

Melee Weapon	Skill	Class	B	E	P	
GRAPPLING	Unarmed	B		Special		
HAND/FOREARM	Unarmed	B	1	-	-	Max orange damage for humans
FOOT/KNEE	Unarmed	B	1	-	-	Max orange damage for humans
HEADBUTT	Unarmed	B	1	-	-	Max orange damage for humans
GAUNTLETS	Unarmed	B	2	-	-	Max orange damage for humans
THIKES	Unarmed	B	-	2	-	Gladiator weapon. Support weapon
VIBRO BLADE	Knives	A	1	7	5	
DAGGER	Knives	A	1	2	4	
KNIFE	Knives	A	0	2	3	Can be thrown with -2
LONGKNIFE	Knives	A	1	3	4	
SHORTSWORD	Swords	B	2	4	4	
SCIMITAR	Swords	B	2	5	3	
FALCHION	Swords	B	4	6	1	
BROADSWORD	Swords	B	3	5	3	
ESTOC	Swords	B	3	3	6	Thanterian dakrani weapon
BASTARD SWORD	Swords/2H S&A	B	3	5	3	B4 E7 P4 if used with 2 hands
LONGSWORD	Swords	B	3	5	4	
BATTLE SWORD	2H S&A	B	5	8	4	-3 if used with 1 hand & -3 damage
HOOKSWORD	Swords	B	3	6	2	Crugar weapon
SPEARSWORD	Polearms	B	3	5	6	Can be thrown
HARDSTONE SWORD	Swords	B	+2	+1	+0	Heavy ramian weapon
SHANTIC BLADE	Swords	B	+0	+2	+1	
FINE SHANTIC BLADE	Swords	B	+0	+3	+2	
BLACKJACK	Clubs & Axes	A	3	-	-	+1D6 E to head
CLUB/STICK	Clubs & Axes	B	3	-	-	
MACE	Clubs & Axes	B	5	-	-	
MORNING STAR	Clubs & Axes	B	-	-	5	
MAUL	Clubs & Axes	B	5	-	-	
WARHAMMER	Clubs & Axes	B	5	-	6	
BALL & CHAIN	Flails	B	6	-	-	
GRAINFLAIL	Flails	B	5	-	-	
WARFLAIL	Flails	B	8	-	-	½ skill if used with only 1 hand
SICKLE	Clubs & Axes	B	1	4	4	
HANDAXE / CLEEV	Clubs & Axes	B	4	6	-	Can be thrown with -2
SINGING AXE	Clubs & Axes	B	5	5	-	Often hardstone. Trarch. Throw pos
BATTLE AXE	Clubs & Axes	B	6	9	-	-3 if used with 1 hand & -3 damage
WHIP, rope, chain etc	Nets & Whips	B	1	2	-	
NET, cloak, blanket etc	Nets & Whips	B	1	-	-	If arm or leg hit roll F or S x #D6
GLAIVE	Polearms	C	6	7	7	Cannot be used with only 1 hand
POLEAXE	Polearms	C	6	9	6	Cannot be used with only 1 hand
FALCASTRA	Polearms	C	3	5	6	Skamaan weapon. Not with 1 hand
PIKE	Polearms	C	4	-	9	Cannot be used with only 1 hand
LANCE	Polearms	C	4	-	9	Thanterian favourite. Not with 1 h
STAFF	Polearms	B	4	-	-	
SPEAR	Polearms	B	4	-	7	
TRIDENT/HAK-FRIST	Polearms	B	4	-	5	Holds small prey. Crugar

Using another similar weapon within skill group is - 2 to skill. Ex. shortsword when used to falchion

Range Weapon	Skill	B	E	P	
SHORT BOW	Bows	-	-	6	1 rnd load +1 rnd fire or -2
LONG BOW	Bows	-	-	8	1 rnd load +1 rnd fire or -3
BULANJ (boccord l-bow)	Bows	-	-	8	1 rnd load +1 rnd fire or -3. SIZE +1 req.
SLINGBOW	Bows	-	-	6	1 rnd load +1 rnd fire or -3
BRYNKWOOD BOW	Bows	-	-	+1	Min STR 12 or 15 (if not SIZE +1)
CROSSBOW	Crossbows	-	-	7	1 rnd load + 1 rnd fire. <u>CAN'T</u> be done in 1
FLEITA GUN	Pistols	-	-	4	1 rnd load + 1 rnd fire. CAN'T be done in 1
BLOWGUN	Blowguns	-	-	0	Max yellow damage
SLING	Slings & Bola	4	-	-	
STAFFSLING	Slings & Bola	5	-	-	
BOLA	Sling & Bolas	5	-	-	
THROWING KNIFE	Throw Object	0	-	3	
THROWING RING	Throw Object	0	3	-	
THROWING AXE	Throw Object	3	5	-	
JAVELIN	Throw Object	2	-	6	
ATLATL	Throw Object	2	-	5	Longer range. Small spears & launcher
SIS-GANJ	Throw Object	-	1	4	
BOOMERANG	Throw Object	4	(4)	-	Can be sharpened
DYSHAS*	Dyshas		Special		See dysha list. Some use energy blast table
STONES, STOOLS, CRYSTALS, GRENADES ETC	Throw Object		Special		
					<i>All shields use Unarmed when bashing!!!</i>
BUCKLER	Unarmed	1	-	-	Small. Doesn't negate missile penalty
N SHIELD leather	Unarmed	2	-	-	
N SHIELD wood	Unarmed	2	-	-	
N SHIELD carapace	Unarmed	2	-	-	
N SHIELD metal	Unarmed	2	-	-	
N SHIELD thailerian	Unarmed	2	-	-	
TOWER SHIELD	Unarmed	2	-	-	+2 v missile
SHARPENED EDGES	Unarmed	-	4	-	Use unarmed skill
BOSS GORE	Unarmed	-	-	3	Attached to shield. Use unarmed skill
BLASTER PISTOL	Pistols	-	-	13	1 shot / rnd. Energy blast table.
BLASTER RIFLE	Rifles	-	-	15	1 shot / rnd. Energy blast table.
BLASTER L. TURRET	Rifles	-	-	20	1 shot / rnd. Energy blast table.
LASER PISTOL	Pistols	-	-	10	2 shots / rnd. Puncture table
LASER RIFLE	Rifles	-	-	12	2 shots / rnd. Puncture table
LASER LIGHT TURRET	Rifles	-	-	17	2 shots / rnd. Puncture table
PULSAR PISTOL	Pistols	-	-	8	4 shots / rnd. Puncture table
PULSAR RIFLE	Rifles	-	-	10	4 shots /rnd. Puncture table
PULSAR L. TURRET	Rifles	-	-	15	4 shots / rnd. Puncture table
FIELD RAM PISTOL	Pistols	6	-	-	2 shots / rnd. Blunt table.
FIELD RAM RIFLE	Rifles	8	-	-	2 shots / rnd. Blunt table.
FIELD RAM L. TURRET	Rifles	12	-	-	2 shots / rnd. Blunt table.
STUNNER PISTOL*	Pistols		Special		1 shot / rnd. 4D6 v CON (5D6 if head)
STUNNER RIFLE*	Rifles		Special		1 shot / rnd 5D6 v CON (6D6 if head)

\* Some dyshas ignores armour (those without injury factor)