaponry:

Melee & Missile

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Weapons

Weapon General Type:

Bludgeoning: Blunt, Blow, Impact

Slashing: Edge, Cut, Chop

Piercing: Point, Stab, Thrust

Size (and Length):

Tiny (T): Medium sized weaponry for tiny creatures: Snotlings. Small sized weaponry should be considered two-handed. GM decision if Specialist Weapon Group (Two-handed) is needed with small sized weaponry.

Small (S): Medium sized weaponry for small creatures: Halflings, Goblins, Gnoblar. Medium sized weaponry should be considered two-handed. GM decision if Specialist Weapon Group (Two-handed) is needed.

Medium (M): Medium sized weaponry for average creatures: Humans, Dwarfs, Elves, Orcs, Beastmen, Skaven... etc. Large sized weaponry should be considered two-handed.

Large (L): Medium sized weapon for Large creatures: Black Orcs, Ogres, Trolls... etc. Huge sized weaponry should be considered two-handed. Large creatures rarely use Small sized weaponry and never Tiny sized weapons (something like Gauntlet could be exception to the rule).

Huge (H): Medium sized weaponry for Huge creatures: Giants, Dragon Ogres, Bonegrinder Giants, Greater Daemons... etc. Gigantic sized weaponry should be considered two-handed. Huge creatures do not use Small- or Tiny sized weaponry (something like Gauntlet could be exception to the rule). Also they rarely use Medium sized weaponry.

Gigantic or Giant (G): Gigantic weaponry should be considered two-handed for Huge creatures: Giants, Dragon Ogres, Bonegrinder Giants, Greater Daemons... etc.

If length (reach) is needed (example for miniature rules):

Short (Sh): The reach of these weapons is very short.

Long (Lo): The reach of these weapons is long.

Very Long (Ve): The reach of these weapons is very long.

Qualities:

Armour: Armour Points (not toughness) doubles against attacks from this weapon.

Armour Piercing: Weapons with this quality are particularly good at punching through armour. Attacks from *Armour Piercing* weapons ignore 1 Armour Point. If a target has no armour, this quality has no effect. You can gain both this bonus and that of the *Sure Shot* talent. In missile weapons can also be combined with *Special (Piercing)* Quality.

Balanced: Weapons with this quality are designed to be used in your secondary hand, usually in concert with a rapier or foil (or similar). When wielding a *Balanced* weapon in your secondary hand, you don't suffer the normal -20 penalty to your Weapon Skill.

Best: Always Best Craftmanship weaponry.

Clumsy: This weapon is not well balanced (unless Best Craftmanship) and is otherwise also little clumsy (not made for a weapon). Because these qualities the weapon causes a -5 penalty to any attacks (if Poor Craftmanship then a -10 penalty).

Defensive: Weapons with this quality are designed with parrying in mind. You gain a +10 bonus on parry attempts while wielding a Defensive weapon.





Elven: Only available to Elven and never sold. Very rarely found outside Elven realms.

Fast: Weapons with this quality strike quickly because they are especially nimble or long. Enemies suffer a -10 penalty when trying to parry or dodge a *Fast* weapon.

Good: Always Good or Best Craftmanship weaponry.

Impact: Weapons with this quality hit with tremendous force. If you hit with an *Impact* weapon, you may roll two d10 for damage and pick the higher result.

Knock: This weapon can be used to knock-down the opponent. To this end attack needs be a succesful attack to the targets legs. After this make Opposite Strength Test. On succesful test you knock-down your opponent who needs to use next round to stand up again. When victim is down, victim is counted as *Knocked Down* and attacks against him gain a +10 bonus. If tests are unsuccessful, then nothing special happens (legs are either missed or victim manages to kick the weapon away). Based on the GM decision and opponents size how this attack type works (can legs be targeted for example). This should work for any opponent one level bigger (victim gets a +20 bonus to Opposite Strength Test), same sized opponent (no bonuses), and smaller (victim gets a -10 penalty to Opposite Strength Test).

Lance: These weapons will have their SB bonus and qualities only when used mounted. Otherwise they are little clumsy spear-type of weapons that will have none of these abilities. When fighting on foot make it harder for character to use weapons in the cavarly group - demilances are cause a -10 penalty to WS, while Lances cause a -20 penalty to WS.

Precise: Weapons with this quality are deadly accurate. When using a *Precise* weapon, the Critical Value of any Critical Hits is increased by 1. You can gain both this bonus and that of the *Strike to Injure* talent.

Pummelling: Weapons with this quality can knock foes senseless. You gain a +10 bonus to your Strength when using the *Strike to Stun* talent.

Rope: The weapon (or ammunation) usually has a rope attached (this may shorten the range depending on a ropes length and weight). After succesful hit the thrower/shooter may try to pull the weapon causing additional SB-2 wound and keeping the target tied. If target graps the rope, or just want's to get free, then there should be Opposite Strength Tests.

Shaft: Weapon has good reach and it is fast to use in a engagement. User gains a +5 bonus to Initiative roll (1d10) and a +10 bonus to WS, but only for the first round. With this weapon also special attack action, *Pike Stance*, is usable if attacker(s) are same-sized (or smaller) than the size of the weapon. For example Spear against Medium-targets (example human infantry) or Pike against large-targets (example horse-cavalry).

Pike Stance (Full Action): This attack is designed for spear-type of weaponry (like Pike), but can be used with Polearms also. You ground your weapon and wait for an opponent to approach you (usually with a charge action). When an opponent comes within shaft-point of you, you may immediately make a single melee attack with a +10 WS bonus (Note! Polearms do not get this bonus!). If the attack hits, your opponent cannot move any further this turn, as your shafted weapons has kept him at bay. *Pike Stance* lasts until the beginning of your next turn, regardless of whether you got a chance to make your attack.

You may only make one attack with this action, regardless of how many opponents move into range.

Shield: Shield qualities are based on the size of the shield. If shield is used as a weapon double the Armour Points (*Armour* quality). Size is based on the size of the user:

- ❖ Two size levels smaller shield (tiny shield for humans, small shield for Ogres) acts as **Buckler** and has *Balanced* and *Defensive* qualities. To use it most effective way you need a *Specialist Weapon Group (Parrying)* talent. Without talent you lose the *Balanced* quality and must halve WS characteristic if used for attack.
- ❖ One size level smaller shield (small shield for humans, medium shield for ogres) is little too small for defense and little too big to act as **Buckler**. It only has *Defensive* quality.
- ❖ Same sized shield (medium shield for humans, large shield for Ogres) is perfect in size and has *Defensive* quality and also due to the large size of the shield, ranged attacks made against you suffer a -10 BS penalty if you are aware of the attack.
- ❖ One size level bigger shield (Large shield for humans, Huge shield for Ogres) should be treated as **Tower Shield** or **Pavise**, with following rules: Commonly used against missile fire (and by crossbowmen that prop the shield in front of them). Missile weapon attacks against a character protected by a Pavise have a -20 penalty, and attacks from long-range a -30 penalty. In hand-to-hand combat, a pavise offers no additional protection. If used as weapon gains also *Clumsy* quality.





Slow: Weapons with this quality are heavy and awkward, making them easier to avoid. Enemies gain a +10 bonus when trying to parry or dodge a *Slow* weapon.

Snare: A weapon with this quality is designed to entangle enemies. On a successful hit, the target is trapped unless he succeeds on an Agility Test. If this test is failed, the target is restricted to free actions or actions that enable his escape, of which there are two. The target may attempt to break the bonds by making a Strength Test or wriggle free by making an Agility Test. These tests are Full Actions. If another character assists the entangled character (also a Full Action), the Difficulty improves to Routine (+10). For as long as the character remains entangled, attacks gain a +20 bonus to Weapon Skill or Ballistic Skill Tests as appropriate to the attack.

Tiring: Weapons with this quality are fatiguing to use. Their *Impact* quality thus only applies during the first round of melee.

Tiring (Optional Rule): Weapons with this quality are fatiguing to use. Their *Impact* quality thus only applies during the number of melee rounds based on users Toughness Bonus divided by two (example: Toughness 51 means Toughness Bonus 5. That is divided half and gives 2.5, which is rounded up for 3 rounds).

Special Qualities:

Special (1-h): One size-level smaller creatures may use this weapon with one hand. Example: Medium sized humans may use Bastard Sword with single-handed.

Special (2-h): Always requires two hands to wield or loses any Qualities and becomes *Clumsy* (some weapons cannot be used single-handedly, like most missile weapons). Example: Quarterstaff qualities are only use when used two-handed.

Special (Bec): The Bec de Corbin is about same size as a halberd but its head features a spike, hammer, and pick combination. You can use either of following combinations: *Armour Piercing*, *Shaft* qualities or *Shaft*, *Pummelling* qualities.

Special (Big Choppa): When wielded by an Orc, a choppa deals SB+2 damage on the first round of melee and SB+1 damage thereafter. If wielded by a creature other than an Orc, the big choppa is treated as a Great Sword.

Special (Blowgun): Roll normal damage (even with Ulric's Fury). If causes even one point of damage, the dart hits skin. This doesn't cause any damage, but darts are usually poisoned.

Special (Bola): A bola of Best Craftmanship does not grant a bonus to WS Tests. Instead, the subject of a succesful attack suffers a -10 penalty on Agility and Strength Tests when trying to escape from the bola's snare.

Special (Break): When you succesfully attack with a sword-breaker, in lieu of dealing damage you can try to break your opponent's Blade weapon (anything from medium-size and smaller). This is resolved as on Opposed Strength Test. If you win, you snap opponent's blade (not magical or Gromril). Good quality blades give opponent a +10 bonus, Best quality blades a +20 bonus. The broken weapon counts as if it were an improvised weapon.

Special (Cavarly): The long, curved blade of a sabre is favoured among cavarly units, allowing their mount's momentum to lend strength and power to the weapon's slashes. In mounted charge user gains *Impact* and *Tiring* qualities. After this *Fast* quality, but only while mounted.

Special (Choppa): When wielded by an Orc, a choppa deals SB+1 damage on the first round of melee and SB damage thereafter. If wielded by a creature other than an Orc, the choppa is treated as a Broad Sword but with the *Slow* quality.

Special (Climb): Useful climbing tool. Provides a +10 bonus to all Scale Sheer Surfaces Tests.

Special (Comet): Fail consists of two hollow iron balls attached by a long chain to a heavy stock. The balls are filled with pitch or oil and set alight. When ablaze the comet flail causes SB+3 from the flames, with a chance of setting a target on fire. If a 96-98 is rolled on the attack roll, the flames go out and the flail must be refilled with oil and relit. If a 99-00 is rolled the wielder manages to hit himself, dealing himself a Damage 4 hit and setting himself on fire.

Special (Disarm): This weapon can be used to entangle an opponent's main weapon. You gain a +10 bonus to Disarm. You may also use weapon to entangle an opponent's secondary weapon with one attack (can only be used with *Swift Attack*). If entangling attack succeeds, then possible parrying weapon cannot be used to defend against the other attacks.





Special (Elfbow): Elves are the only craftsmen capable of producing Elfbows. If you do not have the Specialist Weapon Group (Longbow), the Elfbow uses all the statistics of a normal shortbow in addition to Weapon Skill reduction.

Special (Garrotte): To use a garrotte, you attempt a grapple (a Full Action) as described in *WFRP2 Core Rulebook* page 131. If you successfully grapple the opponent, you manage to get the cord around his neck. Each round the opponent may attempt an Opposed Strength Test to break free. However, each round after the first, it becomes more difficult as his air is cut off. Successive Opposed Strength Tests increase in difficulty: Average (+0) on the first round, Challenging (-10) on the second round, hard (-20) on the third round, and Very Hard (-30) on the fourth and following rounds. In addition, when you win the opposed Test, you inflict SB-3 Damage instead of the normal SB-4. If the opponent breaks free, you can attempt a new grapple, but this difficulty starts again at Average. Important Note! Remember the size differences also. Commonly you should not be able to strangle opponents that are two size levels bigger. Also check any bonuses and penalties from the *Grapple Size Bonuses and Penalties* table below.

Special (Khopesh): Best Craftmanship version improves the damage to SB+1.

Special (Kislev): The Berdysh's five-foot haft has a large, two-foot axe-blade incorporating a rest for steadying a handgun. A Berdysh can be planted in soft ground for a half action, providing a +5 bonus to BS when making aimed shots from firearms steadied upon it.

Special (Magazine): This weapon features a 10-bolt magazine, allowing the wielder to make several attacks before having to reload the weapon. Once it's empty, it takes 4 full actions to refill the magazine and make the weapon ready to fire again.

Special (Oriental): Weapon gains *Armour Piercing* quality. If skilled with *Specialist Weapon Group (Cathayan or Nippon)* and wielding single weapon user gains SB+1 and *Fast* qualities. If dual wielded with smaller Cathayn/Nippon Sword Wakizashi (similar to short sword) gain only *Fast* quality. If wielded with any type of Shield or without Specialist Weapon Group there are no other special bonuses than *Armour Piercing*.

Special (Piercing): A yard-long arrow with a sharp, heavy head of tempered steel designed to punch through armoured Chaos marauders. Missile attacks with this arrow ignore extra 1 Armour Point. This can be combined with weapons of *Armour Piercing* Quality and also if you have *Sure Shot* Talent.

Special (Polished): Great polished bronze shields. These brightly reflect the glare of sun. If sunny day the ranged attack made against bearer of the shield incur a -10 BS penalty if the bearer is aware of the attack. This penalty increases to -20 in areas of bright sunshine. In addition, canny wielders can actively use the shields to reflect sunlight at nearby foes as a half-action, dazzling and blinding them. To do so, they must make a Challenging (-10) Agility Test; if successful, all targets within a cone template originating from the shield-bearer take a -10 penalty to their WS, BS, Agility and Perception Tests involving sight, all for 1 round. The penalties to BS tests from this action stack with those caused by the passive use of the shield.

Special (Quick): These weapons are very agile and quick to handle. This gives a +5 bonus to initiative roll (1d10), when using this weapon.

Special (Saearath): Some saearath double-bladed spear-staves can be detached which enables them to become two swords in the hands of the wielder.

Special (Skaven): Details can be found from the *Children of the Horned Rat* sourcebook.

Special (Snare): Gives a -10 penalty to any *Snare* quality tests when trying to free oneself and a -20 penalty if you smaller target. Net only works for same sized or smaller targets. It can *Snare* one same sized target, two one size-level smaller targets, four two size-levels smaller targets and eight even smaller targets.

Special (Wolf): Wielded by the Knights of the White Wolves. When using a White Wolf Hammer on a charge attack the White Wolf Hammer deals damage equal to your SB+2. Otherwise, the White Wolf Hammer deals damage equal to your SB+1.





Grapple Size Bonuses and Penalties

There should be different size bonuses/penalties to Strength Tests against different sized enemies when someone is trying unarmed grapple attack. Note that other fighter gets bonuses and other one penalties. If enemy is double or more in size grapple should be impossible (unless small creature is extraordinary strong). And if giant (twice bigger in size or more) tries the grapple, then GM may rule automatic success. Here is a simply rule:

- ❖ **Very much smaller (smaller than 50% in size):** +60 bonus to Strength Tests or Automatic.
- ❖ **Much smaller (25% to 50% in size):** +20 bonus to Strength Tests (Human grappling Halfling).
- ❖ **Little larger (+25% to +50% in size):** -20 penalty to Strength Tests (Human grappling large Orc).
- ❖ **Much larger (+50% to +75% in size):** -40 penalty to Strength Tests (Human grappling Ogre).
- ❖ **Very much larger (+75% to +100% in size):** -60 penalty to Strength Tests (Human grappling Troll).
- ❖ **Too Large (more than +100% in size):** -80 penalty to Strength Tests or Impossible (Human grappling Giant).

Example: Human is grappling average Ogre (not the biggest of its kind). Human gets -40 penalty to all **Strength Tests**, but Ogre gets +20 bonus to all **Strength Tests**.

Expanded Disarm

Disarm talent can be found from the *WFRP2 Core Rulebook* page 97 (see more info from there).

If you hit with a melee weapon, you may attempt to disarm your opponent instead of inflicting damage. Make an **Opposed Agility Test**. If you win, your opponent is disarmed and the weapon drops to the ground. Natural weapons cannot be disarmed. Without *Disarm* talent the test is done with a -20 penalty. If character tries to disarm enemies unarmed it will cause also a -20 penalty to Weapon Skill test.

Expanded Stun

Strike to Stun talent can be found from the *WFRP2 Core Rulebook* page 101 (see more info from there).

If you hit with melee attack, you may attempt to stun your opponent instead of inflicting damage. First, you must make an **Average Strength Test**. If that is successful, your opponent must make an **Average Toughness Test**, with a +10 bonus for each AP on his head. If opponent fails, your opponent is stunned for 1d10 minutes. Stunned characters cannot take any actions and cannot parry or dodge. This attack doesn't work against opponents that are double or more in size compared to the attacker. Also attack will not work on any Construct, Daemon, Elemental, Ethereal, Ooze, Plant or Undead creatures (anything that cannot be stunned). Without *Strike to Stun* talent the attackers Strength test is done with a -20 penalty.





Two Weapon Fighting Rule (revised)

Many warriors fight with a weapon in either hand (this includes shields). There are advantages and disadvantages to this style of fighting. The following rules apply when you are fighting with two weapons.

- ❖ A character must use one of the following weapon types (one handed) in a primary hand: Axes, Blades, Bludgeoning, Chain, Picks
Note! Spears and Polearms do not count here, or Entangling weaponry.
- ❖ A character must use one of the following weapon types (one handed) in a secondary hand: Axes, Blades, Bludgeoning, Chain, Picks, Shields
Note! Spears and Polearms do not count here, or Entangling weaponry.
- ❖ A character may use either hand to make an attack. This does not give any extra attacks. Attacks from a secondary hand suffer a -20 Weapon Skill penalty (unless weapon has *Balanced* quality).
- ❖ A character can parry as a free action once per round. This parry can be used at any point during the round. The limit of 1 parry per round remains in effect.

Weapon Craftmanship

- ❖ **Best:** You gain a +5 bonus to your Weapon Skill or Ballistic Skill. In addition the overall Encumbrance of the weapon is reduced by 10%. Ammunition range penalties are reduced by -10. Also you may rule, that Best quality arrows and bolts only have a 25% chance of being ruined or lost.
- ❖ **Good:** The overall Encumbrance of the weapon is reduced by 10%. Ammunition range penalties are reduced by -5.
- ❖ **Poor:** You gain a -5 penalty to your Weapon Skill or Ballistic Skill. Poor ammunition causes extra -5 penalty.





Critical Failures with Melee Weapons, Missile Weapons or Unarmed (d10):

Own-sized or smaller (1h) Melee Weapon critical failure chance: 00

Bigger (2h) Melee Weapon critical failure chance: 99-00

Flail or Entangling Weapon critical failure chance: 98-00

Missile Weapon critical failure chance: 99-00

Unarmed / Natural Weapons critical failure chance: 00 (use second column below)

Weapon	Unarmed	
1		Minor Clumsiness, with possibility to total failure: You somehow manage to throw your weapon away. If there is any chance that it might fall somewhere (over the deck, cliff, water, from the roof, sewage...etc.) it will. Otherwise see next result.
2		Minor Clumsiness: You drop your weapon (or possibly all your ammunition), lose your turn and need to pick the weapon up (next turn). If mounted you need stop and unmount. It is also possible to draw a new weapon.
3	1-2	Minor Fumble: You fumble your attack. No more attacks this turn. Next turn attack(s) is with a -10 extra penalty.
4	3-4	Moderate Clumsiness: You fall, lose your turn and need to stand (next turn). During this time you are counted as <i>Knocked Down</i> (a +10 bonus to attacks against you). If you are mounted this should cause <i>Strength</i> 3 hit that ignores any armour (in special cases, like using flying mount, this can be very deadly unless person is somehow tied to the mount). In difficult places (cliff, roof...etc.) make Challenging (-10) Agility Test or fall.
5		Break Weapon: Somehow you manage to fumble with your weapon or hit it to wrong place. This causes it to break. Poor and Common Craftmanship weaponry break. Good Craftmanship weaponry has only 01-50% chance to break, and Best Craftmanship weaponry only 01-20% chance. Magical and otherwise special (like Gromril) weaponry do not break. In these cases use next result. Note! If you use any bow (including crossbows), then if the weapon breaks there is 01-75% chance that only bowstring snaps. Otherwise weapon itself is broken.
6	5-6	Major Fumble: You fumble your attack. No more attacks this turn. Next turn attack(s) is with a -20 extra penalty.
7	7-8	Major Clumsiness: You fall and are stunned for two rounds. During this you are counted as <i>Stunned</i> (a +20 bonus to attacks against you). If you are mounted this should cause <i>Strength</i> 5 hit that ignores any armour (in special cases, like using flying mount, this can be very deadly unless person is somehow tied to the mount). In difficult places (cliff, roof...etc.) make Hard (-20) Agility Test or fall.
8	9	Hit Ally: You swing wildly (or shoot/release wildly) hitting one of your allies next to you (this could be your mount also if mounted). This hits automaticly, because hit is total suprise. If this is not possible, then use next result.
9		Hit Yourself: You hit yourself to the leg or to the head, which is more likely. Normal attack with a -2 to Damage.
10	10	Deadly Clumsiness: You fall and are knocked out for two rounds. During this you are unaware and helpless. If mounted this should cause <i>Strength</i> 5 hit that ignores any armour (in special cases, like using flying mount, this can be very deadly unless person is somehow tied to the mount). In difficult places (cliff, roof...etc.) you just fall, unless someone is able to save you.





Melee Weapons:

Name	Size / Reach	Cost	Enc	Group	Damage	Qualities	Availability	Special / Range & Reload
Axes (Type: Slashing)								
Common:								
Hand/Bearded/Throwing Axe	S/Sh	5 gc	40	Ordinary Throwing	SB-2 SB-2		Rare	Tool 8/-; Half
Battle Axe	M	6 gc	50	Ordinary	SB		Common	
Great Axe	L	12 gc	200	Two-handed	SB+1	Impact, Slow	Rare	
Exotic:								
Elven Battle-Axes	L	-	150	Two-handed	SB+1	Armour Piercing, Best, Elven	Very Rare	Elven
Huge Axe	H/Lo	-	400	Two-handed	SB+2	Impact, Slow	Very Rare	
Giant Axe	G/Ve	-	600	Two-handed	SB+4	Impact, Slow	Very Rare	
Blades (Type: Slashing)								
Common:								
Dagger/Dirk/Knife/Stiletto	T/Sh	1 gc	10	Ordinary Throwing	SB-3 SB-3		Common	6/12; Half
Main Gauche	S/Sh	4 gc	15	Parrying	SB-3	Balanced, Defensive	Scarce	
Sword-breaker	S/Sh	5 gc	40	Parrying	SB-3	Balanced, Special (Break)	Scarce	
Foil	S	18 gc	40	Fencing	SB-2	Fast, Precise	Rare	
Short Sword/Machete	S	11 gc	30	Ordinary	SB-2		Common	
Scimitar/Ind Tulwar	M	15 gc	40	Ordinary	SB-1	Special (Quick)	Rare	Araby/Ind
Rapier	M	18 gc	40	Fencing	SB-1	Fast	Scarce	
Sabre	M	16 gc	40	Fencing	SB	Special (Cavalry)	Average	
Long Sword/Broadsword/Cutlass	M	14 gc	50	Ordinary	SB		Common	
Falchion	M	14 gc	80	Ordinary	SB+1	Slow	Average	
Claymore/Bastard Sword	L	30 gc	150	Two-handed	SB	1h: Slow, Special (1-h); 2h: Impact, Slow, Special (1-h)	Scarce	
Great Sword/Great Scimitar	L	35 gc	280	Two-handed	SB	Impact, Precise, Slow	Rare	





Exotic:

Punch Dagger	S/Sh	-	15	Ordinary	SB-1	Balanced	Rare	Oriental / (Skaven)
Kukri	S/Sh	-	20	Ordinary	SB-3	Precise	Rare	Oriental
Cathayan/Nippon Blade (Jitte/Sai)	S/Sh	-	10	Parrying	SB-3	Balanced, Defensive, Good	Very Rare	Oriental
Cathayan/Nippon Short Sword (Wakizashi)	S	-	25	Ordinary	SB-2	Good	Very Rare	Oriental
Wood Elf Hunting Knives	M/Sh	-	30	Ordinary	SB-1	Best, Elven, Fast	Very Rare	Elven
Wood Elf Saearath (Swords)	M	-	50	Ordinary	SB	Best, Elven, Special (Saearath)	Very Rare	Elven
Khopesh	M	10 gc	50	Ordinary	SB	Slow, Special (Khopesh)	Rare	Khemri
Cathayan/Nippon Sword (Katana)	M	-	45	Special	SB(+1)	Armour Piercing, Good, Special (Oriental)	Very Rare	Oriental
Orc Choppa	L	-	150	Orc Choppa	SB(+1)	Special (Choppa)	Rare	Orc
Big Orc Choppa	L	-	300	Orc Choppa	SB+1(+2)	Impact, Special (Big choppa)	Rare	Orc
Huge Sword	H/Lo	-	560	Two-handed	SB+1	Impact, Precise, Slow	Very Rare	
Giant Sword	G/Ve	-	840	Two-handed	SB+3	Impact, Precise, Slow	Very Rare	

Bludgeoning (Type: Bludgeoning)

Common:

Gauntlet/Knuckle-duster	T/Sh	1 gc	1	Ordinary	SB-3	Pummelling	Common	
Club/Cudgel/Billy Club	S	3 gc	50	Ordinary	SB-2	Pummelling	Common	
Light/Throwing Hammer	S	5 gc	40	Ordinary	SB-2	Pummelling	Rare	8/-; Half
				Throwing	SB-2	Pummelling		
Mace/Hammer/Warhammer	M	7 gc	70	Ordinary	SB	Pummelling	Common	
Great Mace/Great Hammer/Great Warhammer/Maul	L	15 gc	300	Two-handed	SB	Impact, Pummelling, Slow	Rare	

Exotic:

White Wolf Hammer	L	40 gc	300	White Wolf	SB+1(+2)	Best, Impact, Pummelling, Tiring, Special (Wolf)	Rare	
Huge Mace/Huge Hammer/Huge Maul	H/Lo	-	600	Two-handed	SB+1	Impact, Pummelling, Slow	Very Rare	
Giant Mace/Giant Hammer/Giant Maul	G/Ve	-	900	Two-handed	SB+3	Impact, Pummelling, Slow	Very Rare	





Chain (Type: Bludgeoning)

Common:

Light Flail/Morningstar	M	15 gc	60	Flail	SB	Impact, Tiring	Scarce	
Spiked Chain	L/Lo	15 gc	75	Flail	SB+1	Impact, Knock, Tiring	Scarce	
Heavy Flail	L	15 gc	95	Flail	SB+2	Impact, Tiring	Scarce	

Exotic:

Cathayan/Nippon Chain (Nunchaku)	M	-	30	Flail	SB-1	Defensive, Special (2-h)	Very Rare	Oriental
Plague Censer	L	-	85	Flail	SB+2	Impact, Tiring, Special (Skaven)	Very Rare	Skaven
Comet Flail	L	20 gc	95	Flail	SB+2(+4)	Impact, Tiring, Special (Comet)	Rare	
Huge Flail	H/Ve	-	190	Flail	SB+3	Impact, Tiring	Very Rare	
Giant Flail	G/Ve	-	380	Flail	SB+5	Impact, Tiring	Very Rare	

Picks (Type: Piercing)

Common:

Climbing Pick	S/Sh	2 gc	10	Ordinary	SB-3	Armour Piercing, Slow	Scarce	Tool
Pick (Miner's)	M	5 gc	20	Ordinary	SB-2	Armour Piercing, Slow	Common	Tool
Military Pick/Crowbill	M	9 gc	65	Ordinary	SB	Armour Piercing, Slow	Common	
Great Pick	L	20 gc	200	Two-handed	SB	Armour Piercing, Impact, Slow	Very Rare	

Exotic:

Huge Pick	H/Lo	-	400	Two-handed	SB+1	Armour Piercing, Impact, Slow	Very Rare	
Giant Pick	G/Ve	-	600	Two-handed	SB+3	Armour Piercing, Impact, Slow	Very Rare	





Quarterstaves (Type: Bludgeoning)

Common:

Quarterstaff, Medium (for Small)	M	1 s	40	Ordinary	SB-3	Defensive, Pummelling, Special (2-h)	Plentiful
Quarterstaff, Large (for Medium)	L	3 s	50	Ordinary	SB-2	Defensive, Pummelling, Special (2-h)	Plentiful

Exotic:

Braystaff (for Medium)	L	-	60	Two-handed	SB-1	Defensive, Impact, Pummelling, Slow, Special (2-h)	Very Rare	Beastmen
Quarterstaff, Huge (for Large)	H/Ve	-	120	Two-handed	SB	Defensive, Impact, Pummelling, Slow, Special (2-h)	Very Rare	
Quarterstaff, Giant (for Huge)	G/Ve	-	180	Two-handed	SB+2	Defensive, Impact, Pummelling, Slow, Special (2-h)	Very Rare	

Shields (Type: Bludgeoning)

Common:

Shield, Tiny (Buckler)	T/Sh	2 gc	10	Special	SB-4	Armour, Pummelling, Shield, Special (1-h)	Average
Shield, Small	S/Sh	5 gc	25	Special	SB-4	Armour, Pummelling, Shield, Special (1-h)	Common
Shield, Medium	M/Sh	10 gc	50	Special	SB-3	Armour, Pummelling, Shield, Special (1-h)	Common
Shield, Large (Pavise)	L/Sh	50 gc	120	Special	SB-3	Armour, Pummelling, Shield, Special (1-h)	Scarce

Exotic:

Shield of Myrmidia	M/Sh	20 gc	50	Special	SB-3	Armour, Pummelling, Shield Special (1-h), Special (Polished)	Scarce
Shield, Huge	H/Sh	100 gc	240	Special	SB-2	Armour, Pummelling, Shield, Special (1-h)	Very Rare
Shield, Gigantic	G/Sh	200 gc	400	Special	SB	Armour, Impact, Pummelling, Shield, Slow, Special (1-h)	Very Rare
Spiked Shield (any size)	-	X2	X 1.25	-	-	Removes <i>Armour</i> quality	Scarce





Spears & Polearms (Type: Piercing or Slashing/Bludgeoning)

Common:

Javelin	S/Lo	25 s	30	Ordinary	SB-3(-2)	1h: Shaft; 2h: Shaft, SB-2	Average
				Throwing	SB-1		8/16; Half
Spear	M/Lo	10 gc	50	Ordinary	SB(+1)	1h: Shaft; 2h: Shaft, SB+1	Common
				Throwing	SB		8/-; Half
Harpoon	M/Lo	10 gc	75	Ordinary	SB		Common
				Throwing	SB	Impact, Rope	8/-; Half
Pike/Long Spear	L/Lo	20 gc	200	Two-handed	SB(+1)	1h: Shaft; 2h: Shaft, SB+1	Average Tilean
Polearm: Fauchard/Glaive/Halberd (typical polearm)	L/Lo	15 gc	200	Two-handed	SB	1h: Shaft, Slow; 2h: Impact, Shaft, Slow	Average
Polearm: Bec de Corbin	L/Lo	20 gc	150	Two-handed	SB+1	1h: Shaft, Slow, Special (Bec); 2h: Shaft, Special (Bec)	Average
Polearm: Berdysh/Bardiche	L/Lo	20 gc	150	Two-handed	SB	1h: Shaft, Slow, Special (Kislev); 2h: Impact, Tiring, Shaft, Special (Kislev)	Scarce
Polearm: Bill/Guisarme	L/Lo	15 gc	200	Two-handed	SB+1	1h: Precise, Shaft, Slow; 2h: Precise, Shaft	Average
Polearm: Lochaber Axe/Pole Axe	L/Lo	20 gc	200	Two-handed	SB+2	1h: Shaft, Slow; 2h: Shaft	Average
Polearm: Partisan/Trident/Fork	L/Lo	20 gc	180	Two-handed	SB+1	1h: Armour Piercing, Shaft, Slow; 2h: Armour Piercing, Shaft	Average
Polearm: Voulge	L/Lo	15 gc	200	Two-handed	SB+1	1h: Impact, Tiring, Shaft, Slow; 2h: Impact, Shaft, Tiring	Average
Demilance	L/Lo	20 gc	75	Cavalry	SB	Fast, Impact, Lance, Tiring	Scarce
Lance	L/Lo	40 gc	100	Cavalry	SB+1	Fast, Impact, Lance, Tiring	Rare





Exotic:

Wood Elf Saearath (Spear)	L/Lo	-	100	Two-handed	SB(+1)	1h: Best, Defensive, Elven, Shaft, Special (Saearath); 2h: Best, Defensive, Elven, Shaft, Special (Saearath), SB+1	Very Rare	Elven
Wood Elf Hunting Spear	M/Lo	-	50	Ordinary	SB+1(+2)	1h: Best, Elven, Shaft; 2h: Best, Elven, Shaft, SB+2	Very Rare	Elven
Huge Spear/Harpoon/Polearm	H/Ve	-	400	Two-handed	SB+2(+3)	1h: Impact, Shaft, Slow; 2h: Impact, Shaft, SB+3	Very Rare	
				Throwing	SB+2	Impact, Rope		10/20; Half
Giant Pike/Harpoon/Polearm	G/Ve	-	600	Two-handed	SB+4	Impact, Shaft, Slow	Very Rare	

Entangling (Type: Special/Slashing)

Common:

Bola	S	7 s	20	Entangling	1	Knock, Snare, Special (Bola)	Scarce	8/16; Half
Cat 'o Nine Tails (Whip)	S	3 gc	40	Entangling	SB-2	Armour	Average	
Grappling Hook with Rope	M/Lo	4 gc	20	Entangling	SB-3	Clumsy, Knock, Rope, Snare, Special (2-h)	Average	8/-; Half
Lasso	M/Lo	1 gc	10	Entangling	n/a	Knock, Snare	Plentiful	8/-; Half
Whip	M/Lo	1 gc	15	Entangling	SB-4	Armour, Knock, Snare, Special (Disarm)	Average	6/-; Half
Net, Small	S	1 gc	30	Entangling	n/a	Snare, Special (Snare)	Common	Special*
Net, Normal	M	3 gc	60	Entangling	n/a	Snare, Special (Snare)	Plentiful	Special*

Exotic:

Cathayan/Nippon Blade & Chain (Kusarigama)	M/Lo	-	55	Entangling	SB-1	Good, Knock, Special (2-h), Special (Disarm)	Very Rare	Oriental
Net, Large	L	6 gc	120	Entangling	n/a	Snare, Special (Snare)	Scarce	Special*
Net, Huge	H	12 gc	240	Entangling	n/a	Snare, Special (Snare)	Rare	Special*

* Below are average ranges for based on the creatures size-level (not the objects). Creature can otherwise throw items normally (throw same-sized or smaller objects with one hand and one level bigger with two hands):

- ❖ Tiny: 2/3; Half
- ❖ Small: 3/6; Half
- ❖ Medium: 4/8; Half
- ❖ Large: 8/16; Half
- ❖ Huge: 15/30; Half





Special & Tools (Type: Slashing/Piercing/Bludgeoning)								
Belaying Pin	S/Sh	5 p	30	Ordinary	SB-3	Pummelling	Common	Sailor tool
Climbing Claws/Rat Claws	T/Sh	10 gc	10	Ordinary	SB-3	Special (Climb)	Scarce	(Skaven) tool
Climbing Spike	T/Sh	5 s	5	Ordinary	SB-3		Common	Tool
Garrotte (strangling cord)	T/Sh	1 s	1	Ordinary	n/a	Special (2-h), Special (Garrotte)	Rare	
Meat Cleaver, Small	S/Sh	3 gc	40	Ordinary	SB-2	Clumsy	Common	Halfling tool
Meat Cleaver, Medium	M/Sh	5 gc	50	Ordinary	SB	Clumsy	Common	Human tool
Meat Cleaver, Large	H/Sh	10 gc	100	Ordinary	SB	Clumsy, Impact, Tiring	Rare	Ogre tool
Pitchfork	M/Lo	1 gc	100	Ordinary	SB-1	Clumsy, Slow	Plentiful	Tool
Prosthetic-weapon (for Tiny-, Small- and Medium-sized)	T/Sh	1 gc	-	Ordinary	SB-3		Average	Blade, hook
Prosthetic-weapon (for Medium- and Large-sized)	M/Sh	10 gc	-	Ordinary	SB-2	Slow	Rare	Blade, hook
Prosthetic-weapon (for Huge-sized)	H/Sh	-	-	Ordinary	SB-1	Impact, Slow	Rare	Blade, hook
Scythe	L/Lo	5 gc	200	Two-handed	SB-1	Clumsy, Impact, Slow	Common	Tool
Sickle	S/Sh	1 gc	25	Ordinary	SB-2	Clumsy, Slow	Common	Tool
Stake	T/Sh	1 p	5	Ordinary	SB-3		Common	
Things-Catcher	L/Lo	-	170	Two-handed	SB+1	Snare	Scarce	(Skaven) tool

Improvised (Type: Special/Bludgeoning/Slashing/Piercing)							
Improvised, Small	S	-	12	Ordinary	SB-4	Clumsy	-
Improvised, Medium	M	-	35	Ordinary	SB-3	Clumsy	-
Improvised, Large	L	-	105	Ordinary	SB-2	Clumsy	-
Improvised, Huge	H/Lo	-	315	Ordinary	SB-1	Clumsy, Impact, Slow	-
Improvised, Giant	G/Lo	-	999	Ordinary	SB+1	Clumsy, Impact, Slow	-





Missile Weapons:

Name	Size / Reach	Cost	Enc	Group	Damage	Qualities	Availability	Special / Range & Reload
Bows (Type: Piercing)								
Common:								
Shortbow	M	7 gc	75	Ordinary	3	2-h	Common	16/32; Half
Bow	L	10 gc	80	Ordinary	3	2-h	Common	24/48; Half
Longbow	L	15 gc	90	Longbow	3	2-h, Armour Piercing	Average	30/60; Half
Exotic:								
Kislevite Short Bow	M	10 gc	65	Ordinary	3	2-h, Precise	Rare	16/32; Half
Kislevite Horse Bow	L	20 gc	75	Ordinary	3	2-h	Scarce	34/68; Half
Elfbow	L	70 gc	75	Longbow	3	2-h, Armour Piercing, Elfbow, Elven	Very Rare	36/72; Half
Huge Bow	H	-	180	Longbow	4	2-h, Armour Piercing, Impact	Very Rare	40/80; Half
Arrows:								
Arrow: Normal (5)	-	1 s	10	-	-		Common	
Arrow: Armour Piercing	-	5 p	2	-	-	Piercing	Rare	
Arrow: Incendiary	-	4 p	2	-	-1		Scarce	Fire
Arrow: Screamer	-	6 p	2	-	-2		Rare	Sound
Arrow: Huge	-	-	5	-	-		Very Rare	





Crossbows (Type: Piercing)

Common:

Crossbow Pistol	S	35 gc	25	Crossbow	2	Special (2-h)	Rare	8/15; Full
Crossbow	L	25 gc	120	Ordinary	4	Special (2-h)	Common	24/48; Full

Exotic:

Repeater Crossbow (10 bolts)	M	100 gc	150	Crossbow	2	Special (Magazine), Special (2-h)	Very Rare	16/32; special
Ogre Harpoon Launcher	H	-	240	Ordinary	5	Armour Piercing, Special (2-h)	Very Rare	25/50; Full

Bolts:

Bolts (5)	-	2 s	10	-	-		Average	
Ogre Harpoon Launcher Bolt	-	2 s	25	-	-	Rope	Very Rare	

Other (Type: Piercing or Bludgeoning)

Blowgun	T	2 s	10	Blowgun	0	Special (Blowgun), Special (2-h)	Very Rare	8/16; Half
Dart	T	4 gc	10	Throwing	SB-3		Rare	8/16; Half
Sling	T	4 gc	10	Sling	3		Common	16/32; Half
Staff Sling	M	6 gc	50	Sling	4	Special (2-h)	Rare	24/48; Full
Throwing Star	T	3 gc	10	Throwing	SB-3		Common	6/12; Half

Improvised (Type: Piercing or Bludgeoning)

Improvised, Small	S	-	2	Throwing	SB-4	Clumsy	-	Special*
Improvised, Medium	M	-	10	Throwing	SB-3	Clumsy	-	Special*
Improvised, Large	L	-	50	Throwing	SB-2	Clumsy	-	Special*
Improvised, Huge	H	-	250	Throwing	SB-1	Clumsy, Impact, Slow	-	Special*
Improvised, Giant	G	-	999	Throwing	SB+1	Clumsy, Impact, Slow	-	Special*

* Below are average ranges for based on the creatures size-level (not the objects). Creature can otherwise throw items normally (throw same-sized or smaller objects with one hand and one level bigger with two hands):

- ❖ Tiny: 4/-; Half
- ❖ Small: 5/-; Half
- ❖ Medium: 6/-; Half
- ❖ Large: 10/20; Half
- ❖ Huge: 20/40; Half

Note! When large- or huge-sized creatures throw their weaponry (must be one handed weaponry) use ranges above. This means Medium, Large, Huge or even Gigantic size weapons. The sheer size of these mighty weapons will always cause *Clumsy* Quality when thrown, but other stats remain the same. GM decision some weaponry maybe better when thrown.





Expanded Armour Damage

This rule expands the armour and weapon damage rules found from the *Old World Armour* (WFRP2 sourcebook). These are found on the pages 24 and 42.

Combat Damage to Shields and Weaponry (commonly Second-hand weapons):

- ❖ Magical shields and weapons (including special metals, like Gromril) are immune to damage. But it is possible (GM decision) that another magical weapon may cause damage to them.
- ❖ Missile attacks do not cause this damage.
- ❖ When attack is successfully parried with shield/weapon with number ending 0 or 5 (05, 10, 15, 20, 25...) the parry weapon is damaged. After first damage shield/weapon should be considered *damaged*. It causes no penalty to use, but further damage may cause it to break if not fixed. Next damage causes shields/weapons to break (they can be treated as *improvised* weapon after this). Defensive weapons lose their *Defensive* quality (unrimmed shields are always destroyed as soon as they take damage).
- ❖ **Optional Rule:** If you like, a **Opposite Strength Test** can be done when possible damage occurs. If defender fails, then weapon is damaged.

Combat Damage to Armour:

- ❖ **User takes Heavy- or Critical hit.** This causes damage to all the layers of armour in that hit location. Subtract AP values of each level by one. With magical- and special (*Gromril* and *Ithilmar*) armour roll d10. On a roll of 1 armour is damaged.
- ❖ **User takes Ulric's Fury hit (but not heavy- or Critical hit).** This causes one AP point loss in the most top layer of armour in that hit location. Magical- and special (*Gromril* and *Ithilmar*) armour is not damaged by this way, unless attacked by magical or special weapon.
- ❖ **User takes SB7 or greater hit (but not heavy- or Critical hit).** This causes one AP point loss in the most top layer of armour in that hit location. Magical- and special (*Gromril* and *Ithilmar*) armour is not damaged by this way, unless attacked by magical or special weapon.





How to Repair Armour:

To repair the damaged armour or weapons following skill tests are needed. Following times and costs should be used for trying to repair one level of damage (one point of armour damage or weapons that are *broken*):

Damaged Item:	Skill & Difficulty:	Bonuses:	Cost:	Time:
Leather (Light) Armour	Easy (+20) Trade (Armourer) Test	Trade (Leatherworker) +10; Trade (Tailor) +5	3 gc	1d5 days
Studded Leather (Light) Armour	Easy (+20) Trade (Armourer) Test	Trade (Leatherworker) +10; Trade (Tailor) +5	10 gc	1d5 days
Mail (Medium) Armour	Routine (+10) Trade (Armourer) Test	Trade (Smith) +10	10 gc	1d5+2 days
Scale (Medium) Armour	Routine (+10) Trade (Armourer) Test	Trade (Smith) +10	15 gc	1d5+2 days
Plate (Heavy) Armour	Average Trade (Armourer) Test	Trade (Smith) +5	15 gc	1d10 days
Weapons	Average Trade (Weaponsmith) Test	Trade (Smith) +10	Half normal	1d5 days
Shield	Routine (+10) Trade (Weaponsmith) Test	Trade (Smith) +5; Trade (Carpenter) +5	2 gc	1d5+1 days
Buckler	Routine (+10) Trade (Weaponsmith) Test	Trade (Smith) +5; Trade (Carpenter) +5	10 s	1d5 days

- ❖ With Armour or Weapons that are Good Craftmanship difficulty is one level harder. Also increase time by 1 day.
- ❖ With Armour or Weapons that are Best Craftmanship difficulty is two levels harder. Also increase time by 2 days.
- ❖ With *Ithilmar* metal make skill difficulty level is two levels harder. Also increase time by 5 days. Cost could be anything (minimun 30 gc).
- ❖ With *Gromril* ("starmetal") metal difficulty level is three levels harder. Also increase time by 10 days. Cost could be anything.
- ❖ With Armour or Weapons (always best) that are magical difficulty level is three levels harder. Also increase time by 15 days. Cost could anything. GM decision who can actually repair magical items (runesmith, alchemist or similar person maybe needed...).

