

Weapon Damage 1d6

Light Weapons: D6L
Dagger
Short Sword
Sling 30'
Dart 15' RoF 3
Normal Weapons: D6
Long Bow 70' RoF 2
Short Bow 50' RoF 2
Club
Flail
Mace
Morning Star
Spear 20'
Longsword
Warhammer
Quarter Staff
Hand Axe 10'
Two-handed Weapons: D6H
Battle Axe
Two-handed Sword
Polearm
Heavy Warhammer or Mace
Crossbow 80' RoF 1
Spear

D6L = 2d6 take the lowest
D6H = 2d6 take the highest