



Weapons Chart

Name	DAM	Notes
Altar Axe	ST+6	Dusk Realm Energies
Axe	ST+2	
Bastard Sword	ST+3	
Black Blade of Justice	ST+4(x2)	
Bone Cleaver	ST+5	Useable by size 5 only; Bludgeoning +1
Brawling Gauntlet	ST	
Cavalry Axe	ST+6	
Chitin Axe	ST+2	
Chitin Sword	ST+2(x2)	
Claw Spikes	ST+1(x2)	
Cursed Blade	ST+5(x3)	
Dagger	ST	
Darksword	ST+5	Unlife energies
Dragon Hammer	ST+3	Fire-based; Bludgeoning
Dragon Tooth Bracer	ST+4(x2)	
Elbow Spike	ST+2	Free second attack w/ Back Stab
Falchion	ST+3	
Firesword	ST+3	Fire-based
Gauntlet Scythe	ST+3(x2)	
Gilded Sword	ST+4	
Hand Axe	ST+1	
Icesword	ST+3	Cold-based (DAM 11 versus Cold Blooded)
Longsword	ST+3	
Mace	ST+2	Bludgeoning +1
Mantis Claw	ST+3	Pair used as one attack for DAM 12.
Parrying Claw	-	CC-1 to attacker; CC+1 when attacking
Ram Skull Mace	ST+6(x2)	Bludgeoning +2
Razone Sword	ST+2(x2)	
Reaver Axe	ST+3	
Ripper Claw	ST+1(x2)	
Rune Sword	ST+2	
Sacrificial Sword	ST+4	
Scimitar	ST+2	
Shortsword	ST+1	
Sickle	ST+2	
Spiked Chitin Mace	ST+2(x2)	
Straightsword	ST+3	
Sundisk Dagger	ST	Fire-based
Sword	ST+2	
Sword of the Dawn	ST+6(x2)	
Sword of the Phoenix	ST+6	1 AC to heat for DAM ST+11
Talon Sword	ST+3	
Vorpal Sword	ST+5	Perfect success on 1-3
Waraxe	ST+3	
Chitin Lance	ST+7	
Gilded Polearm	ST+8	Lance and polearm
Lance	ST+9	

Single Handed Weapons

Lance

Name	DAM	Notes
Chitin Poleaxe	ST+6	
Chitin Spear	ST+5	
Clawed Halbred	ST+8(x2)	
Crystalline Spear	ST+9	
Broad Bladed Spear	ST+7	
Flame Lance	ST+5	1 action send out flames DMG 10; residual attack
Gilded Polearm	ST+8	
Goading Spear	ST+4	
Goring Spear	ST+8	
Halbred	ST+6	
Heavy Long Spear	ST+7	
Long Spear	ST+6	
Loose Staff	ST+4	
Maiming Polearm	ST+6(x3)	
Oval Spear	ST+6	
Poleaxe	ST+7	
Power Staff	STP+4(x2)	
Rod of Dragonkind	ST+3	2 actions 12" shock wave DAM 6.
Spear	ST+5	
Spear of Virtue	ST+6(x2)	
Spirit Staff	ST+4(x2)	
Staff of the Seven Hells	ST+2(x2)	Control 1 summoned undead unit.
Spear of Mutation	ST+10	
Staff of Summoning	ST+4(x2)	Control 1 summoned unit
Talon Spear	ST+7	
Web Spinner Staff	ST+2	See page 100.
Battle Axe	ST+9	Sweep.
Black Hammer	STP+10	Causes 2 wounds
Blad of Aspu	ST+7	
Bladed Flail	ST+9	
Boar-Headed Pick Axe	ST+9(x2)	Bludgeoning +3
Demon Horn Sword	ST+7	Unlife energies; Sweep
Dragonbone Sword	ST+9(x2)	
Pick Axe	ST+9	
Releaser Sword	ST+8(x3)	summoned creatures +2 DAM
Truthbringer	ST+11	
2-handed Chitin Axe	ST+8	Sweep
2-handed Falchion	ST+10	
2-handed Flail	ST 9	Sweep
2-handed Lotus Sword	ST+9	Sweep
2-handed Mace	ST+8	Bludgeoning +2
2-handed Mornin Star	ST+8	Bludgeoning +2
2-handed Razor Sword	ST+9(x2)	
2-handed Reaver Axe	ST+9	
2-handed Rune Sword	ST+8	Causes 2 wounds
2-handed Svinia Axe	ST+10	
2-handed Sword	ST+9	
Viper Tooth Flail	ST+8(x2)	
War Mallet	ST+9	Bludgeoning +3
Warhammer	ST+9	Bludgeoning +4

Polearms

2 Handed Weapons

Name	CR	MD	MX	DAM	ROF	Notes
Barbed Spear	ST+2			ST+2		
Gourd Bombs	ST+2			10		Template 10 DMG.
Heavy Throwing Spear	ST+2			ST+4		
Javelin	ST+5			ST+2		Move and throw
Net	ST+2			n/a		Netted model may only make break tests against ST 10.
Thin Bladed Throwing Dirs	ST+2			ST+1		
Throwing Dart	ST+2			ST+1		
Throwing Spear	ST+2			ST+3		
Bladed Heavy Crossbow	7	14	21	12	1/2	Close Combat DMG 4; Make LD test to fire crossbow; Firstborn Crossbowment have a RC +6
Blowpipe	5	10	15	4(x2)	2/1	
Bow	8	16	24	6	1/1	
Composite Bow	10	24	30	4+ST	1/1	
Crossbow	6	12	18	10	1/2	
Extended Blowline	7	14	21	6(x2)	1/1	
Fire-Thrower	Template			14	1/2	Fire-based; Residual attack
Hand Crossbow	4	8	12	5	1/1	Use in close combat
Heavy Crossbow	7	14	21	12	2/1	
Heavy Hand Crossbow	5	10	15	8	1/2	Use in close combat
Heavy Repeating Crossbow	6	12	18	11	1/1	Fire twice for each action.
Impaler Crossbow	20	30	40	14(x2)	1/2	Target must be over 10" away
Longbow	9	20	27	7	1/1	
Longbow of Fire Runes	9	20	27	7	1/1	Fire-based.
Powder Pipe	Template			10	1/2	Residual attack
Shortbow	7	14	21	5	1/1	
Sling	6	12	18	4(x2)	2/1	

Thrown Weapons

Missile Weapons

Dusk Realm Energies: Against creatures classified as *Blessed*, a hit with a weapon with this enchantment incurs a +1 DAM bonus.

Unlife Energies: Against creatures classified as *Elemental*, this weapon gives the wielder a +1 CC bonus.

Bludgeoning: These weapons inflict additional damage against *Automatons* and terrain features such as doors and walls. When striking terrain features, the bonus is added to CC and DAM.

Residual Attack: A unit with multiple wounds must continue to save against the attack until a successful save or the unit has no wounds.