

ADAPTED ARMOR AND WEAPONS TABLES

1-Melee Weapons

Weapon	Wt	S-R	Damage	Hands	Price	Notes
Fist	L	0	1	1	0	C,M
Dagger	L	1	1d4	1	3gp	M, H, P
Silver Dagger	L	1	1d4	1	25gp	M, H, P
Baton	L	2	1d4	1	1gp	C,M
Club	N	3	1d4	1	0gp	C, M, H
Battle axe	N	5	1d6	1	7gp	
Battle axe	N	5	1d8	2	7gp	
Hand axe	N	2	1d6	1	3gp	H
Mace	N	3	1d6	1	5gp	C
Spear	N	7	1d6	1	2gp	H, RC, P
Spear	N	8	1d8	2	2gp	Reach-1, RC, P
Short sword	N	3	1d6	1	7gp	P
Sword	N	4	1d6	1	10gp	P
Sword	N	4	1d8	2	10gp	P
War Hammer	N	4	1d6	1	5gp	C
Quarterstaff	N	8	1d6	2	2gp	C,M
Flail	H	7	1d8	2	8gp	C, Sp, K
Great Sword	H	10	1d8	2	15gp	Sp, K
Halberd	H	9	1d8	2	7gp	Reach-1, Sp, K
Great Axe	H	7	1d8	2	10gp	Sp, K
Lance—md.	H	11	1d8	1	4gp	Ch, K, Nd
Lance—hvy.	H	11	1d10	1	4gp	Ch, K, Nd
Lance-dismtd.	H	11	1d8	2	4gp	Reach-1, Nd, K, RC
Morning Star	H	6	1d8	2	6gp	Sp, K
Pike	H	12	1d8	2	5gp	Reach-2, Nd, RC, K
Pole-arm	H	9	1d8	2	7gp	Reach-1, Nd, DM, K

Weapon: name of weapon (Thieves and fighters may use all weapons)

Wt: weight class (light, normal, heavy)

S-R (size-rating): combination of length and mass for melee initiative

Damage: points scored on a hit

Price: cost of 1 unit

Notes: C—can be used by clerics, M—can be used by magic users.

Reach-1: can attack from 2nd rank -2 to hit, Reach-2: can attack from 2nd/3rd rank -2 to hit; H—can be hurled; Sp: cannot be used if friendlies are within 5' either side; Nd: can't be used in a dungeon or building. Ch—double damage when used to charge. RC—double damage when hits a charging enemy; DM—can dismount a rider, hit AC 4, save vs. poison. P—weapon gets +4 to hit a prone figure in plate armor. K—weapon can be used to knock down an enemy.

2--MISSILE WEAPONS

Weapon	Wt	ROF	Damage	Hands	Price	Range
Dagger	L	1	1d4	1	3gp	10/20/30
Club	N	1	1d4	1	0	10/20/30
Hand axe	N	1	1d6	1	3gp	10/20/30
Spear	N	1	1d6	1	2gp	10/20/30
Flask	L	1	Special	1	Vary	10/20/50
Javelin	N	1	1d6	1	1gp	20/40/80
Short Bow	N	1	1d6	2	25gp	50/100/150
Horse Bow	N	1	1d6	2	30gp	60/120/180
Long Bow	N	1	1d6	2	40gp	70/140/210
Composite Bow	N	1	1d6	2	50gp	80/160/240
Sling	L	1	1d4	1	1gp	60/120/180
Light Crossbow	H	1/ 2	1d8	2	15gp	60/120/180
Hvy Crossbow	VH	1/ 3	1d10	2	25gp	80/160/240

Short range attacks are at +1, Long Range attacks are at -1.

Ammunition:

Arrows x20	5gp	Quarrels x30	5gp	Sling Stones x30	1gp
Quiver	5gp	Case	5gp	Pouch	1gp
Silver Arrow	5gp	Silver Quarrel	5gp	Silver Sling stone	5gp

3--ARMOR

Armor	AC	Price	Notes
Leather	7	15gp	Fighter, Cleric, Thief
Chain mail	5	60gp	Fighter, Cleric
Plate Armor	3	150gp	Fighter, Cleric
Shield	Improves by 1	10gp	Fighter, Cleric
Helmet	Special	10gp	If no helmet, attacks from above are AC9
Barding	5	150gp	Horse Armor, reduces speed