



Expanded WFRP2 Weaponry: Melee & Missile by Jackdays

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Size (and Length):

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

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

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

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

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

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

If length is needed (example for miniature rules):

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

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

Qualities:

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

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

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

Best: Always Best Craftmanship weaponry.

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

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

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

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

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

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





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

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

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

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

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

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

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

Shield: Due to the large size of the shield, ranged attacks made against you suffer a -10 BS penalty if you are aware of the attack. If shield is used as a weapon double the Armour Points (*Armour* quality). There are also various other rules based on the size of the shield:

- ❖ Two size levels smaller shield (tiny shield for humans) acts as **Buckler** and has *Balanced*, *Defensive*, *Pummelling* qualities. This shield loses any bonuses against BS. To use it most effective way you need a *Specialist Weapon Group (Parrying)* talent.
- ❖ One size level smaller shield (small shield for humans) loses any bonuses against BS. It is little too small and has *Defensive* quality. To use it most effective way you need a *Specialist Weapon Group (Parrying)* talent.
- ❖ Same sized shield (medium shield for humans) is perfect in size and has *Defensive* quality. Considered as *Ordinary* weapon.
- ❖ One size level bigger shield (large shield for humans) should be treated as **Tower Shield** or **Pavise**, with following rules: Commonly used against missile fire (and by crossbowmen that prop the shield in front of them). Missile weapon attacks against a character protected by a Pavise have a -20 penalty, and attacks from long-range a -30 penalty. In hand-to-hand combat, a pavise offers no additional protection. If used as weapon gains also *Clumsy* quality.

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

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

For as long as the character remains entangled, attacks gain a +20 bonus to Weapon Skill or Ballistic Skill Tests as appropriate to the attack.

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





Special Qualities:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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





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

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

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

Special (Throw): When thrown gains *Impact* quality.

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

Two Weapon Fighting Rule (revised)

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

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

Weapon Craftmanship

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





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

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

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

Flail or Entangling Weapon critical failure chance: 98-00

Missile Weapon critical failure chance: 99-00

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

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





Melee Weapons:

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





Punch Dagger	Ss	-	15	Ordinary	SB-1	Balanced	Rare	(Skaven)
Wood Elf Hunting Knives	Ms	-	30	Ordinary	SB-1	Best, Elven, Fast	Very Rare	Elven
Wood Elf Saearath (Swords)	M	-	50	Ordinary	SB	Best, Elven, Special (Saearath)	Very Rare	Elven
Khopesh	M	10 gc	50	Ordinary	SB	Slow, Special (Khopesh)	Rare	Khemri
Cathayan/Nippon Sword	M	500 gc	50	Cathayan / Nippon	SB(+1)	Armour Piercing, Special (Oriental)	Very Rare	
Orc Choppa	L	-	150	Orc Choppa	SB(+1)	Special (Choppa)	Rare	Orc
Big Orc Choppa	L	-	300	Orc Choppa	SB+1(+2)	Impact, Special (Big choppa)	Rare	Orc
Huge Sword	H	-	560	Two-handed	SB+1	Impact, Precise, Slow	Very Rare	
Giant Sword	G	-	840	Two-handed	SB+2	Impact, Precise, Slow	Very Rare	

Bludgeoning:

Gauntlet/Knuckle-duster	Ts	1 gc	1	Ordinary	SB-3	Pummelling	Common	
Club/Cudgel/Billy Club	S	3 gc	50	Ordinary	SB-2	Pummelling	Common	
Light/Throwing Hammer	S	5 gc	40	Ordinary Throwing	SB-2	Pummelling	Rare	8/-; Half
Mace/Hammer/Warhammer	M	7 gc	70	Ordinary	SB	Pummelling	Common	
Great Mace/Hammer/Warhammer	L	15 gc	300	Two-handed	SB	Impact, Pummelling, Slow	Rare	
White Wolf Hammer	L	40 gc	300	White Wolf	SB+1(+2)	Best, Impact, Pummelling, Tiring, Special (Wolf)	Rare	
Huge Mace/Hammer	H	-	600	Two-handed	SB+1	Impact, Pummelling, Slow	Very Rare	
Giant Mace/Hammer	G	-	900	Two-handed	SB+2	Impact, Pummelling, Slow	Very Rare	

Chain:

Light Flail/Morningstar	M	15 gc	60	Flail	SB	Impact, Tiring	Scarce	
Spiked Chain	LI	15 gc	75	Flail	SB+1	Impact, Knock, Tiring	Scarce	
Heavy Flail	L	15 gc	95	Flail	SB+2	Impact, Tiring	Scarce	
Plague Censer	L	-	85	Flail	SB+2	Impact, Tiring, Special (Skaven)	Very Rare	Skaven
Comet Flail	L	20 gc	95	Flail	SB+2(+4)	Impact, Tiring, Special (Comet)	Rare	
Huge Flail	H	-	190	Flail	SB+3	Impact, Tiring	Very Rare	
Giant Flail	G	-	380	Flail	SB+4	Impact, Tiring	Very Rare	





Picks:								
Climbing Pick	Ss	2 gc	10	Ordinary	SB-3		Scarce	Tool
Pick (Miner's)	M	5 gc	20	Ordinary	SB-2	Armour Piercing, Slow	Common	Tool
Military Pick/Crowbill	M	9 gc	65	Ordinary	SB	Armour Piercing, Slow	Common	
Great Pick	L	20 gc	200	Two-handed	SB	Armour Piercing, Impact, Slow	Very Rare	
Huge Pick	H	-	400	Two-handed	SB+1	Armour Piercing, Impact, Slow	Very Rare	
Giant Pick	G	-	600	Two-handed	SB+2	Armour Piercing, Impact, Slow	Very Rare	

Quarterstaffs:								
Quarterstaff, Small	M	1 s	40	Ordinary	SB-3	1h: Clumsy, Pummelling; 2h: Defensive, Pummelling	Plentiful	
Quarterstaff, Large	L	3 s	50	Ordinary	SB-2	1h: Clumsy, Pummelling; 2h: Defensive, Pummelling	Plentiful	
Braystaff	L	-	60	Two-handed	SB-1	1h: Clumsy, Pummelling, Slow; 2h: Defensive, Impact, Pummelling, Slow	Very Rare	Beastmen
Quarterstaff, Huge	H	-	120	Two-handed	SB	1h: Clumsy, Pummelling, Slow; 2h: Defensive, Impact, Pummelling, Slow	Very Rare	
Quarterstaff, Giant	G	-	180	Two-handed	SB+1	1h: Clumsy, Pummelling, Slow; 2h: Defensive, Impact, Pummelling, Slow	Very Rare	

Shields:								
Shield, Tiny (Buckler***)	Ts	2 gc	10	(Parrying)***	SB-4	Shield	Average	
Shield, Small	Ss	5 gc	25	(Parrying)***	SB-3	Shield	Common	
Shield, Medium	Ms	10 gc	50	(Ordinary)***	SB-2	Shield	Common	
Shield, Large (Pavise***)	Ls	50 gc	120	(Ordinary)***	SB-2	Shield	Scarce	
Shield, Huge	Hs	100 gc	240	(Ordinary)***	SB-1	Shield	Very Rare	
Shield of Myrmidia	Ms	20 gc	50	(Ordinary)***	SB-2	Shield, Special (Polished)	Scarce	





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





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

Entangling:

Bola	S	7 s	20	Entangling	1	Knock, Snare, Special (Bola)	Scarce	8/16; Half
Cat 'o Nine Tails (Whip)	S	3 gc	40	Entangling	SB-2	Armour	Average	
Grappling Hook with Rope	MI*	4 gc	20	Entangling	SB-3	Clumsy, Knock, Snare	Average	8/-; Half
Lasso	MI*	1 gc	10	Entangling	n/a	Knock, Snare	Plentiful	8/-; Half
Net, Small	S	1 gc	30	Entangling	n/a	Snare, Special (Snare)	Common	3/6; Full
Net, Normal	M	3 gc	60	Entangling	n/a	Snare, Special (Snare)	Plentiful	4/8; Full
Net, Large	L	6 gc	120	Entangling	n/a	Snare, Special (Snare)	Common	5/10; Full
Net, Huge	H	12 gc	240	Entangling	n/a	Snare, Special (Snare)	Rare	6/12; Full
Whip	MI	1 gc	15	Entangling	SB-4	Armour, Knock, Snare	Average	6/-; Half

Special:

Climbing Claws/Rat Claws	Ts	10 gc	10	Ordinary	SB-3	Special (Climb)	Scarce	(Skaven) tool
Climbing Spike	Ts	5 s	5	Ordinary	SB-4		Common	Tool
Meat Cleaver, Small	Ss	3 gc	40	Ordinary	SB-2	Clumsy	Common	Halfling tool
Meat Cleaver, Medium	Ms	5 gc	50	Ordinary	SB	Clumsy	Common	Tool
Meat Cleaver, Large	Hs	10 gc	100	Ordinary	SB	Clumsy, Impact, Tiring	Rare	Ogre tool
Pitchfork	M	1 gc	100	Ordinary	SB-1	Clumsy, Slow	Plentiful	Tool
Prosthetic-weapon (for T, S & M)	Ts	1 gc	-	Ordinary	SB-3		Average	Blade, hook
Prosthetic-weapon (for M & L)	Ms	10 gc	-	Ordinary	SB-2	Slow	Rare	Blade, hook



Prosthetic-weapon (for H)	Hs	-	-	Ordinary	SB-1	Impact, Slow	Rare	Blade, hook
Scythe	LI	5 gc	200	Two-handed	SB-1	Clumsy, Impact, Slow	Common	Tool
Sickle	Ss	1 gc	25	Ordinary	SB-2	Clumsy, Slow	Common	Tool
Stake	Ts	1 p	5	Ordinary	SB-4		Common	
Things-Catcher	LI	-	170	Two-handed	SB+1	Snare	Scarce	(Skaven) tool

Improvised:

Improvised, Small	S	-	12	Ordinary	SB-5	Clumsy	-
Improvised, Medium	M	-	35	Ordinary	SB-4	Clumsy	-
Improvised, Large	L	-	105	Ordinary	SB-3	Clumsy	-
Improvised, Huge	H	-	315	Ordinary	SB-1	Clumsy, Impact, Slow	-
Improvised, Giant	G	-	999	Ordinary	SB	Clumsy, Impact, Slow	-

* Always require two hands to wield.

** Special: Medium-sized creatures may use with one hand.

*** These are based on the medium-sized creatures. See *Shield* quality for more details.

Missile Weapons:

Name	Size	Cost	Enc	Group	Damage	Qualities	Availability	Special / Range & Reload
Bows								
Shortbow	M*	7 gc	75	Ordinary	3		Common	16/32; Half
Kislevite Short Bow	M*	10 gc	65	Ordinary	3	Precise	Rare	16/32; Half
Bow	L*	10 gc	80	Ordinary	3		Common	24/48; Half
Kislevite Horse Bow	L*	20 gc	75	Ordinary	3		Scarce	34/68; Half
Longbow	L*	15 gc	90	Longbow	3	Armour Piercing	Average	30/60; Half
Elfbow	L*	70 gc	75	Longbow	3	Armour Piercing, Elven, Special (Elfbow)	Very Rare	36/72; Half
Huge Bow	H*	-	180	Longbow	4	Armour Piercing, Impact	Very Rare	40/80; Half
Arrow: Normal (5)	-	1 s	10	-	-		Common	
Arrow: Armour Piercing	-	5 p	2	-	-	Armour Piercing	Rare	
Arrow: Incendiary	-	4 p	2	-	-1		Scarce	Fire
Arrow: Screamer	-	6 p	2	-	-2		Rare	Sound
Arrow: Huge	-	-	5	-	-		Very Rare	
Crossbows								
Crossbow Pistol	S*	35 gc	25	Crossbow	2		Rare	8/15; Full
Repeater Crossbow (10 bolts)	M*	100 gc	150	Crossbow	2	Special (Magazine)	Very Rare	16/32; special
Crossbow	L*	25 gc	120	Ordinary	4		Common	24/48; Full
Ogre Harpoon Launcher	H*	-	240	Ordinary	5	Armour Piercing	Very Rare	25/50; Full
Bolts (5)	-	2 s	10	-	-		Average	
Ogre Harpoon Launcher Bolt	-	2 s	25	-	-	Rope	Very Rare	
Other								
Blowgun	T*	2 s	10	Blowgun	0	Special (Blowgun)	Very Rare	8/16; Half
Dart	T	4 gc	10	Throwing	SB-3		Rare	8/16; Half
Sling	T	4 gc	10	Sling	3	Armour	Common	16/32; Half
Staff Sling	M*	6 gc	50	Sling	4	Armour	Rare	24/48; Full
Throwing Star	T	3 gc	10	Throwing	SB-3		Common	6/12; Half



Improvised

Improvised, Small	S	-	2	Throwing	SB-5	Clumsy	-	Special**
Improvised, Medium	M	-	10	Throwing	SB-4	Clumsy	-	Special**
Improvised, Large	L	-	50	Throwing	SB-3	Clumsy	-	Special**
Improvised, Huge	H	-	250	Throwing	SB-1	Clumsy, Impact, Slow	-	Special**
Improvised, Giant	G	-	999	Throwing	SB	Clumsy, Impact, Slow	-	Special**

* Always require two hands to wield.

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

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

Note! When large- or huge-sized creatures throw their weaponry (must be one handed weaponry) use ranges above. This means Medium, Large, Huge or even Gigantic size weapons. The sheer size of these mighty weapons will always cause *Clumsy* quality when thrown, but other stats remain the same. GM decision some weaponry maybe better (and not cause *Clumsy*) thrown weapons, like spears.

