Helping Bardor Choose a Melee Weapon

Bardor BattleHammer has the choice of the following weapons:

damageTable = 6x4 table

	Weapon	NumDice	NumSides	AttrBonus
1	"Battleaxe"	1	10	3
2	"SalemiBlade"	2	4	0
3	"Handaxe"	2	6	0
4	"Mace"	1	8	3
5	"Rapier of Doom"	2	8	0
6	"Shortsword of Mayhem"	3	4	3

Bardor, being a Dwarf Barbarian, is not up on his probability and cannot figure out which weapon would do the most damage on average. To help Bardor, I've run a Monte Carlo Simulation with 10,000 iterations. Here are the results:

damageTable = 6x5 table

	Weapon	NumDice	NumSides	AttrBonus	AvgDamage
1	"Battleaxe"	1	10	3	8.5
2	"SalemiBlade"	2	4	0	5
3	"Handaxe"	2	6	0	7
4	"Mace"	1	8	3	7.5
5	"Rapier of Doom"	2	8	0	9
6	"Shortsword of Mayhem"	3	4	3	10.5