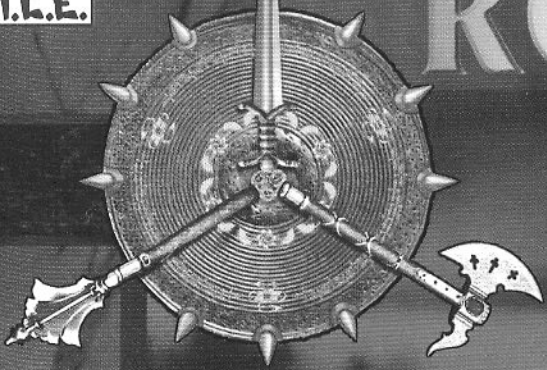




ROLEMASTER™



THE ARMORY

Reality Bites. Get An Axe!

THE ARMORY™

Designers: Norman Schaschke & Raymond Ward

Original Arms Law design: Kurt H. Fischer, S. Coleman Charlton, Peter C. Fenlon Jr., Terry K. Amthor, Bruce Neidlinger, Bruce C. Shelley, Leonard "Swamp" Cook.

Editors: Heike A. Kubasch & Tim Dugger

Cover Illustration: Ciruelo "Black Wizard"

Interior Illustration: D. M. Foster; Kieran Yanner

Nodwick picture: Aaron Williams.

Project Specific Contributions:

Art Direction: Kieran Yanner;

Pagemaking: Kurt Fischer;

Proofreading: THE Howard Huggins;

Spreadsheet Design: Robert J.

Defendi, Heike A. Kubasch,

Norman Schaschke &

Raymond Ward;

Special Thanks: Aaron Williams & the Dork Storm Press folks.

ICE Staff—

President: Heike A. Kubasch;

CEO: Bruce Neidlinger;

Managing Editor: Heike A. Kubasch;

Development & Production Staff:

Heike A. Kubasch, Bruce

Neidlinger, Tim Dugger,

Monica L. Wilson

Marketing & Webmistress:

Monica L. Wilson;

Corporate Mascots: Gandalf T. Cat,

Rajah T. Cat, & Ember T. Cat.

ICE Cheering Section & Moral Support:

Karl & Helga Kubasch, John Seal,

Claudia Aulum, Elke Lubbert, Inge

Bendfeldt, Judy & Hasmukh Shah,

John Ross, Tim & Lori Dugger, and

all Ice fans everywhere: Thanks for keeping the faith!

Table of Contents

Introduction 2

Optional Crit Modifiers 3

Blades

2.31 Bastard Axe 4

2.32 Bastard Sword 5

2.33 Cutlass 6

2.34 Foil 7

2.35 Great Sword 8

2.36 Knife 9

2.37 Long Scimitar 10

2.38 Long Sword 11

Japanese Blades

2.51 Katana 12

2.52 Kyotetsu-shoge 13

2.53 Nagamaki 14

2.54 Naginata 15

2.55 Ninjato 16

2.56 No-Dachi 17

2.57 Shuriken 18

2.58 Wakizashi 19

Oriental Weapons

2.91 Comet Hammer 20

2.92 Jitte 21

2.93 Nunchaku 22

2.94 Rope Dart 23

2.95 Sai 24

2.96 Steel Whip 25

2.97 Three Section Staff 26

2.98 Tiger Claw 27

2.99 Tiger Hook 28

2.100 War Fan 29

Pole Arms

2.111 Bardiche 30

2.112 Beaked Axe 31

2.113 Bec de Corbin 32

2.114 Fauchard 33

2.115 Glaive 34

2.116 Guisarme 35

2.117 Harpoon 36

2.118 Heavy Spear 37

2.119 Lucerne Hammer 38

2.120 Man Catcher 39

2.121 Military Fork 40

2.122 Partisan 41

2.123 Pike 42

2.124 Pole Axe 43

2.125 Ranseur 44

2.126 Trident 45

Unusual Weapons

2.131 Akllys 46

2.132 Blowpipe 47

2.133 Boomerang 48

2.134 Cat o' Nine Tails 49

2.135 Dart 50

2.136 Gladiator's Net 51

2.137 Hand Crossbow 52

2.138 Nodwick 53

2.139 Lasso 54

2.140 Mullet 55

2.141 Staff Sling 56

2.142 Atlatl/Woomera 57

Critical Tables

Slash 58

Puncture 59

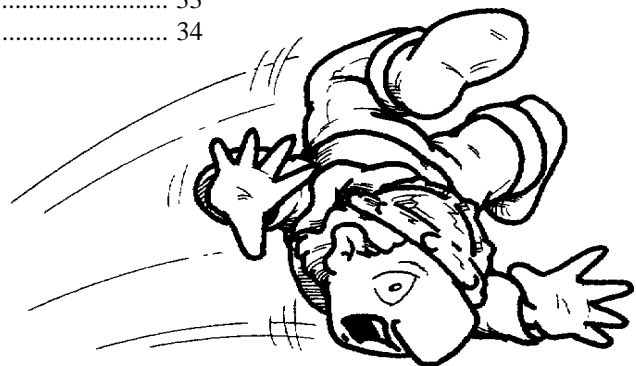
Krush 60

Tiny 61

Grapple 62

Unbalance 63

Subdual 64



Copyright © 2002 by Aurigas Aldeberon LLC. All rights reserved. No reproductions without permission. Produced and distributed by Mjолnir LLC, dba Iron Crown Enterprises 112 Goodman Street, Charlottesville, Virginia 22902.

Stock #5813 ISBN 1-55806-595-4

Nodwick illustration & Nodwick © 2002 Aaron Williams — <http://www.nodwick.com>



INTRODUCTION



An *Arms Law* supplement—at last. Looking back over the years of the first ICE’s history it seems strange that we never produced an *Arms Law* supplement. The closest ICE ever came was the *Arms Companion*, a mixture of attack, critical tables and miscellaneous weapon information. Sure, many of the companions included new weapon and crit tables, but somehow we never got around to doing a full-blown *Arms Law* addendum.

Until now. Almost immediately after the relaunch of *Mjolnir*, dba ICE, I received an email from Ray Ward and Norman Schaschke in Australia with the *Armory* proposal. History had come full circle—the original *Arms Law* had been the first Iron Crown’s first product. Work began. A series of jokes about the unusual weapon tables led to the creation of the **Nodwick** Attack Table, with the kind permission of Aaron Williams.

So welcome to the first full-blown *Arms Law* supplement. Perusing the attack tables, you will notice two changes:

1. The single number progression on the attack tables has been replaced by smoothed numeric progressions, i.e. 67-69, 148-150.
2. The critical types have changed. Each weapon now does a *primary critical* such as Slash. In addition, for many of the weapons, the attacker now has the *option* of choosing the critical type. An attacker wielding a long sword, for example, can elect to inflict Krush or Puncture criticals instead of Slash criticals.

Why the changes?

First, the consensus among many *Rolemaster* players and industry designers is that the current *Arms Law* tables are very hard on the eyes. Second, the spell attack tables and *Spacemaster* attack tables all use the smoothed numeric progression, with no loss of excitement or detail.

Why change the way the criticals work? Well, for the simple reason that *Rolemaster* has always been about flexibility and choice. We feel that skilled warriors should be able to choose how they wield their weapons, and the best way to simulate this flexibility is to let them choose the type of critical that their weapon will inflict. Note that not all weapons have this flexibility.

Rules

The *Armory* is an *Arms Law* supplement; to use this product you must be familiar with how *Arms Law* combat works, and you must have a copy of *Arms Law*.

Using the *Armory* Attack Tables

To use the optional criticals the attacker must announce prior to making his or her attack roll which optional critical he or she would like to use. The attacker then subtracts the critical modifier from his or her attack roll.

Example: *Nynyve, wielding a bastard sword, announces her intention of crushing her opponent to a bloody pulp. The GM interprets this to mean that she has decided to use Krush instead of Slash criticals. Nynyve attacks, and subtracts -10 from her attack roll, and handily tops out. She now rolls an 85 on the Krush table. Consulting the ‘E’ column she finds that she has crushed her foe’s ribs and organs, which will be fatal in 3 rounds. You go girl!*

Subdual Criticals

Attackers wielding bladed weapons now have the option of inflicting Subdual criticals, by taking a -30 to their OB on their attack roll.



Optional Critical Modifiers

Weapon	Primary Critical	Alternate Critical I	Alternate Critical II
Blades			
Bastard Axe	Slash	Krush -10	—
Bastard Sword	Slash	Krush -10	Puncture -10
Cutlass	Slash	Krush -10	—
Foil	Puncture	—	—
Great Sword	Slash	Krush -15	Puncture -20
Knife	Puncture	Slash -5	—
Long Scimitar	Slash	Krush -10	Puncture -10
Long Sword	Slash	Krush -10	Puncture -10
Japanese Blades			
Katana	Slash	Krush -10	Puncture -10
Kyotetsu-shoge	Slash	Krush -5	Puncture -20
Nagamaki	Slash	Krush -10	Puncture -10
Naginata	Slash	Krush -10	Puncture -10
Ninjato	Slash	Krush -10	Puncture -10
No-Dachi	Slash	Krush -10	Puncture -10
Shuriken	Tiny	—	—
Wakizashi	Slash	Krush -10	Puncture -10
Oriental Weapons			
Comet Hammer	Krush	Grapple -10	Puncture -20
Jitte	Krush	Puncture -20	—
Nunchaku	Krush	—	—
Rope Dart	Tiny	Grapple -10	—
Sai	Krush	Puncture -20	—
Steel Whip	Krush	Grapple -30	—
Three Section Staff	Krush	Unbalance -20	Grapple -30
Tiger Claw	Slash	Puncture -20	—
Tiger Hook	Slash	Krush -20	—
War Fan	Krush	—	—
Pole Arms			
Bardiche	Slash	Krush -20	—
Beaked Axe	Puncture	Slash -10	Krush -20
Bec de Corbin	Puncture	Krush -15	—
Fauchard	Slash	Krush -20	Puncture -10
Glaive	Slash	Puncture -10	Krush -20
Guisarme	Slash	Krush -20	—
Harpoon	Puncture	Krush -10	Slash -30
Heavy Spear	Puncture	Krush -10	—
Lucerne Hammer	Puncture	Krush -10	Slash -30
Man Catcher	Grapple	Krush -20	—
Military Fork	Puncture	Krush -20	Slash -30
Partisan	Puncture	Krush -20	Slash -30
Pike	Puncture	Krush -20	—
Pole Axe	Slash	Krush -20	—
Ranseur	Puncture	Krush -20	Slash -30
Trident	Puncture	Krush -30	—
Unusual Weapons			
Aklys	Krush	Grapple -10	—
Blowpipe	Tiny	—	—
Boomerang	Krush	—	—
Cat o' Nine Tails	Tiny	—	—
DartTiny	—	—	—
Gladiator's Net	Grapple	Unbalance -20	—
Hand Crossbow	Puncture	—	—
Nodwick	Unbalance	—	—
Lasso	Grapple	—	—
Mullet	Subdual	—	—
Staff Sling	Krush	—	—
Atlatl/Woomera	Puncture	—	—

Critical Type: Slash
Length: 3 feet
Weight: 7 pounds
Fumble Range: 01 - 05 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7, 8
Strength: 70w

Range Modifiers: 1' - 10': -30

Attack Table 2.31 Bastard Axe

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	14E	16E	18E	20E	24E	24E	27E	27E	24E	26E	30E	30E	24E	24E	29E	32E	27E	30E	33E	35E
145 - 147	14E	16E	18E	20E	24E	24E	27E	27E	24E	26E	29E	29E	24E	24E	29E	31E	26E	29E	33E	34E
142 - 144	14E	16E	17E	19E	23E	23E	26E	26E	23E	25E	28E	28E	23E	23E	28E	30E	25E	28E	32E	33E
139 - 141	13D	15D	17E	19E	23E	22E	25E	25E	22E	24E	27E	27E	23E	23E	27E	29E	24E	27E	31E	32E
136 - 138	13D	15D	16D	18D	22D	22D	24D	24E	22D	23E	26E	26E	22E	22E	26E	28E	23D	26D	30E	31E
133 - 135	13C	14D	16D	17D	21D	21D	23D	23D	21D	22D	25D	25E	21D	21D	25D	27E	22D	25D	29D	30D
130 - 133	13C	14C	16D	17D	21D	21D	23D	23D	20D	21D	25D	25D	21D	21D	25D	27D	22D	24D	28D	29D
127 - 129	12B	14C	15C	16D	20C	20D	22D	22D	19D	20D	23D	23D	20D	20D	23D	25D	20D	23D	27D	27D
124 - 126	12B	13B	14C	16C	19C	19C	21C	21D	19C	19D	22D	22D	20D	19D	23D	24D	19C	22C	26D	26D
121 - 123	12B	13B	14C	15C	19C	18C	20C	20D	18C	18C	21D	21D	19C	19D	22D	23D	18C	21C	25D	25C
118 - 120	11A	12B	13B	14C	18B	17C	19C	18C	17C	17C	20C	20D	18C	17C	20C	22D	17C	19C	24C	23C
115 - 117	10A	11A	12B	13C	17B	17B	18C	18C	16C	16C	19C	19C	17C	17C	19C	21C	16B	18C	23C	22C
112 - 114	10	11A	12B	13B	16B	16B	17B	17C	15B	15C	18C	18C	17C	16C	19C	20C	15B	17B	22C	21C
109 - 111	10	11A	11B	12B	16B	15B	17B	16C	14B	14B	17C	17C	16B	15C	18C	19C	14B	16B	21C	20B
106 - 108	9	10	11A	11B	15A	15B	16B	15B	14B	13B	16B	15C	15B	15B	17C	18C	13B	15B	20C	18B
103 - 105	9	10	10A	11B	14A	14A	15B	14B	13B	12B	15B	14C	15B	14B	16B	17C	12A	14B	19B	17B
100 - 102	9	9	10A	10A	14A	13A	14A	13B	12A	11B	14B	13B	14B	14B	15B	16B	11A	13A	18B	16B
97 - 99	8	9	9	10A	13	13A	13A	13B	11A	10B	13B	12B	13B	13B	14B	15B	10A	12A	17B	15A
94 - 96	8	9	9	9A	12	12A	12A	12B	11A	9A	12B	11B	13A	12B	13B	14B	9A	11A	16B	14A
91 - 93	8	8	8	8A	12	11	12A	11A	10A	9A	11A	10B	12A	12A	13B	13B	8	10A	15A	13A
88 - 90	7	8	8	8	11	11	11	10A	9A	8A	10A	9B	12A	11A	12A	12B	7	9	14A	11A
85 - 87	7	7	7	7	11	10	10	9A	8	7A	9A	8A	11A	10A	11A	11A	6	8	13A	10
82 - 84	7	7	7	7	10	9	9	8A	8	6	8A	7A	10	10A	10A	10A	5	-	12A	9
79 - 81	6	6	6	6	9	9	8	7A	7	5	7A	6A	10	9A	9A	9A	-	-	11A	-
76 - 78	6	6	6	5	9	8	8	7	6	4	6	5A	9	8	8A	8A	-	-	10	-
73 - 75	6	6	5	5	8	7	7	6	5	3	5	4A	9	8	7	7A	-	-	9	-
70 - 72	5	5	4	4	7	6	6	5	5	-	4	3	8	7	6	6	-	-	-	-
67 - 69	5	5	4	3	7	6	5	4	4	-	-	-	7	6	6	5	-	-	-	-
64 - 66	5	4	3	3	6	5	4	3	3	-	-	-	7	6	-	-	-	-	-	-
61 - 63	4	4	3	2	5	4	4	2	-	-	-	-	6	5	-	-	-	-	-	-
58 - 60	4	4	2	2	5	4	3	-	-	-	-	-	5	-	-	-	-	-	-	-
55 - 57	4	3	2	1	4	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	3	3	1	-	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	3	2	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

An axe midway in size between the battle axe and the hand axe. The bastard axe can be wielded one-handed or two-handed.
 May be used one-handed with -15 OB.

Alternate Critical: Krush -10



Critical Type:	Slash	Range Modifiers:	—	Attack Table 2.32 Bastard Sword
Length:	4 feet			
Weight:	7 pounds			
Fumble Range:	01 - 04 UM			
Breakage #s:	1, 2, 3, 4, 5, 6, 7, 8			
Strength:	75			

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	12E	14E	16E	18E	21E	21E	24E	24E	24E	26E	30E	30E	28E	28E	33E	36E	30E	33E	36E	38E
145 - 147	12E	14E	16E	18E	21E	21E	24E	24E	24E	26E	29E	29E	28E	28E	33E	35E	29E	32E	35E	37E
142 - 144	12D	14E	16E	17E	20E	20E	23E	23E	23E	25E	28E	28E	27E	27E	32E	34E	28E	31E	34E	36E
139 - 141	12D	13D	15D	17E	20D	20E	22E	22E	22E	24E	27E	27E	26E	26E	31E	33E	27E	30E	33E	35E
136 - 138	11C	13D	15D	16D	19D	19D	21D	21E	21D	23E	26E	26E	26E	25E	30E	32E	26D	29E	32E	33E
133 - 135	11C	13C	14D	16D	19D	18D	21D	21D	21D	22D	25D	25E	25D	25D	29E	31E	25D	28D	31D	32D
130 - 133	11C	12C	14D	15D	18D	18D	20D	20D	20D	21D	25D	25D	24D	24D	28D	30D	24D	27D	31D	31D
127 - 129	10B	12B	13C	14D	17C	17C	19D	19D	19D	20D	23D	23D	23D	23D	27D	29D	22D	25D	29D	30D
124 - 126	10A	11B	13C	14C	17C	17C	18C	18D	18C	19D	22D	22D	23D	22D	26D	28D	21C	24D	28D	28D
121 - 123	10A	11B	12B	13C	16B	16C	18C	17C	18C	18C	21D	21D	22D	21D	25D	27D	20C	23C	27D	27C
118 - 120	9A	10A	11B	12C	15B	15B	17C	16C	16C	17C	20C	20D	21C	20C	23D	25D	19C	21C	26C	25C
115 - 117	9	10A	11B	12B	15B	14B	16B	15C	16C	16C	19C	19C	20C	19C	22C	24C	17C	20C	25C	24C
112 - 114	8	9	10A	11B	14A	14B	15B	14C	15B	15C	18C	18C	19C	19C	21C	23C	16B	19C	24C	23C
109 - 111	8	9	10A	10B	13A	13B	14B	14B	14B	14B	17C	17C	18C	18C	20C	22C	15B	18B	23C	21B
106 - 108	8	9	9A	10B	13A	12A	14B	13B	13B	13B	16B	16C	18B	17C	19C	21C	14B	17B	21C	20B
103 - 105	8	8	9A	9A	12A	12A	13A	12B	13B	12B	15B	15C	17B	16B	18C	19C	13B	16B	20B	19B
100 - 102	7	8	8	9A	12	11A	12A	11B	12A	11B	14B	14B	16B	15B	17B	18C	12A	14B	19B	18B
97 - 99	7	8	8	8A	11	11	11A	10B	11A	10B	13B	13B	15B	15B	16B	17B	11A	13A	18B	16B
94 - 96	7	7	7	8A	11	10	11A	10A	10A	9A	12B	12B	15B	14B	15B	16B	9A	12A	17B	15A
91 - 93	6	7	7	7	10	9	10	9A	10A	8A	11A	11B	14A	13B	14B	15B	8A	11A	16B	14A
88 - 90	6	6	6	6	9	9	9	8A	9A	7A	10A	9B	13A	12A	13B	14B	7A	10A	15A	12A
85 - 87	6	6	6	6	9	8	8	7A	8	6A	9A	8A	12A	12A	12A	13B	6	9	14A	11A
82 - 84	6	6	5	5	8	8	8	7	7	5	8A	7A	12A	11A	12A	12A	5	7	13A	10
79 - 81	5	5	5	5	8	7	7	6	7	4	7A	6A	11A	10A	11A	11A	-	-	12A	-
76 - 78	5	5	4	4	7	6	6	5	6	3	6	5A	10	9A	10A	9A	-	-	11A	-
73 - 75	5	5	4	4	6	6	5	4	5	-	5	4A	9	8A	9A	8A	-	-	10A	-
70 - 72	4	4	3	3	6	5	5	3	4	-	4	3	9	8	8A	7A	-	-	9	-
67 - 69	4	4	3	2	5	4	4	3	4	-	-	-	8	7	7	6A	-	-	-	-
64 - 66	4	3	2	2	5	4	3	-	-	-	-	-	7	6	6	5	-	-	-	-
61 - 63	4	3	2	1	4	3	2	-	-	-	-	-	6	5	-	-	-	-	-	-
58 - 60	3	3	1	-	4	3	-	-	-	-	-	-	6	-	-	-	-	-	-	-
55 - 57	3	2	1	-	3	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-
52 - 54	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A long, straight sword midway in size between the long sword and the two-handed sword. The grip is almost long enough so that the weapon may be grasped with both hands; thus it is also called the hand-and-a-half sword.

May be used one-handed with -15 OB.

Alternate Critical I: Krush -10
Alternate Critical II: Puncture -10



Critical Type: Slash
Length: 2.5 feet
Weight: 3 pounds
Fumble Range: 01 - 03 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 80

Range Modifiers: 1' - 10': -30

Attack Table 2.33 Cutlass

One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	5D	6D	8E	10E	9E	9E	12E	12E	12E	14E	18E	18E	17E	17E	22E	25E	19E	22E	25E	27E
145 - 147	5D	6D	8E	10E	9E	9E	12E	12E	12E	14E	18E	18E	17E	17E	22E	25E	19E	22E	25E	27E
142 - 144	5C	6C	8E	10E	9E	9E	12E	12E	12E	14E	17E	17E	17E	17E	21E	24E	18E	21E	24E	26E
139 - 141	5B	6C	8D	10D	9D	9D	11D	11E	11E	13E	17E	17E	16E	16E	21E	23E	18E	21E	24E	25E
136 - 138	5B	6B	8D	9D	9D	9D	11D	11D	11D	13D	16D	16E	16E	16E	20E	23E	17D	20D	23E	24E
133 - 135	5A	6B	7C	9D	8C	8C	11D	11D	11D	12D	16D	15D	16D	16D	20D	22E	16D	19D	22D	24D
130 - 133	5A	6A	7C	9C	8C	8C	11C	10D	11D	12D	15D	15D	15D	15D	19D	21D	16D	19D	22D	23D
127 - 129	5	6A	7B	9C	8B	8C	10C	10C	10C	11D	15D	14D	15D	15D	18D	20D	15D	18D	21D	22D
124 - 126	5	5	7B	8C	8B	8B	10C	10C	10C	11C	14C	14D	14D	14D	18D	20D	15C	17C	21D	21D
121 - 123	5	5	7A	8B	7A	7B	9B	9C	9C	10C	13C	13D	14C	14D	17D	19D	14C	17C	20D	21C
118 - 120	4	5	6A	7B	7A	7A	9B	8C	9B	10C	12C	12C	13C	13C	16C	18D	13C	16C	19C	19C
115 - 117	4	5	6	7B	6	6A	8B	8B	8B	9B	12C	11C	13C	13C	16C	17C	12B	15C	18C	19C
112 - 114	4	4	5	7A	6	6A	8A	8B	8B	9B	11B	11C	12C	12C	15C	16C	12B	14B	18C	18C
109 - 111	4	4	5	6A	6	6	7A	7B	8B	8B	11B	10C	12B	12C	14C	16C	11B	14B	17C	17B
106 - 108	4	4	5	6A	6	6	7A	7A	7A	8B	10B	10B	12B	11B	14C	15C	11B	13B	17C	16B
103 - 105	4	4	5	6	6	5	7	7A	7A	7A	10B	9B	11B	11B	13B	14C	10A	12B	16B	16B
100 - 102	3	4	5	5	5	5	6	6A	7A	7A	9A	8B	11B	11B	13B	14B	9A	12A	15B	15B
97 - 99	3	4	4	5	5	5	6	6A	6	6A	8A	8B	11A	10B	12B	13B	9A	11A	15B	14B
94 - 96	3	4	4	5	5	5	6	5	6	6A	8A	7B	10A	10B	12B	12B	8A	10A	14B	13A
91 - 93	3	3	4	5	5	4	5	5	6	5	7A	7A	10A	9A	11B	11B	8	10A	14B	13A
88 - 90	3	3	4	4	4	4	5	5	5	5	7A	6A	9A	9A	10A	11B	7	9A	13A	12A
85 - 87	3	3	4	4	4	4	5	4	5	5	6	5A	9A	9A	10A	10A	6	9	12A	11A
82 - 84	3	3	3	4	4	4	4	4	5	4	6	5A	9	8A	9A	9A	6	8	12A	10
79 - 81	3	3	3	3	4	3	4	4	4	4	5	4A	8	8	9A	9A	5	7	11A	10
76 - 78	3	3	3	3	4	3	4	3	4	3	4	4	8	7	8A	8A	5	7	11A	9
73 - 75	3	3	3	3	3	3	3	3	4	3	4	3	8	7	7	7A	4	6	10A	8
70 - 72	2	2	3	3	3	3	3	2	3	2	3	2	7	7	7	6A	3	-	9	-
67 - 69	2	2	2	2	3	3	3	2	3	-	3	-	7	6	6	6	-	-	9	-
64 - 66	2	2	2	2	3	2	2	2	3	-	2	-	6	6	6	5	-	-	8	-
61 - 63	2	2	2	2	2	2	2	1	2	-	-	-	6	5	5	4	-	-	-	-
58 - 60	2	2	2	1	2	2	2	1	2	-	-	-	6	5	5	-	-	-	-	-
55 - 57	2	2	1	1	2	2	1	-	2	-	-	-	5	5	4	-	-	-	-	-
52 - 54	2	2	1	-	2	1	-	-	-	-	-	-	5	4	-	-	-	-	-	-
49 - 51	2	2	1	-	1	1	-	-	-	-	-	-	5	-	-	-	-	-	-	-
46 - 48	2	1	-	-	1	-	-	-	-	-	-	-	4	-	-	-	-	-	-	-
43 - 45	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A heavy short sword with a curved blade. Good, all purpose blade sturdy enough to cut ships' riggings. The pirate's weapon of choice, according to film and fiction.

Alternate Critical I: Krush -10



Critical Type:	Puncture	Range Modifiers:	—	Attack Table 2.34 Foil One-Handed Edged
Length:	3.5 feet			
Weight:	2.5 pounds			
Fumble Range:	01 - 03 UM			
Breakage #s:	1, 2, 3			
Strength:	30			

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	2B	3C	3D	4E	5E	5E	8E	8E	4E	6E	10E	10E	6E	6E	11E	14E	8E	11E	14E	16E
145 - 147	2A	3B	3D	4E	5E	5E	8E	8E	4E	6E	10E	10E	6E	6E	11E	14E	8E	11E	14E	16E
142 - 144	2	3A	3D	4E	5E	5E	8E	8E	4E	6E	10E	10E	6E	6E	11E	14E	8E	11E	14E	16E
139 - 141	2	3A	3C	4D	5D	5E	8E	8E	4E	6E	10E	10E	6E	6E	11E	13E	8E	11E	14E	16E
136 - 138	2	3	3C	4D	5D	5D	8D	8E	4D	6D	9E	9E	6E	6E	11E	13E	8E	11E	14E	15E
133 - 135	2	3	3B	4D	5D	5D	8D	7D	4D	6D	9D	9D	6D	6E	10E	13E	7D	10E	13E	15E
130 - 133	2	3	3B	4D	5C	5D	7D	7D	4D	6D	9D	9D	6D	6D	10D	13E	7D	10D	13E	15D
127 - 129	2	3	3A	4C	5C	5C	7D	7D	4C	5D	9D	9D	6D	6D	10D	12D	7D	10D	13D	14D
124 - 126	2	3	3A	4C	5B	5C	7C	7D	4C	5C	8D	8D	6D	6D	10D	12D	7D	10D	13D	14D
121 - 123	2	3	3A	4B	5B	5C	7C	7C	4C	5C	8C	8D	6D	6D	9D	11D	7C	10D	12D	14D
118 - 120	2	2	2	3B	4B	4B	6C	6C	3B	5C	7C	7C	5C	5D	9D	11D	6C	9D	12D	13D
115 - 117	2	2	2	3B	4A	4B	6B	6C	3B	4B	7C	7C	5C	5C	8C	10D	6C	9D	11D	13C
112 - 114	2	2	2	3A	4A	4B	6B	6C	3B	4B	7C	7C	5C	5C	8C	10C	5C	8C	11C	12C
109 - 111	2	2	2	3A	4	4A	6B	5B	3A	4B	7B	6C	5C	5C	8C	10C	5C	8C	11C	12C
106 - 108	2	2	2	3A	4	4A	5B	5B	3A	4B	6B	6C	5C	5C	8C	9C	5B	8C	11C	12C
103 - 105	2	2	2	3A	4	3A	5A	5B	3A	4A	6B	6B	5B	4C	7C	9C	5B	8C	11C	11C
100 - 102	2	2	2	3	3	3	5A	5B	3	4A	6B	6B	4B	4B	7C	9C	5B	7C	10C	11B
97 - 99	2	2	2	3	3	3	5A	5A	3	3A	6A	5B	4B	4B	7B	8C	4B	7B	10C	11B
94 - 96	2	2	2	3	3	3	5	4A	3	3A	5A	5B	4B	4B	7B	8B	4A	7B	10B	10B
91 - 93	2	2	2	2	3	3	4	4A	2	3	5A	5B	4A	4B	6B	7B	4A	7B	10B	10B
88 - 90	1	2	2	2	3	3	4	4A	2	3	5A	5A	4A	4B	6B	7B	4A	7B	9B	10B
85 - 87	1	2	2	2	3	3	4	4A	2	3	5	4A	4A	4A	6B	7B	4A	6B	9B	9A
82 - 84	1	2	2	2	3	3	4	4	2	3	4	4A	4A	4A	6A	6B	3A	6B	9B	9A
79 - 81	1	2	2	2	3	3	4	3	2	3	4	4A	4A	4A	5A	6B	3	6A	9B	9A
76 - 78	1	2	2	2	3	2	3	3	2	2	4	4A	4	3A	5A	6A	3	6A	9A	8A
73 - 75	1	2	2	2	3	2	3	3	2	2	4	3	4	3A	5A	5A	3	5A	8A	8A
70 - 72	1	2	2	2	2	2	3	3	2	2	3	3	3	3	5A	5A	3	5A	8A	8A
67 - 69	1	2	2	2	2	2	3	3	2	2	3	3	3	3	4A	5A	2	5A	8A	7
64 - 66	1	2	2	2	2	2	3	2	2	2	3	2	3	3	4	4A	2	5	8A	7
61 - 63	1	1	1	2	2	2	2	2	2	2	3	2	3	3	4	4A	2	5	7A	7
58 - 60	1	1	1	2	2	2	2	2	2	2	2	2	3	3	4	4	2	4	7	7
55 - 57	1	1	1	1	2	2	2	2	1	1	2	2	3	3	3	3	1	4	7	6
52 - 54	1	1	1	1	2	2	2	2	1	1	2	1	3	3	3	3	1	-	7	-
49 - 51	1	1	1	1	2	2	2	1	1	1	2	1	3	3	3	3	1	-	6	-
46 - 48	1	1	1	1	2	1	2	1	1	-	1	-	3	2	3	2	-	-	6	-
43 - 45	1	1	1	1	2	1	1	1	1	-	1	-	3	2	2	2	-	-	6	-
40 - 42	1	1	1	1	1	1	1	-	1	-	-	-	2	2	2	-	-	-	-	-
37 - 39	1	1	1	-	1	1	-	-	-	-	-	-	2	2	-	-	-	-	-	-
34 - 36	1	1	1	-	1	1	-	-	-	-	-	-	2	2	-	-	-	-	-	-
31 - 33	-	-	-	-	1	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-
28 - 30	-	-	-	-	1	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A fencing sword that does not have an edge on the blade. The blade has a square cross section and a sharp tip. It is only used for thrusting attacks. Generally used for dueling.



Critical Type: Slash
Length: 6 feet
Weight: 6 - 12 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7, 8
Strength: 80

Range Modifiers: —

Attack Table 2.35 Great Sword

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	22E	22E	24E	26E	32E	32E	35E	35E	36E	38E	42E	42E	40E	44E	45E	48E	42E	45E	48E	50E
145 - 147	21E	22E	24E	26E	32E	31E	34E	34E	35E	37E	41E	41E	39E	43E	44E	47E	41E	44E	47E	49E
142 - 144	20E	21E	23E	25E	31E	30E	33E	33E	34E	35E	39E	39E	38E	42E	42E	45E	39E	42E	45E	47E
139 - 141	20E	21E	22E	24E	30E	29E	32E	32E	33E	34E	38E	38E	37E	40E	41E	44E	37E	40E	44E	45E
136 - 138	19D	20D	21D	23E	29D	28E	31E	30E	31E	32E	36E	36E	36E	39E	39E	42E	35D	38D	42E	43E
133 - 135	19D	19D	21D	22D	28D	27D	29D	29D	30D	31D	35D	35E	34D	37E	38E	40E	33D	36D	41E	41D
130 - 133	18D	19D	20D	22D	27D	27D	29D	28D	29D	30D	34D	34D	34D	36D	37D	39D	32D	34D	40D	40D
127 - 129	18C	18C	19D	20D	26D	25D	27D	26D	27D	28D	32D	32D	32D	34D	35D	37D	29D	32D	38D	37D
124 - 126	17C	17C	18C	20D	25C	24D	26D	25D	26D	26D	30D	30D	31D	33D	33D	36D	28C	30C	36D	35D
121 - 123	17C	17C	18C	19D	24C	23C	24C	24D	25C	25D	29D	29D	30D	31D	32D	34D	26C	28C	35D	33C
118 - 120	16B	16B	16C	17C	22C	22C	23C	22C	23C	23C	27C	27D	28C	30D	30D	32D	23C	26C	33D	31C
115 - 117	15B	15B	15C	16C	21C	21C	21C	21C	22C	21C	25C	25C	27C	28C	29C	30C	22C	24C	32C	29C
112 - 114	14B	14B	15B	16C	20B	19C	20C	20C	21C	20C	24C	24C	25C	27C	27C	29C	20B	22B	30C	27C
109 - 111	14A	14B	14B	15C	19B	18B	19B	18C	19B	18C	22C	22C	24C	25C	26C	27C	18B	20B	29C	25B
106 - 108	13A	13A	13B	14B	18B	17B	18B	17C	18B	17B	21C	21C	23C	24C	24C	25C	16B	18B	27C	23B
103 - 105	13A	12A	12B	13B	17A	16B	17B	16B	17B	15B	19B	19C	22B	22C	23C	24C	14B	16B	26C	21B
100 - 102	12	12A	12A	12B	16A	15B	15B	14B	15B	14B	18B	18B	21B	21B	21B	22B	12A	14A	24B	19B
97 - 99	12	11	11A	11B	15A	14A	14B	13B	14B	12B	16B	16B	19B	19B	20B	21B	10A	12A	23B	18B
94 - 96	11	10	10A	10B	14A	13A	13A	12B	13A	11B	15B	15B	18B	18B	18B	19B	9A	10A	21B	16A
91 - 93	11	10	9A	10A	13	12A	12A	11B	12A	9A	13B	13B	17B	17B	17B	17B	7A	8A	20B	14A
88 - 90	10	9	8	9A	12	11A	10A	9A	10A	8A	12A	12B	16A	15B	15B	16B	5	6	18B	12A
85 - 87	10	9	8	8A	11	10	9A	8A	9A	6A	10A	10A	15A	14B	14B	14B	3	-	17A	10A
82 - 84	9	8	7	7A	10	9	8	7A	8	5A	9A	9A	13A	12A	12A	13A	-	-	15A	8
79 - 81	8	7	6	6	9	8	7	5A	6	3	7A	7A	12A	11A	11A	11A	-	-	14A	-
76 - 78	8	7	5	5	9	7	6	4A	5	-	6A	6A	11A	9A	9A	9A	-	-	12A	-
73 - 75	7	6	5	4	8	6	4	3	4	-	4	4A	10	8A	8A	8A	-	-	11A	-
70 - 72	7	5	4	3	7	5	3	-	-	-	-	-	8	6A	6A	6A	-	-	9	-
67 - 69	6	5	3	3	6	4	2	-	-	-	-	-	7	5	-	-	-	-	-	-
64 - 66	6	4	2	-	5	3	-	-	-	-	-	-	6	-	-	-	-	-	-	-
61 - 63	5	3	2	-	4	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-
58 - 60	5	3	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	4	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	4	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A larger, heavier version of the two-handed sword.

Alternate Critical I: Krush -15
Alternate Critical II: Puncture -20



Critical Type:	Puncture	Range Modifiers:	1' - 10':	-10	Attack Table 2.36 Knife One-Handed Edged
Length:	.75 feet		11' - 25':	-20	
Weight:	.5 pounds		26' - 50':	-30	
Fumble Range:	01 - 01 UM				
Breakage #s:	1, 2, 3, 4, 5				
Strength:	70				

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	2B	3B	3C	4D	5C	5D	7E	7E	4E	6E	9E	9E	6E	6E	10E	13E	8E	10E	12E	15E
145 - 147	2A	3B	3C	4D	5C	5D	7E	7E	4E	6E	9E	9E	6E	6E	10E	13E	8E	10E	12E	15E
142 - 144	2	3A	3B	4D	5B	5C	7D	7E	4D	6E	9E	9E	6E	6E	10E	13E	8E	10E	12E	14E
139 - 141	2	3	3B	4C	5B	5C	7D	7D	4D	6D	8D	8E	6E	6E	10E	12E	7D	9E	11E	14E
136 - 138	2	3	3A	4C	5A	5B	7C	7D	4C	6D	8D	8D	6D	6D	9D	12E	7D	9D	11D	13D
133 - 135	2	3	3A	4B	5A	5B	6C	6C	4C	5C	8D	8D	6D	6D	9D	11D	7D	9D	11D	13D
130 - 133	2	3	3	4B	5	5A	6B	6C	4C	5C	8C	7D	6D	6D	9D	11D	7C	9D	10D	13D
127 - 129	2	3	3	4A	5	5A	6A	6B	4B	5C	7C	7C	6C	5D	8D	10D	6C	8C	10D	12D
124 - 126	2	3	3	4A	4	4	6A	6B	4A	5B	7B	7C	5C	5C	8C	10D	6C	8C	10C	11C
121 - 123	2	3	3	3A	4	4	6	5B	3A	5B	6B	6C	5C	5C	8C	9C	5B	7C	9C	11C
118 - 120	2	2	2	3	4	4	5	5A	3A	4A	6B	5B	5C	5C	7C	9C	5B	7B	8C	10C
115 - 117	2	2	2	3	4	4	5	5A	3	4A	5A	5B	4B	4C	7C	8C	4B	6B	8C	10B
112 - 114	2	2	2	3	3	3	4	4	3	3A	5A	5B	4B	4B	6B	8C	4A	6B	8B	9B
109 - 111	2	2	2	3	3	3	4	4	2	3	5A	4B	4B	4B	6B	7B	4A	5A	7B	9B
106 - 108	2	2	2	2	3	3	4	4	2	3	4	4A	4A	4B	6B	7B	3A	5A	7B	8B
103 - 105	2	2	2	2	3	3	4	4	2	3	4	4A	4A	4A	5B	6B	3	5A	7B	8A
100 - 102	2	2	2	2	3	3	4	3	2	2	4	3A	4A	4A	5A	6B	3	4A	6A	7A
97 - 99	1	2	2	2	3	3	3	3	2	2	3	3	4A	4A	5A	5B	2	4	6A	7A
94 - 96	1	2	2	2	3	3	3	3	2	2	3	3	3	3A	5A	5A	2	4	6A	6A
91 - 93	1	2	1	2	3	2	3	3	2	2	3	2	3	3	4A	5A	2	3	5A	6
88 - 90	1	2	1	2	2	2	3	3	2	2	2	2	3	3	4A	4A	1	3	5A	5
85 - 87	1	2	1	2	2	2	3	2	2	1	2	2	3	3	4	4A	-	-	5	-
82 - 84	1	2	1	2	2	2	2	2	1	1	2	1	3	3	3	3	-	-	4	-
79 - 81	1	2	1	1	2	2	2	2	1	-	1	-	3	3	3	3	-	-	-	-
76 - 78	1	1	1	1	2	2	2	2	1	-	1	-	3	3	3	2	-	-	-	-
73 - 75	1	1	-	1	2	2	2	1	1	-	-	-	3	2	2	-	-	-	-	-
70 - 72	1	1	-	1	2	1	1	1	-	-	-	-	2	2	2	-	-	-	-	-
67 - 69	1	1	-	-	1	1	1	-	-	-	-	-	2	2	-	-	-	-	-	-
64 - 66	1	1	-	-	1	1	1	-	-	-	-	-	2	-	-	-	-	-	-	-
61 - 63	1	1	-	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A small fighting knife made of steel. This weapon usually has small guards. The blade may be straight or curved, and single or double edged. Sharp, well-honed kitchen knives also use this attack table.

Alternate Critical: Slash -5



Critical Type: Slash

Range Modifiers: —

Length: 4 feet

Weight: 6 pounds

Fumble Range: 01 - 05 UM

Breakage #s: 1, 2, 3, 4, 5, 6, 7

Strength: 70

Attack Table 2.37 Long Scimitar

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	10E	10E	11E	16E	16E	16E	19E	19E	24E	26E	30E	30E	28E	28E	33E	36E	30E	33E	36E	38E
145 - 147	10E	10E	11E	16E	16E	16E	19E	19E	24E	25E	29E	29E	28E	28E	32E	35E	29E	32E	35E	37E
142 - 144	10D	10E	11E	15E	16E	16E	18E	18E	23E	24E	28E	28E	27E	27E	31E	34E	28E	31E	34E	36E
139 - 141	10D	10D	11D	15E	15D	15D	18E	18E	22E	23E	27E	27E	26E	26E	30E	33E	26E	29E	33E	34E
136 - 138	10C	9D	10D	14D	15D	15D	17D	17D	21D	22D	26E	26E	25E	25E	29E	31E	25D	28D	32E	33D
133 - 135	9C	9C	10D	14D	14D	14D	16D	16D	20D	21D	25D	25D	24D	24D	28D	30D	24D	27D	31D	31D
130 - 133	9C	9C	10D	14D	14C	14D	16D	16D	20D	20D	24D	24D	24D	23D	27D	29D	23D	26D	30D	30D
127 - 129	9B	9B	9C	13D	13C	13C	15C	15D	18D	19D	22D	22D	23D	22D	26D	28D	21C	24D	28D	28D
124 - 126	9A	8B	9C	12C	13B	13C	15C	14C	18C	18C	21D	21D	22D	21D	25D	26D	20C	23C	27D	27C
121 - 123	8A	8B	9B	12C	12B	12B	14C	14C	17C	17C	20C	20D	21C	21D	24D	25D	18C	21C	26D	25C
118 - 120	8A	7A	8B	11C	11B	11B	13B	12C	15C	15C	18C	18C	20C	19C	22C	23C	17C	19C	24C	23C
115 - 117	7	7A	7B	10B	11A	11B	12B	12C	15B	14C	17C	17C	19C	18C	21C	22C	15B	18B	23C	22C
112 - 114	7	7	7A	10B	11A	10A	12B	11B	14B	13B	16C	16C	18C	17C	20C	21C	14B	17B	22C	20B
109 - 111	7	7	7A	9B	10A	10A	11B	11B	13B	12B	15B	15C	17B	17C	19C	20C	13B	15B	21C	19B
106 - 108	7	6	6A	9B	10	9A	10A	10B	12B	11B	14B	14B	16B	16B	18C	18C	11A	14B	20B	17B
103 - 105	6	6	6A	8A	9	9A	10A	9B	11A	10B	13B	12B	16B	15B	16B	17B	10A	12A	18B	16B
100 - 102	6	6	6	8A	9	8	9A	9A	10A	8A	11B	11B	15B	14B	15B	16B	8A	11A	17B	14A
97 - 99	6	6	6	7A	8	8	9	8A	9A	7A	10B	10B	14A	13B	14B	15B	7A	10A	16B	13A
94 - 96	6	5	5	7A	8	7	8	7A	8A	6A	9A	9B	13A	12B	13B	13B	6	8A	15B	11A
91 - 93	5	5	5	6	7	7	7	7A	8	5A	8A	8A	12A	11A	12A	12B	4	7	14A	10A
88 - 90	5	5	5	6	7	6	7	6A	7	4	7A	7A	11A	10A	11A	11A	-	-	13A	-
85 - 87	5	4	4	5	7	6	6	5	6	3	6A	5A	11A	9A	10A	10A	-	-	11A	-
82 - 84	5	4	4	5	6	6	5	5	5	-	5	4A	10	9A	9A	8A	-	-	10A	-
79 - 81	5	4	4	4	6	5	5	4	4	-	3	3	9	8	8A	7A	-	-	9	-
76 - 78	4	4	3	4	5	5	4	3	3	-	-	-	8	7	6	6A	-	-	-	-
73 - 75	4	3	3	3	5	4	4	3	-	-	-	-	7	6	5	-	-	-	-	-
70 - 72	4	3	3	3	4	4	3	2	-	-	-	-	6	5	-	-	-	-	-	-
67 - 69	4	3	2	2	4	3	2	-	-	-	-	-	6	-	-	-	-	-	-	-
64 - 66	3	3	2	2	3	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	3	2	2	1	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	3	2	1	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	3	2	1	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A longer and heavier version of the scimitar.

Alternate Critical I: Krush -10

Alternate Critical II: Puncture -10



Critical Type:	Slash	Range Modifiers:	—	Attack Table 2.38 Long Sword One-Handed Edged
Length:	3.5 feet			
Weight:	4.5 pounds			
Fumble Range:	01 - 03 UM			
Breakage #s:	1, 2, 3, 4, 5, 6			
Strength:	70			

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	8E	10E	12E	14E	15E	15E	18E	18E	16E	18E	22E	22E	20E	20E	24E	28E	22E	25E	28E	30E
145 - 147	8E	10E	12E	14E	15E	15E	18E	18E	16E	18E	22E	22E	20E	20E	24E	28E	22E	25E	28E	30E
142 - 144	8D	10E	12E	14E	15E	15E	17E	17E	16E	17E	21E	21E	20E	19E	23E	27E	21E	24E	27E	29E
139 - 141	8D	10D	11D	13E	14D	14E	17E	17E	15E	17E	20E	20E	19E	19E	22E	26E	20E	23E	26E	28E
136 - 138	8C	9D	11D	13D	14D	14D	16D	16E	15D	16E	20E	19E	19E	18E	22E	25E	19D	22D	25E	27E
133 - 135	8C	9C	11D	12D	13D	13D	16D	16D	14D	15D	19D	19E	18D	18D	21E	24E	19D	21D	25D	26D
130 - 133	7C	9C	11D	12D	13D	13D	15D	15D	14D	15D	18D	18D	18D	18D	21D	24D	18D	21D	24D	25D
127 - 129	7B	9B	10C	12D	13C	12C	15D	14D	13D	14D	17D	17D	17D	17D	20D	22D	17D	20D	23D	24D
124 - 126	7A	8B	10C	11C	12C	12C	14C	14D	13C	14D	17D	16D	17D	17D	19D	22D	16C	19C	22D	23D
121 - 123	7A	8B	9B	11C	12B	12C	14C	13C	12C	13C	16C	16D	16C	16D	18D	21D	15C	18C	22D	22C
118 - 120	6	7A	9B	10C	11B	11B	12C	12C	11C	12C	15C	14D	15C	15C	17D	19D	14C	17C	20C	20C
115 - 117	6	7A	8B	9B	10B	10B	12B	12C	11C	11C	14C	14C	15C	14C	17C	19C	13C	16C	20C	19C
112 - 114	6	7	8A	9B	10A	10B	11B	11C	10B	11C	13C	13C	14C	14C	16C	18C	13B	15B	19C	19C
109 - 111	6	7	8A	8B	10A	9B	11B	10B	10B	10B	12C	12C	14C	13C	15C	17C	12B	14B	18C	18B
106 - 108	5	6	7A	8B	9A	9A	10B	10B	9B	9B	12B	11C	13B	13C	15C	16C	11B	13B	17C	17B
103 - 105	5	6	7	8A	9	9A	10A	9B	9B	9B	11B	11C	13B	12B	14C	15C	10A	13B	17B	16B
100 - 102	5	6	7	7A	8	8A	9A	9B	8A	8B	10B	10B	12B	12B	13B	14B	9A	12A	16B	15B
97 - 99	5	6	6	7A	8	8	9A	8B	8A	7A	10B	9B	12B	11B	13B	13B	9A	11A	15B	14B
94 - 96	5	5	6	6A	8	7	8A	7A	7A	7A	9A	8B	11A	11B	12B	13B	8A	10A	14B	13A
91 - 93	5	5	6	6	7	7	7	7A	7A	6A	8A	8B	11A	10B	11B	12B	7	9A	14B	12A
88 - 90	4	5	5	6	7	6	7	6A	6	6A	7A	7B	10A	10A	11B	11B	6	8A	13A	11A
85 - 87	4	5	5	5	6	6	6	6A	6	5	7A	6A	10A	9A	10A	10B	5	8	12A	10A
82 - 84	4	4	5	5	6	5	6	5	5	4	6A	5A	9A	9A	9A	9A	5	7	11A	9
79 - 81	4	4	4	4	6	5	5	5	5	4	5	5A	9	8A	8A	8A	4	6	11A	8
76 - 78	4	4	4	4	5	5	5	4	4	3	4	4A	8	7A	8A	7A	3	-	10A	-
73 - 75	4	4	3	3	5	4	4	3	4	2	4	3A	8	7	7A	7A	-	-	9A	-
70 - 72	3	3	3	3	4	4	4	3	3	-	3	2	7	6	6	6A	-	-	8	-
67 - 69	3	3	3	3	4	3	3	2	3	-	2	-	7	6	6	5	-	-	-	-
64 - 66	3	3	2	2	3	3	2	2	2	-	-	-	6	5	5	4	-	-	-	-
61 - 63	3	3	2	2	3	2	2	1	2	-	-	-	6	5	4	-	-	-	-	-
58 - 60	3	2	2	1	3	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-
55 - 57	2	2	1	-	2	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-
52 - 54	2	2	1	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
49 - 51	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A straight bladed, double-edged sword, slightly longer and narrower than a broadsword.

Alternate Critical I: Krush -10
Alternate Critical II: Puncture -10



Critical Type: Slash

Range Modifiers: —

Length: 4 feet

Weight: 5 pounds

Fumble Range: 01 - 04 UM

Breakage #s: 1, 2, 3, 4, 5, 6, 7

Strength: 85

Attack Table 2.51 Katana

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	8E	8E	9E	14E	13E	13E	16E	16E	19E	21E	25E	25E	24E	24E	29E	32E	26E	29E	32E	34E
145 - 147	8E	8E	9E	14E	13E	13E	16E	16E	19E	21E	25E	25E	24E	24E	29E	32E	26E	29E	32E	33E
142 - 144	8D	8E	9E	14E	13E	13E	16E	15E	18E	20E	24E	24E	23E	23E	28E	31E	25E	28E	31E	32E
139 - 141	8D	8D	9E	13E	12D	12E	15E	15E	18E	19E	23E	23E	23E	23E	27E	30E	24E	27E	30E	31E
136 - 138	8C	8D	9D	13D	12D	12D	15D	14E	17D	19E	22E	22E	22E	22E	26E	29E	23D	26E	29E	30E
133 - 135	8C	8C	8D	12D	12D	12D	14D	14D	17D	18D	21D	21E	22D	21E	25E	28E	22D	25D	28E	29D
130 - 133	7C	7C	8D	12D	12D	11D	14D	14D	16D	17D	21D	20D	21D	21D	25D	27D	21D	24D	28D	29D
127 - 129	7B	7B	8C	12D	11C	11C	13D	13D	15D	16D	20D	19D	20D	20D	24D	26D	20D	23D	27D	27D
124 - 126	7A	7B	8C	11C	11C	11C	13C	12D	15C	16D	19D	18D	20D	20D	23D	25D	19C	22D	26D	26D
121 - 123	7A	7B	7C	11C	10B	10C	12C	12D	14C	15C	18D	18D	19D	19D	22D	24D	18C	21C	25D	25D
118 - 120	6	6A	7B	10C	10B	9C	11C	11C	13C	14C	17C	16D	18C	18D	21D	22D	17C	19C	24D	24C
115 - 117	6	6A	6B	9C	9B	9B	11C	10C	13C	13C	16C	15C	18C	17C	20C	21D	16C	18C	23C	23C
112 - 114	6	6	6B	9B	9A	9B	10B	10C	12B	12C	15C	14C	17C	17C	19C	20C	15B	17C	22C	22C
109 - 111	6	5	6A	9B	8A	8B	10B	9C	11B	12B	14C	14C	16C	16C	18C	19C	14B	16B	21C	20C
106 - 108	6	5	6A	8B	8A	8A	9B	9B	11B	11B	13C	13C	16B	15C	18C	18C	13B	15B	20C	19C
103 - 105	5	5	5A	8B	8	7A	9B	8B	10B	10B	13B	12C	15B	15C	17C	18C	12B	14B	19C	18B
100 - 102	5	5	5	7A	7	7A	8A	8B	10A	9B	12B	11B	15B	14B	16B	17C	11A	13B	18C	17B
97 - 99	5	5	5	7A	7	7A	8A	7B	9A	9B	11B	10B	14B	13B	15B	16B	10A	12B	18B	16B
94 - 96	5	5	5	6A	7	6	7A	7B	9A	8A	10B	9B	13B	13B	14B	15B	9A	12A	17B	15B
91 - 93	5	4	4	6A	6	6	7A	6A	8A	7A	9A	8B	13A	12B	14B	14B	8A	11A	16B	14B
88 - 90	4	4	4	6	6	6	6	6A	7	6A	8A	7B	12A	12B	13B	13B	7A	10A	15B	13A
85 - 87	4	4	4	5	6	5	6	5A	7	6A	8A	6A	12A	11A	12A	12B	6	9A	14B	12A
82 - 84	4	4	4	5	5	5	5	5A	6	5	7A	6A	11A	10A	11A	11B	5	8	13A	11A
79 - 81	4	4	3	4	5	5	5	4	6	4	6A	5A	10A	10A	10A	10A	5	7	13A	10A
76 - 78	4	3	3	4	5	4	4	4	5	3	5	4A	10	9A	9A	9A	4	-	12A	9A
73 - 75	4	3	3	4	4	4	4	3	5	3	4	3A	9	9A	9A	8A	-	-	11A	8
70 - 72	3	3	3	3	4	3	3	3	4	2	3	2	9	8	8A	7A	-	-	10A	-
67 - 69	3	3	2	3	4	3	3	2	3	-	3	-	8	7	7	6A	-	-	9A	-
64 - 66	3	3	2	2	3	3	2	2	3	-	-	-	8	7	6	5A	-	-	8	-
61 - 63	3	2	2	2	3	2	2	1	2	-	-	-	7	6	5	4	-	-	-	-
58 - 60	3	2	2	1	3	2	1	-	-	-	-	-	6	5	5	-	-	-	-	-
55 - 57	2	2	1	1	2	2	1	-	-	-	-	-	6	5	-	-	-	-	-	-
52 - 54	2	2	1	-	2	1	-	-	-	-	-	-	5	4	-	-	-	-	-	-
49 - 51	2	2	-	-	1	-	-	-	-	-	-	-	5	-	-	-	-	-	-	-
46 - 48	2	1	-	-	1	-	-	-	-	-	-	-	4	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A Japanese curved, single edged, long sword usually used two handed. Said by some to be the most perfect blade ever produced. The katana is not like a long sword in traditional western sword play; it is traditionally wielded as a “single strike” weapon. The attacker makes one single quick, lethal strike.

May be used one-handed with -10 OB.

Alternate Critical I: Krush -10

Alternate Critical II: Puncture -10



Attack Table 2.52 Kyotetsu-shoge

Two-handed edged

Critical Type: Slash
Length: 1 foot
Weight: 5 pounds
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 50s

Range Modifiers: 1' - 10': 0
 11' - 25': -10

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	4C	6C	8E	10E	9E	9E	12E	12E	9E	11E	13E	13E	12E	12E	17E	20E	14E	17E	20E	22E
145 - 147	4B	6C	8E	10E	9E	9E	12E	12E	9E	11E	13E	13E	12E	12E	17E	20E	14E	17E	20E	22E
142 - 144	4A	6B	8D	10E	9D	9D	12E	12E	9E	11E	13E	12E	12E	12E	16E	19E	13E	16E	19E	21E
139 - 141	4A	6B	8D	10D	9D	9D	11D	11E	9D	10D	12E	12E	12E	12E	16E	18E	13E	16E	19E	20E
136 - 138	4	6A	8C	9D	8C	8C	11D	11D	8D	10D	12D	11D	11D	11E	15E	18E	12D	15D	18E	19D
133 - 135	4	6A	7B	9C	8B	8C	11C	10D	8D	9D	11D	11D	11D	11D	15D	17D	12D	14D	18D	19D
130 - 133	4	6	7B	9C	8B	8C	10C	10D	8C	9D	11D	11D	11D	11D	15D	17D	11D	14D	17D	18D
127 - 129	4	5	7A	8C	8A	8B	10B	10C	7C	8C	10C	10D	10D	10D	14D	16D	11C	13C	17D	17D
124 - 126	4	5	7A	8B	7A	7A	9B	9C	7B	8C	10C	9C	10C	10D	13D	15D	10C	13C	16D	16C
121 - 123	4	5	6	8B	7	7A	9B	9C	7B	8B	9C	9C	10C	10C	13C	14D	10C	12C	15C	16C
118 - 120	3	5	6	7A	6	6A	8A	8B	6B	7B	8B	8C	9C	9C	12C	13C	8B	11B	14C	15C
115 - 117	3	4	5	7A	6	6	8A	7B	6A	6B	8B	7C	9C	9C	11C	13C	8B	10B	14C	14B
112 - 114	3	4	5	6A	6	6	7	7B	5A	6A	7B	7B	8B	8C	11C	12C	7B	10B	13C	13B
109 - 111	3	4	5	6	6	6	7	7A	5A	5A	7B	6B	8B	8B	10C	11C	7A	9B	13B	12B
106 - 108	3	4	5	6	5	5	7	6A	5	5A	6A	6B	8B	8B	10B	10B	6A	9A	12B	12B
103 - 105	3	4	5	5	5	5	6	6A	5	5A	6A	5B	8B	7B	9B	10B	6A	8A	12B	11A
100 - 102	3	4	4	5	5	5	6	5	4	4	5A	5A	7A	7B	9B	9B	5	7A	11B	10A
97 - 99	3	3	4	5	5	4	5	5	4	4	5	4A	7A	7A	8B	8B	5	7	11B	9A
94 - 96	3	3	4	4	4	4	5	5	4	3	4	4A	7A	6A	8A	8B	4	6	10A	9A
91 - 93	2	3	4	4	4	4	5	4	3	3	4	3A	6A	6A	7A	7A	3	6	9A	8
88 - 90	2	3	3	4	4	4	4	4	3	2	3	3A	6	6A	7A	6A	3	5	9A	7
85 - 87	2	3	3	3	4	3	4	3	3	2	3	2	6	5	6A	6A	2	-	8A	-
82 - 84	2	3	3	3	3	3	3	3	2	2	2	2	5	5	5A	5A	-	-	8	-
79 - 81	2	3	3	3	3	3	3	3	2	1	2	1	5	5	5	4A	-	-	7	-
76 - 78	2	2	2	2	3	3	3	2	2	-	1	-	5	4	4	4	-	-	-	-
73 - 75	2	2	2	2	3	2	2	2	2	-	1	-	5	4	4	3	-	-	-	-
70 - 72	2	2	2	2	2	2	2	1	1	-	-	-	4	4	3	-	-	-	-	-
67 - 69	2	2	2	1	2	2	2	-	-	-	-	-	4	3	-	-	-	-	-	-
64 - 66	2	2	1	1	2	2	1	-	-	-	-	-	4	3	-	-	-	-	-	-
61 - 63	2	2	1	-	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
58 - 60	2	2	1	-	1	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
55 - 57	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A Japanese combination weapon used by the Ninja. The Kyotetsu-shoge consists of a knife with a hook blade joined to an iron ring by a rope woven from human hair. The knife or iron ring may be thrown or swung and retrieved by the rope. It may also be used as a grappling hook. Retrieving this weapon after it is thrown takes 10% of the character's action that round.



Alternate Critical I: Krush -5
Alternate Critical II: Puncture -20

Critical Type: Slash

Range Modifiers: —

Length: 5 feet

Weight: 9 pounds

Fumble Range: 01 - 07 UM

Breakage #s: 1, 2, 3, 4, 5, 6, 7

Strength: 75w

Attack Table 2.53 Nagamaki

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	11E	13E	15E	17E	20E	20E	23E	23E	23E	25E	29E	29E	27E	27E	32E	35E	29E	32E	35E	37E
145 - 147	11E	13E	15E	17E	20E	20E	23E	23E	23E	25E	29E	29E	27E	27E	32E	34E	28E	31E	35E	36E
142 - 144	11D	13E	15E	16E	19E	19E	22E	22E	22E	24E	28E	28E	26E	26E	31E	33E	27E	30E	34E	35E
139 - 141	11D	12D	14D	16E	19D	19E	21E	21E	21E	23E	27E	27E	25E	25E	30E	32E	26E	29E	33E	34E
136 - 138	10C	12D	14D	15D	18D	18D	21D	21E	21D	22E	26E	26E	25E	25E	29E	31E	25D	28E	32E	33E
133 - 135	10C	12C	13D	15D	18D	18D	20D	20D	20D	21D	25D	25E	24D	24D	28E	30E	24D	27D	31E	31D
130 - 133	10C	12C	13D	14D	17D	17D	20D	19D	19D	21D	24D	24D	24D	23D	27D	29D	23D	26D	30D	31D
127 - 129	10B	11B	12C	14D	17C	17C	19D	18D	19D	19D	23D	23D	23D	22D	26D	28D	22D	25D	29D	29D
124 - 126	9A	11B	12C	13C	16C	16C	18C	18D	18C	18D	22D	22D	22D	22D	25D	27D	21C	24D	28D	28D
121 - 123	9A	10B	12B	13C	16B	15C	17C	17C	17C	18C	21D	21D	21C	21D	24D	26D	20C	22C	27D	27C
118 - 120	8	10A	11B	12C	15B	14B	16C	16C	16C	16C	19C	19D	20C	20C	22D	24D	18C	21C	25D	25C
115 - 117	8	9A	10B	11B	14B	14B	15B	15C	15C	15C	18C	18C	19C	19C	22C	23C	17C	20C	24C	24C
112 - 114	8	9	10A	11B	14A	13B	15B	14C	15B	14C	17C	17C	19C	18C	21C	22C	16B	19C	23C	22C
109 - 111	8	9	9A	10B	13A	13B	14B	13B	14B	14B	16C	16C	18C	17C	20C	21C	15B	17B	22C	21C
106 - 108	7	8	9A	10B	12A	12A	13B	13B	13B	13B	15B	15C	17B	17C	19C	20C	14B	16B	21C	20B
103 - 105	7	8	8	9A	12	11A	13A	12B	12B	12B	14B	14C	17B	16B	18C	19C	13B	15B	20C	19B
100 - 102	7	8	8	8A	11	11A	12A	11B	12A	11B	13B	13B	16B	15B	17B	18B	12A	14B	19B	18B
97 - 99	7	7	7	8A	11	10	11A	10B	11A	10B	12B	12B	15B	15B	16B	17B	11A	13A	18B	16B
94 - 96	6	7	7	7A	10	10	10A	10A	10A	9A	11B	11B	14A	14B	15B	16B	10A	12A	17B	15A
91 - 93	6	6	7	7	10	9	10	9A	10A	8A	10A	10B	14A	13A	14B	15B	9A	11A	16B	14A
88 - 90	6	6	6	6	9	9	9	8A	9	7A	10A	9B	13A	12A	13B	14B	8	10A	15B	13A
85 - 87	6	6	6	6	9	8	8	7A	8	7A	9A	8B	12A	12A	12A	13B	7	8	14A	11A
82 - 84	5	5	5	5	8	7	8	7	7	6	8A	7A	12A	11A	11A	11A	5	7	13A	10A
79 - 81	5	5	5	5	8	7	7	6	7	5	7A	6A	11	10A	10A	10A	4	-	12A	9
76 - 78	5	5	4	4	7	6	6	5	6	4	6	5A	10	9	9A	9A	-	-	11A	-
73 - 75	4	4	4	4	7	6	6	4	5	3	5	4A	10	9	8A	8A	-	-	10A	-
70 - 72	4	4	4	3	6	5	5	4	5	-	4	3A	9	8	7	7A	-	-	9	-
67 - 69	4	4	3	3	5	5	4	3	4	-	-	-	8	7	6	6	-	-	-	-
64 - 66	4	3	3	2	5	4	3	2	3	-	-	-	8	6	5	5	-	-	-	-
61 - 63	3	3	2	2	4	4	3	-	-	-	-	-	7	6	-	-	-	-	-	-
58 - 60	3	3	2	1	4	3	2	-	-	-	-	-	6	5	-	-	-	-	-	-
55 - 57	3	2	1	-	3	2	-	-	-	2	-	-	5	-	-	-	-	-	-	-
52 - 54	3	2	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A heavy Japanese battle weapon consisting of a wide, curved blade mounted on a haft. Favored by the mountain warrior monks.

Alternate Critical I: Krush -10

Alternate Critical II: Puncture -10



Critical Type:	Slash	Range Modifiers:	—	Attack Table 2.54 Naginata Pole Arm
Length:	7 feet			
Weight:	6 pounds			
Fumble Range:	01 - 05 UM			
Breakage #s:	1, 2, 3, 4, 5, 6, 7			
Strength:	70w			

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	8E	10E	12E	14E	17E	17E	20E	20E	18E	20E	24E	24E	22E	22E	27E	30E	25E	28E	31E	33E
145 - 147	8E	10E	12E	14E	17E	17E	20E	20E	18E	20E	24E	24E	22E	22E	27E	30E	25E	28E	31E	32E
142 - 144	8D	10D	12E	14E	17E	17E	19E	19E	17E	19E	23E	23E	21E	21E	26E	29E	24E	27E	30E	31E
139 - 141	8C	10D	11D	13E	16D	16E	19E	19E	17E	18E	22E	22E	21E	21E	25E	28E	23E	26E	29E	30E
136 - 138	8C	9C	11D	13D	16D	16D	18D	18E	16D	18E	21E	21E	20D	20E	24E	27E	22D	25D	28E	29E
133 - 135	8B	9C	11C	12D	15D	15D	17D	17D	16D	17D	21D	20E	20D	20D	24D	26D	21D	24D	27D	28D
130 - 133	7B	9B	11C	12D	15D	15D	17D	17D	15D	17D	20D	20D	19D	19D	23D	25D	20D	23D	27D	27D
127 - 129	7A	9B	10C	12C	14C	14C	16D	16D	15D	16D	19D	19D	19D	18D	22D	24D	19C	22D	25D	26D
124 - 126	7	8A	10B	11C	14C	14C	16C	15D	14C	15D	18D	18D	18C	18D	21D	23D	18C	21C	25D	25D
121 - 123	7	8A	9B	11C	13B	13C	15C	15C	14C	14C	18C	17D	17C	17C	20D	22D	17C	20C	24D	24C
118 - 120	6	8	9A	10B	12B	12B	14C	14C	13C	13C	16C	16D	16C	16C	19C	21C	16C	18C	22C	22C
115 - 117	6	7	8A	9B	12B	12B	13B	13C	12C	13C	15C	15C	16C	16C	18C	20C	15B	17C	22C	21C
112 - 114	6	7	8A	9B	11A	11B	13B	12C	12B	12C	15C	14C	15B	15C	17C	19C	14B	17B	21C	20C
109 - 111	6	7	8	9A	11A	11B	12B	12B	11B	11B	14C	13C	15B	14B	17C	18C	13B	16B	20C	19B
106 - 108	6	7	7	8A	10A	10A	11B	11B	11B	11B	13B	12C	14B	14B	16B	17C	12A	15B	19C	18B
103 - 105	5	6	7	8A	10	10A	11A	10B	10A	10B	12B	12C	14B	13B	15B	16B	11A	14B	18B	17B
100 - 102	5	6	7	7	10	9A	10A	10B	9A	9B	12B	11B	13A	13B	14B	15B	11A	13A	17B	16B
97 - 99	5	6	6	7	9	9	10A	9B	9A	9A	11B	10B	13A	12B	14B	14B	10A	12A	16B	15A
94 - 96	5	6	6	6	9	8	9A	8A	8A	8A	10A	9B	12A	11A	13B	13B	9	11A	15B	14A
91 - 93	5	5	6	6	8	8	8	8A	8	7A	9A	8B	11A	11A	12A	12B	8	10A	15B	13A
88 - 90	4	5	5	6	8	7	8	7A	7	7A	8A	8B	11A	10A	11A	11A	7	9	14A	12A
85 - 87	4	5	5	5	7	7	7	6A	7	6	8A	7A	10	10A	10A	11A	6	8	13A	11A
82 - 84	4	5	5	5	7	6	7	6	6	5	7A	6A	10	9	10A	10A	5	7	12A	9
79 - 81	4	4	4	4	6	6	6	5	6	4	6	5A	9	9	9A	9A	4	6	11A	8
76 - 78	4	4	4	4	6	5	5	4	5	4	5	4A	9	8	8	8A	3	-	10A	-
73 - 75	4	4	4	4	5	5	5	4	5	3	5	3A	8	7	7	7A	-	-	9	-
70 - 72	3	4	3	3	5	4	4	3	4	2	4	3	8	7	6	6	-	-	9	-
67 - 69	3	3	3	3	4	4	3	3	4	-	3	-	7	6	6	5	-	-	-	-
64 - 66	3	3	3	2	4	3	3	2	3	-	2	-	6	6	5	4	-	-	-	-
61 - 63	3	3	2	2	3	3	2	1	3	-	-	-	6	5	4	-	-	-	-	-
58 - 60	3	3	2	1	3	2	2	-	2	-	-	-	5	4	-	-	-	-	-	-
55 - 57	2	2	2	1	3	2	1	-	-	-	-	-	5	-	-	-	-	-	-	-
52 - 54	2	2	1	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
49 - 51	2	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A short, curved Japanese blade mounted on a pole. The naginata can be used as a spear, but can also inflict sweeping cutting attacks. Traditionally used by Samurai women.

Alternate Critical I: Krush -10
Alternate Critical II: Puncture -10



Critical Type: Slash
Length: 3.5 feet
Weight: 4 pounds
Fumble Range: 01 - 03 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 75

Range Modifiers: —

Attack Table 2.55 Ninjato

Two-Handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	6E	6E	7E	12E	10E	10E	13E	13E	15E	17E	21E	21E	19E	19E	24E	27E	22E	24E	27E	29E
145 - 147	6E	6E	7E	12E	10E	10E	13E	13E	15E	17E	21E	21E	19E	19E	24E	27E	22E	24E	27E	29E
142 - 144	6D	6E	7E	12E	10E	10E	13E	13E	15E	16E	20E	20E	19E	19E	23E	26E	21E	23E	26E	28E
139 - 141	6D	6D	7D	11E	10D	10E	12E	12E	14E	16E	19E	19E	18E	18E	23E	25E	20E	22E	26E	27E
136 - 138	6C	6D	7D	11D	9D	9D	12D	12E	14D	15E	19E	19E	18E	18E	22E	24E	20D	22E	25E	26E
133 - 135	6C	6C	7D	11D	9D	9D	12D	11D	13D	15D	18D	18D	17D	17D	21E	24E	19D	21D	24E	25D
130 - 133	6B	6C	6D	11D	9C	9D	11D	11D	13D	14D	18D	17D	17D	17D	21D	23D	19D	21D	24D	25D
127 - 129	6B	6B	6C	10D	9C	9C	11D	11D	12D	14D	17D	17D	16D	16D	20D	22D	18D	20D	23D	24D
124 - 126	5A	5B	6C	10C	8C	8C	10C	10D	12C	13D	16D	16D	16D	16D	19D	21D	17C	19D	22D	23D
121 - 123	5A	5A	6B	9C	8B	8C	10C	10C	12C	12C	15D	15D	16C	15D	19D	21D	16C	18C	22D	22D
118 - 120	5	5A	5B	9C	7B	7B	9C	9C	11C	11C	14C	14C	15C	14C	18D	19D	15C	17C	21D	21C
115 - 117	5	5A	5B	8B	7B	7B	9B	9C	10C	11C	14C	13C	14C	14C	17C	18D	14C	16C	20C	20C
112 - 114	5	4	5A	8B	7A	7B	8B	8C	10B	10C	13C	12C	14C	14C	16C	18C	14B	16C	19C	19C
109 - 111	4	4	5A	7B	7A	6B	8B	8C	9B	10B	12C	12C	13C	13C	16C	17C	13B	15B	19C	19C
106 - 108	4	4	4A	7B	6A	6A	8B	7B	9B	9B	12B	11C	13B	13C	15C	16C	12B	14B	18C	18C
103 - 105	4	4	4	7A	6	6A	7A	7B	9A	8B	11B	10B	13B	12B	14C	15C	11B	13B	17C	17B
100 - 102	4	4	4	6A	6	6A	7A	7B	8A	8B	10B	10B	12B	12B	14B	15C	11A	13B	17C	16B
97 - 99	4	4	4	6A	6	5	7A	6B	8A	7A	10B	9B	12B	11B	13B	14B	10A	12A	16B	15B
94 - 96	4	4	4	6A	5	5	6A	6A	7A	7A	9B	8B	11A	11B	13B	13B	9A	11A	15B	14B
91 - 93	4	3	4	5	5	5	6	5A	7	6A	8A	7B	11A	10B	12B	12B	9A	11A	15B	14B
88 - 90	4	3	3	5	5	5	5	5A	6	6A	8A	7A	10A	10A	11B	11B	8	10A	14B	13A
85 - 87	3	3	3	5	5	4	5	5A	6	5A	7A	6A	10A	9A	11B	11B	7	9A	13B	12A
82 - 84	3	3	3	4	4	4	5	4A	5	4	6A	5A	9A	9A	10A	10B	7	9	13A	11A
79 - 81	3	3	3	4	4	4	4	4	5	4	6A	5A	9	9A	9A	9A	6	8	12A	10A
76 - 78	3	3	3	4	4	4	4	3	5	3	5	4A	9	8A	9A	8A	5	7	11A	10A
73 - 75	3	3	3	3	4	3	4	3	4	3	4	3	8	8	8A	8A	4	6	11A	9
70 - 72	3	2	2	3	3	3	3	3	4	2	4	2	8	7	7A	7A	4	-	10A	8
67 - 69	3	2	2	3	3	3	3	2	3	-	3	-	7	7	7	6A	3	-	10A	-
64 - 66	3	2	2	2	3	2	2	2	3	-	2	-	7	6	6	5A	-	-	9	-
61 - 63	2	2	2	2	3	2	2	1	2	-	-	-	6	6	5	5	-	-	8	-
58 - 60	2	2	2	2	2	2	2	1	2	-	-	-	6	5	5	-	-	-	-	-
55 - 57	2	2	1	1	2	2	1	-	-	-	-	-	6	5	4	-	-	-	-	-
52 - 54	2	2	1	-	2	1	-	-	-	-	-	-	5	4	-	-	-	-	-	-
49 - 51	2	2	1	-	2	1	-	-	-	-	-	-	5	4	-	-	-	-	-	-
46 - 48	2	1	-	-	1	-	-	-	-	-	-	-	4	-	-	-	-	-	-	-
43 - 45	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A curved Japanese single-edged sword slightly shorter than the katana. The Ninja used this blade because it was easier to carry than a katana when sneaking or performing acrobatic maneuvers. Less athletic Japanese nobles also wielded the ninjato, unlike the samurai, who used the heavier katana.

May be used one-handed with -5 OB

Alternate Critical I: Krush -10
Alternate Critical II: Puncture -10



Critical Type:	Slash	Range Modifiers:	—	Attack Table 2.56 No Dachi Two-Handed
Length:	3.5 feet			
Weight:	8 pounds			
Fumble Range:	01 - 07 UM			
Breakage #s:	1, 2, 3, 4, 5, 6, 7			
Strength:	75			

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	12E	12E	13E	18E	19E	19E	22E	22E	27E	29E	33E	33E	31E	31E	36E	39E	33E	36E	39E	41E
145 - 147	12E	12E	13E	18E	19E	19E	22E	22E	27E	28E	32E	32E	31E	31E	35E	38E	32E	35E	38E	40E
142 - 144	12E	12E	13E	17E	18E	18E	21E	21E	26E	27E	31E	31E	30E	30E	34E	37E	31E	34E	37E	39E
139 - 141	12D	12D	12E	17E	18E	18E	20E	20E	25E	26E	30E	30E	29E	29E	33E	36E	30E	33E	36E	37E
136 - 138	11D	11D	12D	16D	17D	17D	20D	20E	24E	25E	29E	29E	28E	28E	32E	35E	28E	31E	35E	36E
133 - 135	11C	11D	12D	16D	17D	17D	19D	19D	23D	24D	28D	28E	27D	27E	31E	33E	27D	30D	34E	35D
130 - 133	11C	11C	11D	15D	17D	16D	19D	18D	23D	24D	27D	27D	27D	27D	30D	33D	26D	29D	33D	34D
127 - 129	11B	10C	11C	15D	16C	16D	18D	17D	21D	22D	26D	25D	26D	26D	29D	31D	25D	27D	32D	32D
124 - 126	10B	10B	11C	14C	15C	15C	17C	17D	21D	21D	24D	24D	25D	25D	28D	30D	23D	26D	30D	30D
121 - 123	10A	10B	10C	14C	15C	15C	16C	16D	20C	20C	23D	23D	24D	24D	27D	29D	22C	25C	29D	29D
118 - 120	9A	9B	9B	12C	14B	13C	15C	15C	18C	18C	22C	21D	23C	23D	25D	27D	20C	23C	28D	27C
115 - 117	9	9A	9B	12C	13B	13B	14C	14C	18C	17C	20C	20C	22C	22C	24C	26D	19C	22C	26C	26C
112 - 114	9	8A	9B	11B	13B	12B	14B	13C	17C	16C	19C	19C	21C	21C	23C	24C	18C	20C	25C	24C
109 - 111	9	8	8A	11B	12A	12B	13B	12C	16B	15C	18C	18C	21C	20C	22C	23C	17B	19B	24C	23C
106 - 108	8	8	8A	10B	12A	11B	12B	12B	15B	14B	17C	17C	20C	19C	21C	22C	15B	18B	23C	22B
103 - 105	8	8	8A	10B	11A	11A	12B	11B	14B	13B	16B	16C	19B	18C	20C	21C	14B	16B	22C	20B
100 - 102	8	7	7A	9A	11	10A	11A	10B	13B	12B	15B	15B	18B	17B	19C	20C	13B	15B	21B	19B
97 - 99	7	7	7	9A	10	10A	10A	10B	12A	11B	14B	13B	17B	17B	18B	18B	12B	14B	20B	17B
94 - 96	7	7	7	8A	10	9	10A	9B	12A	10A	12B	12B	17B	16B	17B	17B	10A	12A	18B	16B
91 - 93	7	6	6	8A	9	8	9A	8A	11A	9A	11B	11B	16A	15B	16B	16B	9A	11A	17B	15A
88 - 90	7	6	6	7A	8	8	8	7A	10A	8A	10A	10B	15A	14B	15B	15B	8A	10A	16B	13A
85 - 87	6	6	5	6	8	7	8	7A	9	7A	9A	9A	14A	13A	14B	14B	7A	8A	15A	12A
82 - 84	6	6	5	6	7	7	7	6A	8	6A	8A	8A	13A	12A	12A	12B	5	7	14A	10A
79 - 81	6	5	5	5	7	6	6	5A	7	5	7A	6A	13A	12A	11A	11A	4	-	13A	9
76 - 78	6	5	4	5	6	6	5	4	6	4	6A	5A	12	11A	10A	10A	-	-	12A	-
73 - 75	5	5	4	4	6	5	5	4	6	-	5	4A	11	10A	9A	9A	-	-	11A	-
70 - 72	5	4	4	4	5	5	4	3	5	-	3	3	10	9A	8A	7A	-	-	9A	-
67 - 69	5	4	3	3	5	4	3	2	4	-	-	-	9	8	7A	6A	-	-	-	-
64 - 66	5	4	3	3	4	3	3	-	3	-	-	-	8	7	6	5	-	-	-	-
61 - 63	4	3	3	2	4	3	2	-	-	-	-	-	8	6	5	-	-	-	-	-
58 - 60	4	3	2	-	3	2	-	-	-	-	-	-	7	6	-	-	-	-	-	-
55 - 57	4	3	-	-	3	-	-	-	-	-	-	-	6	-	-	-	-	-	-	-
52 - 54	3	3	-	-	2	-	-	-	-	-	-	-	5	-	-	-	-	-	-	-
49 - 51	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A long Japanese two-handed sword.

Alternate Critical I: Krush -10

Alternate Critical II: Puncture -10



Critical Type: Tiny
Length: .25 feet
Weight: .25 pounds
Fumble Range: 01 - 02 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 60

Range Modifiers: 1' - 10': 0
 11' - 50': -10
 51' - 100': -30

Attack Table 2.57 Shuriken

Thrown

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	2C	3C	3C	4D	4C	4C	6D	6D	3C	5D	8D	8D	5D	5D	9D	11D	7D	9D	10D	13D
145 - 147	2B	3B	3C	4D	4C	4C	6D	6D	3C	5D	8D	8D	5D	5D	9D	11D	7D	9D	10D	13D
142 - 144	2	3A	3C	4D	4B	4C	6D	6D	3C	5D	8D	8D	5D	5D	9D	11D	7D	9D	10D	13D
139 - 141	2	3A	3B	4C	4B	4B	6C	6D	3C	5D	8D	8D	5D	5D	9D	10D	7D	9D	10D	12D
136 - 138	2	3	3B	4C	4A	4B	6C	6C	3B	5C	7C	7D	5D	5D	8D	10D	6C	8D	9D	12D
133 - 135	2	3	3A	4B	4A	4B	5B	5C	3B	5C	7C	7C	5C	5C	8D	10D	6C	8C	9D	11C
130 - 133	2	3	3A	4B	4A	4A	5B	5C	3B	4C	7C	7C	5C	5C	8C	9C	6C	8C	9C	11C
127 - 129	2	3	3	4B	4	4A	5A	5B	3B	4B	6B	6C	5C	5C	8C	9C	6C	8C	8C	11C
124 - 126	2	3	3	4A	4	4	5A	5B	3A	4B	6B	6C	5C	5C	7C	9C	5B	7C	8C	10C
121 - 123	2	3	3	3A	4	3	5A	5B	3A	4B	6B	6B	5B	5C	7C	8C	5B	7B	8C	10C
118 - 120	2	2	2	3	3	3	4	4A	2A	3A	5B	5B	4B	4B	6C	7C	4B	6B	7C	9B
115 - 117	2	2	2	3	3	3	4	4A	2	3A	5A	4B	4B	4B	6B	7B	4B	6B	7B	8B
112 - 114	2	2	2	3	3	3	4	3A	2	3A	4A	4B	4B	4B	6B	7B	4A	6B	7B	8B
109 - 111	2	2	2	2	3	3	3	3	2	3	4A	4A	4B	4B	6B	6B	4A	5A	6B	8B
106 - 108	2	2	2	2	2	2	3	3	2	2	4A	3A	4A	4B	5B	6B	3A	5A	6B	7A
103 - 105	1	2	2	2	2	2	3	3	2	2	3	3A	3A	3A	5B	6B	3A	5A	6B	7A
100 - 102	1	2	2	2	2	2	3	3	2	2	3	3A	3A	3A	5A	5B	3	5A	5A	6A
97 - 99	1	2	2	2	2	2	3	2	2	2	3	3A	3A	3A	5A	5A	3	4	5A	6A
94 - 96	1	2	2	2	2	2	2	2	1	2	3	2	3	3A	4A	5A	2	4	5A	5A
91 - 93	1	2	2	2	2	2	2	2	1	1	2	2	3	3A	4A	4A	2	4	4A	5
88 - 90	1	2	2	2	2	2	2	2	1	1	2	2	3	3	4A	4A	2	3	4A	5
85 - 87	1	2	1	2	2	2	2	2	1	1	2	1	3	3	3	3A	2	3	4A	4
82 - 84	1	1	1	1	2	1	2	1	1	-	1	-	3	3	3	3A	1	-	4	-
79 - 81	1	1	1	1	2	1	1	1	1	-	-	-	3	3	3	3	1	-	3	-
76 - 78	1	1	1	1	1	1	1	-	-	-	-	-	3	2	3	2	-	-	3	-
73 - 75	1	1	1	1	1	1	1	-	-	-	-	-	2	2	2	2	-	-	-	-
70 - 72	1	1	1	-	1	1	-	-	-	-	-	-	2	2	2	-	-	-	-	-
67 - 69	1	1	1	-	1	-	-	-	-	-	-	-	2	2	-	-	-	-	-	-
64 - 66	1	1	-	-	-	-	-	-	-	-	-	-	2	2	-	-	-	-	-	-
61 - 63	1	-	-	-	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-
58 - 60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

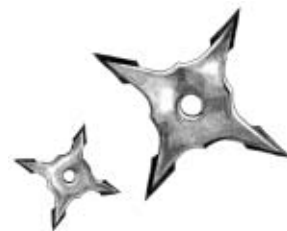
Small oriental throwing knives.

Any poison on shuriken is injected on a critical result.

An attacker can make two attacks per round when using shuriken.

Each attack receives a -10 penalty to its OB.

Large and Super Large criticals can not be obtained from a Tiny criticals.



Critical Type: Slash
Length: 2.5 feet
Weight: 3 pounds
Fumble Range: 01 - 02 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 80

**Attack Table 2.58
Wakazashi**

One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	4D	4D	5E	10E	8E	8E	11E	11E	13E	15E	19E	19E	17E	17E	22E	25E	20E	22E	25E	27E
145 - 147	4D	4D	5E	10E	8E	8E	11E	11E	13E	15E	19E	19E	17E	17E	22E	25E	20E	22E	25E	27E
142 - 144	4C	4C	5E	10E	8E	8E	11E	11E	13E	15E	18E	18E	17E	17E	21E	24E	19E	21E	24E	26E
139 - 141	4B	4C	5D	10D	8D	8D	11D	10E	12E	14E	18E	18E	16E	16E	21E	23E	19E	21E	24E	25E
136 - 138	4A	4B	5D	9D	8D	8D	10D	10D	12D	14D	17E	17E	16E	16E	20E	23E	18D	20E	23E	25E
133 - 135	4A	4B	5C	9D	7C	7C	10D	10D	12D	13D	17D	16D	16D	16D	20E	22E	17D	19D	23E	24D
130 - 133	4	4A	5C	9C	7C	7C	10D	10D	11D	13D	16D	16D	15D	15D	19D	22D	17D	19D	22D	23D
127 - 129	4	4A	5B	9C	7B	7C	9C	9D	11C	12D	15D	15D	15D	15D	19D	21D	16D	18D	21D	22D
124 - 126	4	4	5B	8C	7B	7B	9C	9C	11C	12C	15D	15D	15D	14D	18D	20D	16C	18D	21D	22D
121 - 123	4	4	4A	8B	7A	7B	9B	8C	10C	11C	14C	14D	14C	14D	17D	19D	15C	17C	20D	21D
118 - 120	3	3	4A	7B	6A	6A	8B	8C	9B	10C	13C	13C	13C	13C	16D	18D	14C	16C	19D	20C
115 - 117	3	3	4	7B	6	6A	8B	7B	9B	10C	13C	12C	13C	13C	16C	17C	13C	15C	19C	19C
112 - 114	3	3	4	7A	6	5A	7A	7B	9B	9B	12C	12C	13C	12C	15C	17C	13B	15C	18C	18C
109 - 111	3	3	3	6A	5	5	7A	7B	8B	9B	11B	11C	12B	12C	15C	16C	12B	14B	17C	17C
106 - 108	3	3	3	6A	5	5	7A	6B	8A	8B	11B	10C	12B	12B	14C	15C	11B	13B	17C	17B
103 - 105	3	3	3	6	5	5	6	6A	8A	8A	10B	10B	11B	11B	13C	15C	11B	13B	16C	16B
100 - 102	3	3	3	5	5	5	6	6A	7A	7A	10B	9B	11B	11B	13B	14C	10A	12B	16B	15B
97 - 99	3	3	3	5	5	4	6	5A	7	7A	9A	8B	11A	10B	12B	13B	9A	11B	15B	14B
94 - 96	3	3	3	5	4	4	5	5A	7	6A	8A	8B	10A	10B	12B	12B	9A	11A	14B	14B
91 - 93	3	2	3	5	4	4	5	5	6	6	8A	7B	10A	10A	11B	12B	8A	10A	14B	13A
88 - 90	3	2	3	4	4	4	5	4	6	5	7A	7A	10A	9A	11B	11B	8	10A	13B	12A
85 - 87	2	2	2	4	4	4	4	4	5	5	7	6A	9A	9A	10A	10B	7	9A	13B	11A
82 - 84	2	2	2	4	4	3	4	4	5	5	6	5A	9	8A	9A	10A	6	8	12A	11A
79 - 81	2	2	2	3	3	3	4	3	5	4	6	5A	8	8A	9A	9A	6	8	12A	10A
76 - 78	2	2	2	3	3	3	3	3	4	4	5	4A	8	8	8A	8A	5	7	11A	9
73 - 75	2	2	2	3	3	3	3	3	4	3	4	3	8	7	8A	8A	4	6	10A	8
70 - 72	2	2	2	3	3	3	3	2	4	3	4	3	7	7	7	7A	4	-	10A	-
67 - 69	2	2	2	2	3	2	2	2	3	2	3	2	7	6	7	6A	3	-	9	-
64 - 66	2	2	2	2	2	2	2	2	3	-	3	-	7	6	6	5	-	-	9	-
61 - 63	2	2	2	2	2	2	2	1	3	-	2	-	6	6	6	5	-	-	8	-
58 - 60	2	2	1	1	2	2	2	1	2	-	-	-	6	5	5	4	-	-	-	-
55 - 57	2	1	1	1	2	1	1	-	-	-	-	-	5	5	4	-	-	-	-	-
52 - 54	2	1	1	-	2	1	-	-	-	-	-	-	5	5	-	-	-	-	-	-
49 - 51	2	1	1	-	1	1	-	-	-	-	-	-	5	4	-	-	-	-	-	-
46 - 48	1	1	-	-	1	-	-	-	-	-	-	-	4	-	-	-	-	-	-	-
43 - 45	1	1	-	-	1	-	-	-	-	-	-	-	4	-	-	-	-	-	-	-
40 - 42	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A Japanese curved single-edged short sword.

Alternate Critical I: Krush -10
Alternate Critical II: Puncture -10



Critical Type: Krush
Length: 8 feet
Weight: 6 pounds
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 60

Range Modifiers: 1' - 10': -30
11' - 25': -40

Attack Table 2.91 Comet Hammer

Two-handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	11E	13E	15E	17E	18E	18E	21E	21E	15E	17E	21E	21E	17E	17E	22E	25E	18E	21E	24E	26E
145 - 147	11E	13E	15E	17E	18E	18E	21E	21E	15E	17E	21E	21E	17E	17E	22E	24E	18E	21E	24E	26E
142 - 144	11D	13D	15E	16E	17E	17E	20E	20E	15E	16E	20E	20E	17E	17E	21E	23E	17E	20E	23E	25E
139 - 141	11C	12D	14D	16D	17D	17D	19E	19E	14E	16E	19E	19E	16E	16E	21E	22E	17E	19E	23E	24E
136 - 138	10B	12C	14D	15D	16D	16D	19D	19D	14D	15D	19D	18E	16E	16E	20E	21E	16D	19D	22E	23E
133 - 135	10B	12B	13C	15D	16C	16D	18D	18D	13D	14D	18D	18D	15D	15D	19D	20D	15D	18D	21D	22D
130 - 133	10A	12B	13C	14D	16C	15C	18D	17D	13D	14D	17D	17D	15D	15D	19D	20D	15D	18D	21D	22D
127 - 129	10	11A	12B	14C	15C	15C	17C	17D	12C	13D	17D	16D	15D	14D	18D	18D	14D	17D	20D	21D
124 - 126	9	11A	12B	13C	14B	14C	16C	16C	12C	13C	16C	15D	14D	14D	17D	17D	13C	16C	19D	20D
121 - 123	9	10	12B	13B	14B	14B	15C	15C	11C	12C	15C	15C	14C	14D	17D	16D	13C	15C	19D	19C
118 - 120	8	10	11A	12B	13A	13B	14B	14C	10B	11C	14C	13C	13C	13C	16C	15C	12C	14C	18C	18C
115 - 117	8	9	10A	11B	12A	12A	14B	13B	10B	10C	13C	13C	12C	12C	15C	13C	11B	13B	17C	17C
112 - 114	8	9	10	11A	12A	12A	13B	13B	9B	10B	12B	12C	12C	12C	14C	12C	10B	13B	16C	16C
109 - 111	8	9	9	10A	11	11A	12A	12B	9B	9B	12B	11C	12B	11C	14C	11C	10B	12B	16C	15B
106 - 108	7	8	9	10A	11	10	12A	11B	9A	9B	11B	10B	11B	11B	13B	10C	9B	11B	15C	14B
103 - 105	7	8	8	9A	10	10	11A	10A	8A	8A	10B	10B	11B	11B	12B	9B	8A	11A	14B	14B
100 - 102	7	8	8	8	10	9	10	10A	8A	7A	10A	9B	10B	10B	10B	12B	8A	10A	14B	13B
97 - 99	7	7	7	8	9	9	10	9A	7	7A	9A	8B	10A	10B	11B	7B	7A	9A	13B	12A
94 - 96	6	7	7	7	9	8	9	8	7	6A	8A	7A	10A	9B	11B	6B	6A	9	12B	11A
91 - 93	6	6	7	7	8	8	8	8	6	6	7A	7A	9A	9A	10A	5B	6	8	12B	10A
88 - 90	6	6	6	6	8	7	8	7	6	5	7A	6A	9A	8A	9A	4A	5	7	11A	9A
85 - 87	6	6	6	6	7	7	7	6	5	4	6	5A	8A	8A	9A	-A	5	6	11A	9
82 - 84	5	5	5	5	7	6	6	5	5	4	5	4A	8	7A	8A	-A	4	-	10A	-
79 - 81	5	5	5	5	6	6	6	5	4	3	5	4	8	7	7A	-A	3	-	9A	-
76 - 78	5	5	4	4	6	5	5	4	4	3	4	3	7	7	7	-A	-	-	9A	-
73 - 75	4	4	4	4	5	5	4	3	4	2	3	2	7	6	6	-A	-	-	8	-
70 - 72	4	4	4	3	5	4	4	3	3	-	2	-	6	6	5	-	-	-	-	-
67 - 69	4	4	3	3	4	4	3	2	3	-	-	-	6	5	5	-	-	-	-	-
64 - 66	4	3	3	2	4	3	2	1	2	-	-	-	6	5	4	-	-	-	-	-
61 - 63	3	3	2	2	3	2	2	-	-	-	-	-	5	4	-	-	-	-	-	-
58 - 60	3	3	2	1	3	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-
55 - 57	3	2	1	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
52 - 54	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A flail consisting of two spiked balls joined by a length of chain.

Alternate Critical I: Grapple -10
Alternate Critical II: Puncture -20



Critical Type:	Krush	Range Modifiers:	1' - 10': -20	Attack Table 2.92 Jitte
Length:	1.5 feet			
Weight:	2.5 pounds			
Fumble Range:	01 - 03 UM			
Breakage #s:	1, 2, 3, 4, 5, 6, 7			
Strength:	80			One-Handed Crushing

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	3E	5E	7E	9E	10E	10E	13E	13E	8E	10E	14E	14E	8E	8E	13E	16E	9E	12E	15E	17E
145 - 147	3D	5D	7E	9E	10E	10E	13E	13E	8E	10E	14E	14E	8E	8E	13E	16E	9E	12E	15E	17E
142 - 144	3B	5C	7D	9E	10D	10D	13E	13E	8E	10E	14E	13E	8E	8E	13E	16E	9E	12E	15E	17E
139 - 141	3A	5B	7D	9D	10D	10D	12D	12D	8D	9E	13E	13E	8E	8E	12E	15E	9D	12E	15E	16E
136 - 138	3	5A	7C	8D	9C	9C	12D	12D	8D	9D	13D	12D	8D	8D	12E	15E	8D	11D	14E	16D
133 - 135	3	5	7B	8C	9B	9C	12C	11D	7D	9D	12D	12D	8D	8D	12D	14D	8D	11D	14D	15D
130 - 133	3	5	6B	8C	9B	9B	11C	11D	7C	9D	12D	12D	8D	8D	12D	14D	8D	11D	14D	15D
127 - 129	3	5	6A	8B	9A	9B	11B	11C	7C	8C	11C	11D	7C	7C	11D	13D	7C	10C	13D	14D
124 - 126	3	5	6A	7B	8	8A	10B	10C	7C	8C	11C	10C	7C	7C	11D	13D	7C	10C	13D	14C
121 - 123	3	4	6	7B	8	8A	10A	10B	6B	7C	10C	10C	7C	7C	10C	12C	7B	10C	13C	14C
118 - 120	2	4	5	6A	7	7	9A	9B	6B	7B	9C	9C	6C	6C	10C	11C	6B	9B	12C	13C
115 - 117	2	4	5	6A	7	7	9A	9B	5B	6B	9B	9C	6B	6C	9C	11C	6B	9B	12C	12B
112 - 114	2	4	5	6	7	7	8	8A	5A	6B	8B	8B	6B	6B	9C	10C	6A	8B	11C	12B
109 - 111	2	4	5	6	7	6	8	8A	5A	6A	8B	8B	6B	6B	9B	10C	5A	8B	11B	11B
106 - 108	2	3	4	5	6	6	8	7A	5A	5A	7A	7B	6A	6B	8B	9B	5A	8A	11B	11B
103 - 105	2	3	4	5	6	6	7	7	4	5A	7A	7B	6A	6B	8B	9B	5A	7A	10B	10A
100 - 102	2	3	4	5	6	6	7	6	4	4	6A	6A	6A	5A	8B	8B	4	7A	10B	10A
97 - 99	2	3	4	5	6	5	6	6	4	4	6A	6A	5A	5A	7A	8B	4	7	10B	10A
94 - 96	2	3	4	4	5	5	6	6	4	4	6	5A	5	5A	7A	8A	4	6	9A	9A
91 - 93	2	3	4	4	5	5	6	5	3	3	5	5A	5	5A	7A	7A	4	6	9A	9
88 - 90	2	3	3	4	5	4	5	5	3	3	5	4	5	5	6A	7A	3	6	9A	8
85 - 87	2	3	3	4	4	4	5	4	3	3	4	4	5	5	6	6A	3	6	9A	8
82 - 84	2	3	3	3	4	4	4	4	3	2	4	3	5	4	6	6A	3	5	8	7
79 - 81	2	2	3	3	4	4	4	4	3	2	3	3	4	4	5	5	2	-	8	-
76 - 78	2	2	3	3	4	3	4	3	2	2	3	2	4	4	5	5	2	-	8	-
73 - 75	2	2	2	3	3	3	3	3	2	1	2	2	4	4	4	4	-	-	7	-
70 - 72	2	2	2	2	3	3	3	2	2	1	2	1	4	4	4	4	-	-	7	-
67 - 69	2	2	2	2	3	3	3	2	2	-	1	-	4	4	4	3	-	-	-	-
64 - 66	2	2	2	2	3	2	2	2	1	-	-	-	4	3	3	-	-	-	-	-
61 - 63	2	2	2	2	2	2	2	1	1	-	-	-	4	3	3	-	-	-	-	-
58 - 60	1	2	1	1	2	2	1	-	-	-	-	-	3	3	-	-	-	-	-	-
55 - 57	1	2	1	1	2	1	1	-	-	-	-	-	3	3	-	-	-	-	-	-
52 - 54	1	1	1	-	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
49 - 51	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A Japanese metal baton with a large tine for catching swords. Used by police to subdue unruly warriors.

+10 to disarm maneuver.

The jitte has a shield bonus versus melee weapons of +15. (Only if the weapon is not used to attack or if 100% of OB is used to parry.)

Alternate Critical: Puncture -20



Critical Type: Krush
Length: 2.5 feet
Weight: 2.5 pounds
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 50w

Range Modifiers: —

**Attack Table 2.93
Nunchaku**

Two-handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	6C	8C	10E	12E	13E	13E	16E	16E	11E	13E	17E	18E	12E	12E	17E	21E	14E	17E	30E	22E
145 - 147	6B	8C	10E	12E	13E	13E	16E	16E	11E	13E	17E	18E	12E	12E	17E	21E	14E	17E	30E	22E
142 - 144	6A	8B	10D	12E	13D	13D	16E	16E	11E	13E	17E	17E	12E	12E	17E	20E	14E	17E	29E	21E
139 - 141	6	8A	10D	12D	13C	13D	15D	15D	11D	12E	16E	17E	12E	12E	16E	20E	13D	16E	28E	21E
136 - 138	6	8A	10C	11D	12B	12C	15D	15D	10D	12D	16D	16E	12D	11D	16D	19E	13D	16D	27E	20D
133 - 135	6	8	9B	11C	12B	12C	14C	14D	10D	12D	15D	16D	11D	11D	15D	19D	12D	15D	27D	20D
130 - 133	6	7	9B	11C	12A	12C	14C	14D	10C	12D	15D	16D	11D	11D	15D	18D	12D	15D	26D	19D
127 - 129	6	7	9A	10B	11	11B	13B	13C	10C	11C	14D	15D	11C	11D	15D	18D	12C	14C	25D	19D
124 - 126	6	7	9A	10B	11	11A	13B	13C	9C	11C	14C	14D	11C	10C	14C	17D	11C	14C	24D	18C
121 - 123	5	7	8	10B	11	11A	13B	12B	9B	10C	13C	14C	10C	10C	14C	16C	11B	13C	24C	17C
118 - 120	5	6	8	9A	10	10	12A	12B	8B	10B	13C	13C	10B	9C	13C	15C	10B	13B	22C	16C
115 - 117	5	6	7	9A	10	9	11A	11B	8B	9B	12B	12C	9B	9B	12C	15C	9B	12B	22C	16B
112 - 114	5	6	7	8	9	9	11	11A	8A	9B	12B	12C	9B	9B	12B	14C	9A	12B	21C	15B
109 - 111	4	6	7	8	9	9	10	10A	8A	8B	11B	11B	9B	9B	12B	14B	8A	11B	20B	15B
106 - 108	4	6	7	8	9	8	10	10A	7A	8A	11B	11B	9A	8B	11B	13B	8A	11A	19B	14B
103 - 105	4	5	6	7	8	8	10	9	7	8A	10A	10B	8A	8A	11B	12B	8	10A	19B	14A
100 - 102	4	5	6	7	8	8	9	9	7	7A	10A	10B	8A	8A	10A	12B	7	10A	18B	13A
97 - 99	4	5	6	7	8	7	9	8	7	7	9A	9B	8	8A	10A	11B	7	9	17A	12A
94 - 96	4	5	6	6	7	7	8	8	6	7	9A	9A	8	7A	9A	11A	6	9	16A	12A
91 - 93	4	5	5	6	7	7	8	7	6	6	8	8A	7	7	9A	10A	6	8	15A	11
88 - 90	4	5	5	6	7	6	7	7	6	6	8	8A	7	7	9	10A	6	8	15A	11
85 - 87	3	4	5	5	6	6	7	7	6	6	8	7A	7	7	8	9A	5	8	14	10
82 - 84	3	4	5	5	6	6	7	6	5	5	7	7	7	6	8	8	5	7	13	10
79 - 81	3	4	4	5	6	5	6	6	5	5	7	6	6	6	7	8	4	7	12	9
76 - 78	3	4	4	4	5	5	6	5	5	5	6	6	6	6	7	7	4	6	12	9
73 - 75	3	4	4	4	5	5	5	5	5	4	6	5	6	6	7	7	3	6	11	8
70 - 72	3	3	4	4	5	4	5	4	4	4	5	5	6	5	6	6	3	5	10	7
67 - 69	3	3	3	4	5	4	4	4	4	4	5	4	5	5	6	6	3	-	9	-
64 - 66	3	3	3	3	4	4	4	3	4	3	4	4	5	5	5	5	2	-	9	-
61 - 63	3	3	3	3	4	4	4	3	4	3	4	3	5	5	5	5	-	-	8	-
58 - 60	2	3	3	3	4	3	3	3	3	3	4	3	5	4	4	4	-	-	7	-
55 - 57	2	3	2	2	3	3	3	2	3	2	3	2	4	4	4	3	-	-	-	-
52 - 54	2	2	2	2	3	3	2	2	3	-	3	-	4	4	4	-	-	-	-	-
49 - 51	2	2	2	2	3	2	2	1	3	-	2	-	4	4	3	-	-	-	-	-
46 - 48	2	2	2	1	2	2	1	-	2	-	-	-	4	3	-	-	-	-	-	-
43 - 45	2	2	1	1	2	2	1	-	2	-	-	-	3	3	-	-	-	-	-	-
40 - 42	2	2	1	-	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
37 - 39	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Oriental peasant weapon developed from a flail used to thresh rice.



Critical Type: Tiny
Length: .5 feet
Weight: 1 pound
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 50s

Range Modifiers: 1' - 10': 0
 11' - 25': -10

Attack Table 2.94 Rope Dart

Thrown

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	2C	3D	3D	4E	4D	4D	6E	6E	3D	5E	8E	8E	5E	5E	9E	12E	7E	9E	11E	14E
145 - 147	2B	3C	3D	4E	4D	4D	6E	6E	3D	5E	8E	8E	5E	5E	9E	12E	7E	9E	11E	14E
142 - 144	2A	3B	3C	4E	4C	4C	6D	6E	3D	5E	8E	8E	5E	5E	9E	12E	7E	9E	11E	14E
139 - 141	2	3A	3C	4D	4C	4C	6D	6D	3C	5D	8D	7E	5E	5E	9E	11E	7D	9E	11E	13E
136 - 138	2	3	3B	4D	4B	4B	6C	6D	3C	5D	7D	7D	5D	5D	8D	11E	6D	8D	10E	13D
133 - 135	2	3	3B	4C	4A	4B	5C	5D	3C	5D	7D	7D	5D	5D	8D	10D	6D	8D	10D	12D
130 - 133	2	3	3A	4C	4A	4B	5C	5C	3B	4C	7C	7D	5D	5D	8D	10D	6D	8D	10D	12D
127 - 129	2	3	3A	4B	4	4A	5B	5C	3B	4C	6C	6C	5C	5D	8D	10D	6C	7C	9D	11D
124 - 126	2	3	3	4B	4	4A	5A	5B	3A	4B	6C	6C	5C	5C	7C	9D	5C	7C	9D	11C
121 - 123	2	3	3	3A	3	3	5A	5B	3A	4B	6B	5C	5C	4C	7C	9C	5B	7C	9C	10C
118 - 120	2	2	2	3A	3	3	4	4B	2A	3B	5B	5C	4C	4C	6C	8C	4B	6B	8C	9C
115 - 117	2	2	2	3	3	3	4	4A	2	3A	5B	4B	4B	4C	6C	7C	4B	6B	8C	9B
112 - 114	2	2	2	3	3	3	4	3A	2	3A	4A	4B	4B	4B	6B	7C	4A	5B	7C	9B
109 - 111	2	2	2	2	3	2	3	3	2	2	4A	4B	4B	4B	5B	7B	3A	5A	7B	8B
106 - 108	2	2	2	2	2	2	3	3	2	2	4A	3A	3A	3B	5B	6B	3A	5A	7B	8B
103 - 105	2	2	2	2	2	2	3	3	2	2	3	3A	3A	3A	5B	6B	3	4A	6B	7A
100 - 102	1	2	2	2	2	2	3	3	2	2	3	3A	3A	3A	5A	5B	3	4A	6B	7A
97 - 99	1	2	2	2	2	2	3	2	2	2	3	2A	3A	3A	4A	5B	2	4	6A	6A
94 - 96	1	2	2	2	2	2	2	2	1	2	2	2	3	3A	4A	4A	2	4	5A	6A
91 - 93	1	2	2	2	2	2	2	2	1	1	2	2	3	3	4A	4A	2	3	5A	5
88 - 90	1	2	2	2	2	2	2	2	1	1	2	1	3	3	3A	4A	1	-	5A	-
85 - 87	1	2	1	2	2	2	2	1	1	-	1	-	3	3	3	3A	1	-	4	-
82 - 84	1	1	1	1	2	1	1	1	1	-	1	-	3	3	3	3	-	-	4	-
79 - 81	1	1	1	1	1	1	1	1	-	-	-	-	3	2	3	2	-	-	-	-
76 - 78	1	1	1	1	1	1	1	-	-	-	-	-	2	2	2	-	-	-	-	-
73 - 75	1	1	1	1	1	1	-	-	-	-	-	-	2	2	2	-	-	-	-	-
70 - 72	1	1	1	-	1	-	-	-	-	-	-	-	2	2	-	-	-	-	-	-
67 - 69	1	1	1	-	1	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-
64 - 66	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Chinese throwing knife with a cord attached so that it can be thrown or swung and then retrieved.

Retrieving a rope dart after it is thrown takes 10% of a character's action for that round.

An attacker can make two attacks per round when using a rope dart. Each attack receives a -10 penalty to its OB.

Large and Super Large criticals may not be obtained from a Tiny critical.

Alternate Critical: Grapple -10



Critical Type: Krush
Length: 2 feet
Weight: 3 pounds
Fumble Range: 01 - 04 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 70

Range Modifiers: 1' - 10': -20
 11' - 25': -40

**Attack Table 2.95
 Sai**

One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	5D	7E	9E	11E	12E	12E	15E	15E	10E	12E	16E	16E	10E	10E	15E	18E	12E	15E	18E	20E
145 - 147	5D	7E	9E	11E	12E	12E	15E	15E	10E	12E	16E	16E	10E	10E	15E	18E	12E	15E	18E	20E
142 - 144	5C	7D	9D	11E	12D	12D	14E	14E	10E	12E	15E	15E	10E	10E	15E	17E	12E	14E	18E	19E
139 - 141	5B	7C	9D	10D	11D	11D	14D	14D	9D	11E	15E	15E	10E	10E	14E	17E	11D	14E	17E	18E
136 - 138	5A	7B	8C	10D	11C	11C	13D	13D	9D	11D	14D	14D	10D	9D	14E	16E	11D	13D	17E	18D
133 - 135	5	7B	8C	10D	11B	11C	13C	13D	9D	10D	13D	13D	9D	9D	13D	15D	10D	13D	16D	17D
130 - 133	5	6A	8C	9C	10B	10C	13C	12D	9C	10D	13D	13D	9D	9D	13D	15D	10D	13D	16D	17D
127 - 129	5	6	8B	9C	10A	10B	12B	12C	8C	9C	12C	12D	9C	9D	12D	14D	9C	12C	15D	16C
124 - 126	5	6	7A	9B	10A	9A	11B	11C	8C	9C	12C	11C	9C	8C	12D	14D	9C	11C	15D	15C
121 - 123	4	6	7A	8B	9	9A	11B	11B	7B	8C	11C	11C	8C	8C	11C	13C	8B	11C	14C	14C
118 - 120	4	5	6	7B	8	8A	10A	10B	7B	7B	10C	9C	8C	7C	10C	12C	7B	10B	13C	13C
115 - 117	4	5	6	7A	8	8	9A	9B	6A	7B	9B	9C	7B	7C	10C	11C	7B	9B	13C	13B
112 - 114	4	5	6	7A	8	8	9	9A	6A	6B	9B	8B	7B	7B	9C	11C	6A	9B	12C	12B
109 - 111	4	5	5	6A	7	7	8	8A	6A	6A	8B	7B	7B	7B	9B	10C	6A	8A	12B	11B
106 - 108	3	4	5	6	7	7	8	7A	5	5A	7A	7B	7A	6B	9B	9B	5A	8A	11B	11A
103 - 105	3	4	5	6	7	6	7	7A	5	5A	7A	6B	6A	6A	8B	9B	5	7A	11B	10A
100 - 102	3	4	5	5	6	6	7	6	4	4	6A	5A	6A	6A	8B	8B	4	7A	10B	9A
97 - 99	3	4	4	5	6	6	6	6	4	4	6A	5A	6A	6A	7A	8B	4	6	10A	9A
94 - 96	3	4	4	4	6	5	6	5	4	3	5	4A	6	5A	7A	7A	3	6	9A	8
91 - 93	3	4	4	4	5	5	5	5	3	3	4	3A	5	5	6A	6A	3	5	9A	7
88 - 90	3	3	4	4	5	5	5	4	3	2	4	3	5	5	6A	6A	2	-	8A	-
85 - 87	3	3	3	3	5	4	4	4	3	2	3	2	5	5	5	5A	2	-	8	-
82 - 84	3	3	3	3	4	4	4	3	2	1	2	1	5	4	5	4A	-	-	7	-
79 - 81	2	3	3	3	4	3	3	3	2	-	2	-	5	4	4	4	-	-	-	-
76 - 78	2	3	2	2	3	3	3	2	2	-	1	-	4	4	4	3	-	-	-	-
73 - 75	2	2	2	2	3	3	2	2	1	-	-	-	4	4	3	-	-	-	-	-
70 - 72	2	2	2	2	3	2	2	1	1	-	-	-	4	3	3	-	-	-	-	-
67 - 69	2	2	2	1	2	2	1	-	-	-	-	-	4	3	-	-	-	-	-	-
64 - 66	2	2	1	-	2	2	-	-	-	-	-	-	3	-	-	-	-	-	-	-
61 - 63	2	2	1	-	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
58 - 60	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Oriental peasant weapon developed from the trident used in rice planting. Principally employed to block swords, the sai may also be thrown. Usually used in pairs.

+10 to disarm maneuver

The sai as a shield bonus versus melee weapons of +25 (only used if the weapon is not used to attack or if 100% of OB is used to parry).

Alternate Critical: Puncture -20



Critical Type: Krush
Length: 6 feet
Weight: 3 pounds
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 60

Range Modifiers: —

Attack Table 2.96 Steel Whip

One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	4C	6C	8E	10E	10E	10E	13E	13E	9E	11E	15E	16E	9E	10E	15E	18E	11E	14E	17E	19E
145 - 147	4C	6C	8E	10E	10E	10E	13E	13E	9E	11E	15E	16E	9E	10E	15E	18E	11E	14E	17E	19E
142 - 144	4C	6C	8E	10E	10E	10E	13E	13E	9E	11E	15E	15E	9E	10E	15E	17E	11E	14E	17E	19E
139 - 141	4B	6B	8D	10E	10D	10E	12E	12E	9E	10E	14E	15E	9E	10E	14E	17E	10E	13E	16E	18E
136 - 138	4B	6B	8D	9D	10D	9D	12D	12E	9D	10E	14E	14E	9D	10E	14E	16E	10D	13D	16E	18E
133 - 135	4A	6B	7C	9D	9D	9D	12D	12D	8D	10D	13D	14E	9D	9D	14D	16D	10D	13D	16D	17D
130 - 133	4A	6B	7C	9D	9D	9D	11D	11D	8D	10D	13D	14D	9D	9D	13D	16D	10D	12D	15D	17D
127 - 129	4A	6A	7C	9C	9C	9C	11D	11D	8D	9D	12D	13D	8D	9D	13D	15D	9C	12D	15D	16D
124 - 126	4	5A	7B	8C	9C	8C	11C	10D	8C	9D	12D	12D	8C	9D	12D	14D	9C	12C	15D	16D
121 - 123	4	5A	7B	8C	8B	8C	10C	10C	7C	8C	12C	12D	8C	9C	12D	14D	8C	11C	14D	15C
118 - 120	3	5	6A	7B	8B	7B	9C	9C	7C	8C	11C	11D	7C	8C	11C	13C	8C	10C	13C	14C
115 - 117	3	5	6A	7B	7B	7B	9B	9C	6C	7C	10C	11C	7C	8C	11C	13C	7B	10C	13C	14C
112 - 114	3	4	5A	7B	7A	7B	9B	8C	6B	7C	10C	10C	7B	7C	10C	12C	7B	10B	13C	13C
109 - 111	3	4	5	6A	7A	7B	8B	8B	6B	7B	9C	10C	7B	7B	10C	12C	7B	9B	12C	13B
106 - 108	3	4	5	6A	7A	6A	8B	8B	6B	6B	9B	9C	7B	7B	10B	11C	6A	9B	12C	12B
103 - 105	3	4	5	6A	6	6A	8A	7B	5A	6B	8B	9C	6B	7B	9B	11B	6A	9B	12B	12B
100 - 102	3	4	5	5	6	6A	7A	7B	5A	6B	8B	8B	6A	7B	9B	10B	6A	8A	11B	11B
97 - 99	3	4	4	5	6	6	7A	7B	5A	5A	7B	8B	6A	6B	9B	10B	5A	8A	11B	11A
94 - 96	3	4	4	5	6	5	7A	6A	5A	5A	7A	7B	6A	6A	8B	9B	5	8A	11B	10A
91 - 93	3	3	4	5	5	5	6	6A	4	5A	7A	7B	6A	6A	8A	9B	5	7A	10B	10A
88 - 90	3	3	4	4	5	5	6	5A	4	4A	6A	6B	6A	6A	7A	8A	4	7	10A	9A
85 - 87	2	3	4	4	5	5	5	5A	4	4	6A	6A	5	6A	7A	8A	4	6	10A	9
82 - 84	2	3	3	4	5	4	5	5	4	4	5A	5A	5	5	7A	7A	4	6	9A	8
79 - 81	2	3	3	3	4	4	5	4	3	3	5	5A	5	5	6A	7A	3	6	9A	8
76 - 78	2	3	3	3	4	4	4	4	3	3	4	4A	5	5	6	6A	3	5	9A	7
73 - 75	2	3	3	3	4	4	4	4	3	3	4	4A	5	5	6	6A	3	5	8	7
70 - 72	2	2	3	3	4	3	4	3	3	2	4	3	5	5	5	5	2	-	8	-
67 - 69	2	2	2	2	3	3	3	3	3	2	3	3	4	4	4	5	-	-	7	-
64 - 66	2	2	2	2	3	3	3	2	2	2	3	2	4	4	4	4	-	-	7	-
61 - 63	2	2	2	2	3	3	3	2	2	1	2	2	4	4	4	4	-	-	-	-
58 - 60	2	2	2	1	3	2	2	2	2	1	2	1	4	4	4	3	-	-	-	-
55 - 57	2	2	1	1	2	2	2	1	2	-	1	-	4	3	3	-	-	-	-	-
52 - 54	2	2	1	-	2	2	1	-	1	-	-	-	4	3	-	-	-	-	-	-
49 - 51	2	2	1	-	2	2	1	-	1	-	-	-	3	3	-	-	-	-	-	-
46 - 48	1	1	-	-	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
43 - 45	1	1	-	-	1	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
40 - 42	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Chinese whip made of seven steel segments with a point at both ends. The steel whip can be swung or whipped at the opponent.

Alternate Critical: Grapple -30



Critical Type: Krush
Length: 7 feet
Weight: 6 pounds
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 70w

Range Modifiers: —

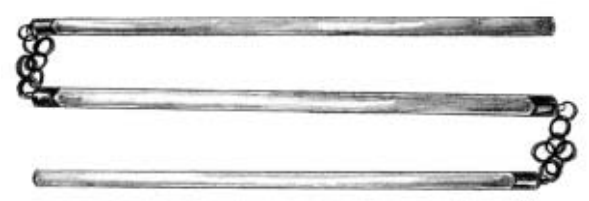
**Attack Table 2.97
 Three Section Staff**

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	11D	13D	15E	17E	18E	18E	21E	21E	20E	22E	26E	26E	28E	28E	33E	36E	30E	33E	36E	38E
145 - 147	11D	13D	15E	17E	18E	18E	21E	21E	20E	22E	26E	26E	28E	28E	33E	35E	29E	32E	35E	37E
142 - 144	11C	13C	15D	17E	18D	18E	20E	20E	19E	21E	25E	25E	27E	27E	32E	34E	28E	31E	34E	36E
139 - 141	11B	13C	14D	16D	17D	17D	20D	20E	19D	20E	24E	24E	26E	26E	31E	33E	27D	30E	33E	35E
136 - 138	11A	12B	14C	16D	17C	17D	19D	19D	18D	20D	23D	23E	26D	25D	30E	32E	26D	29D	32E	33D
133 - 135	10	12A	13C	15D	16C	16C	18D	18D	18D	19D	22D	22D	25D	25D	29D	31D	25D	28D	31D	32D
130 - 133	10	12A	13C	15C	16C	16C	18C	18D	17D	18D	22D	22D	24D	24D	28D	30D	24C	27D	31D	31D
127 - 129	10	11	13B	14C	15B	15B	17C	17C	17C	18C	21D	21D	23D	23D	27D	29D	23C	25C	29D	29C
124 - 126	10	11	12A	14B	15A	15B	17B	16C	16C	17C	20C	20D	23C	22C	26D	27D	22C	24C	28D	28C
121 - 123	9	11	12A	13B	14A	14B	16B	16C	15B	16C	19C	19C	22C	22C	25C	26D	21B	23C	27C	27C
118 - 120	9	10	11	12B	13A	13A	15B	15B	14B	15B	18C	18C	21C	20C	23C	25C	19B	21B	26C	25C
115 - 117	8	10	11	12A	13	13A	14A	14B	14B	14B	17B	17C	20B	20C	22C	24C	18B	20B	24C	24B
112 - 114	8	9	10	11A	12	12	14A	13B	13A	14B	16B	16C	19B	19B	21C	22C	17A	19B	23C	23B
109 - 111	8	9	10	11A	12	12	13A	13B	13A	13B	16B	15B	19B	18B	20B	21C	16A	18A	22B	21B
106 - 108	8	9	9	10	12	11	13	12A	12A	12A	15B	14B	18B	17B	19B	20B	15A	17A	21B	20A
103 - 105	7	8	9	10	11	11	12	12A	11	11A	14A	13B	17A	17B	19B	19B	14	16A	20B	19A
100 - 102	7	8	9	9	11	10	11	11A	11	11A	13A	12B	16A	16A	18B	18B	13	14	19B	17A
97 - 99	7	8	8	9	10	10	11	10	10	10	12A	12A	16A	15A	17B	17B	12	13	18A	16A
94 - 96	7	7	8	8	10	9	10	10	10	9	12A	11A	15A	14A	16A	16B	11	12	17A	15
91 - 93	6	7	7	8	9	9	10	9	9	9	11	10A	14	14A	15A	15A	9	11	16A	14
88 - 90	6	7	7	7	9	8	9	8	9	8	10	9A	14	13	14A	13A	8	10	15A	12
85 - 87	6	6	7	7	8	8	8	8	8	7	9	8A	13	12	13A	12A	7	9	14	11
82 - 84	6	6	6	6	8	7	8	7	7	6	8	7	12	11	12	11A	6	8	13	10
79 - 81	5	6	6	6	7	7	7	6	7	6	8	7	11	11	11	10	5	6	12	8
76 - 78	5	5	5	5	7	6	7	6	6	5	7	6	11	10	10	9	4	-	11	-
73 - 75	5	5	5	5	6	6	6	5	6	4	6	5	10	9	9	8	3	-	10	-
70 - 72	5	5	5	5	6	5	5	5	5	4	5	4	9	8	8	7	-	-	9	-
67 - 69	5	5	4	4	5	5	5	4	5	3	4	3	9	8	7	6	-	-	-	-
64 - 66	4	4	4	4	5	4	4	3	4	2	4	2	8	7	6	4	-	-	-	-
61 - 63	4	4	3	3	5	4	4	3	4	-	3	-	7	6	5	-	-	-	-	-
58 - 60	4	4	3	3	4	3	3	2	3	-	2	-	6	5	4	-	-	-	-	-
55 - 57	4	3	3	2	4	3	2	1	2	-	-	-	6	5	-	-	-	-	-	-
52 - 54	3	3	2	2	3	2	2	-	-	-	-	-	5	-	-	-	-	-	-	-
49 - 51	3	3	2	1	3	2	1	-	-	-	-	-	4	-	-	-	-	-	-	-
46 - 48	3	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	3	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Chinese weapon comprised of three short staves linked together.

Alternate Critical I: Unbalance -20
Alternate Critical II: Grapple -30



Critical Type: Slash
Length: 2 feet
Weight: 1.5 pounds
Fumble Range: 01 - 02 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 60

Range Modifiers: —

**Attack Table 2.98
Tiger Claw**

One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	3C	4C	6D	8E	7D	7D	10E	10E	10E	12E	16E	16E	15E	15E	20E	23E	17E	20E	23E	25E
145 - 147	3C	4C	6D	8E	7D	7D	10E	10E	10E	12E	16E	16E	15E	15E	20E	23E	17E	20E	23E	25E
142 - 144	3B	4C	6D	8E	7D	7D	10E	10E	10E	12E	15E	15E	15E	15E	19E	22E	16E	19E	22E	24E
139 - 141	3B	4B	6C	8D	7C	7D	10D	10E	10D	11E	15E	15E	14E	14E	19E	21E	16E	19E	22E	23E
136 - 138	3A	4B	6C	8D	7C	7C	9D	9D	9D	11D	14D	14E	14E	14E	18E	21E	15D	18E	21E	23E
133 - 135	3A	4A	6B	7D	7C	7C	9D	9D	9D	11D	14D	14D	14D	14D	18D	20E	15D	18D	21E	22D
130 - 133	3	4A	6B	7C	7C	6C	9D	9D	9D	10D	14D	13D	14D	13D	17D	20D	14D	17D	20D	22D
127 - 129	3	4	5B	7C	6B	6B	9C	8D	9C	10C	13D	13D	13D	13D	17D	19D	14D	17D	20D	21D
124 - 126	3	4	5A	7B	6B	6B	8C	8C	8C	9C	12C	12D	13D	13D	16D	18D	13C	16D	19D	20D
121 - 123	3	4	5A	7B	6A	6B	8B	8C	8B	9C	12C	12C	12C	12D	16D	17D	13C	15C	19D	19D
118 - 120	2	3	5A	6B	5A	5A	7B	7C	7B	8B	11C	11C	12C	11C	15C	16D	12C	14C	18D	18C
115 - 117	2	3	4	6A	5A	5A	7B	7B	7B	8B	11B	10C	11C	11C	14C	16C	11C	14C	17C	18C
112 - 114	2	3	4	5A	5	5A	7A	6B	7A	7B	10B	10C	11C	11C	14C	15C	11B	13C	17C	17C
109 - 111	2	3	4	5A	5	5A	6A	6B	6A	7B	10B	9B	11B	10C	13C	14C	10B	13B	16C	16C
106 - 108	2	3	4	5	5	4	6A	6B	6A	7A	9B	9B	10B	10B	12C	14C	10B	12B	16C	16B
103 - 105	2	3	4	5	4	4	6A	6A	6A	6A	9A	8B	10B	10B	12B	13C	9B	12B	15C	15B
100 - 102	2	3	4	4	4	4	5	5A	5	6A	8A	8B	10B	9B	11B	12B	9A	11B	14B	14B
97 - 99	2	3	3	4	4	4	5	5A	5	5	8A	7B	9B	9B	11B	12B	8A	10B	14B	14B
94 - 96	2	3	3	4	4	4	5	5A	5	5	7A	6A	9A	9B	10B	11B	7A	10A	13B	13B
91 - 93	2	2	3	4	4	4	5	4	5	5	7	6A	8A	8A	10B	10B	7A	9A	13B	12A
88 - 90	2	2	3	4	4	3	4	4	4	4	6	5A	8A	8A	9A	10B	6A	9A	12B	12A
85 - 87	2	2	3	3	3	3	4	4	4	4	6	5A	8A	7A	9A	9A	6	8A	12A	11A
82 - 84	2	2	3	3	3	3	4	3	4	3	5	4	7	7A	8A	8A	5	8	11A	10A
79 - 81	2	2	3	3	3	3	3	3	3	3	5	4	7	7	8A	8A	5	7	11A	9A
76 - 78	2	2	2	3	3	3	3	3	3	3	4	3	7	6	7A	7A	4	7	10A	9
73 - 75	2	2	2	2	3	3	3	3	3	2	4	3	6	6	7	6A	4	6	10A	8
70 - 72	2	2	2	2	3	2	3	2	3	2	3	2	6	6	6	6A	3	5	9A	7
67 - 69	2	2	2	2	2	2	2	2	2	2	3	2	6	5	6	5	3	-	9	-
64 - 66	2	2	2	2	2	2	2	2	2	1	2	1	5	5	5	4	2	-	8	-
61 - 63	2	2	2	2	2	2	2	1	2	-	2	-	5	5	4	4	-	-	8	-
58 - 60	1	2	2	1	2	2	1	1	1	-	1	-	5	4	4	3	-	-	7	-
55 - 57	1	1	1	1	2	1	1	-	1	-	-	-	4	4	3	-	-	-	-	-
52 - 54	1	1	1	-	2	1	-	-	-	-	-	-	4	3	-	-	-	-	-	-
49 - 51	1	1	1	-	1	1	-	-	-	-	-	-	4	3	-	-	-	-	-	-
46 - 48	1	1	-	-	1	-	-	-	-	-	-	-	3	-	-	-	-	-	-	-
43 - 45	1	1	-	-	1	-	-	-	-	-	-	-	3	-	-	-	-	-	-	-
40 - 42	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Chinese metal rake that is strapped to the hand and forearm.

Alternate Critical: Puncture -20



Critical Type: Slash
Length: 3 feet
Weight: 5 pounds
Fumble Range: 01 - 05 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 70

Range Modifiers: —

Attack Table 2.99 Tiger Hook

One-Handed Edged

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	4C	5C	7E	9E	8E	8E	11E	11E	11E	13E	14E	14E	16E	16E	21E	24E	18E	21E	24E	26E
145 - 147	4C	5C	7E	9E	8E	8E	11E	11E	11E	13E	14E	14E	16E	16E	21E	24E	18E	21E	24E	26E
142 - 144	4B	5B	7D	9E	8D	8D	11E	11E	11E	13E	14E	13E	16E	16E	20E	23E	17E	20E	23E	25E
139 - 141	4B	5B	7D	9D	8D	8D	10D	10D	10D	12E	13E	13E	15E	15E	20E	22E	16D	19E	22E	24E
136 - 138	4A	5A	7C	8D	7C	8C	10D	10D	10D	12D	13D	12D	15D	15D	19E	21E	16D	18D	22E	23D
133 - 135	4	5A	6C	8C	7C	7C	10C	10D	10D	11D	12D	12D	14D	14D	18D	20D	15D	18D	21D	22D
130 - 133	4	5A	6B	8C	7B	7C	9C	9D	10D	11D	12D	12D	14D	14D	18D	20D	15C	17D	21D	21D
127 - 129	4	5	6B	8C	7A	7B	9B	9C	9C	10C	11D	11D	14C	14D	17D	19D	14C	16C	20D	20C
124 - 126	4	5	6A	7B	6A	7A	9B	8C	9C	10C	11C	10C	13C	13C	16D	18D	13C	15C	19D	19C
121 - 123	4	4	6A	7B	6	6A	8B	8B	8B	9C	10C	10C	13C	13C	16C	17C	12B	15C	18C	18C
118 - 120	3	4	5	6A	5	6A	7A	7B	8B	8B	9C	9C	12C	12C	15C	16C	11B	14B	17C	17C
115 - 117	3	4	5	6A	5	5	7A	7B	7B	8B	9B	8C	12B	11C	14C	15C	10B	13B	16C	16B
112 - 114	3	4	5	6A	5	5	7	7A	7A	7B	8B	8B	11B	11B	13C	14C	10A	12B	16C	15B
109 - 111	3	3	4	5	4	5	6	6A	7A	7A	8B	7B	11B	10B	13B	14C	9A	11A	15B	14B
106 - 108	3	3	4	5	4	5	6	6A	6A	6A	7B	7B	10A	10B	12B	13B	8A	11A	14B	13A
103 - 105	3	3	4	5	4	5	6	5A	6	6A	7A	6B	10A	10A	11B	12B	8	10A	14B	13A
100 - 102	3	3	4	4	4	4	5	5	6	5A	6A	6A	10A	9A	11B	11B	7	9	13B	12A
97 - 99	3	3	4	4	3	4	5	5	5	5	6A	5A	9A	9A	10A	10B	6	8	12A	11A
94 - 96	3	3	3	4	3	4	5	4	5	5	5	5A	9	8A	10A	10A	6	8	12A	10
91 - 93	2	3	3	4	3	4	4	4	5	4	5	4A	8	8	9A	9A	5	7	11A	9
88 - 90	2	3	3	3	2	3	4	4	4	4	4	4	8	8	8A	8A	4	6	10A	8
85 - 87	2	2	3	3	2	3	4	3	4	3	4	3	8	7	8	7A	3	-	10	-
82 - 84	2	2	3	3	2	3	3	3	4	3	3	3	7	7	7	6A	-	-	9	-
79 - 81	2	2	2	3	2	3	3	2	3	2	3	2	7	6	6	6	-	-	8	-
76 - 78	2	2	2	2	1	2	3	2	3	-	2	-	6	6	6	5	-	-	-	-
73 - 75	2	2	2	2	1	2	2	2	3	-	2	-	6	5	5	4	-	-	-	-
70 - 72	2	2	2	2	-	2	2	1	2	-	-	-	6	5	4	-	-	-	-	-
67 - 69	2	2	2	1	-	2	1	-	-	-	-	-	5	5	-	-	-	-	-	-
64 - 66	2	2	1	1	-	1	1	-	-	-	-	-	5	4	-	-	-	-	-	-
61 - 63	2	2	1	-	-	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
58 - 60	2	1	1	-	-	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
55 - 57	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Chinese weapon with a small hooked blade and a large guard for parrying.
 Has a shield bonus versus melee weapons of +15 (only used if the weapon is not used to attack or if 100% of OB is used to parry.)

Alternate Critical: Puncture -20



Critical Type:	Krush	Range Modifiers:	1' - 10':	-20	Attack Table 2.100 War Fan One-Handed Concussion
Length:	1.5 feet		11' - 25':	-40	
Weight:	3 pounds				
Fumble Range:	01 - 03 UM				
Breakage #s:	1, 2, 3, 4, 5, 6, 7				
Strength:	80				

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	4C	6C	8E	10E	11E	11E	14E	14E	9E	11E	15E	15E	9E	9E	14E	17E	10E	13E	16E	18E
145 - 147	4C	6C	8E	10E	11E	11E	14E	14E	9E	11E	15E	15E	9E	9E	14E	17E	10E	13E	16E	18E
142 - 144	4B	6B	8D	10E	11D	11D	14E	14E	9E	11E	14E	14E	9E	9E	14E	16E	10E	13E	16E	17E
139 - 141	4A	6B	8D	10D	11D	10D	13D	13D	9D	10E	14E	14E	9E	9E	13E	16E	9D	12E	15E	17E
136 - 138	4	6A	8C	9D	10C	10C	13D	13D	8D	10D	13D	13D	9D	9D	13D	15E	9D	12D	15D	16D
133 - 135	4	6A	7C	9C	10B	10C	12C	12D	8D	9D	13D	12D	8D	8D	12D	15D	9D	11D	15D	16D
130 - 133	4	6	7B	9C	10B	10C	12C	12D	8C	9D	12D	12D	8D	8D	12D	14D	8C	11D	14D	15D
127 - 129	4	5	7A	8C	9A	9B	11B	11C	7C	8C	12C	11D	8C	8D	12D	14D	8C	11C	14D	15C
124 - 126	4	5	7A	8B	9A	9A	11B	11C	7C	8C	11C	11C	8C	8C	11C	13D	8C	10C	13C	14C
121 - 123	4	5	6	8B	9	8A	10B	10B	7B	8C	10C	10C	8C	8C	11C	12C	7B	10C	13C	14C
118 - 120	3	5	6	7A	8	8	9A	9B	6B	7B	9C	9C	7B	7C	10C	11C	6B	9B	12C	13B
115 - 117	3	4	5	7A	8	7	9A	9B	6B	6B	9B	8C	7B	7B	9C	11C	6A	9B	12C	12B
112 - 114	3	4	5	6A	7	7	8	8A	5A	6B	8B	8B	7B	6B	9B	10C	6A	8B	11B	11B
109 - 111	3	4	5	6	7	7	8	8A	5A	5A	8B	7B	6B	6B	9B	10B	5A	8A	11B	11B
106 - 108	3	4	5	6	7	6	8	7A	5A	5A	7A	7B	6A	6B	8B	9B	5	7A	11B	10A
103 - 105	3	4	5	5	6	6	7	7	5	5A	7A	6B	6A	6A	8B	9B	4	7A	10B	10A
100 - 102	3	4	4	5	6	6	7	6	4	4	6A	5A	6A	6A	7A	8B	4	7	10A	9A
97 - 99	3	3	4	5	6	5	6	6	4	4	5A	5A	6	5A	7A	7B	4	6	9A	9
94 - 96	3	3	4	4	5	5	6	5	4	3	5	4A	5	5A	7A	7A	3	6	9A	8
91 - 93	2	3	4	4	5	5	5	5	3	3	4	4A	5	5	6A	6A	3	5	9A	8
88 - 90	2	3	3	4	5	4	5	4	3	2	4	3	5	5	6A	6A	3	5	8A	7
85 - 87	2	3	3	3	4	4	4	4	3	2	3	2	5	5	5	5A	2	-	8	-
82 - 84	2	3	3	3	4	4	4	3	2	2	3	2	5	4	5	5	-	-	8	-
79 - 81	2	3	3	3	4	3	3	3	2	1	2	1	4	4	5	4	-	-	7	-
76 - 78	2	2	2	2	3	3	3	2	2	-	2	-	4	4	4	4	-	-	-	-
73 - 75	2	2	2	2	3	3	3	2	2	-	1	-	4	4	4	3	-	-	-	-
70 - 72	2	2	2	2	3	2	2	1	1	-	-	-	4	3	3	-	-	-	-	-
67 - 69	2	2	2	1	2	2	2	-	-	-	-	-	4	3	-	-	-	-	-	-
64 - 66	2	2	1	1	2	2	1	-	-	-	-	-	3	3	-	-	-	-	-	-
61 - 63	2	2	1	-	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
58 - 60	2	2	1	-	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
55 - 57	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Sturdy metal fan generally used as a club. It is very effective for defense, because it is used to cause confusion in opponents and can parry missile attacks.

Alternate Critical: Krush -20



Critical Type: Slash
Length: 8 feet
Weight: 12 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 70w

Range Modifiers: —

**Attack Table 2.111
 Bardiche**

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	14E	16E	18E	20E	24E	24E	27E	27E	26E	28E	32E	32E	31E	31E	36E	39E	34E	37E	40E	42E
145 - 147	14E	16E	18E	20E	24E	24E	27E	26E	26E	27E	31E	31E	31E	31E	35E	38E	33E	36E	39E	41E
142 - 144	14D	16D	17E	19E	23E	23E	26E	25E	25E	26E	30E	30E	30E	30E	34E	37E	32E	34E	38E	39E
139 - 141	13C	15D	17D	18E	22D	22D	25E	24E	24E	25E	29E	29E	29E	29E	33E	35E	30E	33E	37E	38E
136 - 138	13B	15C	16D	18D	22D	21D	24D	23D	23D	24D	28E	28E	28E	28E	32E	34E	29D	31D	35E	36D
133 - 135	13B	14C	15C	17D	21C	21D	23D	22D	22D	23D	26D	26D	27D	27D	30D	33D	27D	30D	34D	34D
130 - 133	12A	14B	15C	16D	20C	20C	22D	22D	21D	22D	26D	25D	26D	26D	30D	32D	26D	29D	33D	33D
127 - 129	12	13A	14C	15C	19C	19C	21C	20D	20D	21D	24D	24D	25D	25D	28D	30D	24D	27D	31D	31D
124 - 126	11	13A	14B	15C	19B	18C	20C	19C	19C	19C	23D	23D	24D	24D	27D	29D	23C	25C	30D	30C
121 - 123	11	12	13B	14C	18B	18B	19C	18C	18C	18C	21C	21D	23C	23D	25D	27D	21C	24C	29D	28C
118 - 120	10	11	12A	13B	17A	16B	18B	17C	17C	17C	20C	20C	22C	21C	24C	25C	19C	22C	27C	26C
115 - 117	10	11	11A	12B	16A	15B	17B	16C	16B	16C	19C	18C	21C	20C	23C	24C	18B	20C	26C	24C
112 - 114	10	10	11A	11B	15A	15A	16B	15B	15B	14B	17C	17C	20C	19C	21C	23C	17B	19B	24C	23B
109 - 111	9	10	10	11A	14	14A	15A	14B	14B	13B	16B	16C	19B	18C	20C	21C	15B	17B	23C	21B
106 - 108	9	9	10	10A	14	13A	14A	13B	13B	12B	15B	15B	18B	18B	19C	20C	14B	16B	22B	19B
103 - 105	8	9	9	9A	13	12	13A	12B	12A	11B	14B	13B	17B	17B	18B	19B	12A	14B	20B	18B
100 - 102	8	8	8	8	12	12	12	11A	11A	10A	12B	12B	16B	16B	16B	17B	11A	13A	19B	16A
97 - 99	8	8	8	8	12	11	11	10A	11A	9A	11B	11B	16A	15B	15B	16B	9A	11A	18B	14A
94 - 96	7	7	7	7	11	10	10	9A	10A	8A	10A	10B	15A	14B	14B	15B	8A	10A	16B	13A
91 - 93	7	7	6	6	10	9	9	8A	9	6A	9A	8A	14A	13A	13B	13B	6	8A	15A	11A
88 - 90	7	6	6	6	9	8	8	7	8	5	7A	7A	13A	12A	12A	12A	5	-	14A	10A
85 - 87	6	6	5	5	9	8	7	6	7	4	6A	6A	12A	11A	10A	10A	-	-	12A	-
82 - 84	6	5	5	4	8	7	6	5	6	3	5	5A	11	10A	9A	9A	-	-	11A	-
79 - 81	5	5	4	3	7	6	5	4	5	-	4	3A	10	9	8A	8A	-	-	10A	-
76 - 78	5	5	3	3	6	5	5	3	4	-	-	-	9	8	7A	6A	-	-	-	-
73 - 75	5	4	3	2	6	5	4	2	3	-	-	-	8	7	5	5	-	-	-	-
70 - 72	4	4	2	1	5	4	3	-	-	-	-	-	7	6	-	-	-	-	-	-
67 - 69	4	3	2	-	4	3	-	-	-	-	-	-	7	5	-	-	-	-	-	-
64 - 66	4	3	1	-	3	2	-	-	-	-	-	-	6	-	-	-	-	-	-	-
61 - 63	3	2	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

An axe blade mounted on a pole.

Alternate Critical: Krush -20



Critical Type:	Puncture	Range Modifiers:	—	Attack Table 2.112 Beaked Axe
Length:	8 feet			
Weight:	10 pounds			
Fumble Range:	01 - 07 UM			
Breakage #s:	1, 2, 3, 4, 5, 6, 7			
Strength:	70w			

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	12E	14E	16E	18E	21E	21E	24E	24E	22E	24E	28E	28E	26E	26E	31E	34E	28E	31E	34E	36E
145 - 147	12E	14E	16E	18E	21E	21E	24E	24E	22E	24E	28E	27E	26E	26E	31E	33E	27E	30E	33E	35E
142 - 144	12D	14D	16E	17E	20E	20E	23E	23E	21E	23E	27E	26E	25E	25E	30E	32E	26E	29E	32E	34E
139 - 141	12C	13D	15D	17E	20D	20D	22E	22E	20E	22E	26E	25E	24E	24E	29E	31E	25E	28E	31E	33E
136 - 138	11C	13C	15D	16D	19D	19D	21D	21D	20D	21D	25E	24E	24E	24E	28E	30E	24D	27E	30E	32E
133 - 135	11B	13C	14C	16D	19D	18D	21D	20D	19D	20D	24D	23D	23D	23D	27D	29E	23D	26D	29D	30D
130 - 133	11B	12B	14C	15D	18C	18D	20D	20D	19D	19D	23D	23D	23D	22D	26D	28D	22D	25D	29D	29D
127 - 129	10A	12B	13C	14C	17C	17C	19C	19D	18D	18D	22D	21D	22D	21D	25D	27D	21D	23D	27D	28D
124 - 126	10	11A	13B	14C	17B	16C	18C	18C	17C	17C	21D	20D	21D	21D	24D	26D	20C	22D	26D	27D
121 - 123	10	11A	12B	13C	16B	16B	18C	17C	16C	17C	20C	19D	20C	20D	23D	25D	19C	21C	25D	25C
118 - 120	9	10	11A	12B	15B	15B	16B	16C	15C	15C	18C	18C	19C	19C	21C	23D	17C	20C	24C	24C
115 - 117	9	10	11A	11B	14A	14B	16B	15C	14B	14C	17C	17C	18C	18C	20C	22C	16C	18C	23C	22C
112 - 114	8	9	10A	11B	14A	13A	15B	14B	14B	13B	16C	16C	18C	17C	19C	21C	15B	17C	22C	21C
109 - 111	8	9	10	10A	13	13A	14A	13B	13B	12B	15B	15C	17B	16C	18C	20C	14B	16B	21C	20B
106 - 108	8	9	9	10A	13	12A	13A	13B	12B	12B	14B	14C	16B	16B	18C	19C	13B	15B	20C	19B
103 - 105	8	8	9	9A	12	12	12A	12B	11A	11B	13B	13B	16B	15B	17B	17C	12A	14B	19B	17B
100 - 102	7	8	8	9	12	11	12A	11A	11A	10A	12B	12B	15B	14B	16B	16B	11A	13B	18B	16B
97 - 99	7	7	8	8	11	10	11	10A	10A	9A	11B	11B	14B	14B	15B	15B	9A	12A	17B	15B
94 - 96	7	7	7	7	10	10	10	9A	9A	8A	10A	10B	14A	13B	14B	14B	8A	10A	16B	14A
91 - 93	6	7	7	7	10	9	9	9A	9	7A	9A	9A	13A	12A	13B	13B	7	9A	15B	12A
88 - 90	6	6	6	6	9	8	9	8	8	6	8A	8A	12A	11A	12A	12B	6	8A	14A	11A
85 - 87	6	6	6	6	9	8	8	7	7	5	7A	7A	11A	11A	11A	11A	5	7	13A	10A
82 - 84	5	6	5	5	8	7	7	6	7	4	6	6A	11	10A	10A	10A	4	-	12A	-
79 - 81	5	5	5	4	7	7	6	5	6	4	5	5A	10	9A	9A	9A	-	-	11A	-
76 - 78	5	5	4	4	7	6	6	4	5	-	4	4	9	8	8A	8A	-	-	10A	-
73 - 75	5	4	4	3	6	5	5	4	4	-	3	3	9	8	7A	6A	-	-	9	-
70 - 72	4	4	3	3	6	5	4	3	4	-	-	-	8	7	6	5	-	-	-	-
67 - 69	4	4	3	2	5	4	3	2	3	-	-	-	7	6	5	-	-	-	-	-
64 - 66	4	3	2	1	4	3	3	-	-	-	-	-	7	5	-	-	-	-	-	-
61 - 63	3	3	2	-	4	3	-	-	-	-	-	-	6	-	-	-	-	-	-	-
58 - 60	3	2	1	-	3	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-
55 - 57	3	2	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

An axe-bladed polearm with a beak on the front and back and a thrusting spike.

Alternate Critical I: Slash -10
Alternate Critical II: Krush -20



Critical Type: Puncture
Length: 8 feet
Weight: 8 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 70w

Range Modifiers: —

Attack Table 2.113
Bec de Corbin

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	14E	16E	18E	20E	22E	22E	25E	25E	22E	24E	28E	28E	22E	22E	27E	30E	24E	27E	30E	32E
145 - 147	14E	16E	18E	20E	22E	22E	25E	25E	22E	24E	28E	27E	22E	22E	27E	30E	24E	27E	30E	31E
142 - 144	14D	16D	17E	19E	21E	21E	24E	24E	21E	23E	27E	26E	21E	21E	26E	29E	23E	26E	29E	30E
139 - 141	13D	15D	17D	19E	21D	21D	23E	23E	20E	22E	26E	25E	21E	21E	25E	28E	22E	25E	28E	29E
136 - 138	13C	15C	16D	18D	20D	20D	22D	22D	20D	21D	25E	24E	20E	20E	24E	27E	21D	24D	27E	28D
133 - 135	13B	14C	16D	17D	19D	19D	22D	21D	19D	20D	24D	23D	20D	19D	23D	26D	20D	23D	26D	27D
130 - 133	13B	14C	15C	17D	19C	19D	21D	21D	18D	20D	23D	23D	19D	19D	23D	25D	19D	22D	25D	26D
127 - 129	12A	13B	15C	16C	18C	18C	20C	20D	18D	18D	22D	21D	18D	18D	22D	24D	18D	21D	24D	25D
124 - 126	12A	13A	14B	15C	18B	17C	19C	19C	17C	17C	21D	20D	18D	18D	21D	23D	17C	20C	23D	23C
121 - 123	11	13A	14B	15C	17B	17B	18C	18C	16C	17C	20C	19D	17C	17D	20D	22D	16C	19C	22D	22C
118 - 120	11	12	13B	14B	16B	16B	17B	17C	15C	15C	18C	18C	16C	16C	19C	20C	15C	17C	21C	21C
115 - 117	10	11	12A	13B	15A	15B	16B	16C	14B	14C	17C	17C	16C	15C	18C	19C	14B	16C	20C	20C
112 - 114	10	11	12A	12B	15A	14A	16B	15B	14B	13B	16C	16C	15C	15C	17C	18C	13B	15B	19C	19B
109 - 111	10	10	11A	12B	14A	14A	15B	14B	13B	13B	15B	15C	14B	14C	16C	17C	12B	14B	18C	17B
106 - 108	9	10	10	11A	13	13A	14A	13B	12B	12B	14B	14C	14B	14B	16C	17C	11B	13B	18B	16B
103 - 105	9	10	10	11A	13	12	13A	13B	11A	11B	13B	13B	13B	13B	15B	16B	10A	12B	17B	15B
100 - 102	9	9	9	10A	12	12	12A	12A	11A	10A	12B	12B	13B	12B	14B	15B	9A	11A	16B	14A
97 - 99	8	9	9	9	12	11	12	11A	10A	9A	11B	11B	12B	12B	13B	14B	8A	10A	15B	13A
94 - 96	8	8	8	9	11	10	11	10A	9A	8A	10A	10B	12A	11B	12B	13B	8A	9A	14B	12A
91 - 93	8	8	8	8	10	10	10	9A	9	7A	9A	9A	11A	10A	11A	12B	7	8A	13A	11A
88 - 90	7	7	7	7	10	9	9	8	8	6	9A	7A	10A	10A	11A	11A	6	7	12A	10A
85 - 87	7	7	7	7	9	8	9	8	7	6	8A	6A	10A	9A	10A	10A	5	6	11A	8
82 - 84	7	7	6	6	8	8	8	7	6	5	7	5A	9	9A	9A	9A	4	-	10A	-
79 - 81	6	6	6	5	8	7	7	6	6	4	6	4A	9	8A	8A	8A	3	-	9A	-
76 - 78	6	6	5	5	7	6	6	5	5	3	5	3	8	7	7	7A	-	-	9	-
73 - 75	6	5	5	4	7	6	5	4	4	2	4	2	7	7	6	6	-	-	-	-
70 - 72	5	5	4	4	6	5	5	3	4	-	3	-	7	6	6	5	-	-	-	-
67 - 69	5	4	4	3	5	4	4	3	3	-	-	-	6	6	5	4	-	-	-	-
64 - 66	5	4	3	2	5	4	3	2	2	-	-	-	6	5	4	-	-	-	-	-
61 - 63	4	4	2	2	4	3	2	1	-	-	-	-	5	4	-	-	-	-	-	-
58 - 60	4	3	2	1	3	3	2	-	-	-	-	-	5	-	-	-	-	-	-	-
55 - 57	3	3	1	-	3	2	-	-	-	-	-	-	4	-	-	-	-	-	-	-
52 - 54	3	2	-	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A polearm with a hooked, edged beak, a hammer head, and a thrusting spike.
The beak is used to cut through armor.

Alternate Critical: Krush -15



Critical Type:	Slash	Range Modifiers:	—	Attack Table 2.114 Fauchard
Length:	8 feet			
Weight:	8 pounds			
Fumble Range:	01 - 06 UM			
Breakage #s:	1, 2, 3, 4, 5, 6, 7			
Strength:	70			Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	10E	12E	14E	16E	19E	19E	22E	22E	20E	22E	26E	26E	24E	24E	29E	32E	27E	30E	33E	35E
145 - 147	10E	12E	14E	16E	19E	19E	22E	22E	20E	22E	26E	26E	24E	24E	29E	31E	26E	29E	33E	34E
142 - 144	10D	12D	14E	15E	18E	18E	21E	21E	19E	21E	25E	25E	23E	23E	28E	30E	25E	28E	32E	33E
139 - 141	10C	12D	13D	15D	18D	18D	20D	20E	19E	20E	24E	24E	23E	22E	27E	29E	24E	27E	31E	32E
136 - 138	10B	11C	13D	14D	17D	17D	20D	19D	18D	19D	23E	23E	22E	22E	26E	28E	23D	26E	30E	31E
133 - 135	9A	11B	12C	14D	17C	17D	19D	19D	17D	18D	22D	22D	21D	21D	25E	27E	22D	25D	29D	29D
130 - 133	9A	11B	12C	14D	16C	16C	18D	18D	17D	18D	21D	21D	21D	21D	24D	27D	21D	24D	28D	29D
127 - 129	9	10A	12B	13C	16B	15C	17C	17D	16C	17D	20D	20D	20D	20D	23D	25D	20D	23D	27D	27D
124 - 126	9	10A	11B	12C	15B	15B	17C	16C	15C	16C	19D	19D	19D	19D	22D	24D	19C	21D	26D	26D
121 - 123	8	10	11B	12B	14A	14B	16B	16C	15C	15C	18C	18D	19C	18D	21D	23D	18C	20C	25D	24C
118 - 120	8	9	10A	11B	13A	13B	15B	14C	13C	14C	17C	17C	17C	17C	20D	22D	16C	19C	23C	23C
115 - 117	7	8	9A	10B	13A	13A	14B	14B	13B	13C	16C	16C	17C	16C	19C	20C	15C	18C	22C	22C
112 - 114	7	8	9	10A	12	12A	13A	13B	12B	12B	15C	15C	16C	16C	18C	19C	14B	17C	21C	20C
109 - 111	7	8	8	9A	12	11A	13A	12B	11B	11B	14B	14C	16B	15C	17C	18C	13B	15B	20C	19B
106 - 108	7	7	8	9A	11	11	12A	11B	11A	10B	13B	13C	15B	14B	16C	17C	12B	14B	19C	18B
103 - 105	6	7	8	8A	11	10	11	10A	10A	10B	12B	12B	14B	14B	15C	16C	11A	13B	18B	17B
100 - 102	6	7	7	8	10	10	10	10A	9A	9A	11B	11B	14B	13B	14B	15B	10A	12B	17B	15B
97 - 99	6	7	7	7	10	9	10	9A	9A	8A	10A	10B	13B	12B	13B	14B	9A	11A	16B	14B
94 - 96	6	6	6	7	9	8	9	8A	8	7A	9A	9B	12A	12B	13B	13B	8A	10A	15B	13A
91 - 93	5	6	6	6	8	8	8	7	7	6A	8A	8A	12A	11A	12B	12B	7	9A	14B	12A
88 - 90	5	6	6	6	8	7	8	7	7	5	7A	7A	11A	10A	11B	11B	6	8A	13A	10A
85 - 87	5	5	5	5	7	7	7	6	6	5	6A	6A	10A	10A	10A	10A	4	6	12A	9A
82 - 84	5	5	5	5	7	6	6	5	6	4	5	5A	10	9A	9A	9A	3	-	11A	8
79 - 81	4	5	4	4	6	6	5	4	5	3	4	4A	9	8A	8A	8A	-	-	10A	-
76 - 78	4	4	4	4	6	5	5	4	4	2	4	3	8	7	7A	7A	-	-	9A	-
73 - 75	4	4	3	3	5	4	4	3	4	-	3	2	8	7	6A	6A	-	-	8	-
70 - 72	4	4	3	3	5	4	3	2	3	-	-	-	7	6	5	5A	-	-	-	-
67 - 69	3	3	3	2	4	3	2	1	2	-	-	-	6	5	4	-	-	-	-	-
64 - 66	3	3	2	2	3	3	2	-	-	-	-	-	6	5	-	-	-	-	-	-
61 - 63	3	3	2	1	3	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-
58 - 60	3	2	1	-	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
55 - 57	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A long, thin blade mounted on a pole. The edge is on the inside curve of the blade.

Alternate Critical I: Krush -20

Alternate Critical II: Puncture -10



Critical Type: Slash
Length: 8 feet
Weight: 10 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 70w

Range Modifiers: —

**Attack Table 2.115
 Glaive**

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	13E	15E	17E	19E	22E	22E	25E	25E	24E	26E	30E	30E	28E	28E	33E	36E	30E	33E	36E	38E
145 - 147	13E	15E	17E	19E	22E	22E	25E	25E	24E	26E	29E	29E	28E	28E	32E	35E	29E	32E	35E	37E
142 - 144	13D	15D	16E	18E	21E	21E	24E	24E	23E	25E	28E	28E	27E	27E	31E	34E	28E	31E	34E	36E
139 - 141	13C	14D	16D	18E	21D	20D	23E	23E	22E	24E	27E	27E	26E	26E	30E	33E	27E	30E	33E	34E
136 - 138	12B	14C	15D	17D	20D	20D	22D	22D	21D	23D	26E	26E	25E	25E	29E	32E	26D	28D	32E	33E
133 - 135	12B	13C	15C	16D	19C	19D	21D	21D	21D	22D	25D	25D	25D	24D	28D	31E	24D	27D	31D	32D
130 - 133	12A	13B	14C	16D	19C	19C	21D	21D	20D	21D	24D	24D	24D	24D	28D	30D	24D	26D	30D	31D
127 - 129	11	13A	14C	15C	18C	18C	20C	19D	19D	20D	23D	23D	23D	23D	26D	28D	22D	25D	29D	29D
124 - 126	11	12A	13B	14C	17B	17C	19C	19C	18C	19C	22D	22D	22D	22D	25D	27D	21C	23C	28D	28D
121 - 123	11	12	13B	14C	17B	16B	18C	18C	17C	18C	21C	21D	22C	21D	24D	26D	20C	22C	27D	26C
118 - 120	10	11	12A	13B	16A	15B	17B	16C	16C	16C	19C	19C	20C	20C	23C	24D	18C	20C	25C	24C
115 - 117	9	10	11A	12B	15A	15B	16B	16C	15B	15C	18C	18C	20C	19C	21C	23C	17B	19C	24C	23C
112 - 114	9	10	11A	11B	14A	14A	15B	15B	15B	14B	17C	17C	19C	18C	20C	22C	16B	18B	23C	22C
109 - 111	9	10	10	11A	14	13A	14A	14B	14B	13B	16B	16C	18B	17C	19C	21C	14B	17B	22C	20B
106 - 108	8	9	10	10A	13	13A	14A	13B	13B	12B	15B	15C	17B	17B	18C	20C	13B	15B	21C	19B
103 - 105	8	8	9	9A	13	12	13A	12B	12A	11B	14B	14B	17B	16B	17B	18C	12A	14B	20B	18B
100 - 102	8	8	8	9	12	11	12A	11A	11A	10A	13B	12B	16B	15B	16B	17B	11A	13A	18B	16B
97 - 99	7	8	8	8	11	11	11	10A	11A	9A	12B	11B	15B	14B	15B	16B	10A	12A	17B	15A
94 - 96	7	7	7	8	11	10	10	9A	10A	8A	11A	10B	14A	13B	14B	15B	8A	10A	16B	14A
91 - 93	7	7	7	7	10	9	10	9A	9	7A	9A	9B	13A	13A	13B	14B	7	9A	15B	12A
88 - 90	6	7	6	6	9	9	9	8	8	6A	8A	8A	13A	12A	12A	12B	6	8A	14A	11A
85 - 87	6	6	6	6	9	8	8	7	7	5	7A	7A	12A	11A	11A	11A	5	-	13A	9
82 - 84	6	6	5	5	8	7	7	6	7	4	6	6A	11	10A	10A	10A	-	-	12A	-
79 - 81	5	5	5	4	7	7	6	5	6	3	5	5A	10	9A	9A	9A	-	-	11A	-
76 - 78	5	5	4	4	7	6	6	4	5	-	4	4A	10	9	8A	8A	-	-	10A	-
73 - 75	5	5	4	3	6	5	5	3	4	-	3	-	9	8	7A	7A	-	-	-	-
70 - 72	4	4	3	2	6	5	4	3	4	-	-	-	8	7	6	5	-	-	-	-
67 - 69	4	4	3	2	5	4	3	-	-	-	-	-	7	6	-	-	-	-	-	-
64 - 66	4	3	2	1	4	3	2	-	-	-	-	-	7	5	-	-	-	-	-	-
61 - 63	4	3	2	-	4	3	-	-	-	-	-	-	6	-	-	-	-	-	-	-
58 - 60	3	2	1	-	3	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-
55 - 57	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A long knife-bladed polearm.

Alternate Critical: Puncture -10
Alternate Critical II: Krush -20



Critical Type: Slash
Length: 7 feet
Weight: 9 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 70w

Range Modifiers: —

Attack Table 2.116
Guisarme

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	11E	13E	15E	17E	20E	20E	23E	23E	21E	23E	27E	27E	25E	25E	30E	33E	27E	30E	33E	35E
145 - 147	11E	13E	15E	17E	20E	20E	23E	23E	21E	23E	27E	27E	25E	25E	30E	32E	26E	29E	33E	34E
142 - 144	11D	13D	15E	16E	19E	19E	22E	22E	20E	22E	26E	26E	24E	24E	29E	31E	25E	28E	32E	33E
139 - 141	11C	12D	14D	16E	19D	19D	21E	21E	19E	21E	25E	25E	24E	23E	28E	30E	24E	27E	31E	32E
136 - 138	10C	12C	14D	15D	18D	18D	21D	20D	19D	20D	24E	24E	23E	23E	27E	29E	23D	26D	30E	31E
133 - 135	10B	12C	13C	15D	18C	18D	20D	20D	18D	19D	23D	23D	22D	22D	26E	28E	22D	25D	29D	29D
130 - 133	10A	11B	13C	14D	17C	17D	19D	19D	18D	19D	22D	22D	22D	22D	25D	28D	22D	24D	28D	29D
127 - 129	10A	11B	12C	14C	17C	16C	18C	18D	17D	18D	21D	21D	21D	21D	24D	26D	20D	23D	27D	27D
124 - 126	9	11A	12B	13C	16B	16C	18C	17C	16C	17C	20D	20D	20D	20D	23D	25D	19C	22C	26D	26D
121 - 123	9	10A	11B	12C	15B	15B	17C	16C	15C	16C	19C	19D	20C	19D	22D	24D	18C	21C	25D	25C
118 - 120	8	9	10A	11B	14A	14B	16B	15C	14C	15C	18C	17C	18C	18C	21D	23D	17C	19C	23C	23C
115 - 117	8	9	10A	11B	14A	13B	15B	14C	14C	14C	17C	16C	18C	17C	20C	21C	16B	18C	22C	22C
112 - 114	8	9	9A	10B	13A	13A	14B	14B	13B	13B	16C	15C	17C	17C	19C	20C	14B	17B	21C	21C
109 - 111	7	8	9	10A	13	12A	13B	13B	12B	12B	15B	15C	16B	16C	18C	19C	13B	16B	21C	19B
106 - 108	7	8	9	9A	12	12A	13A	12B	12B	11B	14B	14C	16B	15B	17C	18C	12B	15B	20C	18B
103 - 105	7	8	8	9A	12	11	12A	11B	11A	10B	13B	13B	15B	15B	16C	17C	11A	14B	19B	17B
100 - 102	7	7	8	8A	11	11	11A	11A	10A	9A	12B	12B	14B	14B	15B	16B	10A	12A	18B	16B
97 - 99	6	7	7	8	10	10	11	10A	10A	9A	11B	11B	14B	13B	14B	15B	9A	11A	17B	15A
94 - 96	6	7	7	7	10	9	10	9A	9A	8A	10A	10B	13A	12B	13B	14B	8A	10A	16B	13A
91 - 93	6	6	6	6	9	9	9	8A	8	7A	9A	9B	12A	12A	12B	13B	7	9A	15B	12A
88 - 90	6	6	6	6	9	8	8	7A	8	6	8A	8A	12A	11A	11B	12B	6	8A	14A	11A
85 - 87	5	6	5	5	8	8	8	7	7	5	7A	7A	11A	10A	11A	11A	5	7	13A	10
82 - 84	5	5	5	5	8	7	7	6	6	4	6	6A	10	10A	10A	10A	4	-	12A	-
79 - 81	5	5	4	4	7	6	6	5	6	4	5	5A	10	9A	9A	9A	-	-	11A	-
76 - 78	5	4	4	4	7	6	5	4	5	-	4	4A	9	8	8A	8A	-	-	10A	-
73 - 75	4	4	3	3	6	5	5	4	4	-	3	3	9	8	7A	7A	-	-	9	-
70 - 72	4	4	3	2	5	5	4	3	4	-	-	-	8	7	6	6	-	-	-	-
67 - 69	4	3	3	2	5	4	3	2	3	-	-	-	7	6	5	-	-	-	-	-
64 - 66	3	3	2	1	4	3	2	-	-	-	-	-	7	5	-	-	-	-	-	-
61 - 63	3	3	2	-	4	3	-	-	-	-	-	-	6	-	-	-	-	-	-	-
58 - 60	3	2	1	-	3	2	-	-	-	-	-	-	5	-	-	-	-	-	-	-
55 - 57	3	2	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A hook-bladed polearm.

Alternate Critical: Krush -20



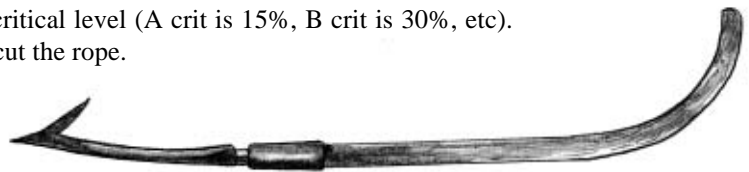
Critical Type:	Puncture	Range Modifiers:	1' - 10':	0	Attack Table 2.117 Harpoon
Length:	6 feet		11' - 25':	-10	
Weight:	6 pounds		26' - 50':	-30	
Fumble Range:	01 - 04 UM				
Breakage #s:	1, 2, 3, 4, 5, 6				
Strength:	70w				Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	9D	11E	13E	15E	21E	21E	24E	24E	21E	23E	27E	27E	22E	22E	27E	30E	24E	27E	30E	32E
145 - 147	9D	11E	13E	15E	21E	21E	24E	24E	21E	23E	27E	26E	22E	22E	27E	29E	24E	27E	30E	31E
142 - 144	9C	11D	13E	15E	20E	20E	23E	23E	20E	22E	26E	25E	21E	21E	26E	28E	23E	26E	29E	30E
139 - 141	9C	11D	12D	14E	20D	20E	22E	22E	19E	21E	25E	24E	21E	21E	25E	27E	22E	25E	28E	29E
136 - 138	9B	10C	12D	14D	19D	19D	21D	21E	19D	20D	24E	23E	20D	20E	24E	26E	21D	24D	27E	28D
133 - 135	8A	10C	12C	13D	19D	18D	21D	21D	18D	19D	23D	22D	20D	19D	23D	25D	20D	23D	26D	27D
130 - 133	8A	10B	11C	13D	18C	18D	20D	20D	18D	19D	22D	22D	19D	19D	23D	25D	19D	22D	25D	26D
127 - 129	8	10A	11C	12C	17C	17C	19D	19D	17D	18D	21D	20D	18D	18D	22D	23D	18C	21D	24D	25D
124 - 126	8	9A	10B	12C	17C	17C	18C	18D	16C	17C	20D	19D	18C	18D	21D	22D	17C	20C	23D	23C
121 - 123	8	9	10B	11C	16B	16C	18C	17C	15C	16C	19C	18D	17C	17C	20C	21D	16C	19C	22D	22C
118 - 120	7	8	9A	10B	15B	15B	17C	16C	14C	14C	18C	17C	16C	16C	19C	20C	15B	17C	21C	21C
115 - 117	7	8	9A	10B	15B	14B	16B	15C	14B	14C	17C	16C	16C	15C	18C	19C	14B	16B	20C	20C
112 - 114	7	8	9A	9B	14A	14B	15B	14C	13B	13B	16C	15C	15B	15C	17C	18C	13B	15B	19C	19B
109 - 111	6	7	8	9A	13A	13A	14B	14B	12B	12B	15B	14C	14B	14B	16C	17C	12B	14B	18C	17B
106 - 108	6	7	8	9A	13A	12A	14B	13B	12B	11B	14B	13C	14B	13B	15B	16C	11A	13B	18B	16B
103 - 105	6	7	7	8A	12	12A	13A	12B	11A	10B	13B	12B	13B	13B	14B	15B	10A	12A	17B	15B
100 - 102	6	6	7	8A	12	11	12A	11B	10A	9A	12B	11B	13A	12B	14B	14B	9A	11A	16B	14A
97 - 99	5	6	7	7	11	10	11A	11B	9A	9A	11B	10B	12A	11A	13B	13B	8	10A	15B	13A
94 - 96	5	6	6	7	11	10	11	10A	9A	8A	10A	9B	11A	11A	12A	12B	8	9A	14B	12A
91 - 93	5	6	6	6	10	9	10	9A	8	7A	9A	8A	11A	10A	11A	11B	7	8	13A	11A
88 - 90	5	5	6	6	9	9	9	8A	7	6A	8A	7A	10	10A	10A	10A	6	7	12A	10
85 - 87	5	5	5	5	9	8	8	7A	7	5	7A	6A	10	9A	9A	9A	5	6	11A	8
82 - 84	4	5	5	5	8	7	8	7	6	4	6	5A	9	8	8A	8A	4	-	10A	-
79 - 81	4	4	4	4	8	7	7	6	5	3	5	4A	9	8	8	7A	3	-	9	-
76 - 78	4	4	4	4	7	6	6	5	5	3	4	3	8	7	7	6A	-	-	9	-
73 - 75	4	4	4	3	6	6	5	4	4	-	3	-	7	6	6	5	-	-	-	-
70 - 72	4	4	3	3	6	5	5	3	3	-	2	-	7	6	5	-	-	-	-	-
67 - 69	3	3	3	3	5	4	4	3	3	-	-	-	6	5	4	-	-	-	-	-
64 - 66	3	3	3	2	5	4	3	2	2	-	-	-	6	5	-	-	-	-	-	-
61 - 63	3	3	2	2	4	3	2	1	-	-	-	-	5	4	-	-	-	-	-	-
58 - 60	3	3	2	1	4	2	2	-	-	-	-	-	4	-	-	-	-	-	-	-
55 - 57	3	2	1	-	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A barbed spear with a rope attached. The harpoon is usually used for hunting large marine animals. The rope enables the harpooner to draw the victim closer when a critical is rolled. The chance the harpoon will remain embedded each round is 15% x critical level (A crit is 15%, B crit is 30%, etc). Intelligent creatures can try to remove the harpoon or cut the rope.

Preparation time: 150%.

Alternate Critical I: Krush -10
Alternate Critical II: Slash -30



Critical Type: Puncture
Length: 10 feet
Weight: 10 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 65w

Range Modifiers: —

**Attack Table 2.118
Heavy Spear**

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	16E	18E	20E	22E	28E	28E	31E	31E	29E	31E	35E	35E	30E	30E	35E	38E	32E	35E	38E	40E
145 - 147	16E	18E	20E	22E	28E	28E	30E	30E	29E	30E	34E	34E	30E	30E	34E	37E	31E	34E	37E	39E
142 - 144	16D	17E	19E	21E	27E	27E	29E	29E	28E	29E	33E	33E	29E	29E	33E	36E	30E	33E	36E	37E
139 - 141	15D	17D	19D	20E	26E	26E	28E	28E	27E	28E	32E	31E	28E	28E	32E	34E	29E	31E	35E	36E
136 - 138	15C	16D	18D	20D	25D	25D	27D	27E	26D	27E	30E	30E	27D	27E	31E	33E	27D	30D	34E	34D
133 - 135	14C	16C	17D	19D	24D	24D	26D	26D	25D	25D	29D	29D	26D	26D	30D	32D	26D	28D	32D	33D
130 - 133	14C	16C	17C	18D	24D	24D	26D	25D	24D	25D	28D	28D	26D	25D	29D	31D	25D	28D	31D	32D
127 - 129	14B	15B	16C	17C	23C	23C	24D	24D	23D	23D	27D	26D	25D	24D	27D	29D	23C	26D	30D	30D
124 - 126	13A	14B	15B	17C	22C	22C	23C	23D	22C	22D	25D	25D	24C	23D	26D	28D	22C	24C	29D	28C
121 - 123	13A	14A	15B	16C	21C	21C	22C	22C	21C	21C	24C	23C	23C	22C	25C	26D	21C	23C	27C	27C
118 - 120	12	13A	14B	15B	20B	20C	21C	20C	19C	19C	22C	21C	21C	21C	23C	24C	19B	21C	26C	25C
115 - 117	12	12	13A	14B	19B	19B	20B	19C	18C	18C	21C	20C	21C	20C	22C	23C	18B	20B	24C	23C
112 - 114	11	12	12A	13B	18B	18B	19B	18C	17B	17C	20C	19C	20B	19C	21C	22C	16B	18B	23C	21B
109 - 111	11	11	12A	12A	18A	17B	18B	17B	16B	15B	18B	17C	19B	18B	20C	20C	15B	17B	22C	20B
106 - 108	10	11	11	12A	17A	16A	17B	16B	15B	14B	17B	16B	18B	17B	19B	19B	14A	15B	21B	18B
103 - 105	10	10	11	11A	16A	15A	16A	15B	14B	13B	16B	14B	17B	16B	18B	18B	13A	14A	19B	17B
100 - 102	9	10	10	10A	15	14A	15A	14B	13A	12B	15B	13B	16A	16B	17B	16B	11A	13A	18B	15A
97 - 99	9	9	9	9	14	14A	14A	13A	12A	11A	13B	12B	16A	15B	15B	15B	10	11A	17B	14A
94 - 96	9	9	9	9	14	13	13A	12A	11A	9A	12A	10A	15A	14A	14A	14B	9	10A	16A	12A
91 - 93	8	8	8	8	13	12	12	11A	10A	8A	11A	9A	14A	13A	13A	12A	7	8	14A	11A
88 - 90	8	8	7	7	12	11	11	10A	10	7A	9A	8A	13A	12A	12A	11A	6	7	13A	9
85 - 87	7	7	7	6	11	10	10	9	9	6	8A	6A	12	11A	11A	10A	5	-	12A	-
82 - 84	7	7	6	6	10	9	9	8	8	5	7	5A	11	10	10A	8A	-	-	11A	-
79 - 81	7	6	5	5	10	9	8	7	7	3	6	3	10	9	8	7A	-	-	9	-
76 - 78	6	6	5	4	9	8	7	6	6	-	4	-	10	8	7	5	-	-	-	-
73 - 75	6	5	4	3	8	7	6	4	5	-	3	-	9	7	6	-	-	-	-	-
70 - 72	5	5	4	3	7	6	5	3	4	-	-	-	8	7	5	-	-	-	-	-
67 - 69	5	4	3	2	6	5	4	2	-	-	-	-	7	6	-	-	-	-	-	-
64 - 66	5	4	2	1	5	4	3	-	-	-	-	-	6	-	-	-	-	-	-	-
61 - 63	4	3	2	-	5	3	2	-	-	-	-	-	5	-	-	-	-	-	-	-
58 - 60	4	3	1	-	4	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	3	2	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

The lance when used on foot.

Alternate Critical: Krush -10



Critical Type: Puncture
Length: 10 feet
Weight: 10 pounds
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 70w

Range Modifiers: —

**Attack Table 2.119
 Lucerne Hammer**

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	15E	17E	19E	21E	24E	24E	27E	27E	24E	26E	30E	30E	25E	25E	30E	33E	28E	31E	34E	36E
145 - 147	15E	17E	19E	21E	24E	24E	27E	27E	24E	25E	29E	29E	25E	25E	30E	32E	27E	30E	33E	35E
142 - 144	15D	17D	18E	20E	23E	23E	26E	26E	23E	24E	28E	28E	24E	24E	29E	31E	26E	29E	32E	34E
139 - 141	14D	16D	18D	19E	22D	22D	25E	25E	22E	23E	27E	27E	23E	23E	28E	30E	25E	28E	31E	32E
136 - 138	14C	16C	17D	19D	22D	22D	24D	24D	21D	22D	26E	26E	23E	23E	27E	29E	24D	27D	30E	31D
133 - 135	14B	15C	17D	18D	21D	21D	23D	23D	20D	21D	25D	25D	22D	22D	26D	28D	23D	25D	29D	30D
130 - 133	13B	15C	16C	18D	21C	20D	23D	22D	20D	21D	24D	24D	22D	21D	25D	27D	22D	25D	28D	29D
127 - 129	13A	14B	15C	17C	20C	19C	21C	21D	19C	19D	23D	22D	21D	20D	24D	26D	21D	23D	27D	27D
124 - 126	12A	14A	15B	16C	19B	19C	20C	20C	18C	18C	22D	21D	20D	20D	23D	25D	19C	22C	26D	25C
121 - 123	12	13A	14B	15C	18B	18B	20C	19C	17C	17C	21C	20D	19C	19C	22D	23D	18C	20C	25C	24C
118 - 120	11	12	13B	14B	17B	17B	18B	18C	16C	16C	19C	18C	18C	18C	20C	22C	17C	19C	23C	22C
115 - 117	11	12	13A	13B	16A	16B	17B	17C	15B	15C	18C	17C	17C	17C	19C	21C	16B	17B	22C	21C
112 - 114	11	11	12A	13B	16A	15A	16B	16B	14B	14B	17C	16C	17C	16C	18C	20C	14B	16B	21C	19B
109 - 111	10	11	11A	12B	15A	14A	16B	15B	14B	13B	16B	15C	16B	15C	17C	19C	13B	15B	20C	18B
106 - 108	10	10	11	11A	14	14A	15A	14B	13A	12B	15B	14B	15B	15B	17B	17B	12B	14B	19B	17B
103 - 105	9	10	10	11A	14	13	14A	13B	12A	11B	14B	13B	15B	14B	16B	16B	11A	13A	18B	15B
100 - 102	9	9	10	10A	13	12	13A	12A	11A	10A	13B	12B	14B	13B	15B	15B	10A	11A	16B	14A
97 - 99	9	9	9	9	12	12	12	11A	10A	9A	11A	10B	13A	13B	14B	14B	9A	10A	15B	13A
94 - 96	8	9	8	9	11	11	11	10A	10	8A	10A	9B	12A	12A	13B	13B	8	9A	14A	11A
91 - 93	8	8	8	8	11	10	10	9A	9	7A	9A	8A	12A	11A	12A	12A	6	8	13A	10A
88 - 90	8	8	7	7	10	9	9	8	8	6	8A	7A	11A	10A	11A	11A	5	6	12A	8
85 - 87	7	7	7	7	9	9	9	8	7	5	7	6A	10A	10A	10A	10A	4	-	11A	-
82 - 84	7	7	6	6	9	8	8	7	6	4	6	5A	10	9A	9A	8A	3	-	10A	-
79 - 81	6	6	6	5	8	7	7	6	5	3	5	4A	9	8	8A	7A	-	-	9	-
76 - 78	6	6	5	4	7	6	6	5	5	2	4	2	8	7	7	6	-	-	-	-
73 - 75	6	5	4	4	7	6	5	4	4	-	3	-	8	7	6	5	-	-	-	-
70 - 72	5	5	4	3	6	5	4	3	3	-	-	-	7	6	5	4	-	-	-	-
67 - 69	5	4	3	2	5	4	3	2	2	-	-	-	6	5	4	-	-	-	-	-
64 - 66	5	4	3	2	4	3	2	1	-	-	-	-	5	4	-	-	-	-	-	-
61 - 63	4	3	2	1	4	3	2	-	-	-	-	-	5	-	-	-	-	-	-	-
58 - 60	4	3	1	-	3	2	-	-	-	-	-	-	4	-	-	-	-	-	-	-
55 - 57	3	2	-	-	2	1	-	-	-	2	-	-	-	-	-	-	-	-	-	-
52 - 54	3	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	3	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A polearm with a hammer head, a hooked beak and a long thrusting spike.

Alternate Critical I: Krush -10
Alternate Critical II: Slash -30



Critical Type:	Grapple	Range Modifiers:	—	Attack Table 2.120 Man Catcher
Length:	6 feet			
Weight:	8 pounds			
Fumble Range:	01 - 06 UM			
Breakage #s:	1, 2, 3, 4, 5, 6, 7			
Strength:	70w			

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	4E	6E	8E	10E	11E	11E	14E	14E	9E	11E	15E	16E	11E	11E	16E	20E	14E	17E	20E	22E
145 - 147	4E	6E	8E	10E	11E	11E	14E	14E	9E	11E	15E	16E	11E	11E	16E	20E	14E	17E	20E	22E
142 - 144	4E	6E	8E	10E	11E	11E	14E	14E	9E	11E	14E	15E	11E	11E	16E	19E	13E	16E	19E	21E
139 - 141	4D	6D	8D	10D	11D	10D	13D	13D	9D	10D	14D	15D	11D	11D	15D	18D	13D	16D	19D	20D
136 - 138	4D	6D	8D	9D	10D	10D	13D	13D	8D	10D	13D	14D	10D	10D	15D	18D	12D	15D	18D	19D
133 - 135	4D	6D	7D	9D	10D	10D	12D	12D	8D	9D	13D	13D	10D	10D	14D	17D	12D	14D	18D	19D
130 - 133	4D	6D	7D	9D	10D	10D	12D	12D	8D	9D	12D	13D	10D	10D	14D	17D	11D	14C	17D	18C
127 - 129	4C	5C	7C	8C	9C	9C	11C	11C	7C	8C	12C	12C	10C	10C	13C	16C	11C	13C	17C	17C
124 - 126	4C	5C	7C	8C	9C	9C	11C	11C	7C	8C	11C	11C	9C	9C	13C	15C	10C	13C	16C	16C
121 - 123	4B	5B	7B	8B	9B	8B	10B	10B	7B	8B	10B	11B	9B	9B	12B	14B	10B	12B	15B	16B
118 - 120	3B	5B	6B	7B	8B	8B	9B	9B	6B	7B	9B	10B	8B	8B	11B	13B	8B	11B	14B	15B
115 - 117	3B	4B	6B	7B	8B	7B	9B	9B	6B	6B	9B	9B	8B	8B	11B	13B	8B	10B	14B	14B
112 - 114	3A	4A	5A	6A	7A	7A	8A	8A	5A	6A	8A	8A	8A	8A	10A	12A	7A	10A	13A	13A
109 - 111	3A	4A	5A	6A	7A	7A	8A	8A	5A	5A	8A	8A	8A	7A	10A	11A	7A	9A	13A	12A
106 - 108	3A	4A	5A	6A	7A	6A	8A	7A	5A	5A	7A	7A	7A	7A	9A	10A	6A	9A	12A	12A
103 - 105	3A	4A	5	6	6	6	7	7	5	5	7	6	7	7	9	10	6	8	12	11
100 - 102	3	4	4	5	6	6	7	6	4	4	6	6	7	6	8	9	5	7	11	10
97 - 99	3	4	4	5	6	5	6	6	4	4	5	5	6	6	8	8	5	7	11	9
94 - 96	3	3	4	5	5	5	6	5	4	3	5	4	6	6	7	8	4	6	10	9
91 - 93	3	3	4	4	5	5	5	5	3	3	4	4	6	6	7	7	3	6	9	8
88 - 90	2	3	4	4	5	4	5	4	3	2	4	3	6	5	6	6	3	5	9	7
85 - 87	2	3	3	4	4	4	4	4	3	2	3	3	5	5	6	6	2	-	8	-
82 - 84	2	3	3	3	4	4	4	3	2	2	3	2	5	5	5	5	-	-	8	-
79 - 81	2	3	3	3	4	3	3	3	2	1	2	1	5	5	5	4	-	-	7	-
76 - 78	2	3	3	3	3	3	3	2	2	-	2	-	5	4	4	4	-	-	-	-
73 - 75	2	2	2	3	3	3	3	2	2	-	1	-	4	4	4	3	-	-	-	-
70 - 72	2	2	2	2	3	2	2	1	1	-	-	-	4	4	3	-	-	-	-	-
67 - 69	2	2	2	2	2	2	2	-	-	-	-	-	4	3	-	-	-	-	-	-
64 - 66	2	2	2	2	2	2	1	-	-	-	-	-	4	3	-	-	-	-	-	-
61 - 63	2	2	2	1	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
58 - 60	2	2	1	1	2	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
55 - 57	2	2	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

An unusual polearm in which the arms of the head encircle the target so that the target can be held.

A critical result that indicates an effect for a number of rounds requires that the weapon continue to be employed for that period (to maintain the hold on the target). New attack rolls are not required to maintain the hold. At the end of the period, the target will be free from the hold. If the attacker ceases employing the weapon or ends the hold, the critical effect ends and the weapon may then be used to make another attack.

Large and Super Large criticals may not be obtained from a Grapple critical.

Alternate Critical: Krush -20



Critical Type: Puncture
Length: 8 feet
Weight: 7 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 70w

Range Modifiers: —

**Attack Table 2.121
 Military Fork**

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	12E	14E	16E	18E	24E	24E	27E	27E	24E	26E	30E	30E	24E	24E	29E	32E	26E	29E	32E	34E
145 - 147	12E	14E	16E	18E	24E	24E	27E	27E	24E	26E	29E	29E	24E	24E	29E	31E	26E	28E	32E	33E
142 - 144	12D	14D	16E	17E	23E	23E	26E	26E	23E	25E	28E	28E	23E	23E	28E	30E	25E	27E	31E	32E
139 - 141	12C	13D	15D	17E	23D	22E	25E	25E	22E	24E	27E	27E	23E	23E	27E	29E	24E	26E	30E	31E
136 - 138	11C	13C	15D	16D	22D	22D	24D	24E	22D	23D	26E	26E	22D	22E	26E	28E	23D	25D	29E	30D
133 - 135	11B	13C	14C	16D	21D	21D	23D	23D	21D	22D	25D	25D	21D	21D	25D	27D	22D	24D	28D	29D
130 - 133	11B	12B	14C	15D	21C	21D	22D	23D	20D	21D	25D	24D	21D	21D	25D	27D	21D	24D	27D	28D
127 - 129	10A	12B	13C	15C	20C	20C	21C	21D	19D	20D	23D	23D	20D	20D	23D	25D	20C	22D	26D	26D
124 - 126	10	12A	13B	14C	19C	19C	20C	21D	19C	19C	22D	22D	20C	19D	23D	24D	19C	21C	25D	25C
121 - 123	10	11A	12B	13C	19B	18C	19C	20C	18C	18C	21C	21D	19C	19C	22D	23D	18C	20C	24D	24C
118 - 120	9	10	11A	12B	18B	17B	18C	18C	17C	17C	20C	19C	18C	18C	20C	22C	17B	19C	23C	22C
115 - 117	9	10	11A	12B	17B	17B	17B	18C	16B	16C	19C	18C	17C	17C	19C	21C	16B	18B	22C	21C
112 - 114	9	10	10A	11B	16A	16B	16B	17C	15B	15B	18C	17C	17B	16C	19C	20C	15B	17B	21C	20B
109 - 111	8	9	10	11A	16A	15A	15B	16B	14B	14B	17B	16C	16B	16B	18C	19C	14B	16B	20C	19B
106 - 108	8	9	9	10A	15A	14A	14A	15B	14B	13B	16B	15C	15B	15B	17B	17C	13A	15B	19B	18B
103 - 105	8	8	9	10A	14	14A	13A	14B	13A	12B	15B	14B	15B	14B	16B	16B	12A	14A	18B	17B
100 - 102	7	8	8	9	14	13	12A	13B	12A	11A	14B	13B	14A	14B	15B	15B	11A	13A	17B	16A
97 - 99	7	8	8	8	13	12	11A	12A	11A	10A	13B	12B	14A	13A	14B	14B	10	12A	16B	14A
94 - 96	7	7	7	8	12	12	11	11A	11A	9A	12A	11B	13A	12A	13B	13B	9	11A	15B	13A
91 - 93	7	7	7	7	12	11	10	11A	10	9A	11A	9B	12A	12A	13A	12B	8	10	15A	12A
88 - 90	6	7	7	7	11	10	9	10A	9	8	10A	8A	12	11A	12A	11A	7	9	14A	11A
85 - 87	6	6	6	6	10	10	8	9	8	7	9A	7A	11	10A	11A	10A	6	8	13A	10
82 - 84	6	6	6	6	10	9	7	8	8	6	8	6A	11	10	10A	9A	5	-	12A	-
79 - 81	5	5	5	5	9	8	6	7	7	5	7	5A	10	9	9	8A	4	-	11A	-
76 - 78	5	5	5	4	8	8	5	6	6	4	6	4A	9	8	8	7A	-	-	10	-
73 - 75	5	5	4	4	8	7	4	5	5	3	5	3	9	8	7	6	-	-	9	-
70 - 72	5	4	4	3	7	6	3	5	5	-	4	-	8	7	6	5	-	-	-	-
67 - 69	4	4	3	3	7	6	2	4	4	-	-	-	7	7	6	-	-	-	-	-
64 - 66	4	4	3	2	6	5	-	3	3	-	-	-	7	6	-	-	-	-	-	-
61 - 63	4	3	2	2	5	4	-	2	-	-	-	-	6	5	-	-	-	-	-	-
58 - 60	3	3	2	1	5	4	-	-	-	-	-	-	6	-	-	-	-	-	-	-
55 - 57	3	2	1	-	4	3	-	-	-	2	1	-	5	-	-	-	-	-	-	-
52 - 54	3	2	-	-	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	3	2	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A polearm attached to two flared, sharp spikes. The pitchfork reborn as a military weapon. (Yes this weapon really did exist.)

The classic farmers' pitchfork uses this attack table with a -25 OB.

Alternate Critical I: Krush -20

Alternate Critical II: Slash -30



Critical Type: Puncture
Length: 8 feet
Weight: 8 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4, 5, 6, 7
Strength: 70w

Attack Table 2.122
Partisan
Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	10E	12E	14E	16E	23E	23E	26E	26E	24E	26E	30E	30E	24E	24E	29E	32E	26E	29E	32E	34E
145 - 147	10E	12E	14E	16E	23E	23E	26E	26E	24E	26E	29E	29E	24E	24E	29E	31E	26E	28E	32E	33E
142 - 144	10D	12D	14E	16E	22E	22E	25E	25E	23E	25E	28E	28E	23E	23E	28E	30E	25E	27E	31E	32E
139 - 141	10D	12D	13D	15E	22D	21E	24E	24E	22E	24E	27E	27E	23E	22E	27E	29E	24E	26E	30E	31E
136 - 138	10C	11C	13D	15D	21D	21D	23D	23E	21D	23E	26E	26E	22E	22E	26E	28E	23D	25D	29E	30E
133 - 135	9B	11C	12D	14D	20D	20D	23D	22D	21D	22D	25D	25D	21D	21D	25D	27E	22D	24D	28D	29D
130 - 133	9B	11B	12C	14D	20D	20D	22D	22D	20D	21D	25D	24D	21D	21D	24D	27D	21D	24D	27D	28D
127 - 129	9A	10B	12C	13C	19C	19C	21D	21D	19D	20D	23D	23D	20D	20D	23D	25D	20D	22D	26D	26D
124 - 126	9	10A	11B	13C	18C	18C	20C	20D	18C	19D	22D	22D	19D	19D	22D	24D	19C	21C	25D	25D
121 - 123	8	10A	11B	12C	18B	17C	19C	19C	18C	18C	21C	21D	19C	18C	22D	23D	18C	20C	24D	24C
118 - 120	8	9	10B	11B	17B	16B	18C	18C	16C	17C	20C	19C	18C	17C	20C	22D	16C	19C	23C	22C
115 - 117	7	9	10A	11B	16B	16B	17B	17C	16C	16C	19C	18C	17C	17C	19C	20C	15B	18C	22C	21C
112 - 114	7	8	9A	10B	15A	15B	16B	16C	15B	15C	18C	17C	16C	16C	18C	19C	15B	17B	21C	20C
109 - 111	7	8	9	10A	15A	14B	16B	15B	14B	14B	17C	16C	16B	15C	18C	18C	14B	16B	20C	19B
106 - 108	7	8	8	9A	14A	14A	15B	14B	13B	13B	16B	15C	15B	15B	17C	17C	13B	15B	19C	18B
103 - 105	7	7	8	9A	13A	13A	14A	13B	13B	12B	15B	14B	15B	14B	16B	16C	12A	14B	18B	17B
100 - 102	6	7	8	8A	13	12A	13A	13B	12A	11B	14B	13B	14B	13B	15B	15B	11A	13A	17B	15B
97 - 99	6	7	7	8	12	12	12A	12B	11A	10A	13B	11B	13A	13B	14B	14B	10A	11A	16B	14A
94 - 96	6	6	7	7	12	11	12A	11A	10A	9A	12A	10B	13A	12A	13B	13B	9	10A	15B	13A
91 - 93	6	6	6	7	11	10	11	10A	10A	8A	11A	9B	12A	11A	12A	12B	8	9A	14B	12A
88 - 90	5	6	6	6	10	10	10	9A	9	7A	10A	8A	11A	11A	11A	11B	7	8	13A	11A
85 - 87	5	6	6	6	10	9	9	8A	8	6	8A	7A	11	10A	10A	10A	6	7	12A	10A
82 - 84	5	5	5	5	9	8	8	7	7	5	7A	6A	10	9A	10A	9A	5	6	11A	8
79 - 81	5	5	5	5	8	8	8	7	7	4	6	5A	9	9	9A	8A	4	-	10A	-
76 - 78	4	5	4	4	8	7	7	6	6	4	5	4A	9	8	8	7A	3	-	10A	-
73 - 75	4	4	4	4	7	6	6	5	5	3	4	3	8	7	7	6A	-	-	9	-
70 - 72	4	4	4	3	7	6	5	4	4	-	3	-	8	7	6	5	-	-	-	-
67 - 69	4	4	3	3	6	5	4	3	4	-	2	-	7	6	5	-	-	-	-	-
64 - 66	4	3	3	2	5	4	4	2	3	-	-	-	6	5	4	-	-	-	-	-
61 - 63	3	3	2	2	5	4	3	2	2	-	-	-	6	5	-	-	-	-	-	-
58 - 60	3	3	2	1	4	3	2	-	-	-	-	-	5	4	-	-	-	-	-	-
55 - 57	3	2	2	-	3	2	1	-	-	2	-	-	4	-	-	-	-	-	-	-
52 - 54	3	2	1	-	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	2	-	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	2	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A broad-bladed spear named after the light troops that used it.

Alternate Critical I: Krush -20
Alternate Critical II: Slash -30



Critical Type: Puncture
Length: 15 feet
Weight: 10 pounds
Fumble Range: 01 - 06 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 60w

Range Modifiers: —

Attack Table 2.123
Pike

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	14E	16E	18E	20E	25E	25E	28E	28E	27E	29E	33E	33E	28E	28E	33E	36E	31E	34E	37E	39E
145 - 147	14E	16E	18E	20E	25E	25E	28E	27E	27E	28E	32E	32E	28E	28E	32E	35E	30E	33E	36E	38E
142 - 144	14D	16E	17E	19E	24E	24E	27E	26E	26E	27E	31E	31E	27E	27E	31E	34E	29E	32E	35E	36E
139 - 141	13D	15D	17D	18E	23D	23D	26E	25E	25E	26E	30E	30E	26E	26E	30E	33E	27E	30E	34E	35E
136 - 138	13C	15D	16D	18D	22D	22D	25D	24D	24D	25D	29E	28E	25E	25E	29E	32E	26D	29D	33E	33D
133 - 135	13C	14C	15D	17D	22D	22D	24D	23D	23D	23D	27D	27D	24D	24D	28D	30D	25D	27D	31D	32D
130 - 133	12B	14C	15C	16D	21C	21D	23D	23D	22D	23D	27D	26D	24D	24D	27D	29D	24D	26D	30D	31D
127 - 129	12A	13B	14C	16C	20C	20C	22C	21D	21D	21D	25D	25D	23D	22D	26D	28D	22C	24D	29D	29D
124 - 126	12A	13B	14C	15C	19B	19C	21C	20C	20C	20C	24D	23D	22D	22D	25D	27D	20C	23C	28D	27C
121 - 123	11	12A	13B	14C	19B	18B	20C	19C	19C	19C	22C	22D	21C	21D	24D	25D	19C	21C	26C	26C
118 - 120	10	11A	12B	13B	18B	17B	18B	18C	17C	17C	21C	21C	20C	19C	22C	24C	17C	20C	25C	23C
115 - 117	10	11	11A	12B	17A	16B	18B	17C	16B	16C	19C	19C	19C	19C	21C	22C	16B	18B	23C	22C
112 - 114	10	10	11A	11B	16A	15A	17B	16B	15B	14B	18C	18C	18C	18C	20C	21C	14B	17B	22C	20B
109 - 111	9	10	10A	11B	15A	15A	16B	15B	14B	13B	17B	17C	17B	17C	19C	20C	13B	15B	21C	19B
106 - 108	9	9	10	10A	15	14A	15A	14B	13B	12B	16B	16C	17B	16B	18C	19C	11A	14B	20B	17B
103 - 105	8	9	9	9A	14	13A	14A	13B	12A	11B	15B	14B	16B	15B	16B	17B	10A	12A	18B	16B
100 - 102	8	8	8	9A	13	12	13A	12A	11A	10A	13B	13B	15B	14B	15B	16B	9A	11A	17B	14A
97 - 99	8	8	8	8	12	12	12	11A	10A	8A	12B	12B	14A	13B	14B	15B	7A	9A	16B	13A
94 - 96	7	7	7	7	12	11	11	10A	9A	7A	11A	11B	13A	12B	13B	14B	6	8A	15A	11A
91 - 93	7	7	7	6	11	10	10	9A	9	6A	10A	9A	12A	12A	12B	12B	4	-	14A	10A
88 - 90	7	7	6	6	10	9	9	8A	8	5A	8A	8A	12A	11A	11A	11A	-	-	12A	-
85 - 87	6	6	5	5	9	8	8	7	7	3	7A	7A	11A	10A	10A	10A	-	-	11A	-
82 - 84	6	6	5	4	9	8	7	6	6	-	6	6A	10	9A	9A	9A	-	-	10A	-
79 - 81	5	5	4	4	8	7	6	5	5	-	5	4A	9	8	8A	7A	-	-	-	-
76 - 78	5	5	4	3	7	6	5	4	4	-	3	3	8	7	6A	6A	-	-	-	-
73 - 75	5	4	3	2	6	5	4	3	-	-	-	-	7	6	5	5	-	-	-	-
70 - 72	4	4	2	1	6	4	3	-	-	-	-	-	7	6	-	-	-	-	-	-
67 - 69	4	3	2	-	5	4	2	-	-	-	-	-	6	-	-	-	-	-	-	-
64 - 66	4	3	1	-	4	3	-	-	-	-	-	-	5	-	-	-	-	-	-	-
61 - 63	3	2	-	-	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	3	2	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A long, heavy spear used by foot soldiers in formation against cavalry.

Alternate Critical: Krush -20



Critical Type:	Slash	Range Modifiers:	—	Attack Table 2.124 Pole Axe
Length:	7 feet			
Weight:	18 pounds			
Fumble Range:	01 - 07 UM			
Breakage #s:	1, 2, 3, 4, 5, 6, 7			
Strength:	70w			

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	26E	28E	30E	32E	39E	40E	42E	43E	41E	43E	46E	47E	39E	41E	46E	49E	45E	49E	51E	53E
145 - 147	26E	28E	30E	31E	38E	39E	41E	42E	40E	42E	45E	46E	38E	40E	45E	48E	43E	47E	50E	51E
142 - 144	25E	27E	29E	30E	37E	38E	39E	40E	38E	40E	43E	44E	37E	39E	43E	46E	41E	45E	48E	49E
139 - 141	24D	26E	28E	29E	36E	36E	38E	39E	37E	38E	41E	42E	36E	37E	41E	44E	39E	43E	46E	47E
136 - 138	24D	25D	27D	28E	35D	35D	36E	37E	35D	36E	39E	40E	35E	36E	40E	42E	37D	40D	44E	44D
133 - 135	23D	24D	26D	27D	33D	34D	35D	35D	34D	34D	37D	38D	33D	35D	38D	40D	35D	38D	42D	42D
130 - 133	23D	24D	25D	26D	32D	33D	34D	34D	33D	33D	36D	36D	33D	34D	37D	39D	33D	37D	41D	40D
127 - 129	22C	23C	24D	25D	31D	31D	32D	32D	31D	30D	33D	34D	31D	32D	35D	37D	30D	33D	38D	37D
124 - 126	21C	22C	23C	23D	30C	30C	30D	30D	29C	28D	31D	32D	30D	30D	33D	35D	28C	31C	36D	35C
121 - 123	20B	21C	22C	22C	28C	28C	29C	29C	27C	26C	29C	30C	28D	29D	31D	33D	26C	29C	35C	33C
118 - 120	19B	20B	20C	21C	27C	26C	27C	26C	25C	24C	27C	27C	27C	27C	29C	31C	23C	26C	32C	30C
115 - 117	18B	19B	19C	20C	25C	25C	25C	25C	24C	22C	25C	25C	25C	26C	27C	29C	21B	24B	30C	28C
112 - 114	18A	18B	18B	19C	24B	24B	24C	23C	22B	20C	23C	23C	24C	24C	26C	27C	19B	22B	28C	25B
109 - 111	17A	17A	17B	17B	23B	22B	22B	21B	21B	18B	21B	21C	23C	23C	24C	25C	16B	19B	27C	23B
106 - 108	16A	17A	16B	16B	22B	21B	21B	20B	19B	16B	19B	19B	22B	22C	22C	23C	14B	17B	25B	21B
103 - 105	16	16A	15A	15B	20A	20B	19B	18B	18B	14B	18B	17B	21B	20B	21B	22B	12A	15A	23B	18A
100 - 102	15	15A	14A	14B	19A	18A	18B	16B	16A	13B	16B	15B	19B	19B	19B	20B	10A	12A	21B	16A
97 - 99	14	14	13A	13B	18A	17A	16B	15B	14A	11A	14B	14B	18B	17B	17B	18B	8A	10A	19B	14A
94 - 96	14	13	12A	12A	17A	16A	15A	13A	13A	9A	12A	12A	17B	16B	16B	16B	5A	8A	17A	11A
91 - 93	13	12	11	11A	15	14A	13A	11A	11A	7A	10A	10A	16A	15A	14A	14A	-	-	15A	9
88 - 90	12	12	10	10A	14	13A	12A	10A	10A	5A	8A	8A	14A	13A	12A	12A	-	-	13A	-
85 - 87	12	11	9	8A	13	12	10A	8A	8	3	6A	6A	13A	12A	11A	11A	-	-	12A	-
82 - 84	11	10	8	7	12	10	9	6	7	-	4	4A	12A	11A	9A	9A	-	-	10A	-
79 - 81	10	9	7	6	10	9	7	5	5	-	-	-	11A	9A	7A	7A	-	-	-	-
76 - 78	10	8	6	5	9	7	6	3	4	-	-	-	10	8	6	5	-	-	-	-
73 - 75	9	7	5	4	8	6	4	-	-	-	-	-	8	6	-	-	-	-	-	-
70 - 72	8	7	4	3	7	5	3	-	-	-	-	-	7	5	-	-	-	-	-	-
67 - 69	7	6	3	-	5	3	-	-	6	-	-	-	6	-	-	-	-	-	-	-
64 - 66	7	5	2	-	4	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	6	4	-	-	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	5	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	5	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A heavy axe mounted on a pole.

Alternate Critical: Krush -20



Critical Type: Puncture
Length: 7 feet
Weight: 6 pounds
Fumble Range: 01 - 05 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 70w

Range Modifiers: 1' - 10': -30
 11' - 25': -50

Attack Table 2.125
Ranseur

Pole Arm

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	9D	11E	13E	15E	21E	21E	24E	24E	22E	24E	28E	28E	22E	22E	27E	30E	24E	27E	30E	32E
145 - 147	9D	11E	13E	15E	21E	21E	24E	24E	22E	24E	28E	28E	22E	22E	27E	30E	24E	27E	30E	31E
142 - 144	9C	11D	13E	15E	20E	20E	23E	23E	21E	23E	27E	27E	21E	21E	26E	29E	23E	26E	29E	30E
139 - 141	9C	11D	12D	14E	20D	20E	22E	22E	20E	22E	26E	26E	21E	21E	25E	28E	22E	25E	28E	29E
136 - 138	9B	10C	12D	14D	19D	19D	22D	21E	20D	21D	25E	25E	20D	20E	24E	27E	21D	24D	27E	28E
133 - 135	8A	10B	12C	13D	19D	19D	21D	21D	19D	20D	24D	24D	20D	20D	24D	26D	20D	23D	26D	27D
130 - 133	8A	10B	11C	13D	18C	18D	20D	20D	19D	20D	23D	23D	19D	19D	23D	25D	20D	22D	26D	27D
127 - 129	8	10A	11C	12C	18C	17C	19D	19D	18D	19D	22D	22D	19D	18D	22D	24D	19C	21D	25D	25D
124 - 126	8	9A	11B	12C	17C	17C	19C	18D	17C	18C	21D	21D	18C	18D	21D	23D	18C	20C	24D	24D
121 - 123	8	9	10B	12C	16B	16C	18C	18C	16C	17C	20C	20D	17C	17C	20D	22D	17C	19C	23D	23C
118 - 120	7	8	9A	11B	15B	15B	17C	16C	15C	16C	19C	18C	16C	16C	19C	20C	15C	18C	22C	22C
115 - 117	7	8	9A	10B	15B	14B	16B	16C	15B	15C	18C	17C	16C	16C	18C	20C	15B	17C	21C	21C
112 - 114	7	8	9A	10B	14A	14B	15B	15C	14B	14B	17C	16C	15B	15C	17C	19C	14B	16B	20C	19C
109 - 111	6	7	8	9A	14A	13A	15B	14B	13B	13B	16B	15C	15B	14B	17C	18C	13B	15B	19C	18B
106 - 108	6	7	8	9A	13A	13A	14B	13B	13B	12B	15B	14C	14B	14B	16B	17C	12A	14B	18C	17B
103 - 105	6	7	8	8A	13	12A	13A	13B	12A	11B	14B	13B	14B	13B	15B	16B	11A	13A	17B	16B
100 - 102	6	7	7	8	12	11	13A	12B	11A	11A	13B	12B	13A	13B	14B	15B	10A	12A	17B	15B
97 - 99	6	6	7	7	11	11	12A	11A	11A	10A	12B	11B	13A	12B	14B	14B	10A	11A	16B	14A
94 - 96	5	6	7	7	11	10	11	10A	10A	9A	11A	10B	12A	11A	13B	13B	9	11A	15B	13A
91 - 93	5	6	6	7	10	10	10	10A	9	8A	10A	9B	11A	11A	12A	12B	8	10	14A	12A
88 - 90	5	6	6	6	10	9	10	9A	9	7A	9A	8A	11	10A	11A	11A	7	9	13A	11A
85 - 87	5	5	5	6	9	9	9	8A	8	6	9A	7A	10	10A	10A	10A	6	8	12A	10
82 - 84	5	5	5	5	9	8	8	7	7	6	8	6A	10	9	10A	9A	5	7	12A	9
79 - 81	4	5	5	5	8	7	7	7	6	5	7	5A	9	9	9A	8A	4	6	11A	8
76 - 78	4	4	4	4	7	7	7	6	6	4	6	4A	9	8	8	7A	4	-	10	-
73 - 75	4	4	4	4	7	6	6	5	5	3	5	3A	8	7	7	6	-	-	9	-
70 - 72	4	4	4	4	6	6	5	4	4	2	4	2	8	7	6	5	-	-	8	-
67 - 69	4	4	3	3	6	5	5	4	4	-	3	-	7	6	6	4	-	-	-	-
64 - 66	3	3	3	3	5	4	4	3	3	-	2	-	6	6	5	-	-	-	-	-
61 - 63	3	3	3	2	5	4	3	2	2	-	-	-	6	5	4	-	-	-	-	-
58 - 60	3	3	2	2	4	3	2	1	-	-	-	-	5	4	-	-	-	-	-	-
55 - 57	3	3	2	1	3	3	2	-	-	-	2	-	5	-	-	-	-	-	-	-
52 - 54	3	2	1	-	3	2	1	-	-	-	-	-	4	-	-	-	-	-	-	-
49 - 51	2	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A spear with tines that can catch armor or weapons.
 +10 to disarm maneuver.

Alternate Critical I: Krush -20
Alternate Critical II: Slash -30



Critical Type:	Puncture	Range Modifiers:	1' - 10':	-30	Attack Table 2.126 Trident Pole Arm
Length:	5 feet		11' - 25':	-50	
Weight:	6 pounds				
Fumble Range:	01 - 06 UM				
Breakage #s:	1, 2, 3, 4, 5, 6				
Strength:	40w				

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	9E	11E	13E	15E	20E	20E	23E	23E	21E	23E	27E	27E	21E	21E	26E	29E	23E	26E	29E	31E
145 - 147	9E	11E	13E	15E	20E	20E	23E	23E	21E	23E	27E	26E	21E	21E	26E	29E	23E	26E	29E	30E
142 - 144	9D	11D	13E	15E	19E	19E	22E	22E	20E	22E	26E	25E	20E	20E	25E	28E	22E	25E	28E	29E
139 - 141	9C	11D	12D	14D	19D	19E	21E	21E	19E	21E	25E	24E	20E	20E	24E	27E	21E	24E	27E	28E
136 - 138	9B	10C	12D	14D	18D	18D	21D	20E	19D	20D	24E	23E	19D	19E	23E	26E	20D	23D	26E	27D
133 - 135	8B	10B	12C	13D	18D	18D	20D	20D	18D	19D	23D	22D	19D	19D	23D	25D	19D	22D	25D	26D
130 - 133	8A	10B	11C	13D	17C	17D	19D	19D	18D	19D	22D	22D	18D	18D	22D	24D	19D	21D	25D	25D
127 - 129	8	10A	11B	12C	17C	16C	19C	18D	17D	18D	21D	20D	18D	17D	21D	23D	17C	20D	24D	24D
124 - 126	8	9A	11B	12C	16C	16C	18C	17D	16C	17C	20D	19D	17C	17D	20D	22D	17C	19C	23D	23C
121 - 123	8	9	10B	11B	16B	15C	17C	17C	15C	16C	19C	18D	17C	16C	19D	21D	16C	18C	22D	22C
118 - 120	7	8	9A	10B	14B	14B	16C	16C	14C	15C	18C	17C	16C	15C	18C	19C	14C	17C	21C	20C
115 - 117	7	8	9A	10B	14A	14B	15B	15C	14B	14C	17C	16C	15C	15C	17C	18C	14B	16C	20C	19C
112 - 114	7	8	9	10A	13A	13B	14B	14C	13B	13B	16C	15C	14B	14C	16C	17C	13B	15B	19C	18B
109 - 111	6	7	8	9A	13A	12A	14B	13B	12B	12B	15B	14C	14B	13B	16C	17C	12B	14B	18C	17B
106 - 108	6	7	8	9A	12	12A	13A	13B	12B	11B	14B	13C	13B	13B	15B	16C	11A	13B	17B	16B
103 - 105	6	7	7	8	12	11A	12A	12B	11A	10B	13B	12B	13B	12B	14B	15B	10A	12A	16B	15B
100 - 102	6	7	7	8	11	11	12A	11B	10A	10A	12B	11B	12A	12B	13B	14B	9A	11A	16B	14A
97 - 99	6	6	7	7	11	10	11A	10A	10A	9A	11A	10B	12A	11B	12B	13B	8A	10A	15B	13A
94 - 96	5	6	6	7	10	10	10	10A	9	8A	10A	9B	11A	11A	12B	12B	8	9A	14B	12A
91 - 93	5	6	6	6	9	9	10	9A	8	7A	9A	8B	11A	10A	11A	11B	7	8	13A	11A
88 - 90	5	5	6	6	9	8	9	8A	8	6	8A	7A	10A	9A	10A	10A	6	8	12A	10A
85 - 87	5	5	5	5	8	8	8	7	7	5	7A	6A	9	9A	9A	9A	5	7	11A	9
82 - 84	4	5	5	5	8	7	7	7	6	5	6	5A	9	8	9A	8A	4	-	11A	-
79 - 81	4	5	4	5	7	7	7	6	6	4	5	4A	8	8	8A	7A	3	-	10A	-
76 - 78	4	4	4	4	7	6	6	5	5	3	5	3A	8	7	7	6A	-	-	9	-
73 - 75	4	4	4	4	6	5	5	4	4	2	4	2	7	7	6	5	-	-	8	-
70 - 72	4	4	3	3	6	5	5	4	4	-	3	-	7	6	5	4	-	-	-	-
67 - 69	3	3	3	3	5	4	4	3	3	-	-	-	6	5	5	-	-	-	-	-
64 - 66	3	3	3	2	5	4	3	2	2	-	-	-	6	5	-	-	-	-	-	-
61 - 63	3	3	2	2	4	3	2	1	-	-	-	-	5	4	-	-	-	-	-	-
58 - 60	3	3	2	1	3	3	2	-	-	-	-	-	5	-	-	-	-	-	-	-
55 - 57	3	2	1	-	3	2	1	-	-	-	-	-	4	-	-	-	-	-	-	-
52 - 54	2	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	2	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A three-pronged fork best known for its use by gladiators.

Alternate Critical: Krush -30



Critical Type: Krush
Length: 1 foot
Weight: 1 pound
Fumble Range: 01 - 05 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 50s

Range Modifiers: 1' - 10': 0
 11' - 25': -10

Attack Table 2.131
Aklys

Two-handed

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	2B	4C	6D	8D	8C	8D	11D	11D	7D	9D	13D	14D	7D	8D	13D	16D	9D	12D	15D	17D
145 - 147	2A	4B	6C	8D	8B	8D	11D	11D	7D	9D	13D	14D	7D	8D	13D	16D	9D	12D	15D	17D
142 - 144	2	4	6B	8C	8A	8C	11D	11D	7C	9D	12D	13D	7D	8D	13D	15D	9D	12D	15D	16D
139 - 141	2	4	6A	8C	8A	8B	10C	10C	7C	8C	12D	13D	7D	8D	12D	15D	8C	11C	14D	16D
136 - 138	2	4	6	7B	7	7B	10C	10C	6B	8C	11C	12C	7C	8C	12C	14D	8C	11C	14C	15C
133 - 135	2	4	6	7A	7	7A	9B	9C	6B	8C	11C	11C	7C	7C	11C	14C	8C	10C	13C	15C
130 - 133	2	4	5	7A	7	7A	9B	9B	6B	7B	10C	11C	6C	7C	11C	13C	7B	10C	13C	14C
127 - 129	2	4	5	7	7	7	9A	8B	6A	7B	10B	10C	6B	7B	10C	12C	7B	10B	12C	14B
124 - 126	2	4	5	6	6	6	8A	8A	5	6A	9B	9B	6B	7B	10B	12C	6A	9B	12B	13B
121 - 123	2	4	5	6	6	6	8A	8A	5	6A	9B	9B	6B	6B	10B	11B	6A	9A	11B	12B
118 - 120	2	3	4	5	5	5	7	7A	4	5A	8A	8B	5A	6B	9B	10B	5A	8A	11B	11B
115 - 117	2	3	4	5	5	5	6	6	4	5	7A	7B	5A	6A	8B	9B	5	8A	10B	11A
112 - 114	2	3	4	5	5	5	6	6	4	4	6A	6A	5A	5A	8A	9B	5	7A	10A	10A
109 - 111	2	3	4	4	5	4	6	5	4	4	6	6A	5	5A	7A	8A	4	7	9A	10A
106 - 108	2	3	3	4	4	4	5	5	3	4	5	5A	4	5	7A	8A	4	6	9A	9
103 - 105	2	2	3	4	4	4	5	4	3	3	5	5A	4	5	6A	7A	3	6	8A	9
100 - 102	1	2	3	4	4	4	4	4	3	3	4	4	4	4	6	7A	3	5	8A	8
97 - 99	1	2	3	3	4	3	4	4	3	2	4	3	4	4	6	6A	3	5	7	7
94 - 96	1	2	3	3	3	3	4	3	2	2	3	3	4	4	5	5	2	5	7	7
91 - 93	1	2	2	3	3	3	3	3	2	2	3	2	4	4	5	5	2	4	6	6
88 - 90	1	2	2	3	3	3	3	2	2	1	2	1	3	4	4	4	2	-	6	-
85 - 87	1	2	2	2	3	2	2	2	1	-	2	-	3	3	4	4	1	-	6	-
82 - 84	1	2	2	2	2	2	2	1	1	-	1	-	3	3	3	3	-	-	5	-
79 - 81	1	2	2	2	2	2	2	1	-	-	-	-	3	3	3	2	-	-	-	-
76 - 78	1	1	2	1	2	1	1	-	-	-	-	-	3	3	3	-	-	-	-	-
73 - 75	1	1	1	1	2	1	-	-	-	-	-	-	2	2	2	-	-	-	-	-
70 - 72	1	1	1	-	1	-	-	-	-	-	-	-	2	2	-	-	-	-	-	-
67 - 69	1	1	1	-	1	-	-	-	-	-	-	-	2	-	-	-	-	-	-	-
64 - 66	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A small club attached to a cord so that it can be thrown and retrieved. After it is thrown, a 10% action will retrieve the weapon.

Alternate Critical: Grapple -10



Critical Type: Tiny
Length: 2 feet
Weight: 1 pounds
Fumble Range: 01 - 04 UM
Breakage #s: 1
Strength: 80

Range Modifiers: 1' - 10': 0
 11' - 25': -20

**Attack Table 2.132
Blowpipe**

Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	1A	2A	3A	4B	4A	4A	5B	5B	3A	4B	6B	6B	4B	5B	6B	7B	5B	7B	7B	8B
145 - 147	1	2A	3A	4B	4A	4A	5B	5B	3A	4B	6B	6B	4B	5B	6B	7B	5B	7B	7B	8B
142 - 144	1	2	3A	4B	4A	4A	5B	5B	3A	4B	6B	6B	4B	5B	6B	7B	5B	7B	7B	8B
139 - 141	1	2	3	4A	4	4A	5A	5B	3A	4A	6B	6B	4B	5B	6B	7B	5B	7B	7B	7B
136 - 138	1	2	3	4A	4	4	5A	5B	3	4A	6A	6B	4A	5B	6B	7B	5B	6B	6B	7B
133 - 135	1	2	3	4A	4	4	5A	5A	3	4	5A	5B	4A	5A	5B	6B	5A	6B	6B	7B
130 - 133	1	2	3	4	4	4	5	5A	3	4	5A	5A	4A	5A	5A	6B	4A	6B	6B	6B
127 - 129	1	2	3	4	4	4	4	4A	3	3	5A	5A	4	4A	5A	6B	4A	5A	6B	6B
124 - 126	1	2	3	4	4	4	4	4A	3	3	5	5A	4	4A	5A	6A	4A	5A	5B	5A
121 - 123	1	2	3	3	4	4	4	4	3	3	4	5A	4	4	5A	5A	4A	5A	5A	5A
118 - 120	1	2	2	3	3	3	3	3	2	3	4	4A	3	3	4A	5A	3	4A	4A	4A
115 - 117	1	2	2	3	3	3	3	3	2	2	4	4	3	3	4A	4A	3	3A	4A	4A
112 - 114	1	2	2	3	3	3	3	3	2	2	3	3	3	3	4	4A	3	3	4A	4A
109 - 111	1	2	2	2	3	3	3	3	2	2	3	3	3	3	3	4A	2	3	3A	3A
106 - 108	1	2	2	2	3	2	3	3	2	2	3	3	2	3	3	4A	2	3	3A	3A
103 - 105	1	1	2	2	2	2	3	3	2	2	3	3	2	3	3	3A	2	2	3A	2A
100 - 102	1	1	2	2	2	2	3	2	2	2	2	2	2	3	3	3	2	2	3A	2A
97 - 99	1	1	2	2	2	2	2	2	2	2	2	2	2	2	3	3	2	2	2A	2
94 - 96	1	1	2	2	2	2	2	2	2	1	2	2	2	2	2	3	1	1	2	1
91 - 93	1	1	2	2	2	2	2	2	1	1	2	2	2	2	2	2	1	-	2	-
88 - 90	1	1	1	2	2	2	2	2	1	1	2	2	2	2	2	2	1	-	2	-
85 - 87	1	1	1	1	2	2	2	2	1	-	1	1	2	2	2	2	-	-	1	-
82 - 84	1	1	1	1	2	2	2	1	1	-	1	1	2	2	2	2	-	-	1	-
79 - 81	1	1	1	1	2	1	1	1	1	-	-	-	1	1	1	1	-	-	-	-
76 - 78	1	1	1	1	2	1	1	1	1	-	-	-	1	1	1	1	-	-	-	-
73 - 75	1	1	1	-	1	1	1	-	-	-	-	-	1	1	1	-	-	-	-	-
70 - 72	1	1	1	-	1	1	-	-	-	-	-	-	1	-	-	-	-	-	-	-
67 - 69	1	1	-	-	1	1	-	-	-	-	-	-	1	-	-	-	-	-	-	-
64 - 66	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	1	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A tube designed for shooting small darts. The dart is fired by blowing into the pipe. The darts are usually poisoned, but may be used without poison to hunt small birds.

A 4' blowpipe weighs 2 pounds, has 2x the range and preparation of 70%.

A 6' blowpipe weighs 3 pounds, has 3x the range and preparation of 90%.

Any poison on dart is injected on a critical result.

Large and Super Large criticals may not be obtained from a Tiny critical.

Preparation time: 50%



Critical Type:	Krush	Range Modifiers:	1' - 25':	0	Attack Table 2.133 Boomerang
Length:	2 feet		26' - 50':	-20	
Weight:	2 pounds		51' - 100':	-40	
Fumble Range:	01 - 04 UM				
Breakage #s:	1, 2, 3, 4, 5, 6, 7				
Strength:	50w				

Thrown

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	3C	5C	7D	9E	10E	10E	13E	13E	8E	10E	14E	15E	9E	9E	14E	18E	11E	14E	17E	19E
145 - 147	3A	5B	7D	9E	10D	10E	13E	13E	8E	10E	14E	15E	9E	9E	14E	18E	11E	14E	17E	19E
142 - 144	3	5A	7C	9D	10C	10D	13D	13E	8E	10E	13E	14E	9E	9E	14E	17E	11E	14E	17E	18E
139 - 141	3	5A	7C	9D	10B	10D	12D	12D	8D	9D	13E	14E	9D	9E	13E	17E	10D	13D	16E	18E
136 - 138	3	5	7B	8C	9A	9C	12C	12D	7D	9D	12D	13D	9D	9D	13D	16D	10D	13D	16D	17D
133 - 135	3	5	7A	8C	9	9B	11C	11D	7C	9D	12D	13D	8D	8D	12D	15D	10D	12D	15D	17D
130 - 133	3	5	6A	8C	9	9B	11C	11C	7C	8D	12D	12D	8D	8D	12D	15D	9C	12D	15D	16D
127 - 129	3	5	6	8B	8	8A	10B	10C	7C	8C	11C	11D	8C	8C	11D	14D	9C	11C	15D	15C
124 - 126	3	5	6	7A	8	8A	10A	10B	6B	8C	10C	11C	8C	8C	11C	14C	8B	11C	14C	15C
121 - 123	3	4	6	7A	8	8	9A	9B	6B	7B	10C	10C	8B	7C	11C	13C	8B	11B	14C	14C
118 - 120	2	4	5	6A	7	7	9	8B	5A	6B	9B	9C	7B	7B	10C	12C	7B	10B	13C	13B
115 - 117	2	4	5	6	7	7	8	8A	5A	6B	9B	9C	7B	7B	9B	11C	7A	9B	12C	13B
112 - 114	2	4	5	6	6	6	8	7A	5A	6A	8B	8B	6A	6B	9B	11B	6A	9A	12B	12B
109 - 111	2	3	4	5	6	6	7	7A	5	5A	8A	8B	6A	6A	8B	10B	6	8A	12B	12A
106 - 108	2	3	4	5	6	6	7	7	4	5A	7A	7B	6A	6A	8B	9B	5	8A	11B	11A
103 - 105	2	3	4	5	5	5	6	6	4	4	7A	6B	6	6A	7A	9B	5	8	11A	10A
100 - 102	2	3	4	5	5	5	6	6	4	4	6A	6A	6	5A	7A	8A	5	7	10A	10A
97 - 99	2	3	4	4	5	5	5	5	4	4	6	5A	5	5	7A	8A	4	7	10A	9
94 - 96	2	3	4	4	4	4	5	5	3	3	5	5A	5	5	6	7A	4	6	10A	9
91 - 93	2	3	3	4	4	4	4	5	3	3	5	4A	5	5	6	6A	3	6	9	8
88 - 90	2	3	3	4	4	4	4	4	3	3	4	3	5	5	5	6	3	5	9	8
85 - 87	2	2	3	3	4	3	4	3	3	2	4	3	4	4	5	5	3	5	8	7
82 - 84	2	2	3	3	3	3	3	3	2	2	3	2	4	4	4	4	2	-	8	-
79 - 81	2	2	3	3	3	3	3	2	2	1	3	2	4	4	4	4	-	-	8	-
76 - 78	2	2	2	2	3	2	2	2	2	1	2	1	4	4	4	3	-	-	7	-
73 - 75	2	2	2	2	2	2	2	1	2	-	2	-	4	3	3	-	-	-	-	-
70 - 72	2	2	2	2	2	2	1	1	1	-	1	-	3	3	-	-	-	-	-	-
67 - 69	1	2	2	2	2	1	1	-	1	-	-	-	3	-	-	-	-	-	-	-
64 - 66	1	2	2	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	1	2	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	1	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

An Australian wooden throwing weapon. There are two types: the fighting version flies straight when thrown; the returning version flies in a large loop, returning to the thrower.

Fighting Boomerang: does not return to thrower.

Returning Boomerang: -10 OB penalty. Returns to thrower if it misses. A 10% action is required to catch it.



Critical Type: Tiny
Length: 4 feet
Weight: 3 pounds
Fumble Range: 01 - 07 UM
Breakage #s: 1, 2, 3, 4, 5
Strength: 60s

Range Modifiers: —

Attack Table 2.134 Cat 'o' Nine Tails

One-Handed Concussion

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	1A	3B	5C	7D	7C	7C	11D	11D	6C	8D	12D	14D	8D	9D	13D	18D	10D	14D	17D	20D
145 - 147	1	3A	5C	7D	7C	7C	11D	11D	6C	8D	12D	14D	8D	9D	13D	18D	10D	14D	17D	20D
142 - 144	1	3A	5B	7C	7B	7C	11D	11D	6C	8D	12D	14D	8D	9D	13D	17D	10D	14D	17D	19D
139 - 141	1	3	5A	7C	7A	7B	11C	11C	6B	8C	11D	13D	8D	9D	13D	17D	10C	13D	16D	19D
136 - 138	1	3	5A	7B	7A	7B	10C	10C	6B	8C	11C	13D	8C	9C	12D	16D	9C	13C	16D	18C
133 - 135	1	3	5	7A	7	7A	10B	10C	6B	7C	11C	12C	8C	9C	12C	16C	9C	13C	16C	18C
130 - 133	1	3	5	6A	7	7A	10B	10C	6B	7C	11C	12C	8C	8C	12C	16C	9C	12C	15C	18C
127 - 129	1	3	5	6	6	6A	9B	9B	5A	7B	10B	11C	7B	8C	11C	15C	8B	12B	15C	17C
124 - 126	1	3	5	6	6	6	9A	9B	5A	7B	10B	11C	7B	8B	11C	14C	8B	12B	15C	16B
121 - 123	1	3	4	6	6	6	9A	9A	5	6A	9B	11B	7B	8B	11B	14C	8A	11B	14B	16B
118 - 120	1	2	4	5	5	5	8A	8A	5	6A	9A	10B	7A	7B	10B	13B	7A	10A	13B	15B
115 - 117	1	2	4	5	5	5	8	8A	4	5A	8A	9B	6A	7B	10B	13B	7A	10A	13B	14B
112 - 114	1	2	4	5	5	5	7	7	4	5	8A	9B	6A	7A	9B	12B	6	10A	13B	14A
109 - 111	1	2	3	5	5	5	7	7	4	5	7A	8A	6A	7A	9A	12B	6	9A	12A	13A
106 - 108	1	2	3	4	5	5	7	7	4	5	7	8A	6	6A	9A	11A	6	9	12A	13A
103 - 105	1	2	3	4	5	4	7	6	4	5	7	8A	6	6A	8A	11A	6	9	12A	12A
100 - 102	1	2	3	4	4	4	6	6	4	4	6	7A	6	6	8A	10A	5	8	11A	12
97 - 99	1	2	3	4	4	4	6	6	3	4	6	7	6	6	8	10A	5	8	11A	11
94 - 96	1	2	3	4	4	4	6	5	3	4	6	6	5	6	7	9A	5	8	11	11
91 - 93	1	2	3	3	4	4	5	5	3	4	5	6	5	6	7	9	4	7	10	10
88 - 90	1	2	3	3	4	4	5	5	3	3	5	5	5	5	7	8	4	7	10	10
85 - 87	1	2	2	3	4	3	5	4	3	3	5	5	5	5	6	8	4	6	10	9
82 - 84	1	2	2	3	3	3	4	4	3	3	4	4	5	5	6	7	3	6	9	9
79 - 81	1	2	2	3	3	3	4	4	3	3	4	4	5	5	6	7	3	6	9	8
76 - 78	1	2	2	2	3	3	4	3	2	2	4	4	5	5	5	6	3	5	9	8
73 - 75	1	2	2	2	3	3	4	3	2	2	3	3	4	5	5	6	3	5	8	7
70 - 72	1	2	2	2	3	3	3	3	2	2	3	3	4	4	5	5	2	-	8	-
67 - 69	1	2	2	2	3	2	3	2	2	2	3	2	4	4	4	5	-	-	7	-
64 - 66	1	1	2	2	2	2	3	2	2	1	2	2	4	4	4	4	-	-	7	-
61 - 63	1	1	2	2	2	2	2	2	2	1	2	1	4	4	4	4	-	-	-	-
58 - 60	1	1	1	1	2	2	2	2	2	1	2	1	4	4	4	3	-	-	-	-
55 - 57	1	1	1	1	2	2	2	1	1	-	1	-	4	3	3	-	-	-	-	-
52 - 54	1	1	1	-	2	2	1	-	1	-	-	-	3	3	-	-	-	-	-	-
49 - 51	1	1	1	-	2	1	1	-	1	-	-	-	3	3	-	-	-	-	-	-
46 - 48	1	1	-	-	1	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
43 - 45	1	1	-	-	1	1	-	-	-	-	-	-	3	-	-	-	-	-	-	-
40 - 42	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A leather whip with nine thongs. Primarily a device for meeting out punishment. There is, however, a fighting version where the thongs end in metal barbs.
Penal version: -1 level critical severity, 0.5 hits damage.
 Large and Super Large criticals may not be obtained from a Tiny critical.



Critical Type: Tiny
Length: 0.5 feet
Weight: 0.5 pounds
Fumble Range: 01 - 02 UM
Breakage #s: 1, 2, 3, 4, 5, 6
Strength: 40w

Range Modifiers: 1' - 25': 0
26' - 50': -10
51' - 100': -30

**Attack Table 2.135
Dart**

Thrown

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	2B	3B	3B	4C	4B	4B	5C	6C	3B	4C	6C	7C	5C	6C	8C	10C	6C	8C	9C	12C
145 - 147	2A	3B	3B	4C	4B	4B	5C	6C	3B	4C	6C	7C	5C	6C	8C	10C	6C	8C	9C	12C
142 - 144	2	3A	3B	4C	4B	4B	5C	6C	3B	4C	6C	7C	5C	6C	8C	10C	6C	8C	9C	12C
139 - 141	2	3	3A	4C	4A	4B	5C	6C	3B	4C	6C	7C	5C	6C	8C	9C	6C	8C	9C	11C
136 - 138	2	3	3A	4B	4A	4A	5B	6C	3B	4C	6C	6C	5C	6C	8C	9C	6C	7C	9C	11C
133 - 135	2	3	3A	4B	4A	4A	5B	6B	3B	4B	5B	6C	5C	6C	7C	9C	5C	7C	8C	11C
130 - 133	2	3	3A	4B	4A	4A	5B	5B	3A	4B	5B	6C	5C	6C	7C	9C	5B	7C	8C	10C
127 - 129	2	3	3	4A	4	4A	4A	5B	3A	4B	5B	6B	5B	5B	7B	8C	5B	7B	8C	10B
124 - 126	2	3	3	4A	4	4	4A	5B	3A	3B	5B	5B	4B	5B	7B	8B	5B	6B	8B	9B
121 - 123	2	3	3	4A	4	4	4A	5A	3A	3A	5B	5B	4B	5B	6B	7B	5B	6B	7B	9B
118 - 120	2	2	2	3	3	3	4	4A	2A	3A	4A	4B	4B	4B	6B	7B	4B	5B	7B	8B
115 - 117	2	2	2	3	3	3	3	4A	2	3A	4A	4B	4B	4B	5B	6B	4A	5B	6B	8B
112 - 114	2	2	2	3	3	3	3	4A	2	2A	4A	4A	3A	4B	5B	6B	4A	5A	6B	7B
109 - 111	2	2	2	3	3	3	3	3	2	2	3A	4A	3A	4A	5B	6B	3A	5A	6B	7B
106 - 108	2	2	2	2	3	3	3	3	2	2	3A	3A	3A	4A	5A	5B	3A	4A	6B	7A
103 - 105	2	2	2	2	2	2	3	3	2	2	3	3A	3A	3A	4A	5A	3A	4A	5A	6A
100 - 102	1	2	2	2	2	2	3	3	2	2	3	3A	3A	3A	4A	5A	3A	4A	5A	6A
97 - 99	1	2	2	2	2	2	2	3	2	2	3	3A	3A	3A	4A	4A	3	4A	5A	5A
94 - 96	1	2	2	2	2	2	2	2	2	2	2	2	3A	3A	4A	4A	2	3	5A	5A
91 - 93	1	2	2	2	2	2	2	2	2	2	2	2	3	3A	3A	4A	2	3	5A	5A
88 - 90	1	2	2	2	2	2	2	2	1	1	2	2	2	3	3A	3A	2	3	4A	4
85 - 87	1	2	2	2	2	2	2	2	1	1	2	2	2	2	3	3A	2	3	4A	4
82 - 84	1	2	1	2	2	2	2	2	1	1	2	1	2	2	3	3A	2	2	4	3
79 - 81	1	1	1	1	2	2	2	1	1	1	1	1	2	2	2	2	1	2	4	3
76 - 78	1	1	1	1	2	1	1	1	1	-	1	-	2	2	2	2	1	-	3	-
73 - 75	1	1	1	1	1	1	1	1	1	-	-	-	2	2	2	2	-	-	3	-
70 - 72	1	1	1	1	1	1	1	-	-	-	-	-	2	2	2	1	-	-	-	-
67 - 69	1	1	1	1	1	1	-	-	-	-	-	-	1	1	1	-	-	-	-	-
64 - 66	1	1	1	-	1	1	-	-	-	-	-	-	1	1	1	-	-	-	-	-
61 - 63	1	1	-	-	1	-	-	-	-	-	-	-	1	1	-	-	-	-	-	-
58 - 60	1	1	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-
55 - 57	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A metal-tipped wooden throwing dart with feather flights.
Any poison on dart is injected on a critical result.
Large and Super Large criticals may not be obtained from a Tiny critical.
An attacker using darts can make two attacks in a round at -10 OB for each attack.



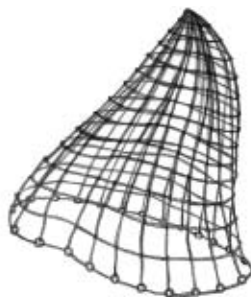
Critical Type:	Grapple	Range Modifiers:	1' - 10': 0	Attack Table 2.136 Gladiator's Net One-Handed Concussion
Length:	5 feet	11' - 25':	-20	
Weight:	8 pounds			
Fumble Range:	01 - 06 UM			
Breakage #s:	1, 2, 3, 4, 5, 6, 7, 8			
Strength:	60s			

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	1E	2E	3E	4E	5E	5E	6E	6E	4E	5E	7E	8E	5E	6E	8E	9E	5E	8E	11E	12E
145 - 147	1E	2E	3E	4E	5E	5E	6E	6E	4E	5E	7E	8E	5E	6E	8E	9E	5E	8E	11E	12E
142 - 144	1E	2E	3E	4E	5E	5E	6E	6E	4E	5E	7E	8E	5E	6E	8E	9E	5E	8E	11E	12E
139 - 141	1E	2E	3E	4E	5E	5E	6E	6E	4E	5E	7E	8E	5E	6E	8E	9E	5E	8D	11D	12D
136 - 138	1D	2D	3D	4D	5D	5D	6D	6D	4D	5D	6D	7D	5D	6D	8D	8D	5D	8D	11D	11D
133 - 135	1D	2D	3D	4D	5D	5D	6D	5D	4D	5D	6D	7D	5D	6D	7D	8D	4D	7D	10D	11D
130 - 133	1D	2D	3D	4D	5D	5D	5D	5D	4D	4D	6D	7D	5D	6D	7D	8D	4D	7D	10C	11C
127 - 129	1D	2D	3D	4D	5D	5D	5D	5C	4D	4C	6C	6C	5D	5C	7C	7C	4C	7C	10C	10C
124 - 126	1C	2C	3C	4C	4C	4C	5C	5C	4C	4C	5C	6C	5C	5C	7C	7C	4C	7C	10C	10B
121 - 123	1C	2C	3C	4C	4C	4C	5C	5C	3C	4C	5C	6C	5C	5C	6C	7C	4C	7B	9B	10B
118 - 120	1C	2C	2C	3C	4C	4C	4C	4C	3C	3C	4C	5B	4C	5C	6B	6B	3B	6B	9B	9B
115 - 117	1C	2C	2C	3B	4C	3C	4B	4B	3B	3B	4B	4B	4B	4B	5B	6B	3B	6B	8B	8A
112 - 114	1B	2B	2B	3B	3B	3B	4B	4B	3B	3B	4B	4B	4B	4B	5B	5B	3B	5A	8A	8A
109 - 111	1B	2B	2B	3B	3B	3B	4B	3B	2B	3B	4B	4A	4B	4B	5B	5A	2A	5A	8A	8A
106 - 108	1B	2B	2B	3B	3B	3B	3B	3A	2B	2A	3A	3A	4B	4A	5A	5A	2A	5A	8A	7
103 - 105	1B	2B	2A	2A	3B	3A	3A	3A	2A	2A	3A	3A	3A	4A	4A	5A	2A	5	8	7
100 - 102	1A	1A	2A	2A	3A	3A	3A	3A	2A	2A	3A	3A	3A	4A	4A	4	2A	5	7	7
97 - 99	1A	1A	2A	2A	3A	3A	3A	3A	2A	2A	3A	3	3A	3A	4	4	2	4	7	6
94 - 96	1A	1A	2A	2A	3A	2A	3A	2	2A	2	2	2	3A	3	4	4	1	4	7	6
91 - 93	1A	1A	2	2	2A	2	2	2	2	1	2	2	3	3	3	3	1	-	7	-
88 - 90	1A	1	2	2	2	2	2	2	2	1	2	2	3	3	3	3	1	-	6	-
85 - 87	1	1	2	2	2	2	2	2	1	1	2	1	3	3	3	3	-	-	6	-
82 - 84	1	1	2	2	2	2	2	2	1	-	1	-	3	3	3	2	-	-	-	-
79 - 81	1	1	1	2	2	2	2	1	1	-	1	-	3	3	2	2	-	-	-	-
76 - 78	1	1	1	1	2	2	2	1	1	-	-	-	2	2	2	-	-	-	-	-
73 - 75	1	1	1	1	2	1	1	1	1	-	-	-	2	2	2	-	-	-	-	-
70 - 72	1	1	1	1	2	1	1	-	-	-	-	-	2	2	-	-	-	-	-	-
67 - 69	1	1	1	1	1	1	-	-	-	-	-	-	2	-	-	-	-	-	-	-
64 - 66	1	1	1	1	1	1	-	-	-	-	-	-	2	-	-	-	-	-	-	-
61 - 63	1	1	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	1	1	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A tough rope net with metal weights around its edge. The gladiators' net is used to entangle opponents and can be thrown. A Critical result that indicates an effect for a number of rounds requires that the weapon continue to be employed for that period (to maintain the hold). New attack rolls are not required to maintain the hold. At the end of the period, the target will be free from the hold. If the attacker ceases employing the weapon or ends the hold, the critical effect ends and the weapon may then be used to make another attack.

Large and Super Large criticals may not be obtained from a Grapple critical.

Alternate Critical: Unbalance -20



Critical Type: Puncture
Length: 1 foot
Weight: 3 pounds
Fumble Range: 01 - 05 UM
Breakage #s: 1, 2, 3
Strength: 60

Range Modifiers: 1' - 10': +10
 11' - 30': 0
 31' - 60': -20
 61' - 90': -50

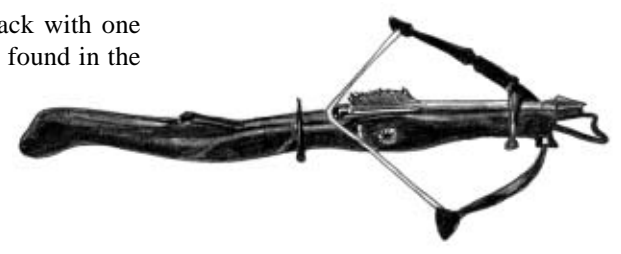
Attack Table 2.137 Hand Crossbow

Missile

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	2C	3C	3E	4E	5E	5E	7E	7E	4E	6E	9E	9E	6E	6E	10E	13E	8E	10E	12E	14E
145 - 147	2C	3C	3E	4E	5E	5E	7E	7E	4E	6E	9E	9E	6E	6E	10E	13E	8E	10E	12E	14E
142 - 144	2B	3C	3E	4E	5E	5E	7E	7E	4E	6E	9E	9E	6E	6E	10E	13E	8E	10E	12E	14E
139 - 141	2B	3B	3D	4D	5D	5D	7E	7E	4E	6E	8E	8E	6E	6E	10E	12E	7D	9E	12E	13E
136 - 138	2A	3B	3D	4D	5D	5D	7D	6D	4D	6D	8D	8E	6D	6E	9E	12E	7D	9D	11D	13D
133 - 135	2A	3A	3C	4D	5C	5D	6D	6D	4D	5D	8D	8D	6D	6D	9D	11D	7D	9D	11D	12D
130 - 133	2A	3A	3C	4C	5C	5C	6D	6D	4D	5D	7D	7D	6D	6D	9D	11D	6C	8D	11D	12D
127 - 129	2	3A	3B	4C	5C	4C	6C	6D	4C	5C	7D	7D	5D	5D	8D	10D	6C	8C	10D	11C
124 - 126	2	3	3B	4C	4B	4C	6C	5C	3C	5C	7C	7D	5C	5D	8D	10D	5C	8C	10C	11C
121 - 123	2	3	3A	3B	4B	4B	5C	5C	3C	4C	6C	6C	5C	5C	8C	9D	5B	7C	10C	10C
118 - 120	2	2	2A	3B	4A	4B	5B	4C	3B	4C	5C	5C	5C	4C	7C	8C	4B	6B	9C	9C
115 - 117	2	2	2	3B	3A	3B	4B	4B	3B	3B	5C	5C	4C	4C	6C	8C	4B	6B	8C	9B
112 - 114	2	2	2	3A	3A	3A	4B	4B	2B	3B	5B	5C	4B	4C	6C	8C	4A	6B	8B	8B
109 - 111	2	2	2	2A	3	3A	4A	4B	2A	3B	4B	4B	4B	4B	6C	7C	3A	5A	8B	8B
106 - 108	2	2	2	2A	3	3A	4A	3B	2A	3A	4B	4B	4B	4B	5B	7B	3A	5A	7B	7A
103 - 105	2	2	2	2	3	3	3A	3A	2A	2A	4B	4B	4B	4B	5B	6B	2	5A	7B	7A
100 - 102	1	2	2	2	3	3	3	3A	2	2A	3A	3B	4A	3B	5B	6B	2	4	7A	6A
97 - 99	1	2	2	2	3	2	3	3A	2	2A	3A	3A	3A	3A	4B	5B	2	4	7A	6A
94 - 96	1	2	2	2	2	2	3	2A	2	2	2A	3A	3A	3A	4A	5B	1	-	6A	5
91 - 93	1	2	2	2	2	2	3	2	2	1	2A	2A	3A	3A	4A	4A	-	-	6A	-
88 - 90	1	2	1	2	2	2	2	2	1	1	2	2A	3	3A	4A	4A	-	-	6A	-
85 - 87	1	2	1	1	2	2	2	2	1	-	1	1A	3	3	3A	3A	-	-	5	-
82 - 84	1	1	1	1	2	2	2	1	1	-	1	1	3	3	3A	3A	-	-	-	-
79 - 81	1	1	1	1	2	2	2	1	1	-	-	-	3	2	3	2	-	-	-	-
76 - 78	1	1	1	1	2	1	1	-	-	-	-	-	2	2	2	2	-	-	-	-
73 - 75	1	1	1	-	2	1	1	-	-	-	-	-	2	2	-	-	-	-	-	-
70 - 72	1	1	1	-	1	1	-	-	-	-	-	-	2	-	-	-	-	-	-	-
67 - 69	1	1	-	-	1	1	-	-	-	-	-	-	2	-	-	-	-	-	-	-
64 - 66	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A low power, pistol sized crossbow. The string can be drawn back with one hand. The hand crossbow is an extremely rare weapon usually only found in the hands of well to do assassins.

Preparation time: 100%



Critical Type:	Unbalance	Range Modifiers:	1' - 10':	0	Attack Table 2.138 Nodwick
Length:	3.5 feet		11' - 25':	-20	
Weight:	70 pounds		26' - 50':	-50	
Fumble Range:	01 - 07 UM				
Breakage #s:	1, 2, 3, 4, 5, 6, 7, 8, 9				
Strength:	20				

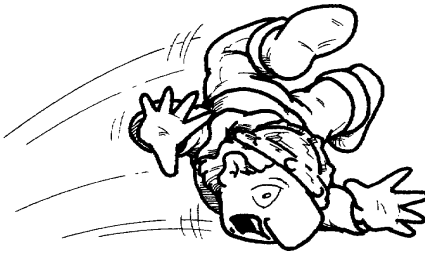
Thrown

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	6E	8E	10E	12E	14E	14E	17E	17E	13E	15E	19E	19E	13E	13E	18E	21E	15E	18E	21E	23E
145 - 147	6E	8E	10E	12E	14E	14E	17E	17E	13E	15E	19E	19E	13E	13E	18E	21E	15E	18E	21E	23E
142 - 144	6D	8D	10E	12E	14E	14E	16E	16E	13E	14E	18E	18E	13E	13E	17E	20E	14E	17E	20E	22E
139 - 141	6D	8D	10D	11E	13D	13D	16D	16E	12D	14E	17E	17E	13E	13E	17E	19E	14D	17D	20E	21E
136 - 138	6C	8C	9D	11D	13D	13D	15D	15D	12D	13D	17D	17E	12D	12D	16D	19E	13D	16D	19D	20D
133 - 135	6B	7C	9C	11D	12C	12C	15D	14D	11D	13D	16D	16D	12D	12D	16D	18D	13D	15D	19D	20D
130 - 133	6B	7C	9C	10D	12C	12C	14C	14D	11D	12D	16D	15D	12D	12D	16D	18D	12C	15D	18D	19D
127 - 129	6A	7B	9C	10C	12B	11C	14C	13C	11C	12C	15D	14D	11C	11D	15D	17D	12C	14C	18D	18C
124 - 126	5A	7A	8B	10C	11B	11B	13C	13C	10C	11C	14C	14D	11C	11C	14C	16D	11B	14C	17C	17C
121 - 123	5	7A	8B	9C	11A	11B	12B	12C	10B	10C	13C	13C	11C	11C	14C	15C	11B	13B	16C	17C
118 - 120	5	6A	7A	8B	10A	10A	11B	11C	9B	9B	12C	12C	10B	10C	13C	14C	9B	12B	15C	16B
115 - 117	5	6	7A	8B	9	9A	11A	10B	8B	9B	12B	11C	10B	10B	12C	14C	9A	11B	15C	15B
112 - 114	4	6	7A	8B	9	9A	10A	10B	8A	8B	11B	10C	9B	9B	12B	13C	8A	11A	14B	14B
109 - 111	4	5	6	7A	9	8	10A	9B	8A	8B	10B	10B	9B	9B	11B	12B	8	10A	14B	13A
106 - 108	4	5	6	7A	8	8	9	9A	7A	7A	9B	9B	9A	9B	11B	11B	7	10A	13B	13A
103 - 105	4	5	6	7A	8	8	9	8A	7A	7A	9A	8B	9A	8A	10B	11B	7	9	13B	12A
100 - 102	4	5	5	6	7	7	8	7A	6	6A	8A	7B	8A	8A	10A	10B	6	8	12A	11A
97 - 99	4	5	5	6	7	7	7	7A	6	6	7A	7B	8	8A	9A	9B	6	8	12A	10
94 - 96	4	4	5	5	7	6	7	6	6	5	7A	6A	8	7A	9A	9A	5	7	11A	10
91 - 93	4	4	5	5	6	6	6	6	5	4	6	5A	7	7	8A	8A	4	7	10A	9
88 - 90	3	4	4	5	6	5	6	5	5	4	5	4A	7	7	8	7A	4	6	10	8
85 - 87	3	4	4	4	5	5	5	4	4	3	5	4A	7	6	7	7A	3	-	9	-
82 - 84	3	4	4	4	5	4	5	4	4	3	4	3	6	6	6	6	-	-	9	-
79 - 81	3	3	3	4	5	4	4	3	4	2	3	2	6	6	6	5	-	-	8	-
76 - 78	3	3	3	3	4	4	3	3	3	-	3	-	6	5	5	5	-	-	-	-
73 - 75	3	3	3	3	4	3	3	2	3	-	2	-	6	5	5	4	-	-	-	-
70 - 72	3	3	3	2	3	3	2	1	2	-	-	-	5	5	4	-	-	-	-	-
67 - 69	2	3	2	2	3	2	2	-	-	-	-	-	5	4	-	-	-	-	-	-
64 - 66	2	2	2	2	3	2	1	-	-	-	-	-	5	4	-	-	-	-	-	-
61 - 63	2	2	2	1	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
58 - 60	2	2	1	1	2	1	-	-	-	-	-	-	4	-	-	-	-	-	-	-
55 - 57	2	2	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Nodwick represents the typical henchbeing. Add +10 to the attack roll for each chest, sack or heavy backpack the henchman is burdened with.

***Fumbles:** All henchbeing fumbles have the following result: All containers that the henchbeing is carrying shatter on impact, showering everyone with their contents. Fragile items break on impact.

All combat ceases immediately and a feeding frenzy ensues, as everyone in the immediate area begins grabbing loot. Combat does not resume until all loot has been retrieved. With a successful Self Discipline roll, a combatant may use the frenzy to make an unobtrusive, strategic withdrawal from the battlefield. (i.e. run away.)



Nodwick illustration © 2002 Aaron Williams — <http://www.nodwick.com>

Critical Type:	Grapple	Range Modifiers:	1' - 10':	0	Attack Table 2.139 Lasso Thrown
Length:	30 feet		11' - 25':	-10	
Weight:	5 pounds		26' - 50':	-30	
Fumble Range:	01 - 07 UM				
Breakage #s:	1, 2, 3, 4				
Strength:	50s				

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	1E	2E	3E	4E	4E	4E	5E	5E	3E	4E	6E	6E	4E	5E	6E	7E	5E	6E	6E	7E
145 - 147	1E	2E	3E	4E	4E	4E	5E	5E	3E	4E	6E	6E	4E	5E	6E	7E	5E	6E	6E	7E
142 - 144	1E	2E	3E	4E	4E	4E	5E	5E	3E	4E	6E	6E	4E	5E	6E	7E	5E	6E	6E	7E
139 - 141	1E	2E	3E	4E	4E	4E	5E	5E	3E	4E	6E	6D	4E	5E	6E	7E	5D	5D	6E	6D
136 - 138	1E	2E	3E	4D	4E	4E	5D	5D	3D	4D	5D	5D	4E	5E	6D	6D	4D	5D	5D	6D
133 - 135	1D	2D	3D	4D	4D	4D	5D	4D	3D	4D	5D	5D	4D	5D	5D	6D	4D	5D	5D	5C
130 - 133	1D	2D	3D	4D	4D	4D	4D	4D	3D	3D	5D	5D	4D	4D	5D	6D	4D	5C	5D	5C
127 - 129	1D	2D	3D	3D	4D	4D	4D	4D	3D	3C	5C	4C	4D	4D	5D	5C	4C	4C	5C	5C
124 - 126	1D	2D	3D	3C	3D	3D	4C	4C	3C	3C	4C	4C	3D	4D	5C	5C	3C	4B	4C	4B
121 - 123	1D	2D	3C	3C	3D	3C	4C	4C	3C	3C	4C	4B	3C	4C	4C	5C	3B	3B	4C	4B
118 - 120	1C	2C	2C	3C	3C	3C	3C	3C	2C	2B	3B	3B	3C	3C	4C	4B	2B	3B	3B	3A
115 - 117	1C	2C	2C	2C	3C	3C	3C	3B	2B	2B	3B	3B	3C	3C	3C	4B	2B	2A	3B	3A
112 - 114	1C	1C	2C	2B	3C	2C	3B	3B	2B	2B	3B	2A	2C	3C	3B	3B	2A	2A	3B	2A
109 - 111	1C	1C	2B	2B	2C	2B	3B	2B	2B	2B	2B	2A	2B	3B	3B	3B	2A	2A	2A	2
106 - 108	1C	1B	2B	2B	2B	2B	2B	2B	2B	1A	2A	2A	2B	2B	3B	3A	1A	1	2A	1
103 - 105	1B	1B	2B	2A	2B	2B	2B	2A	1A	1A	2A	1	2B	2B	2B	2A	1	1	2A	1
100 - 102	1B	1B	2B	2A	2B	2B	2A	2A	1A	1A	1A	1	2B	2B	2A	2A	-	-	1	-
97 - 99	1B	1B	1A	1A	2B	2B	2A	2A	1A	-	1	-	2B	2A	2A	2	-	-	1	-
94 - 96	1B	1B	1A	1A	2B	2A	2A	1A	1A	-	-	-	2A	2A	2A	1	-	-	-	-
91 - 93	1B	1A	1A	1	2A	1A	1A	1	1	-	-	-	2A	2A	1A	1	-	-	-	-
88 - 90	1A	1A	1A	1	2A	1A	1A	1	-	-	-	-	1A	1A	1	-	-	-	-	-
85 - 87	1A	1A	1	-	1A	1A	1	-	-	-	-	-	1A	1	-	-	-	-	-	-
82 - 84	1A	1A	-	-	1A	1	-	-	-	-	-	-	1	1	-	-	-	-	-	-
79 - 81	1A	1	-	-	1A	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-
76 - 78	1A	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
73 - 75	1A	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
70 - 72	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
67 - 69	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
64 - 66	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A rope with a noose at one end. The noose is thrown to encircle and hold an opponent.

A critical results that indicate an effect for a number of rounds require that the weapon continue to be employed for that period (to maintain the hold). New attack rolls are not required to maintain the hold. At the end of the period the target will be free from the hold. If the attacker ceases employing the weapon or ends the hold, the critical effect ends and the weapon may then be used to make another attack.

Large and Super Large criticals may not be obtained from a Grapple critical.

Preparation time: 150%



Critical Type:	Subdual	Range Modifiers:	1' - 10':	-10	Attack Table 2.140 Mullet One-Handed Concussion
Length:	1.5 feet		11' - 25':	-20	
Weight:	5 pounds		26' - 50':	-40	
Fumble Range:	01 - 06 UUM*				
Breakage #s:	1, 2, 3, 4, 5, 6, 7, 8				
Strength:	20s				

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	1A	1B	2C	3D	3B	3C	5D	5D	2C	3D	5D	5D	3D	4D	5D	6D	3D	5D	6D	7D
145 - 147	1	1A	2B	3D	3A	3C	5D	5D	2C	3D	5D	5D	3D	4D	5D	6D	3D	5D	6D	7D
142 - 144	1	1	2A	3C	3A	3B	5D	5D	2C	3D	5D	5D	3D	4D	5D	6D	3D	5D	6D	7D
139 - 141	1	1	2	3B	3	3B	5C	5C	2B	3C	5C	5D	3C	4D	5D	6D	3C	5C	6D	7D
136 - 138	1	1	2	3B	3	3A	5C	5C	2B	3C	5C	5C	3C	4C	5C	6C	3C	5C	6C	6C
133 - 135	1	1	2	3A	3	3A	5B	5B	2A	3B	5C	5C	3C	4C	5C	5C	3B	4C	5C	6C
130 - 133	1	1	2	3A	3	3	5B	5B	2A	3B	5B	5C	3B	4C	5C	5C	3B	4B	5C	6C
127 - 129	1	1	2	3	3	3	5A	4B	2	3B	4B	4C	3B	4B	4C	5C	3A	4B	5C	5B
124 - 126	1	1	2	3	3	3	4A	4A	2	3A	4B	4B	3B	4B	4B	5B	3A	4B	5B	5B
121 - 123	1	1	2	3	3	3	4	4A	2	3A	4A	4B	3A	4B	4B	5B	3A	4A	5B	5B
118 - 120	1	1	2	2	2	2	4	4	2	2	3A	3B	2A	3A	4B	4B	2	3A	4B	4A
115 - 117	1	1	2	2	2	2	3	3	2	2	3A	3A	2A	3A	3A	4B	2	3A	4B	4A
112 - 114	1	1	2	2	2	2	3	3	2	2	3	3A	2	3A	3A	4A	2	3	3A	3A
109 - 111	1	1	2	2	2	2	3	3	2	2	3	3A	2	3	3A	3A	2	2	3A	3
106 - 108	1	1	2	2	2	2	3	3	1	2	3	3A	2	3	3A	3A	2	2	3A	3
103 - 105	1	1	2	2	2	2	3	3	1	2	3	2	2	2	3	3A	2	2	3A	3
100 - 102	1	1	1	2	2	2	3	3	1	2	2	2	2	2	3	3A	2	2	3	2
97 - 99	1	1	1	2	2	2	3	2	1	2	2	2	2	2	2	3	1	2	2	2
94 - 96	1	1	1	2	2	2	2	2	1	1	2	2	2	2	2	2	1	1	2	2
91 - 93	1	1	1	2	2	2	2	2	1	1	2	2	2	2	2	2	1	1	2	1
88 - 90	1	1	1	2	2	2	2	2	1	1	2	2	2	2	2	2	1	1	2	1
85 - 87	1	1	1	2	2	2	2	2	1	1	2	1	2	2	2	2	1	-	2	-
82 - 84	1	1	1	1	2	2	2	2	1	1	1	1	2	2	2	2	-	-	1	-
79 - 81	1	1	1	1	2	1	2	2	1	1	1	1	1	2	2	1	-	-	1	-
76 - 78	1	1	1	1	1	1	2	1	1	-	1	-	1	1	1	1	-	-	-	-
73 - 75	1	1	1	1	1	1	1	1	1	-	1	-	1	1	1	1	-	-	-	-
70 - 72	1	1	1	1	1	1	1	1	1	-	-	-	1	1	1	-	-	-	-	-
67 - 69	1	1	1	1	1	1	1	-	-	-	-	-	1	1	-	-	-	-	-	-
64 - 66	1	1	1	1	1	1	1	-	-	-	-	-	1	1	-	-	-	-	-	-
61 - 63	1	1	1	-	1	1	-	-	-	-	-	-	1	-	-	-	-	-	-	-
58 - 60	1	1	1	-	1	1	-	-	-	-	-	-	1	-	-	-	-	-	-	-
55 - 57	1	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A medium-sized fish. (Reasonably fresh and raw.)
 Large and Super Large criticals may not be obtained from a Subdual critical.

***Fumbles:** All mullet fumbles have the following result:
 The mullet squirms out of your grasp. Next time, use a dead fish.



Critical Type:	Puncture	Range Modifiers:	1' - 25':	0	Attack Table 2.142 Atlatl/Woomera
Length:	2.5 feet		26' - 50':	-10	
Weight:	2 pounds		51' - 100':	-30	
Fumble Range:	01 - 06 UM				
Breakage #s:	1				
Strength:	80				Thrown

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
148 - 150	8E	10E	12E	14E	20E	20E	23E	23E	20E	22E	26E	26E	20E	20E	25E	28E	22E	25E	28E	30E
145 - 147	8E	10E	12E	14E	20E	20E	23E	23E	20E	22E	25E	25E	20E	20E	25E	27E	22E	24E	28E	29E
142 - 144	8D	10D	12E	14E	19E	19E	22E	22E	19E	21E	24E	24E	19E	19E	24E	26E	21E	23E	27E	28E
139 - 141	8C	10D	11D	13D	19D	19D	21E	21E	18E	20E	23E	23E	19E	19E	23E	25E	20E	22E	26E	27E
136 - 138	8C	9C	11D	13D	18D	18D	20D	20D	18D	19D	22D	22E	18D	18E	22E	24E	19D	21D	25E	26D
133 - 135	7B	9C	11C	12D	17D	17D	20D	19D	17D	18D	21D	21D	18D	17D	21D	23D	18D	20D	24D	24D
130 - 133	7B	9B	10C	12D	17C	17D	19D	19D	16D	17D	21D	20D	17D	17D	21D	23D	17D	20D	23D	24D
127 - 129	7A	9A	10B	11C	16C	16C	18C	18D	15D	16D	19D	19D	16D	16D	19D	21D	16C	18D	22D	22D
124 - 126	7	8A	9B	11C	16B	15C	17C	17C	15C	15C	18C	18D	16C	16D	19D	20D	15C	17C	21D	21C
121 - 123	7	8	9B	10B	15B	15B	16C	16C	14C	14C	17C	17C	15C	15C	18C	19D	14C	16C	20C	20C
118 - 120	6	7	8A	9B	14B	14B	15B	15C	13C	13C	16C	15C	14C	14C	16C	18C	13B	15C	19C	18C
115 - 117	6	7	8A	9B	13A	13B	14B	14C	12C	12B	15C	14C	14C	13C	16C	17C	12B	14B	18C	17B
112 - 114	6	7	7	8A	13A	12A	13B	13B	11B	11B	14B	13C	13B	13C	15C	16C	11B	13B	17C	16B
109 - 111	5	6	7	8A	12A	12A	13A	12B	11B	10B	13B	12B	12B	12B	14C	15C	10A	12B	16B	14B
106 - 108	5	6	7	7A	11	11A	12A	11B	10B	9B	12B	10B	12B	11B	13B	14B	9A	10B	15B	13B
103 - 105	5	6	6	7	11	10	11A	10A	9B	8A	11B	9B	11B	11B	12B	13B	8A	9A	14B	12A
100 - 102	5	5	6	6	10	10	10	9A	8A	7A	10A	8B	11A	10B	11B	12B	7A	8A	13B	11A
97 - 99	5	5	6	6	10	9	9	9A	8A	6A	9A	7B	10A	10A	10B	11B	6	7A	12B	10A
94 - 96	4	5	5	5	9	8	9	8A	7A	5A	7A	6A	10A	9A	9A	9B	5	6	11A	8A
91 - 93	4	5	5	5	8	8	8	7	6A	4	6A	5A	9A	8A	9A	8A	4	-	10A	-
88 - 90	4	4	4	4	8	7	7	6	6	4	5A	4A	8	8A	8A	7A	3	-	10A	-
85 - 87	4	4	4	4	7	6	6	5	5	3	4	3A	8	7A	7A	6A	-	-	9A	-
82 - 84	4	4	4	4	7	6	6	4	4	-	3	-	7	6	6A	5A	-	-	-	-
79 - 81	3	3	3	3	6	5	5	4	3	-	2	-	7	6	5	4A	-	-	-	-
76 - 78	3	3	3	3	5	4	4	3	3	-	-	-	6	5	4	-	-	-	-	-
73 - 75	3	3	3	2	5	4	3	2	2	-	-	-	6	5	-	-	-	-	-	-
70 - 72	3	3	2	2	4	3	2	1	-	-	-	-	5	4	-	-	-	-	-	-
67 - 69	2	2	2	1	3	3	2	-	-	-	-	-	4	-	-	-	-	-	-	-
64 - 66	2	2	1	-	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
61 - 63	2	2	1	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
58 - 60	2	1	-	-	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
55 - 57	2	1	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
52 - 54	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
49 - 51	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
46 - 48	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
43 - 45	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
40 - 42	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
37 - 39	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
34 - 36	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
31 - 33	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
28 - 30	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
25 - 27	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
22 - 24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
19 - 21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
0 - 18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

A wooden device used to hurl light javelins and spears. The Australian aborigine version is called a woomera. The atlatl was the precursor to the bow and arrow, and was capable of bringing down a woolly mammoth. For the record, a modern atlatl can launch an aluminum dart over 800'. The woomera may also be used as a club in melee.

If used in melee, use the club table with -20 OB.
Preparation time: 60%



Alternate Critical: Krush -20

SLASH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Weak strike. +0H	Feeble strike falls clear of target. +0H	Firm shot. Good recovery. Try again. +1H	Strike lands poorly. +2H	Your attack is weak. +3H
06-10	Good form, but it disappoints. +1H	Hard strike with no edge. Foe steps clear before you sort it out. +2H	Strike foe with more force than edge. +3H	An opening appears and all you can do is smack foe lightly. +4H	Unbalance foe. You receive initiative next round. +5H
11-15	Blade misses foe's face by inches. You receive initiative next round. +1H	Foe steps quickly out of your reach. You receive initiative next round. +3H	Blow to foe's side yields the initiative to you next round. +6H	You force your opponent back. He keeps you at bay with wild swings. +3H - ×	You push aside foe's weapon and force him back. +4H - ×
16-20	Strike passes under foe's arm. It fails to bite deep. He recoils. +1H - ×	Blow to foe's side. Foe defends energetically. +2H - (×-10)	Your assault catches foe in side and forces him back 5 feet. +4H - (×-20)	You lean in and slash foe's side. You receive initiative next round. +2H - (-10)	Strong blow to foe's ribs. Foe drops his guard and almost his weapon. *⊗ - (+10)
21-35	Foe's evasion puts him out of an aggressive posture. +2H - × - (+10)	Foe is shaken by your blow to his side. His defensive measures look clumsy. +2H - (×-20)	You break foe's rib with a lightning strike to his chest. He recovers quickly. His shield side still faces you. +3H - *	Arm and chest strike. Foe cannot defend himself for a moment. You step around his shielded side. +3H - *⊗	Foe avoids your main effort, but you nick him on your recovery. Foe receives minor side wound and stumbles back 10 feet. +3H - ● - (-10)
36-45	Minor thigh wound. Cut foe with the smallest of slashes. ●	Strike foe in shin. If he doesn't have greaves, you slash open foe's shin. with leg greaves: +2H - × w/o leg greaves: +2H - ●	The blow does nothing more than open a wide cut in foe. +2H - 2●	Foe blocks your attack on his chest. You slash foe's upper area. +3H - 2●	Blow to foe's upper leg. Leg armor helps block the blow. with leg greaves: +5H w/o leg greaves: +3H - 3●
46-50	Blow to foe's back. Foe attempts to ward you off with a wild swing. +2H - (×-30)	Foe twists oddly to avoid your attack. Blow strikes foe's back. +4H - (×-30)	Blow to foe's back. Foe twists out of it and you turn your weapon to magnify the wound. Foe yells out. +3H - *⊗ - ●	Reach long and catch foe in his lower back. He twists out of it, but is unbalanced. +3H - *⊗ - 2●	Strike to foe's stomach. He doubles over in pain and you pull your sword clean with one more sweep. +4H - *⊗ - 3●
51-55	Blow to foe's chest. Foe stumbles back and puts up a feeble guard. +2H - (×-25) - ●	Quality strike. Minor chest wound. If foe has armor, he only staggers. If not, the wound is effective. with chest armor: +4H - × w/o chest armor: +3H - 2× - ● - (-5)	Blow lands solidly upon foe's chest. You get some slashing action, but not a mortal wound. +4H - × - 2● - (-10)	Heavy blow to upper torso. Wound falls open and foe is in pain. His guard is still up, amazingly enough. +5H - × - 3● - (-15)	Cut foe open with little grace. You are unsure of your success until you see all the blood coming out of his chest. +6H - 2* - 4● - (-10)
56-60	You recover from your initial swing and bring edge across foe's thigh. +3H - × - 2●	Edge makes contact well enough. Minor thigh wound. +4H - 2× - 2●	Strike to side slips down onto foe's thigh. The wound is effective. +5H - * - 2●	Tip of your blade gets a hit on foe's thigh. You twist your weapon. +6H - 2* - 2●	Thigh wound. Your blow cuts deep and severs an important vein. +8H - 2* - 5●
61-65	You feign high and strike low. Slash foe in back of upper leg. +3H - 2● - (-10)	Nick foe in his forearm. Wound bleeds surprisingly strongly. +4H - * - 2● - (-10)	Catch part of foe's forearm. You make a long slice in foe's arm. +4H - * - 3● - (-10)	You are lucky to strike foe's forearm while recovering from a lunge. +4H - 2* - 3● - (-10)	Foe tries to disarm you and pays with a nasty cut to his forearm. +6H - 2* - 3● - (-15)
66	Foe blocks your attack with his shield arm. Shoulder is broken and arm is useless. You have initiative. +9H - 3* - (+10)	Your strike misses torso and breaks foe's elbow. Foe drops his weapon and his weapon arm is useless. +8H - 4* - 2⊗	Your swing falls short when foe leaps back. You shatter foe's knee. Foe is knocked down. +6H - 3⊗ - (-90)	You knock foe out for 6 hours with a strike to side of head. If foe has no helm, you kill him instantly. +15H	Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot! +12H - (+10)
67-70	Strike lands close against foe's neck. Foe is horrified. +6H - 3* - ⊗	Your attempt to behead foe almost works. Neck strike. Foe is not happy. +7H - 2* - 3● - (-5)	Slash foe's neck. Your weapon cuts neck garments (and armor) free. +8H - 4* - 2⊗ - (+10)	You strike foe's shoulder and slash muscles. +5H - 3* - (-20) - (+10)	Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless. 4* - 2●
71-75	Blow falls on lower leg. Slash tendons. Poor sucker. +4H - 2* - 2● - (-30)	Slash muscle in foe's calf. Foe is in too much pain to regain footing quickly. +6H - 3* - ⊗ - (-40)	Slash muscle and tendons in foe's lower leg. Foe stumbles forward into you with his guard down. +7H - 2*⊗ - (-45)	Slash muscle and sever tendons in foe's lower leg. He can't stand much longer. His guard is feeble. 3* - 2⊗ - (-50)	Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against. +8H - 6* - (-70)
76-80	Foe goes low, but you still catch his upper arm. It's a bleeder. +5H - 2*⊗ - 3● - (-25)	Foe moves his shield arm too slowly. You gladly slash his arm. +6H - 2*⊗ - 3● - (-30)	You come in high and fast. Slash muscle and tendons in foe's shield arm. Foe's arm is useless. +9H - 6* - 4●	Foe mistakenly brings his weapon arm across your blade. Sever tendons. Foe's arm is limp and useless. +10H - 4* - 2⊗	Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless. +12H - 3*⊗
81-85	Foe steps right into your swing. You make a large wound. +6H - 5* - 6● - (+20)	Your edge bites half its width into foe. Open up a terrible wound. Blood goes everywhere. +7H - 2*⊗ - 6●	You follow your training well. You extend on your slashing arc. Strike lands against foe's side. +8H - 2*⊗ - 4● - (-20)	You plunge your weapon into foe's stomach. Major abdominal wound. Foe is instantly pale from blood loss. +10H - 4* - 2⊗ - 8● - (-10)	Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies. +5H - 12*⊗
86-90	Foe turns out and away from your swing. You still catch his side. +8H - 2*⊗ - 2● - (-10)	Strike to back. Foe goes prone trying to avoid your strike. He gets up facing the wrong direction. +10H - 3*⊗ - 3●	Blast to back breaks bone. Foe stumbles forward before falling down. He is having trouble standing. +9H - 4*⊗ - (-10)	Your attempt to disarm foe is even more effective. Sever opponent's hand. Foe is in shock for 6 rounds and then dies. +6H - 6*⊗	Meat chopping strike severs foe's leg. Foe drops and lapses in unconsciousness. Foe dies in 9 rounds. +15H - (+10)
91-95	Blow to foe's head. If no helmet, cut off foe's ear (all hearing ability is halved). with helmet: +3H - 2*⊗ w/o helmet: +3H - 3* - ⊗ - 3●	Strike to foe's hip. The blow has little edge, but much impact. Your blow staggers foe. His recovery is slow. +7H - 3* - ⊗ - (-20) - (+10)	Chop the top of foe's thigh. Sever foe's leg. Foe drops immediately and dies in 6 rounds due to shock and blood loss. +20H	Sever foe's weapon arm and bury your sword into foe's side. Foe falls prone. Foe is in shock for 12 rounds, then dies. +15H - 9*⊗	Sever foe's spine. Foe collapses, paralyzed from the neck down permanently. +20H
96-99	The tip of your weapon slashes foe's nose. Minor wound and a permanent scar. +2H - 6* - 2● - (-30)	Strike to foe's head breaks skull and causes massive brain damage. Foe drops and dies in 6 rounds. +20H	You cleave shield and arm in half. Foe attempts to catch his falling arm. Foe is in shock for 12 rounds then dies. +18H - 12*⊗	Slash foe's side. Foe dies in 3 rounds due to internal organ damage. Foe is down and unconscious immediately. +20H	Strike to foe's head destroys brain and makes life difficult for the poor fool. Foe expires in a heap—immediately. —
100	Strike severs carotid artery and jugular vein, breaking foe's neck. Foe dies in 6 rounds of agony. —	Disembowel foe, killing him instantly. 25% chance your weapon is stuck in opponent for 1 round. —	Strike up, in, and across foe's forehead. Destroy foe's eyes. Foe flips onto his back in pain. +5H - 30*⊗	Impale foe in heart. Foe dies instantly. Heart is destroyed. 25% chance your weapon is stuck in for 2 rounds. +12H	Very close! Strike to foe's groin area. All vital organs are destroyed immediately. Foe dies after 24 rounds of agony. +10H - 12*⊗

PUNCTURE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe avoids most of the attack. +0H	Glancing blow. Nothing extra. +0H	Foe dances clear of the worst. +1H	Strike bounces off. +2H	Strike lands flat. +3H
06-10	Strike failed to connect well. +1H	Panck! +2H	Nick your weapon and your foe. +3H	Strike lands without energy. +4H	Shot unbalances foe. You have initiative. +5H
11-15	Strike causes foe to flinch. You gain initiative next round. +1H	Foe questions his resolve. You gain initiative next round. +3H	Foe's evasion puts him out of position. You gain initiative next round. +5H	Foe evades and maneuvers for a better position. +2H - ×	Foe is fearful of your skill and steps back from your mighty onslaught. +3H - ×
16-20	Foe steps back defensively. +1H-×	For steps back and avoids the worst. +2H - (×-10)	Blow to foe's side. If foe has a belt it is severed. +3H - (×-20)	Precise strike to foe's side. You have the initiative for 1 round. (-10)	Foe vibrates from the impact of the strike. * - (+20)
21-35	Convince foe of his peril by just missing his abdomen. +2H - × (+10)	Foe is uncertain about your next attack. He chooses to let you make the first move (you gain the initiative). +2H - 2×	Strike crosses foe's head. If he has a helm it is knocked off and dented. * - ♠	You wound foe in hip. Strike strips equipment from right side of waist. * - 2♠	Deal foe a measurable blow to his side. Any one container on your foe now has a hole in it. +2H - 2♠ - (-10)
36-45	Nick foe's calf with long follow through. ♠	Cheap shot to foe's shin. with leg greaves: +5H - × w/o leg greaves: +2H - ♠	Strike along foe's calf. The damage takes a moment to show. 2♠	Close call for foe's groin. with waist armor: +4H - * w/o waist armor: 3♠	Strike to upper leg rips clothing. with leg armor: +3H - × w/o leg armor: +2H - 3♠
46-50	Foe's evasion exposes his back to your strike. +2H - (×-30)	Blow to back damages any equipment worn there. * - ♠	Lower back strike sends foe reeling. His guard is still up. 2* - ♠	Light strike pins foe's weapon arm to his side. +6H - *⊗	Strike to side. If foe has armor, the blow tears it open and exposes skin. with abdomen armor: +8H - * - ♠ w/o abdomen armor: +4H - *⊗ - 4♠
51-55	Strike to foe's chest and he looks impressed. (×-25) - 2♠	Solid strike to foe's chest. Blood from wound ruins any heraldry. +3H - 2♠ - 2×	Strike toward chest. If foe has a shield, it is out of position for the rest of the round. +3H - 2* - 2♠	Solid chest strike leaves bruises and blood. +5H - × - 3♠ - (-15)	Foe goes low to evade your attack. Strike takes foe down on one knee. Finish him. +5H - *⊗ - (-10)
56-60	Minor thigh wound. It could have been better. +2H - * - 2♠	Thigh wound does some damage. +3H - *⊗ - 2♠	Strike to foe's thigh. with leg armor: +8H - *⊗ - ♠ w/o leg armor: +5H - 2* - 2♠ - (-10)	Strike foe in abdomen. with abdomen armor: +5H - 2⊗ w/o abdomen armor: +3H - *⊗ - 3♠	Blow to foe's side. He stumbles to your right 10 feet. +6H - *⊗ - 5♠
61-65	Minor forearm wound numbs foe's grip. +2H - 2♠ - (-10)	Forearm strike shakes foe up. Foe attempts a recovery. +2H - * - 2♠ - (-10)	Solid strike to foe's right forearm. with arm greaves: +5H - 2*⊗ w/o arm greaves: +3H - 2* - 2♠ - (-10)	Blow to foe's weapon arm. Arm is numb. +3H - 2* - 3♠ - (-10)	Catch foe's forearm. The wound opens up nicely. Foe is in pain. +5H - 2* - 3♠ - (-15)
66	Strike to foe's shield shoulder. Arm is useless. That must really hurt! 3* - (+10)	Foe blocks your attack with his elbow. Elbow is shattered. Shield arm is useless. +3H - 4* - 2×	Strike shatters foe's knee. Foe crumbles to the ground. He is down for 3 rounds. 2*⊗ - (-90)	Strike to head kills foe, if he has no helm. If he has a helm he is knocked out for 6 hours. +10H	Strike through both of foe's lungs. Foe drops and passes out. He dies 6 rounds later. (+10)
67-70	Strike along foe's neck. +5H - 3* - ⊗	Strike to foe's neck. It's not enough for a kill. 2* - 3♠ - (-5)	Strike along foe's neck. Foe is frantic to evade death. 4* - 2⊗ - (+15)	Strike down foe's defenses with a blow to both arms. +3H - 2*⊗ - (-20)	Shot raises foe's arm up, severing many muscles and tendons. Arm is useless. 6* - 3♠
71-75	Strike to lower leg. with leg greave: +5H - 3× - (-10) w/o leg greave: +3H - *⊗ - (-25)	Strike to foe's calf. Slash muscle. Foe almost falls down. +3H - 2*⊗ - (-40)	Destructive strike to lower leg. If foe has leg armor, it is torn free. +5H - 2*⊗ - (-50)	Excellent blow to lower leg slashes muscles and cartilage. Foe falls prone. +6H - 2*⊗ - (-50)	Strike plunges into leg with deadly effect. Foe drops, gripping his leg in pain. 3*⊗ - (-75)
76-80	Strike foe in upper arm. You tear his pretty clothes. +3H - 2* - 3♠ - (-25)	Strike to shield side. If foe has shield, your weapon is stuck in it for a round. 3* - 3♠ - (-30)	Strike through muscle in shield arm. If foe has a shield, he drops it. 6* - 3♠ - (-25)	Strike to foe's shield arm. Arm is useless. +12H - 6* - 3♠	Strike foe in weapon arm, the bone is broken. Arm is useless. +10H - 3*⊗
81-85	Deep wound in foe's side. Well, it looked like a killing blow. 6* - 5♠ - (+20)	Tear open foe's side in a graphic display of violence. +6H - 3*⊗ - 5♠ - (-25)	Strike bites into foe's ribs. The impact sounds truly terrible. +6H - 3*⊗ - (-25) - 5♠	Major abdominal wound. Blood pours out in frightening quantities. +10H - 3*⊗ - 6♠ - (-20)	Strike to foe's back severs a vein. Foe goes to his knees and dies in 12 rounds. —
86-90	Catch foe in the back. He drops his guard and stumbles forward. 2*⊗ - 2♠ - (-20)	Strike to foe's head. If foe has no helm he dies. If foe has helm, he falls to his knees. +6H - 2*⊗	Strike impacts on foe's head. If he has no helm, he dies. Helm is destroyed. +6H - 2*⊗	Strike through foe's kidneys. Foe is down and immobile for 2 hours, then he dies. +9H	Strike plunges in just below foe's collarbone. Foe drops and dies in 12 rounds. —
91-95	Strike to foe's ear. Foe hears at -50. with helmet: +5H - 4* - ⊗ w/o helmet: +3H - 2♠ - 2*⊗	Strike to foe's hip. with waist armor: +7H - * - (-10) w/o waist armor: +5H - * - 3♠ - (-25)	Strike to chest. If foe has plate chest armor, he drops and dies in 9 rounds. If not, he dies instantly. —	Strike through foe's side spills his guts on the floor. Foe fights on normally for 6 rounds, then dies. —	Your weapon passes through the arm and sticks out the other side. Foe dies in 12 rounds. 12*
96-99	Strike to nose. There is a permanent scar. Foe's eyes are crossed for a moment. 3*⊗ - 3♠	Strike through foe's cheek and throat. Foe drops and dies after 9 rounds of incapacity. (+20)	Strike through foe's neck breaks backbone and severs spine. Foe is paralyzed from the neck down. —	Strike plunges into doomed foe's chest and emerges from the other side. Foe drops and dies in 6 rounds. —	Shot through heart sends foe reeling back 10 feet to a place suitable for death. Your weapon is stuck in reeling foe. —
100	Strike through neck. Sever vein and artery. Foe cannot breath. Foe drops and dies of heart failure. —	Strike plunges into foe's eye. Foe dies instantly. Foe remains standing for a moment until he realizes this. all allies get +10 for 1 round	Shot through both ears proves effective. Foe dies instantly. Pretty shot. 6(+20)	Strike through brain makes life difficult for foe. You have a half round left to act. (+20)	Strike to foe's eye. Foe dies instantly. Carry on soldier. (+25)

Key: B×=must parry B rounds; B⊗=no parry for B rounds; B*stunned for B rounds; B♠=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

KRUSH CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Not very impressive. +0H	Your grip fails you. +0H	Practice this one. +1H	Strike blunted by clothing. +2H	Destroy one of foe's silly decorations. +3H
06-10	The strike lost something in the translation. +0H	Thud. +2H	You should have swung much harder. +3H	Foe steps right, then left, and almost evades your blow. +4H	Blow is forceful, not hard. Foe is unbalanced. You have initiative. +6H
11-15	Foe evades your much of your swing. You have initiative. +3H	Foe evades frantically. You have the initiative next round. +3H	Really solid strike to foe's shield side. You have initiative. +7H	Shot close to foe's throat. He seeks to avoid your next strike. +5H - (x-10)	Foe raises an arm to block your strike. He does himself harm. You profit. +6H - * - (+5)
16-20	Foe steps back 5 feet. He is out of position. +2H - x	Foe is concerned with his own preservation. He steps back 5 feet. +4H - (x-10)	Blow to foe's waist. He spins sideways. +6H - (x-20)	Glancing blow takes skin with it. You have initiative next round. +5H - (-5)	Strong blow breaks foe's guard. He is unbalanced. *x - (+10)
21-35	Foe tries to duck under your strike. You knock him back. +3H - x - (+5)	Foe loses some resolve from your solid strike. +4H - (x-20)	Disorient foe with a tricky shot. He is at a loss for words. +5H - *	Foe goes airborne to evade your strike. He is stumbling back. +4H - *x	Solid shot breaks foe's ribs. You have initiative next round. +6H - (-10)
36-45	Bust foe's shin. You have initiative. with leg greaves: +9H w/o leg greaves: +6H - (-5)	Blow to foe's left calf. You gain initiative. with leg greaves: +9H - 2x w/o leg greaves: +6H - 2(-20)	Catch foe in lower leg. You gain initiative, while foe regains footing. +9H - 2(-25)	Light swing to foe's leg. Foe's calf is bruised. You have the initiative. +10H - (-10)	Blow to upper leg. Minor fracture. You have initiative. +12H - (-10)
46-50	Foe steps under your blow. You catch him in the back. +4H - (x-25)	Solid blow to back. Foe seeks to avoid this attack again. He has lost his way. +6H - (x-25)	He leans to your shield side and you hit him in the back. You have the initiative for 2 rounds. +5H - *x	Catch foe in shoulder blade. Foe drops his guard and reels from your blow. +10H - *x	Glancing strike to lower back. Foe turns away to avoid the damage. Foe uses his weapon for balance. +15H - *x
51-55	Blow to foe's chest. Foe leans sideways in pain. +5H - (x-25)	Foe recoils before your blow impacts. He steps back 5 feet to defend himself. +6H - 2x	Hard strike to chest, armor does not help. +5H - * - (-10)	Blow to foe's ribs. It hurts him to raise his arms. Foe cannot lean over. +10H - (-15)	Blow to chest. He seeks to regain his wind and survive your onslaught. +15H - 2* - (-15)
56-60	Blow to foe's waist sends a piece of equipment flying. Foe recoils. +5H - (x-25)	Strike passes under shield arm and lands on foe's thigh. Big bruise. +6H - x - (-5)	Strike grazes across left thigh and lands on right. It lands solid. +6H - x - (-5) - (+10)	Miss foe's arm and strike his thigh. He stumbles and drops something. +6H - * - (-10)	Blow to foe's thigh causes his right leg to falter for a moment. +10H - *x - (-10)
61-65	Strike to weapon forearm. with arm greaves: +8H - x w/o arm greaves: +5H - *	Blow to foe's forearm. The strike is solid. The pain is certain. +9H - * - (-10)	Catch foe in mid-swing and disarm him. His weapon tumbles behind you. +8H - *	Blow to forearm. Blow tears clothing, but not skin. Arm is bruised. +10H - *x - (-10)	Strike foe's weapon arm with a titanic blow. Foe drops his weapon and reels. +10H - * - (-15)
66	Shatter shoulder in foe's shield arm. Arm is quite useless. Foe drops shield, if he has one. +8H - 2*x	Drive elbow backwards and break it. Arm is useless. Foe drops weapon, leans way over, and yells out. 3*x	That does it for him. Your strike lands on foe's knee. The knee buckles and foe goes down hard. +9H - 3*x - (-90)	Masterful strike to foe's head. If he has no helm, he is dead. If he has a helm, he is knocked out for 4 hours. +20H	Crush what was once foe's head; he dies instantly. If foe has a helm, it is destroyed also. You are speckled with blood. +15H - (+10)
67-70	Solid strike to foe's chest. Knocks the breath out of foe. +8H - 3*x - x	Bloom! Shot strikes foe's upper chest. Foe stumbles. +10H - 2*x - (-10)	Strike to chest causes a host of trouble. +10H - 3*x - 2x - (-10)	Blow to shoulder. with shoulder armor: +6H - *x w/o shoulder armor: 2*x - (-20)	Blow to foe's shield arm. If foe has a shield, it is broken. If not, arm is broken.
71-75	Shot takes foe in lower leg. He fails to jump over it. +5H - 2*x - (-20)	Strike to foe's right achilles tendon. Oh that hurts ya know! +10H - 2*x - (-35)	Strike twists foe's knee. +10H - 2*x - (-40)	Blow lands with a crack. Leg bone is broken. Major cartilage damage. +12H - 2*x - (-50)	Blow to foe's hip bonebreaks it. Help! Foe has fallen and cannot get up. +15H - 3*x - (-75)
76-80	Blow to foe's shield arm destroys shield. If no shield, arm is broken.	Blow to foe's shield arm breaks wrist. Hand is useless. Foe drops shield. +6H - *	Blow to foe's weapon arm. A metal armguard is bent and the arm is useless until until the armor is removed. +9H - *x - (-50)	Blow breaks foe's weapon arm. Sling foe's weapon to the right 5 feet. Foe's arm is useless. Tendon damage. +8H - *x	Slap foe's arm and elbow around like string. Joint is shattered. Arm is useless. Foe should have stayed in bed. +9H - 2*x
81-85	Blow to foe's side sends him stumbling 5 feet to your right. +10H - 2*x - (-20)	Blow thunders as it connects. Foe's ribs crackle in response. It hurts. +12H - 2*x - (-25)	Foe yells out before the impact and is silenced by the blow. Ribs crack. +12H - 3*x - (-40)	Blow lands on foe's side. He goes down hard. Victory is close. +15H - 3*x - (+10)	Blow to foe's armpit. Crush ribs and destroy organs. Foe dies in 3 rounds. +30H
86-90	Strike foe in lower back. Muscles and cartilage are damaged. +12H - 3*x - (-25)	Foe makes a mistake and pays. You send him prone with a fell strike. Tendons are smashed. 4*x - (-30)	Powerful blow sweeps foe onto his back. Bones break and muscles tear. +20H - 6*x - (-50)	Blow to foe's neck. If foe has a throat protector, he is paralyzed from the neck down. If not, he dies in two rounds. +25H	Neck strike shatters bone and severs an artery. Foe cannot breathe. Foe is inactive and suffocates in 12 rounds.
91-95	Break foe's nose. with nose guard: +10H - 2*x w/o nose guard: +15H - 3*x	Strike to foe's head. If he has no helm, he falls into a coma for 3 weeks. +20H - 12*	Blow to thigh. Compound fracture severs an artery. Foe goes down hard and dies in 12 rounds. +9H	Strike comes down on the shield shoulder of foe. Arm shatters. Foe dies from shock and blood loss in 9 rounds.	Blast to foe's back. A bone is driven into vital organs. Foe is down and dies in six rounds. +25H
96-99	Blow to foe's head. If foe has no helm, he is dead. If foe has a helm, he is knocked down. +20H - 6*	Blast foe's chest. Send ribcage into heart. Foe drops and dies in 6 rounds. (+20)	Blow to foe's abdomen. Strike destroys a variety of organs. Poor fool expires after 6 rounds of inactivity.	Crush foe's chest cavity. He grips your arm, looks into your eyes, then drops and dies in 3 rounds. (+25)	Blow to foe's face. If visored, the visor is driven into his face and foe dies in 10 rounds. Without a visor, he dies instantly. You have half the round left. +30H - (+20)
100	Crush foe's jaw. Drive bone through brain. Foe dies instantly. +50H - (+20)	Blow snaps neck. Foe is paralyzed from the shoulders down. +25H - 15*	Strike to forehead. Destroy foe's eyes. Send his helm flying. Foe is spun about. +30H - 24*x	Blast to foe's heart. It stops. He dies. You consider yourself to be deadly. Fine work. You are ready to slay. +25H	Blow turns hip to dust. Foe falls down. Attempts to stand. Falls again and dies in 6 rounds. +35H - 2* - 6(-30)

TINY CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Dubious strike. +0H	You throw up some dust. +0H	You're not very good, are you? +0H	Get it right next time! +0H	You did very poorly. +1H
06-10	Zip. Less than effective. +0H	You leap. Foe moves. You land. It had good form. +0H	Look over there! Baby eagles! +0H	Your slash tears off a piece of fur or cloth. +1H	Strike is not solid or well placed. +2H
11-15	Feeble. +0H	You almost got a real grip. +0H	You really tear up foe's garments. Try his skin next time. +1H	Slash to neck, pulls off any necklaces foe is wearing. +1H	Entangle your claws in foe's clothes. You struggle to pull free. +2H
16-20	Victory to the oppressed! +1H	Your lunge for foe's throat was blocked by his arm. +1H	Glance off foe and grip the air. He steps out of your strike. +1H	Solid chest strike yields a bruise. +2H	Light cutting strike. It has a little effect, but you taste blood. +2H - 1
21-35	Jolly deadly attack. +1H	You get in close, but foe kicks you clear before your strike turns deadly. +2H	Strike catches foe in waist. His equipment blocks some damage. +2H	The recoil from a missed strike lands against foe's back. It is a mild scratch. +3H	Scratch foe in calf. It turns into a bleeder and you are very pleased. +2H - 1
36-45	Cruel blow for nature. +2H	Attempt to disembowel falls short. Foe guards his stomach well. +3H	Light grip. Foe breaks free, damaging himself. You are pleased. +2H - 1	Strike to foe's lower leg. If foe has no leg armor, you cause him pain. w/o leg greaves: +5H - 1	Solid shot to leg. Foe watches you break the skin on his thigh. +3H - 1
46-50	Poor follow through. You lose a claw. Your attack is dubious. +4H - 2(-5)	Slash to foe's side does no cut deep. He turns to avoid the worst. +3H	Solid strike to side does not break the skin. Foe turns to face you better. +4H	Unexpected puncture in foe's side. You are pleased. Foe grips his side. +3H - 1	You bring a powerful blow around against foe's back. He leaps back away. +5H - x - 1
51-55	Leaping chest strike yields some measurable damage. +3H	Good little gash, produces an effective wound. +3H - 1	Mild strike to chest catches in a soft spot. You are surprised at its effect. +4H - 2	Slash foe's stomach. If foe's has no metal armor, you tear him open badly. w/o abdomen armor: +5H - 3	Grip to foe's shield arm garments. Foe is unable to use his shield arm for 1 round. +6H - 1
56-60	Light wound to thigh. Garments are torn. Promises are made. +1H - 1	Scratch foe's skin, but you do not break the skin. +6H	Your original strike misses, but foe's thigh is available as a consolation. +4H - 1 - 2	Your strike catches the back of foe's thigh. Foe is unbalanced for a moment. +6H - 1 - 2	You rip open foe's thigh. The look on his face tells you victory is near. +7H - 1 - 3
61-65	Mild forearm wound. You are doing very well, keep it up. +2H - 2	Raking forearm strike leaves a nasty scar. It bites deep enough to bleed. +3H - 2	Foe blocks you with his arm and you tear it up as payment. The damage is substantial, before foe breaks free. +3H - 2x - 2	Grip to foe's forearm. Foe flails his arm around trying to shake you off. You let go and move to a better position. +5H - 2x - 2 - (+10)	Slash across foe's chest and upper arm. Strike causes a bruise and then opens up a gaping wound on foe's shield arm. +6H - 2 - 3
66	You find a nice vulnerable spot to rip open. Foe leaps back from your clutches. He unbalances himself to escape your assault. +4h - 2 - 2	Your strike grips foe's calf. He pulls away from you violently. His actions further damage the wound. You do your best, before he breaks free. +5H - 2 - (-20)	Violent move assaults foe's arm, wrist and shoulder. Foe is shaken by the vicious strike. He drops his weapon and leaps back 10 feet. You stay with your quarry looking for an advantage. +4H - 1 - (+10)	Astounding head strike. If foe has no helm, you make a bloody mess of foe's scalp. To further your advantage you push foe's head sideways. with helm: +4H w/o helm: +7H - 6	Bizarre strike to eyes destroys 1 eye and leaves the other blind for 2 days. Foe is down and helpless for an hour. He will need assistance to even stand. His appearance is modified by -20. +15H - 24 - (-95)
67-70	Slash to foe's shoulder. It's not deadly, but it is a start. +3H - x - 1	Claw scratches across a piece of metal. That screeching sound! +4H - 1 - 1	Pull foe off balance with a grasp to his shoulder. He steps away and stumbles. +5H - 1 - 2 - 1(-20)	Graceful slash to foe's shoulder sweeps blood onto foe's face. Foe is unsteady. +6H - 1 - 2	Inspired shoulder strike sends foe reeling. You tear tendons and cause pain. +7H - 2 - (-20)
71-75	You attempt to assault foe's lower leg. You have the initiative. with leg armor: +4H w/o leg armor: +1H - 2	Assault foe's shin. If foe has no armor, you tear his shin up. Foe struggles to throw you off. with leg armor: +6H w/o leg armor: +3H - 2x - 2	You slash into a muscle on foe's calf. You have the initiative next round. 2 - 2 - (-20)	Lower leg strike. If foe has no leg armor, heavy bruise. Foe stumbles back to avoid you. with leg armor: +3H - 1 w/o leg armor: 2 - 1	Vicious leg wound bleeds hard. Foe's attempt to stop the bleeding gets it all over his hands. +5H - 3 - 4
76-80	Weak, but precise strike to foe's arm. Foe shakes you off, but you do some damage anyway. +3H - 1 - 1	Strong, but imprecise arm strike. The wound is of moderate size. You are proud to have created it. +5H - 2 - (-15)	You take a shot at foe's forearm. It lands well. A muscle and tendon are slashed. He holds on to his weapon. +5H - 2 - 2 - (-25)	Grab foe's arm. Foe struggles violently to make you let go. You rend his arm without mercy. He gets free and stumbles back. You win this round. +5H - 3 - 2 - (-25)	Sly arm strike gives foe a troublesome wound. What looks like a tiny wound is producing much blood. Foe does not fall down, but he stumbles much. 2 - 3 - 3
81-85	Strike at foe's face. He panics and stumbles back 5 feet. You fall clear and prepare for another strike. +4H - 1 - 2	Flying face strike. with facial armor: +3H - x w/o facial armor: 3 - 3	Head strike. Foe's helm is knocked off. If foe has no helm, he has a vicious cut to his scalp. with helmet: +3H - 1 w/o helmet: +2H - 1 - 3 - (-40)	Acrobatic face strike. If foe has no facial armor he will get some, when his nose heals. with facial armor: +5H w/o facial armor: 3 - 3 - (-40)	Slash between foe's fingers. If foe has a metal gauntlet on, he is fine. +8H - 9 - 3
86-90	Sudden well placed blow makes you feel you are mighty in battle. Your foe is convinced. +6H - 2	Slash foe's neck. He thinks you just killed him. The wound is not mortal. Foe stumbles away fearful of death. +5H - 3 - 2	Shoulder strike unbalances foe and spins him around. He is frantic to turn around and face you. You move the other direction to prolong the effect. +6H - 2	Strong grip to foe's weapon arm. He tries to throw you clear, but cannot. He finally drops his weapon. You lose your grip on him at the same time. +5H - 1	Rend open foe's lower back with a quick double slash. Both wounds are deep and nasty. Blood pours out all over you and foe, making the combat seem brutal. +4H - 3 - 3 - (-40)
91-95	Leaping head stike. If foe has no helm, face and left ear is slashed. +3H - 2 - (-30)	Foe blocks your attack with his arm so you slash it in place of your original target. Foe realizes his mistake. +5H - 3 - 2	Strike lands near neck and cheek. Foe is disoriented and recoils from your onslaught. +3H - 2 - 2 - (-20)	Clean strike, you cleave the thumb on foe's weapon arm. His arm is less than useful. Foe drops his weapon. 2 - 2 - (-50)	Dazzling leap knocks foe down. Foe hits on his back. Foe is disarmed and unconscious. +9H
96-99	Insulting strike to foe's nose. If foe has no nose guard, his nose is shredded. Foe reels from your onslaught. 9 - 3	Strike to foe's forehead. Foe is blinded, until the bleeding is stopped. Foe is off guard trying to stop the bleeding. Now is your chance. 3 - 3 - (-40)	Epic slash to foe's Achilles tendon. Foe falls down. He is almost helpless. His attempts to crawl away fail. You have him now. +5H - 6 - (-75)	Strike foe in face. If foe has a visored helm, he is blinded and helpless for a week while the swelling lasts. If foe does not have a visored helm, he loses 1 eye and is blind in the other. (-100)	Head strike is deadly. Slash open foe's head and send him down. He hits hard. The shock of your strike and the concussion of the fall is too much for him to handle. He dies in 9 rounds. —
100	Strike at foe's eyes. Without a visored helm, foe loses one of his eyes. +15H - 3 - (-75)	Foe leaps back to avoid a slash to the throat, too late. He falls down. You expose some muscle and make a mess. 6 - 3 - (-50)	Severe head strike. If foe has a helm he is unconscious for 1-10 days. Without a helm, foe is dead. +25H - 1	Strike to foe's eyes. Foe is blinded permanently. Foe is at your mercy. +10H - 6 - 2 - (-95)	Unbelievable strike to foe's neck. Vein and artery severed. Foe dies after 6 rounds of inactivity. 20

Key: Bx=must parry B rounds; B⊗=no parry for B rounds; B*stunned for B rounds; B♣=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

GRAPPLE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Foe escapes like the wind. +0H	Your attack falls short. +0H	Your fingernails deal a vicious wound. +1H	A little elbow before you lose your grip. +2H	You grip strand of foe's hair. It breaks. +3H
06-10	Grab foe's arm. Oops. Try again. +0H	Your grip fails. +2H	Foe grabs, misses. You have initiative. +3H	This was not a special moment. +4H	You have initiative next round. +5H
11-15	You impede foe's combat stance. You have the initiative. +0H	Foe collides with your attack before you get a grip. Small bruise. +2H	You cannot get a good grip, foe hurts himself evading. You have initiative. +4H	Grab foe's head. If foe has helm, you twist it. Otherwise, you gain initiative. with helm: * +6H - x	Lame attack, but foe is concerned. He moves back. +6H - x
16-20	Foe breaks free of a weak grip. You have the initiative next round. +0H	Grab foe and give him a weak punch. He thinks you are dangerous. x	Foe recovers, continues his defense by sweeping his weapon at your feet. x	Push foe, unbalancing him. You have initiative for 2 rounds. —	Strong passing blow near foe's head. His violent evasion is not productive. +3H - *
21-35	Almost get a grip on foe's arm. He avoids his mistake. You gain the initiative next round. +3H	You grip foe's shield arm. Foe's strike toward your head makes you let go of him. He keeps a distance. x(-20)	Collide with foe. You push him away and he stumbles back 5 feet. It went better than you could have hoped. +2H - *	Hard, but poorly placed. Foe bounces back out of your grip. He looks like he does not recognize you. +3H - *	Uncoordinated attack and a little luck, allows foe to escape your grasp. You have initiative for 2 rounds. *
36-45	Grip to lower back. Foe wards off your attack and prepares for your next move. x	Grip fails, but bash does not. You unbalance your foe. You have the initiative. +4H - x	Your attack is almost comical as you seek any little grip you can get. All the tiny tugs finally have an effect on foe. *x	Strike to foe's shield arm. If foe has no shield, you immobilize arm for 6 rounds. with shield: +3H *x	Attack to upper leg. Foe spins to break free. He is disoriented badly. It takes a moment for him to see you. *x
46-50	Hinder foe's weapon arm. Foe violently frees himself and takes a defensive stance. x	Pull foe over, he breaks free. He is having trouble recovering. Your heart is broken. 5H - *	Grab foe's waist. Your grip appeared to be strong, but now it is losing its advantage. Your foe is working free. 3(-25)	Painful grip on foe's hand. You do not break anything, but he thinks so. You have initiative for 4 rounds. 3(-30)	You and foe collide. He breaks your grip and stumbles away. You bounce back and miss a good opportunity. 2*x
51-55	You get in close and grab at foe's hair. He is daunted and steps back to escape your reach. x(-20)	Grip to foe's garments. They rip and you lose a hopeful hold. Foe is carried back by his break-away. +7H - *	Grapple foe's leg and try to lift it up off the ground. Foe slips away, but is off balance while recovering. *x	Catch foe's waist garments and pull him in. He is in trouble. He seeks to strike your hand and break your hold. 3(-50)	Grip to shield arm. Foe drops his shield as he wails in pain. You try to stay serious. +5H - 2*x
56-60	Foe spins away and comes back to face you. He is unbalanced. +3H - *	Foe spins out of your grasp. However, spin nullifies his counterattack. *x	Short fingers render thigh hold ineffectual. Try lower next time. +3H - *x	Grip foe's side and shake him like a rattle. He is disoriented, but gets free. +6H - 3*	Grasp around foe's leg proves effective. Foe is unbalanced for a moment. *x - 3(-25)
61-65	Grip to arm gives foe a bruised bicep. Foe shakes free and prepares for your assault. +3H - x(-20)	Slipping grasp around foe's waist is weak. He breaks your grip and stumbles out of your way. 2*	Grab foe around waist. Just when you think your grip is iron, he begins to break free. You might still prevail. +3H - 3(-50)	Clumsy bear hug around foe. Foe can do little to escape for the moment. Both his arms are pinned. 2x - x(-20)	You find yourself on foe's shield side. If he has a shield, you are stymied. w/o shield: +7H - 3*x
66	Strike foe's weapon, disarming him. Foe fails to recover weapon. He has put himself in a bad spot. +3H - 2*	You grab foe's weapon arm and make him drop it with a violent shake. Foe strains wrist trying to break free. 2* - (-25)	Grab foe, he falls down and you follow. You knock him prone to stand back up. He is down for 1 round. +5H	Grab leg and flip foe to ground, pinning him. Prone and immobile for 2 rounds, he might surrender. +6H	Grasp foe around neck and bring him to ground. Muscles and tendons tear. Foe is prone and immobilized for 3 rounds. +3H - *
67-70	Passing chest strike. Foe eludes grapple, keeps defensive stance. 2x(-20)	Grip foe's neck. Push foe's chin back steadily. He should act soon, or... 1(-10) - 1(-20) - 1(-30)	Grab foe's shield arm. If foe has shield you grapple it. Until dropped: (-50) w/o shield: 3(-40)	Foe barely escapes immobilization, but must recover from the ordeal. +7H - 2x	You almost disarm foe and trip him. He uses weapon arm to prevent his fall. 2*x - 1(-75)
71-75	Grab an exposed garment. Uneasy grip impedes foe's actions. +5H - 2(-50)	Weak hold around foe's waist. He brings his knee up and you lose your grip. Foe does not recover quickly. +4H - 3(-50)	Very strong grip around foe's waist. Foe is held at a great disadvantage. He might get free. 2*x - (-50)	You grapple foe in a brutal way. Hold proves to be excellent. You have him. What next? *x - 3(-70)	Foe evades your grasp by falling to the ground. A clever ploy. Smile at your good fortune. +9H - 2*x
76-80	Grapple foe's shield arm. If foe has a shield, you pull it down. If foe has no shield, you immobilize his arm. +2H - 4(-50)	Entangle foe's shield arm. If foe has shield, your grip makes it impossible to use. Until shield dropped: (-30) If no shield his arm is entangled. (-40)	Entangle foe's weapon arm. His weapon is held immobile. He cannot use it, but he will not drop it. He tries to knee you to escape, this fails. 2*x - (-50)	Entangle foe's weapon arm. Foe hangs onto his weapon, but the arm is immobilized. You try to make him strike himself. It fails. +4H	Grab foe's weapon arm and beat on it, without concern foe the rest of foe. Foe is disarmed. You tear ligaments and pull muscles. 3* - (-40)
81-85	Useful grip on foe's neck. Foe's face turns red. He cannot breathe easily. Slowly he breaks your grip. +5H - 2* - 2(-25)	Grip around foe's waist unbalances him. You have the initiative. Foe shares much profanity with you. 6(-50)	Brutal grip around foe's chest, leaves bruises all over him. Your assault has created much confusion. +3H - 3*x - (-5)	Grab knee and send foe down. He breaks his fall by breaking his shield arm. He is disarmed and prone. +5H - 2*x - (-10)	Entangle both of foe's arms and pin them to his body. Foe cannot move his arms and he looks ready to surrender. 10(-75)
86-90	Grasp foe's leg, lifting it off the ground for a moment. You have the initiative for 6 rounds. +3H - 3*	Entangle foe's leg and send him down. He does not hit hard. He pulls a muscle in his leg struggling. 2*x - (-10)	Your assault is strong and lucky. As you grapple foe, you stomp his foot. He falls hard, breaking his shoulder. +10H - 6* - (-40)	Tie up both of foe's arms. He is immobile and cannot fight back effectively. You have him now. +10H - 9*x	Foe stumbles, with your assistance, and falls. His weapon breaks on impact. If foe has no chest armor, he takes a "D" Krush. +3H - *
91-95	Entangle foe's leg. Foe is knocked down. Foe lands on his weapon arm. He kicks and breaks free. +4H - 2*x	Pull foe's legs together. He goes down, hitting hard and dropping his weapon. He feebly attempts to crawl for it. 2*x - 4(-25)	Painfully immobilize weapon arm. Foe cannot surrender quickly enough to avoid the damage and pain. +15H - 4*x - 8(-95)	Grapple foe's legs and send him over. He hits his head in the fall. You get little resistance after that. +10H - 30*x	Wrap up foe's legs. Foe tumbles to the ground like a ragdoll breaking both arms and an ankle. Foe is knocked out. +20H - (-95)
96-99	Ride foe down and immobilize him. He can do nothing for 12 rounds. You are prone also, while holding him down. (-40)	Entangle foe's arm and flip him to ground, fracturing his leg. You immobilize him completely. He is prone, face down and still conscious. (-40)	Entangle foe's legs. Grapple weapon arm and break it on an available surface. You send foe to the ground. He falls very hard and is knocked out. +20H - 10*x - (-30)	Crushing grip around foe's neck. If no neck armor, foe dies in 6 rounds from your mortal grip. Foe is disarmed. with neck armor: 3*x	Attack results in strangling hold. Foe flails legs in desperation. Foe is unable to break free and dies after 9 rounds of helpless struggling. Grim. +3H - *
100	Foe's legs are entangled long enough to make him fall. He is knocked out for 5 rounds. +9H - (+20)	Grip foe's neck in a vicious hold. If foe cannot break your grip in 4 rounds, he will begin to pass out from suffocation. +10H - * - (-40)	Grip foe's head and jerk it around. If foe has no neck armor, he dies. no neck armor: +5H - 5*x - (-75)	Grapple foe's head. His skull is fractured during this assault. If he has no helm, he is in a coma for 30 days. with helmet: +3H - 9*x	Crush foe's windpipe and pull the head from his body. You are mighty. 1(+25)

UNBALANCE CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	You and your foe both stumble. +0H	You lunge 5 feet past your foe. +0H	Try again. What will your friends say? +0H	"You're not very good, are you?" +1H	You made a good sound effect. +2H
06-10	Foe recognizes this assault from grade school. +0H	Your opponent stands firmly in front of you. +1H	When your attempt starts to fail, you slip in a punch. +2H	Your grip is neither firm or effective. Foe breaks free. +3H	It is solid, even if randomly placed. +5H
11-15	Powerful strike fails to land solid. It still does some damage. +3H	Weak side strike glances off kidneys. It could have been great. +4H	Knuckle foe's arm. You will need to do better than this. +5H	Back strike. It has little imagination. You might as well punch. +6H	Strike lands on shoulder blade. +7H
16-20	Foe seeks to push you away. He lashes out in defensive manner. +4H - X	Glancing side blow. You unbalance your foe. He recovers quickly. +4H - X	Strike side. Foe moves back to block your next attack. +5H - X	Blow to foe's side sends him reeling. Foe checks wound for the damage. +7H - (-10)	Blow to foe's side unbalances him and destroys equipment there. +8H - 1(-20)
21-35	On line strike, but weak. Foe steps back and feigns an attack to draw off your assault. +4H - X	Your strike makes foe's footing uncertain. He pushes you clear and begins to right himself. +5H - 1(-20)	Shot to foe's chest. His lungs hesitate. He coughs it off and regains his footing. +6H - *	Quick shot to chest causes foe to hesitate in pain. He still knows you're there. +8H - *	Crack! Foe's rib reports damage to him in an unobtrusive way. He is in pain. +9H - * - 1(-10)
36-45	Light bash breaks foe's focus. You have the initiative next round. +4H	You salvage your attack by tripping foe. You have the initiative next round. +5H - 2(-5)	Grab foe's shoulder, while you bring your knee up to knock him over. +5H - 1(-40)	Strike to calf. Wound impairs foe's movements. You have the initiative. +7H - (-25)	Hard glancing blow to foe's leg. with leg armor: +12H w/o leg armor: +8H - 2*
46-50	Attempt to spin foe's around almost succeeds. Weak grip to side. +5H - X(-10)	Your assault threatens to succeed. Your foe goes defensive to avoid your attack. +5H - X(-20)	Boom! Foe is hit in the face. He reels back 5 feet trying to regain his footing. His guard is down. +6H - *X	Double strike to both arms breaks foe's defense. He is open to attack and is having trouble recovering. +8H - *X	Shot in back staggers foe for an instant. His guard drops and he is sadly unprotected. +12H - *X
51-55	Firm press to foe's chest. He give ground happily. Watch his weapon. +5H - X(-20)	Grab foe and bring knee up to cause damage. Foe blocks some of the force. +5H - *	Push foe's knee backwards. Foe struggles to avoid the pain. +6H - *X	Strike to chest takes wind out of foe. Foe's guard goes down. +10H - *X	Knock foe over as if he was a sack of beans. He hits and starts to stand up. +12H - *X
56-60	Strike thigh. Foe is pushed back. with thigh armor: +7H w/o thigh armor: +5H - *	Foe bumps his thigh while blocking your attack. He steps back. +6H - X(-30)	Skipping calf strike. Foe does not give ground. with leg armor: +9H w/o leg armor: +7H - 2* - (-10)	Miss foe's side and strike his thigh. You have initiative for 3 rounds. +12H - 2*	Strike causes foe to fumble his stride. He almost falls down. Foe is recovering. +14H - 3*
61-65	Foe's arm is pinned for a moment. He recovers by twisting you off. +6H - *	Bend weapon arm in the wrong direction. Foe drops his weapon. +6H	Excellent placement. Strike to weapon arm disarms foe. Foe is in great peril. +6H - 2*	You catch foe's counter thrust and disarm him with a bash to the arm. +7H - 2* - (+20)	Bash foe in shoulder making him spin. You push him for good measure. +13H - 2*X
66	Shoulder strike sends foe spinning. He comes all the way around before stopping. Well placed shot. +7H - 2*X	Strike to foe's elbow numbs it. He drops his weapon and grips his elbow. He forgets you are still attacking him. +8H - 2*X	Strike to foe's leg sends him down. Foe's knee is broken and his doom is at hand. He falls to the ground helpless. +9H - 3*X - (-90)	Hard strike to head. If foe has no helm, he is knocked out for 24 hours. If he has a helm, he is knocked back 10 feet. 6*	Knock foe back with a blow to the jaw. Foe loses balance and falls. He hits his head and goes unconscious. +30H
67-70	Hasty press upon foe's chest produces excellent results. Foe is unbalanced. +6H - 2(-50)	Grab loose piece of foe's garments and use it to throw him around. Foe is confused. +7H - X	Strike to foe's ribs. Foe's ribs crack and foe shows the pain. His war effort is impaired. +8H - 2* - (-20)	Break foe's collar bone. Spin foe around. He is disoriented and out of position. +10H - *X - (-25)	Shoulder strike blasts foe down. He lands on his stomach and tries to roll over. Minor fracture. 2*X - (-10)
71-75	Hammer foe's lower leg. He has trouble standing, but manages. +7H - 2*	Solid damage to foe's calf. His attempts to avoid the pain make him an easier target. +9H - (-10)	Bruise foe's leg. Muscles suffer damage and foe limps back from your reach. +10H - *X - (-20)	Lift foe up into the air. You send him sprawling on the ground. He drops his weapon. +12H - *X - (-75)	Knock foe down with a blow to the thigh. He lands on his weapon and takes some time to get off it. +15H - 3*X
76-80	Blow to foe's shield side. If foe has a shield, it is torn away. +12H - 2*	Grab foe's shield arm for leverage. You treat it badly, trying to unbalance foe. +10H - 2* - (-10)	Heavy blow to foe's weapon arm. Mild fracture. Foe is knocked back 5 feet. +11H - 3* - (-25)	Sweep foe to the side and knock him over. He breaks his ankle. +11H - (-50)	Strike to foe's shield arm. Foe stumbles 3 feet and falls down. Foe is disarmed. +15H - 4*X
81-85	Side strike. Disoriented foe strikes out for you in the wrong direction. You move to take advantage. +12H - *X - (+10)	Good shot to foe's side sends him stumble to the right 3 feet. It must have really hurt. +15H - 3*	Strike to foe's side. He almost goes down, but recovers by dropping everything in his shield arm. 6*	Brutal strike sends foe down. You step on his weapon arm and hold it down. Foe should surrender. +12H - 6*X	Awesome side shot sends foe tripping sideways. He goes down rolling and breaks a leg. 6*X - (-50)
86-90	Elbow to the back. Foe stumbles 5 feet sideways. Foe cannot seem to get his head clear. +13H - 3* - (+20)	You really hammer foe. He reels back 10 feet. He almost went down. You move in to finish him. +12H - 2*X	Precise blow sends foe down. Foe is face down and disarmed. +14H - 6* - (+20)	Strike foe's shield arm. If foe has a shield it is broken. If not the arm is broken. +10H - 9*	Cruel blow to foe's head.... Foe sees stars. Foe is knocked back 10 feet, but remains standing. +20H - 12*X
91-95	Head strike. If foe has no helm, he is knocked out for 2 hours. If foe has a helm, he is better off. 3*	Blow to side of foe's head. Strike damages his ear and balance. Foe is impaired for 3 weeks. +9H - 6* - (-50)	Spin foe around. He ends up 10 feet from you and facing the wrong direction. Foe fumbles his weapon. +10H - 8*X - (-30)	Foe stumbles back from you 10 feet and takes a full round to fall. He hits hard and fractures an arm. He is down. +10H - 8*X - (-30)	Blow to foe's shield shoulder. If foe has no shield, he is knocked down, has a useless arm, and passes out. 6*
96-99	Strike to foe's stomach. He bends down in pain and you send him sprawling on his face. He hits harder than you could have hoped. +10H - 3X	Bash foe in his side. His legs forget to follow as he steps back. He falls in an embarrassing prone position. He has no clue to what happened. 6*X	Smooth and snazzy strike sends foe down on his knees. His weapon goes flying. Foe has blacked out. He stares straight ahead without blinking. —	Strike head and shatter foe's helm. Pieces fly in all directions. If foe has no helm he is in a coma foe 4 weeks. +9H - 6*	Solid strike snaps foe's neck. He falls back 5 feet, spins, and tumbles to the ground. He dies of shock and suffocation in 3 rounds. —
100	Brutal hip strike knocks foe down. Fall tears tendons, and fractures bone in leg. The pain his great. Foe is incoherent for 9 hours. (-90)	Send foe flying 10 feet. He lands on his face. The twisting of his neck causes nerve damage. He is paralyzed from the waist down. —	Powerful strike flips foe into the air before smashing him to the ground. Foe breaks both arms and hits his head. Foe is in a coma for 2 months. —	Savage blow to foe's head. Foe is knocked down. He falls into a coma and dies in 12 rounds due to a severed vein. (+20)	Frightening strike to foe's head. Temple crushed, neck broken. Foe lands 20 feet away. He dies instantly. 3(+20)

Key: Bx=must parry B rounds; B∅=no parry for B rounds; B*stunned for B rounds; B●=bleed B hits per round; (-B)=foe has -B penalty; (+B)=attacker gets +B next round.

SUBDUAL CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Your concern for damaging foe hinders you. +0H	Your attempt is poorly planned. +0H	Your concern for foe is heart warming. +0H	Nothing graceful about this attack. Foe does not even flinch. +1H	Strike to neck pinches a nerve. What did you do to him? Foe is unconscious. +3H
06-10	You pull your punch. +0H	You're being too delicate. Bust him! +1H	You will need to make a fist. +1H	Pow! Right in the kisser. +2H	You simply hit foe in the face. +3H
11-15	Mishandle strike. Try again. +1H	Your strike lands on foe's shoulder. Attack is of little profit. +1H	Blow to foe's chest. If foe is 2 feet tall or shorter, he is unconscious. +2H	Blow to foe's chest. If foe is 3 feet tall or shorter, he is unconscious. +3H	Boom! Crash! Pow! Crack! It looked impressive. +3H
16-20	Foe's guard comes up and blocks your assault. +1H - ✕	You attempt to kick foe in groin. You miss, but the threat is enough. +2H - ✕	Side strike unbalances foe. He will recover quickly. +4H - ✕	Blow to foe's side sends him reeling. He recovers and gets his guard up. +3H - ✕ - 4(-10)	Strike to foe's side. Cheap shot, executed with grace. +3H - 4(-25)
21-35	Awkward positioning spoils your strike. +1H - ✕	You miss foe's head and strike his shoulder. He is unbalanced. +2H - 2(-20)	Chest strike. He almost falls, but foe grabs you for balance. Ooops! +3H - ★	You trip foe and slam his shin. Simple, yet effective. +6H - 2★	Foe leaves himself open. Your strike hits his side and breaks some ribs. +3H - ★ - (-10)
36-45	Move in close. You gain the initiative next round. +2H	Blow lands on foe's shield hand. You gain the initiative. +3H - (-5)	You entangle foe's legs, but he breaks free. You push him clear. +5H - 3★ - 3(-10)	Step on foe's foot and try to push him over. You gain the initiative next round. +3H - 2(-25)	You experiment with a knee strike to foe. It fails to be very effective. +6H - 2★
46-50	Strike to foe's chest. He is having some trouble. +2H - 3(-10)	Back strike. Your position is better. Foe seeks to keep you at bay. +3H - ★ - 2✕	Lower back strike sends foe reeling. He needs another shot to the kidneys. +5H - ★✕	Back strike adds insult to the injury. Foe spins around to face you. +3H - ★✕	Hard shot to foe's side causes a pain generated panic. His guard is down. +7H - ★✕
51-55	Strike falls on foe's leg. He shakes it off. +2H - ★	Your strike was less than you hoped. It still disorients your foe. +3H - ★	Hammer foe's thigh. Pain is in his eyes. Bruise muscles. +4H - ★✕ - (-10)	Chest strike causes deep bruise. Foe grabs at the pain in his chest. +5H - ★✕	Chest wound knocks foe down. He lands on his back.. He looks to be recovering. +8H - ★✕ - 3(-10)
56-60	Blow lightly strikes foe's head. He puts you at bay with a masterful turn. +3H - 6(-10)	Shoulder strike lands lightly. You put more shove into it than strike. Foe is frantic to regain his balance. +3H - ✕ - 4(-10)	Good strike. Foe has trouble getting his act together. He stumbles around for some time trying to defend himself. +4H - 4★✕ - (-10)	Hard blow to foe's thigh. Foe falls down, but rebounds to his feet. You had hoped he would stay down. +5H - 2★	Solid and strong, you bash foe in his stomach. He recoils 10 feet from you. He keeps his footing. +8H - 3★ - ✕
61-65	Backhand to foe's side. He steps 5 feet to the right, avoiding your reach. +3H - ★	Hard blow to foe's side. He is weakened by the pain. He doubles over in response to the assault. +6H - ★ - 4(-30)	You grip foe's arm and shake it until he drops his weapon. Foe kicks himself free. At least you disarmed him. +1H	Catch foe in the middle of a swing. He drops his weapon and grips his arm. His forearm has a huge bruise. +5H - 2★✕ - (+20)	Solid and effective, your blow lands on foe's neck. A nerve is pinched. Foe falls unconscious for 3 hours. +10H - 2★✕ - (-20)
66	Classic shot between foe's shoulder blades. He hurts. +9H - 2★✕ - 4(-10)	Grab foe's weapon arm and force it the wrong way. Foe is disarmed. Elbow is strained. +12H - 2★✕ - (-20)	Bring foe down to his knees and slam his head down. He is virtually unconscious. He is yours. Finish him. +12H - 10★✕ - 6(-80)	Solid strike to foe's head. The strike is enough to knock foe out. He falls down and out for 6 hours. +15H - 6★	Brutal, but effective shot to foe's face. His head snaps back and then flops forward. He falls unconscious. +24H - (-20)
67-70	Chest strike is solid. Knock the wind out of your foe. He struggles to evade. +3H - 3(-20)	Strong forearm assault drives foe back off his footing. He slips down to one knee. +5H - 4★✕ - 4(-40)	Strong blow to foe's chest breaks ribs. Your attack has little grace. Foe looks to be devastated. +5H - 2★ - (-20)	Smash foe's shoulder, breaking it. Arm is useless. Foe struggles to stand. The pain is too much for him. +6H - 2★✕ - (-35)	You attack lands unexpectedly on foe's shoulder. It is fractured. Foe drops his guard in response to the pain. +9H - 2★✕ - (-30)
71-75	Side strike damages a muscle. Foe is disabled for the moment. +4H - 2★	You try to kick foe off his feet. The strike lands on foe's calf. Deep bruise. +5H - ★ - (-30)	You assault foe's foot. He is unable to stand on it. +5H - ★✕ - (-20)	Leg strike causes foe to fall and fracture his leg. +10H - ★✕ - (-55)	Strike to foe's thigh causes him to fall. Blow creates a terrible bruise. +9H - 3★✕ - (-40)
76-80	Blow to foe's shield arm. If foe has a shield, it should check for breakage. with shield: +8H - 2(-20) w/o shield: +4H - 2★✕	Heavy handed attack. It looks like you're going for a kill. Foe avoids the worst. Blow to foe's shield arm. +6H - 2★✕ - 7(-10)	Strike to foe's arm causes him to fall with a fracture. You punch at his head for added effect. +6H - 3★ - 6(-30)	Strong blow to foe's weapon arm disarms him and causes him to fall. He lands hard and breaks a rib. +7H - 3★ - (-25)	Fierce blow to foe's weapon arm disarms him and sends him sprawling. You have his weapon. +10H - 4★✕
81-85	Strong grip and a shot to the side make for an effective combination. Foe is disabled for an instant. +5H - ★✕ - (+10)	Side strike knocks foe down. He pulls you over with him. You fail to pummel him into submission. You have a great position. +6H - 3★ - (+10)	Strong blow to foe's side. Foe drops his weapon to react to the pain. You move to block him from its recovery. Foe gives ground with little concern. +6H - 6★	Strike to foe's side sends him to the ground. While falling, he fractures his ankle. Foe goes unconscious from the pain. +7H - 2★✕ - (-50)	Side strike knocks foe down. You hit him in the face as he falls. In the fall, he breaks his leg. +10H - 6★✕ - (-50)
86-90	Your attack is part grapple and sweep. You push foe off balance. +6H - 3★✕	Hard strike to the back of foe's neck terminates foe's conscious thoughts. He drops. Foe's shoulder blade is bruised. +8H - (-30)	Strong blow to foe's back knocks him off his feet. Foe lands hard and is knocked out by the impact. You have him now. +10H - 6★ - (+20)	Blow to foe's back knocks him to the ground. His weapon slides across the floor. He hit very hard. Foe goes unconscious for 5 rounds. +12H - (-10)	Nasty blow to face. Foe is knocked down. Foe's lips curl up in a ball and froth comes out of his mouth. You are frightened. Foe goes unconscious. +15H - ♠ - (-30)
91-95	Strike lands solid upon foe's neck. His neck is sprained. He falls down and has difficulty getting up. +7H - 2★✕ - (-20)	Your knuckles go into foe's temples and cause a painful overload to foe's brain. He falls gripping his head for 2 rounds and passes out. +10H - 6★ - (-30)	Overwhelming blow knocks foe down. He fumbles his weapon and hits hard trying to recover it. Foe goes unconscious on impact. +15H - (-20)	Grip foe's arm and hold it, while striking him in the face until he goes unconscious. Foe is unconscious for 15 rounds. +15H - (-20)	Strike to shoulder breaks the collar bone. Foe knocks himself out with a graceless fall. You strike his head to make sure. +17H
96-99	Solid strike turns foe's head and it pinches a nerve in his neck. Foe falls over and goes unconscious. +8H - (-30)	Fracture foe's skull with a lucky strike. Foe falls unconscious. The swelling will kill him in 2 hours. +12H - 2★✕ - (-50)	Blow lands on foe's forehead. His head snaps back and he loses consciousness. He then drops hard on the ground and hits his head. +10H - 5♠ - (-40)	Strong blow to the abdomen causes foe to fall to the ground. He hits his head. Foe goes into a coma for 1 month. +17H	Your haste to get the advantage makes your attack deadly. You snap foe's neck. Foe falls and dies in 15 rounds. +25H
100	You pop foe on his head in what looks like a playful strike. He pauses 1 round, then passes out. +5H	Strong blow to foe's back knocks him down and paralyzes him. Serious nerve damage. Foe is unconscious. +15H - (-60)	Severe chest strike. Foe falls, breaking his arm and hitting his head. He goes into a coma for 2 weeks. +20H	Pummel foe's head. He falls unconscious in a nice spot on the ground. +25H	Textbook subdual. You strike foe on his head. He settles to the ground in a silent move. He is unconscious for 10 hours. (+20)

THE ARMORY™

Give your Hero an edge!

Welcome to the Armory. The ICE armsmasters have selected over 50 new weapon attack tables for your combat enjoyment. So retire those old, worn out weapons and take these new attack tables for a spin. Fun, lethal and exotic, the Armory has it all. Need more killing power? Then check out the great sword. If you prefer finesse, then perhaps the dainty hand crossbow is more your style.

The Armory also features an appearance by a very special guest star: Aaron Williams' Nodwick! Take the guess work out of tossing your henchbeings around with the Nodwick Attack Table. How far can you toss the average henchgnome? And what really happens when you fumble?

For more on Aaron Williams' Nodwick see:
<http://www.nodwick.com>



Choose your weapons and slay your opponents with flair. The Armory makes it easy, with rules that let you choose your criticals and new easy on the eyes attack tables.

Produced and distributed by



Iron Crown Enterprises.
112 Goodman Street
Charlottesville, VA 22902

<http://www.ironcrown.com>

1-55006-595-1 ICE600

This specially-priced
PDF is available through
the ICE Online Store at
www.ironcrown.com

Made in USA

#5813P

