

Waffenliste
Muini Mula

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Einleitung

Auf den folgenden Seiten werden die im Rollenspiel Muini Mula verfügbaren Waffen aufgelistet - einmal als Liste mit allen relevanten Werten und einmal mit Bildern.

Die Bedeutung der einzelnen Spalten in der Tabelle der Waffenklassen ist folgende:

min Kraft:	Die minimal benötigte Kraft, um eine Waffe der entsprechenden Art führen zu können. Sie errechnet sich aus dem Gewicht der Waffe geteilt durch 25 (1H) bzw. 40 (2H)
Name	Der Name der entsprechenden Waffe.
KT:	Der Wert, der nach einem Treffer mit einem zweiten W20 Wurf maximal erreicht werden darf, um den Treffer in einen kritischen Treffer zu verwandeln. Der KT Wert errechnet sich aus: $TW \times 2 + (15 - GA) / 3$, wobei letzteres nur berücksichtigt wird, wenn $GA < 15$ ist.
GA:	GA bezeichnet den Aufschlag, der benötigt wird, um gezielt eine Körperzone anzugreifen. Mögliche Körperzonen sind jedes Extremitätenpaar, der Körper und der Kopf, wobei letzterer einen zusätzlichen Aufschlag von 5 Punkten bedeutet. Sollte sich eine gezielte Attacke als kritisch erweisen, so zählt der nächsthöhere kritische Treffer in der entsprechenden Körperregion.
#	Die Zeit in s die benötigt wird, um mit der Waffe eine Attacke auszuführen. Sie hängt sehr stark von der Anzahl der Trefferwürfel (TW) ab.
P:	Dieser Wert gibt den Paradebonus der jeweiligen Waffe an.
KK:	Der Kampfkoordinationswert einer Waffe gibt an, wie gut diese in Kämpfen mit mehreren Beteiligten eingesetzt werden kann. Je höher dieser Wert ist, je besser ist sie dafür geeignet. Näheres zum Kampf mit mehreren Beteiligten kann man den Abschnitten Kampfabfolge und Kampfkoordination und bei dem Talent Kampfkoordination nachlesen.
Preis:	Der Preis der Waffe in Silberstücken.
Länge:	Die Länge der Waffe in cm.
Gew.:	Das Gewicht der Waffe in g.
TW:	Die Trefferwürfel geben die Anzahl an Würfeln, die zur Berechnung des Schadens der Waffe verwendet werden, an. Ein Wert von 0 bedeutet, dass die Trefferwürfel um zwei verringert werden müssen (W6 zu W4; W10 zu W8...).
Typ:	Der Typ gibt an, welche Art Schaden die entsprechende Waffe verursacht. Unterschieden wird hierbei in die Typen Schnitt (Symbol "—"), Scharfe Hieb (" "), Stich ("*"), Stumpfe Hieb ("O"), spitze Fernkampf ("→") und sonstige Waffen ("?")
Kos:	Der Kostenfaktor, der beim Erlernen des Pools für die entsprechende Waffe eine große Rolle spielt (siehe Kapitel Das Lernen). Der Kostenfaktor errechnet sich, von einigen Ausnahmen abgesehen, nach folgenden Formeln: Nahkampfwaffen: $TW \times 100 + P \times 50 + (KT - \text{Bonus durch GA}) \times 25$, Fernkampfwaffen: $TW \times 80 + (5 - \#) \times 20$ {wenn $\# < 5$ } + $(10 - \#(\backslash X)) \times 20$ {wenn $\#(\backslash X) < 5$ } + (Reichweite sehr nah) $\times 5$.
BF:	Die Werte für Paradewaffen wurden gesetzt. Der Bruchfaktor der Waffe. Wenn immer eine Probe nötig ist, um zu bestimmen, ob eine Waffe bricht, so muss mit einem W100 gegen den Bruchfaktor gewürfelt werden. Bei jeder derartigen Probe verringert sich der Bruchfaktor um 5 Punkte. Ein Schmied kann dies glücklicherweise reparieren (Siehe Talent Waffenbau und Schmieden).
Kr/Ge:	Der Grundpool, mit dem jeder diese Waffe führen kann, ohne sie erlernt zu haben. Die beiden angegebenen Werte sind die prozentualen Anteile an Kraft/Geschicklichkeit, aus deren Summe sich der Grundpool errechnet. Allerdings müssen die beiden Werte vor der Addition erst abgerundet werden. Weiterhin bestimmt dieser Wert, inwieweit

der Schaden, der mit der Waffe verursacht wird, durch die beiden Eigenschaften bestimmt wird.

Strukturschaden: Dies ist der Schaden, den man mit dieser Waffe an Objekten (Schild, Tür, Mauer...) anrichten kann.

Wurfwaffe: Dies gibt an, wie gut man die entsprechende Waffe als Wurfwaffe verwenden kann. Um den Fernkampf-Pool zu errechnen, den man mit der entsprechenden, nicht als Wurfwaffe gebauten, Waffe besitzt, dividiert man den Pool der angegebenen Wurfwaffe durch 2 und verändert gegebenenfalls das Ergebnis um die angegebene Prozentzahl.

Bei den Schusswaffen und den Schildern sind einige Spalten anders benannt worden:

ØKraft: Dieser Wert gibt an, welche Kraft benötigt wird, um eine durchschnittliche Waffe dieser Art zu spannen.

Kr/Ge (Schaden): Bei Schusswaffen ist der Grundpool einer Waffe nicht im gleichen Verhältnis abhängig von den beiden Eigenschaften Kraft und Geschwindigkeit wie der Schaden, der mit dieser Waffe verursacht wird. Deshalb wird bei Schusswaffen das Verhältnis von Kr/Ge für Schaden und Pool getrennt angegeben.

effektive Kraft: Dieser Wert gibt die minimale und maximale Kraft an, die von Waffen dieser Art auf das entsprechende Geschoss übertragen werden kann.

Struktur: Dieser Wert gibt an, wieviel Strukturschaden ein Schild hinnehmen kann, bevor es zerstört wird. Falls allerdings mit einem einzelnen Treffer mehr als die halbe noch vorhandene Struktur zerstört wird, so ist der Schild augenblicklich zerstört.

Kurzschwerter (Schwerter)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
16	Bade-Bade	4	8	1	1	4	8.0	25	400	1	—•	100	75	6/14	TP-50%	Wurfmesser-20
16	Badik	4	8	1	1	4	8.0	30	400	1	—•	100	80	6/14	TP-50%	Wurfmesser-20
16	Beladau	4	8	1	0	4	4.0	40	400	1	—•	100	75	6/14	TP-50%	Wurfmesser-20
16	Bich'Hwa	4	8	1	2	4	0.0	25	400	1	—•	100	80	6/14	TP-50%	Wurfmesser-20
38	Bich'Hwa Bagh Nakh	4	8	1	1	4	0.0	25	950	1	—•	100	85	6/14	TP-50%	Wurfmesser-20
16	Bichaq	4	8	1	1	4	8.0	30	400	1	—•	100	80	6/14	TP-50%	Wurfmesser-20
20	Bolo	4	8	1	1	4	6.0	40	500	1		100	75	6/14	TP-50%	Wurfmesser-20
16	Butcher Knife	4	8	1	1	4	8.0	30	400	1	•	100	80	6/14	TP-50%	Wurfmesser-20
16	Buyo Knife	4	8	1	1	4	8.0	40	400	1	—•	100	80	6/14	TP-50%	Wurfmesser-20
16	Chilanum	4	8	1	1	4	8.0	40	400	1	—•	100	80	6/14	TP-50%	Wurfmesser-20
10	Fantail Dagger	4	8	1	0	4	6.0	30	250	1	—	100	80	6/14	TP-50%	Wurfmesser-20
10	Forked Tongue Dagger	4	8	1	0	4	6.0	30	250	1	—	100	80	6/14	TP-50%	Wurfmesser-20
44	Hachiwara	4	8	1	2	4	6.0	30	1100	1	O	100	90	6/14	TP-50%	Wurfmesser-20
20	Harpe	4	8	1	1	4	7.0	40	500	1	—•	100	85	6/14	TP-50%	Wurfmesser-20
12	Jambiya	4	8	1	1	4	11.0	30	300	1	—•	100	85	6/14	TP-50%	Wurfmesser-20
16	Karoula	4	8	1	1	4	8.0	40	400	1	—•	100	80	6/14	TP-50%	Wurfmesser-20
20	Katar Bank	4	8	1	1	4	6.0	40	500	1	—•	100	80	6/14	TP-50%	Wurfmesser-20
12	Khanjar	4	8	1	1	4	11.0	30	300	1	—•	100	85	6/14	TP-50%	Wurfmesser-20
12	Khanjarli	4	8	1	1	4	11.0	30	300	1	—•	100	85	6/14	TP-50%	Wurfmesser-20
36	Kiam Bokiam	4	8	1	3	4	15.0	60	900	1	•O	100	85	6/14	TP-50%	Wurfmesser-20
16	Kubikiri	4	8	1	1	4	9.0	40	400	1	—•	100	90	6/14	TP-50%	Wurfmesser-20
16	Kujungi	4	8	1	1	4	8.0	30	400	1		100	80	6/14	TP-50%	Wurfmesser-20
24	Kummya	4	8	1	1	4	6.0	50	600	1	—•	100	85	6/14	TP-50%	Wurfmesser-20
10	Mit	4	8	1	1	4	13.0	25	250	1	—•	100	80	6/14	TP-50%	Wurfmesser-20
16	Palitai	4	8	1	1	4	8.0	40	400	1	—•	100	80	6/14	TP-50%	Wurfmesser-20
16	Para-I-Tutti	4	8	1	1	4	8.0	40	400	1	—•	100	85	6/14	TP-50%	Wurfmesser-20
16	Pichangatti	4	8	1	1	4	8.0	30	400	1	•	100	85	6/14	TP-50%	Wurfmesser-20
16	Piha-Haetta	4	8	1	1	4	8.0	30	400	1	—•	100	75	6/14	TP-50%	Wurfmesser-20
12	Piso Tonkeng	4	8	2	1	4	4.0	30	300	1		100	80	6/14	TP-50%	Wurfmesser-20
16	Pokwe	4	8	1	1	4	8.0	30	400	1	—•	100	75	6/14	TP-50%	Wurfmesser-20
16	Qama	4	8	1	1	4	8.0	30	400	1	•	100	85	6/14	TP-50%	Wurfmesser-20
16	Scramasax	4	8	1	1	4	8.0	30	400	1	•	100	80	6/14	TP-50%	Wurfmesser-20
12	Sekin	4	8	1	1	4	11.0	30	300	1	•	100	85	6/14	TP-50%	Wurfmesser-20
16	Tanto	4	8	1	1	4	9.0	30	400	1	—•	100	90	6/14	TP-50%	Wurfmesser-20
12	Tjaluk	4	8	2	1	4	4.0	25	300	1	—	100	80	6/14	TP-50%	Wurfmesser-20
16	Tuba	4	8	1	1	4	8.0	30	400	1	•	100	80	6/14	TP-50%	Wurfmesser-20
16	Vinchu	4	8	1	1	4	8.0	30	400	1	•	100	80	6/14	TP-50%	Wurfmesser-20
16	Wedong	4	8	1	1	4	8.0	30	400	1	•	100	80	6/14	TP-50%	Wurfmesser-20

Schwerter (Schwerter)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
32	Alamani	6	10	3	2	2	5.0	60	800	2	—•	250	90	10/10	TP-2	Wurfspeere
24	Ama-Goi-Ken	6	10	2	2	2	22.0	40	600	2	•	250	95	10/10	TP-2	Wurfspeere
36	Antler Sword	6	10	3	2	2	4.0	70	900	2	•	250	85	10/10	TP-2	Wurfspeere
60	Ayda Katti	6	10	3	2	2	3.0	60	1500	2		250	90	10/10	TP-2	Wurfspeere
48	Babanga	6	10	3	2	2	3.0	60	1200	2	•	250	85	10/10	TP-2	Wurfspeere
28	Backsword	6	10	2	2	2	19.0	60	700	2	—	250	95	10/10	TP-2	Wurfspeere
48	Badelaire	6	10	3	2	2	4.0	50	1200	2	•	250	95	10/10	TP-2	Wurfspeere
20	Barong	6	10	2	1	2	11.0	40	500	2	—•	250	80	10/10	TP-2	Wurfspeere
16	Baswa Knife	6	10	2	1	2	13.0	40	400	2	—•	250	75	10/10	TP-2	Wurfspeere
20	Bayu	6	10	2	1	2	11.0	40	500	2	—•	250	80	10/10	TP-2	Wurfspeere

Schwerter (Schwerter)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfswaffe
48	Beidana	6	10	2	2	2	11.0	70	1200	2		250	90	10/10	TP-2	Wurfspeere
44	Beladah	6	10	2	2	2	12.0	60	1100	2	—•	250	90	10/10	TP-2	Wurfspeere
52	Braquemar	6	10	3	2	2	3.0	60	1300	2	•	250	90	10/10	TP-2	Wurfspeere
60	Carp's Tongue	6	10	2	2	2	8.0	80	1500	2	•	250	85	10/10	TP-2	Wurfspeere
44	Chereb	6	10	2	2	2	10.0	60	1100	2	•	250	80	10/10	TP-2	Wurfspeere
24	Chopper	6	10	2	1	2	9.0	40	600	2		250	80	10/10	TP-2	Wurfspeere
48	Chundrick	6	10	3	2	2	4.0	60	1200	2	—•	250	90	10/10	TP-2	Wurfspeere
28	Cinquedea	6	10	2	2	2	18.0	50	700	2	•	250	90	10/10	TP-2	Wurfspeere
48	Coustil a Croc	6	10	2	2	2	11.0	60	1200	2	•	250	90	10/10	TP-2	Wurfspeere
44	Cutlass	6	10	3	2	2	4.0	60	1100	2	—•	250	95	10/10	TP-2	Wurfspeere
28	Dan-Gien	6	10	2	2	2	18.0	90	700	2	•	250	90	10/10	TP-2	Wurfspeere
16	Darn Do	6	10	2	2	2	32.0	50	400	2	—•	250	90	10/10	TP-2	Wurfspeere
52	Dha	6	10	3	2	2	3.0	80	1300	2	—•	250	90	10/10	TP-2	Wurfspeere
52	Dusack	6	10	3	2	2	3.0	60	1300	2	—	250	95	10/10	TP-2	Wurfspeere
32	Gladius	6	10	2	2	2	15.0	60	800	2	•	250	85	10/10	TP-2	Wurfspeere
48	Goddara	6	10	3	3	2	7.0	70	1200	2	— •	250	90	10/10	TP-2	Wurfspeere
24	Golok	6	10	2	1	2	9.0	40	600	2	•	250	80	10/10	TP-2	Wurfspeere
28	Gupti	6	10	2	2	2	17.0	80	700	2	—•	250	85	10/10	TP-2	Wurfspeere
48	Halab	6	10	5	3	2	1.0	90	1200	2	—•	250	95	10/10	TP-2	Wurfspeere
16	Hamidashi	6	10	2	1	2	16.0	40	400	2	—•	250	90	10/10	TP-2	Wurfspeere
52	Herebra	6	10	3	2	2	3.0	70	1300	2	•	250	80	10/10	TP-2	Wurfspeere
56	Jitte	6	10	2	3	2	18.0	50	1400	2	•O	250	90	10/10	TP-2	Wurfspeere
28	Kamashimo Zashi	6	10	2	2	2	18.0	50	700	2	—•	250	90	10/10	TP-2	Wurfspeere
52	Kantschar	6	10	2	2	2	10.0	70	1300	2	—•	250	95	10/10	TP-2	Wurfspeere
28	Ken	6	10	2	2	2	17.0	50	700	2	•	250	85	10/10	TP-2	Wurfspeere
72	Kharga	6	10	3	2	2	2.0	80	1800	2		250	85	10/10	TP-2	Wurfspeere
16	Khyber Knife	6	10	2	1	2	15.0	40	400	2	•	250	85	10/10	TP-2	Wurfspeere
20	Kindjal	6	10	2	1	2	11.0	50	500	2	•	250	80	10/10	TP-2	Wurfspeere
52	Kledyv	6	10	2	2	2	9.0	60	1300	2	•	250	80	10/10	TP-2	Wurfspeere
52	Kopsh	6	10	3	2	2	3.0	60	1300	2		250	80	10/10	TP-2	Wurfspeere
28	Kris	6	10	2	2	2	17.0	50	700	2	•	250	85	10/10	TP-2	Wurfspeere
28	Kudi	6	10	2	1	2	8.0	50	700	2	•	250	80	10/10	TP-2	Wurfspeere
28	Kudi Tranchang	6	10	3	1	2	3.0	50	700	2	•	250	80	10/10	TP-2	Wurfspeere
24	Kukri	6	10	2	1	2	10.0	50	600	2	•	250	85	10/10	TP-2	Wurfspeere
28	Moplah	6	10	3	1	2	3.0	50	700	2		250	80	10/10	TP-2	Wurfspeere
24	Opi	6	10	2	2	2	20.0	50	600	2	•	250	85	10/10	TP-2	Wurfspeere
28	Panabas	6	10	3	1	2	3.0	60	700	2		250	80	10/10	TP-2	Wurfspeere
32	Parang Bedak	6	10	2	2	2	16.0	60	800	2	•	250	90	10/10	TP-2	Wurfspeere
28	Parang Ginah	6	10	3	1	2	3.0	60	700	2		250	80	10/10	TP-2	Wurfspeere
32	Parang Latok	6	10	3	1	2	2.0	70	800	2		250	80	10/10	TP-2	Wurfspeere
20	Parazonium	6	10	2	2	2	23.0	50	500	2	•	250	80	10/10	TP-2	Wurfspeere
32	Pedang	6	10	2	3	2	32.0	60	800	2	— •	250	90	10/10	TP-2	Wurfspeere
32	Pira	6	10	3	2	2	5.0	60	800	2	— •	250	85	10/10	TP-2	Wurfspeere
24	Piso Eccat	6	10	2	2	2	20.0	60	600	2	•	250	85	10/10	TP-2	Wurfspeere
28	Piso Halasan	6	10	2	2	2	17.0	60	700	2	•	250	85	10/10	TP-2	Wurfspeere
72	Ram Da'o	6	10	3	2	2	2.0	90	1800	2		250	85	10/10	TP-2	Wurfspeere
56	Sasanid	6	10	2	2	2	9.0	90	1400	2		250	85	10/10	TP-2	Wurfspeere
36	Seme	6	10	2	2	2	13.0	80	900	2	•	250	85	10/10	TP-2	Wurfspeere
52	Senangkas Bedok	6	10	2	2	2	10.0	70	1300	2	— •	250	90	10/10	TP-2	Wurfspeere

Schwörter (Schwörter)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfswaffe
52	Shashqa	6	10	2	2	2	10.0	90	1300	2	—•	250	90	10/10	TP-2	Wurfspeere
48	Shotel	6	10	2	2	2	9.0	80	1200	2	—	250	80	10/10	TP-2	Wurfspeere
20	Sica	6	10	2	2	2	24.0	40	500	2	•	250	85	10/10	TP-2	Wurfspeere
32	Spadroon	6	10	2	2	2	16.0	80	800	2	—•	250	90	10/10	TP-2	Wurfspeere
40	Talibon	6	10	3	3	2	8.0	60	1000	2	•	250	85	10/10	TP-2	Wurfspeere
44	Talon Sword	6	10	3	2	2	4.0	70	1100	2	•	250	85	10/10	TP-2	Wurfspeere
36	Tapak Kudak	6	10	2	2	2	13.0	70	900	2	— •	250	85	10/10	TP-2	Wurfspeere
36	Thinin	6	10	2	2	2	13.0	60	900	2	•	250	85	10/10	TP-2	Wurfspeere
44	Tjabang	6	10	2	3	2	22.0	50	1100	2	•O	250	85	10/10	TP-2	Wurfspeere
20	Todo	6	10	2	1	2	11.0	40	500	2		250	80	10/10	TP-2	Wurfspeere
20	Tolaki	6	10	2	1	2	11.0	40	500	2	•	250	80	10/10	TP-2	Wurfspeere
56	Trident Weapon	6	10	3	3	2	5.0	50	1400	2	—•	250	80	10/10	TP-2	Wurfspeere
32	Wakizashi	6	10	2	2	2	16.0	60	800	2	—•	250	90	10/10	TP-2	Wurfspeere

Langschwörter (Schwörter)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfswaffe
56	Abbasi	6	15	4	3	0	19.0	100	1400	3	•	350	90	12/8	TP	Wurfspeere
56	Ahir	6	15	4	3	0	19.0	100	1400	3	—•	350	90	12/8	TP	Wurfspeere
80	Barkur	6	15	5	1	0	1.0	80	2000	3		350	75	12/8	TP	Wurfspeere
64	Broadsword	6	15	4	3	0	17.0	80	1600	3	•	350	95	12/8	TP	Wurfspeere
48	Campilan	6	15	3	2	0	31.0	90	1200	3	•	350	85	12/8	TP	Wurfspeere
52	Craquemarte	6	15	4	3	0	21.0	70	1300	3	— •	350	95	12/8	TP	Wurfspeere
40	Cudgel	6	15	3	3	0	14.0	80	1000	2	O	350	65	12/8	TP	Wurfspeere
24	Dan-Dao	6	15	3	2	0	65.0	80	600	3	—•	350	90	12/8	TP	Wurfspeere
52	Dao	6	15	4	2	0	9.0	70	1300	3		350	85	12/8	TP	Wurfspeere
48	Dukn	6	15	3	3	0	65.0	80	1200	3	— •	350	90	12/8	TP	Wurfspeere
64	Falchion	6	15	4	3	0	16.0	80	1600	3	•	350	90	12/8	TP	Wurfspeere
52	Firangi	6	15	4	3	0	20.0	110	1300	3	—	350	90	12/8	TP	Wurfspeere
40	Fish Spine Sword	6	15	4	3	0	23.0	80	1000	3		350	80	12/8	TP	Wurfspeere
60	Flyssa	6	15	4	2	0	9.0	100	1500	3	— •	350	90	12/8	TP	Wurfspeere
56	Goliah	6	15	4	3	0	20.0	110	1400	3	— •	350	95	12/8	TP	Wurfspeere
24	Goose-Feather Sabre	6	15	3	2	0	61.0	90	600	3	— •	350	85	12/8	TP	Wurfspeere
64	Halstatt Sword	6	15	4	2	0	8.0	110	1600	3	•	350	85	12/8	TP	Wurfspeere
48	Han-Dachi	6	15	3	3	0	65.0	80	1200	3	—•	350	90	12/8	TP	Wurfspeere
44	Isau	6	15	4	2	0	11.0	70	1100	3	•	350	85	12/8	TP	Wurfspeere
44	Jumgheerdha	6	15	4	3	0	24.0	110	1100	3	—•	350	90	12/8	TP	Wurfspeere
32	Kapee Dha	6	15	4	2	0	16.0	50	800	3	—	350	90	12/8	TP	Wurfspeere
32	Karabela	6	15	4	3	0	32.0	100	800	3	—•	350	90	12/8	TP	Wurfspeere
56	Kaskara	6	15	3	3	0	58.0	90	1400	3	•	350	93	12/8	TP	Wurfspeere
48	Kastane	6	15	4	3	0	22.0	80	1200	3	— •	350	90	12/8	TP	Wurfspeere
56	Katana	6	15	4	3	0	20.0	110	1400	3	—•	350	95	12/8	TP	Wurfspeere
52	Katti Talwar	6	15	4	3	0	20.0	100	1300	3	— •	350	90	12/8	TP	Wurfspeere
60	Katzbalger	6	15	4	3	0	18.0	70	1500	3	•	350	95	12/8	TP	Wurfspeere
28	Kenuki Gata Tachi	6	15	3	3	0	111.0	60	700	3	—•	350	90	12/8	TP	Wurfspeere

Langschwerter (Schwerter)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
48	Khanda	6	15	4	3	0	22.0	90	1200	3	•	350	90	12/8	TP	Wurfspeere
44	Killj	6	15	4	3	0	25.0	90	1100	3	—•	350	95	12/8	TP	Wurfspeere
40	Klewang	6	15	4	2	0	12.0	70	1000	3		350	85	12/8	TP	Wurfspeere
52	Kora	6	15	4	2	0	10.0	70	1300	3		350	90	12/8	TP	Wurfspeere
60	Longsword	6	15	3	3	0	55.0	80	1500	3	•	350	95	12/8	TP	Wurfspeere
40	Lopu	6	15	3	2	0	37.0	70	1000	3		350	85	12/8	TP	Wurfspeere
52	Machera	6	15	3	2	0	27.0	70	1300	3	•	350	80	12/8	TP	Wurfspeere
48	Mandau	6	15	4	3	0	20.0	70	1200	3	—	350	85	12/8	TP	Wurfspeere
88	Manople	6	15	4	4	0	24.0	60	2200	3	•	350	90	12/8	TP	Wurfspeere
36	Mentok	6	15	4	2	0	14.0	60	900	3	— •	350	85	12/8	TP	Wurfspeere
56	Nagan	6	15	4	3	0	19.0	110	1400	3	•	350	90	12/8	TP	Wurfspeere
52	Nimcha	6	15	4	3	0	20.0	100	1300	3	— •	350	90	12/8	TP	Wurfspeere
56	Ninjato	6	15	3	3	0	56.0	90	1400	3	—•	350	90	12/8	TP	Wurfspeere
52	Pakayun	6	15	4	3	0	20.0	80	1300	3	—•	350	90	12/8	TP	Wurfspeere
52	Pala	6	15	4	3	0	20.0	80	1300	3	—	350	90	12/8	TP	Wurfspeere
48	Palache	6	15	3	3	0	69.0	70	1200	3	— •	350	95	12/8	TP	Wurfspeere
40	Parang Nabur	6	15	4	3	0	26.0	60	1000	3	•	350	90	12/8	TP	Wurfspeere
44	Parang Pandit	6	15	4	3	0	22.0	70	1100	3		350	85	12/8	TP	Wurfspeere
84	Pata	6	15	4	3	0	11.0	100	2100	3	•	350	80	12/8	TP	Wurfspeere
52	Pattisa	6	15	4	3	0	20.0	100	1300	3		350	90	12/8	TP	Wurfspeere
36	Peudeueng	6	15	4	3	0	27.0	80	900	3	•	350	85	12/8	TP	Wurfspeere
36	Piso Podang	6	15	4	2	0	14.0	70	900	3	—•	350	90	12/8	TP	Wurfspeere
44	Pouluar	6	15	4	3	0	25.0	80	1100	3	— •	350	95	12/8	TP	Wurfspeere
44	Quaddara	6	15	3	2	0	34.0	80	1100	3	•	350	85	12/8	TP	Wurfspeere
56	Reiterpallasch	6	15	4	3	0	20.0	90	1400	3	•	350	95	12/8	TP	Wurfspeere
52	Sabre	6	15	3	3	0	63.0	70	1300	3	—•	350	95	12/8	TP	Wurfspeere
48	Saif	6	15	4	3	0	22.0	80	1200	3	—•	350	90	12/8	TP	Wurfspeere
52	Sapara	6	15	3	2	0	27.0	70	1300	3		350	80	12/8	TP	Wurfspeere
52	Sapola	6	15	4	3	0	20.0	90	1300	3	—•	350	90	12/8	TP	Wurfspeere
64	Schiavona	6	15	4	3	0	17.0	80	1600	3	•	350	95	12/8	TP	Wurfspeere
56	Schnepfer	6	15	3	3	0	59.0	70	1400	3	—•	350	95	12/8	TP	Wurfspeere
56	Scimitar	6	15	4	3	0	19.0	90	1400	3	—	350	90	12/8	TP	Wurfspeere
52	Seax	6	15	3	2	0	28.0	70	1300	3	— •	350	85	12/8	TP	Wurfspeere
48	Shah Nawaz Khami	6	15	4	3	0	22.0	70	1200	3	— •	350	90	12/8	TP	Wurfspeere
56	Shamshir	6	15	4	3	0	20.0	90	1400	3	—	350	95	12/8	TP	Wurfspeere
52	Sikim Gala	6	15	3	2	0	28.0	80	1300	3	— •	350	85	12/8	TP	Wurfspeere
48	Sirohi	6	15	4	3	0	22.0	100	1200	3	— •	350	90	12/8	TP	Wurfspeere
52	Sondang	6	15	4	3	0	19.0	80	1300	3	•	350	85	12/8	TP	Wurfspeere
48	Sosunpattah	6	15	4	3	0	22.0	80	1200	3	— •	350	90	12/8	TP	Wurfspeere
52	Spatha	6	15	3	2	0	28.0	80	1300	3	•	350	85	12/8	TP	Wurfspeere
48	Split-Tipped Sword	6	15	4	3	0	20.0	90	1200	3		350	85	12/8	TP	Wurfspeere
56	Sultani	6	15	4	3	0	19.0	80	1400	3	•	350	90	12/8	TP	Wurfspeere
48	Surai	6	15	3	3	0	65.0	70	1200	3	— •	350	90	12/8	TP	Wurfspeere

Langschwerter (Schwerter)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
44	Takouba	6	15	4	3	0	21.0	60	1100	3	•	350	80	12/8	TP	Wurfspeere
48	Talwar	6	15	4	3	0	23.0	90	1200	3	—•	350	95	12/8	TP	Wurfspeere
56	Tashi	6	15	3	3	0	56.0	120	1400	3	—•	350	90	12/8	TP	Wurfspeere
64	Tau-Kieu	6	15	4	3	0	15.0	90	1600	3	•O	350	85	12/8	TP	Wurfspeere
56	Tegha	6	15	4	3	0	19.0	100	1400	3	—•	350	90	12/8	TP	Wurfspeere
52	Wasa	6	15	4	3	0	19.0	70	1300	3	•	350	85	12/8	TP	Wurfspeere
52	Xiphos	6	15	4	3	0	18.0	70	1300	3	•	350	80	12/8	TP	Wurfspeere
44	Yatagan	6	15	3	2	0	36.0	70	1100	3	•	350	90	12/8	TP	Wurfspeere
56	Zafar Takieh	6	15	4	3	0	19.0	60	1400	3	•	350	90	12/8	TP	Wurfspeere
56	Zulf-I-Khar	6	15	4	3	0	19.0	80	1400	3	—	350	90	12/8	TP	Wurfspeere

Anderthalbhänder (2H) (Schwerter)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
52	Bastard Schwert	6	20	4	3	0	45.0	100	2100	3	•	350	95	16/4	TP+10%	Wurfspeere
20	Bokken	6	20	3	2	0	35.0	100	800	2	•O	350	75	16/4	TP+10%	Wurfspeere
50	Dalwel	6	20	4	2	0	21.0	90	2000	3	•	350	85	16/4	TP+10%	Wurfspeere
52	Espadon	6	20	4	3	0	42.0	90	2100	3	•	350	90	16/4	TP+10%	Wurfspeere
55	Executioner's Sword	6	20	4	2	0	20.0	110	2200	3		350	90	16/4	TP+10%	Wurfspeere
55	Mel Puttah Bemoh	6	20	4	3	0	40.0	160	2200	3	•	350	90	16/4	TP+10%	Wurfspeere

Bihänder (2H) (Schwerter)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
60	Beheading Sword	8	35	5	2	-4	99.0	130	2400	4	•	450	90	18/2	TP+25%	Wurfspeere-50
72	Claymore	8	35	5	3	-4	173.0	120	2900	4	•	450	95	18/2	TP+25%	Wurfspeere-50
78	Dacian Falx	8	35	6	2	-4	24.0	140	3100	4	— •	450	85	18/2	TP+25%	Wurfspeere-50
85	Flamberge	8	35	6	3	-4	49.0	130	3400	4	•	450	95	18/2	TP+25%	Wurfspeere-50
100	No-Dachi	8	35	6	3	-4	158.0	190	4000	5	—•	450	90	18/2	TP+25%	Wurfspeere-50
158	Zweihänder	8	35	6	3	-4	106.0	200	6300	5	•	450	95	18/2	TP+25%	Wurfspeere-50

Dolche (Stichwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
16	Acinacaes	5	6	1	0	4	1.0	25	400	1	•	125	75	0/20	5	Wurfmesser+40
16	Aikuchi	5	6	1	1	4	2.0	25	400	1	•	125	80	0/20	5	Wurfmesser+40
16	Batardeau	5	6	1	1	4	2.0	30	400	1	•	125	80	0/20	5	Wurfmesser+40
16	Bodkin	5	6	1	1	4	2.0	25	400	1	•	125	80	0/20	5	Wurfmesser+40
16	Bracelet Dagger	5	6	1	1	4	2.0	30	400	1	•	125	85	0/20	5	Wurfmesser+40
12	Chaqu	5	6	1	0	4	1.0	20	300	1	•	125	70	0/20	5	Wurfmesser+40
12	Choorá	5	6	1	1	4	3.0	25	300	1	•	125	80	0/20	5	Wurfmesser+40
16	Crescent Dagger	5	6	1	1	4	2.0	30	400	1	•	125	80	0/20	5	Wurfmesser+40
12	Cuchillo	5	6	1	1	4	3.0	25	300	1	•	125	70	0/20	5	Wurfmesser+40
16	Degan	5	6	1	1	4	2.0	25	400	1	—•	125	75	0/20	5	Wurfmesser+40
12	Dhaw	5	6	1	0	4	1.0	20	300	1	•	125	75	0/20	5	Wurfmesser+40
16	Dirk	5	6	1	1	4	2.0	25	400	1	•	125	80	0/20	5	Wurfmesser+40
16	Estradoit	5	6	1	1	4	2.0	30	400	1	•	125	80	0/20	5	Wurfmesser+40
20	Fakir's Horns	5	6	1	1	4	2.0	40	500	1	•	125	85	0/20	5	Wurfmesser+40
0	Hair Pin (Haarnadel)	5	6	1	0	4	1.0	15	10	0	•	125	50	0/20	5	Wurfmesser+40
24	Haladie	5	6	2	1	4	2.0	55	600	1	—•	125	80	0/20	5	Wurfmesser+40
12	Halasan	5	6	1	1	4	3.0	25	300	1	•	125	75	0/20	5	Wurfmesser+40

Dolche (Stichwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
16	Heyazashi	5	6	1	1	4	2.0	30	400	1	•	125	90	0/20	5	Wurfmesser+40
12	Himogatana	5	6	1	1	4	3.0	25	300	1	•	125	85	0/20	5	Wurfmesser+40
12	Horn Dagger	5	6	1	1	4	3.0	25	300	1	•	125	70	0/20	5	Wurfmesser+40
4	Ice Pick	5	6	1	0	4	4.0	20	100	1	•	125	70	0/20	5	Wurfmesser+40
20	Jamdhar Katari	5	6	1	2	4	4.0	40	500	1	•	125	80	0/20	5	Wurfmesser+40
12	Kard	5	6	1	1	4	3.0	30	300	1	•	125	80	0/20	5	Wurfmesser+40
40	Khundli P'hansi	5	6	1	1	4	1.0	50	1000	1	•O	125	90	0/20	5	Wurfmesser+40
12	Kidney Dagger	5	6	1	1	4	3.0	30	300	1	•	125	80	0/20	5	Wurfmesser+40
12	Kira	5	6	1	1	4	2.0	25	300	1	•	125	60	0/20	5	Wurfmesser+40
12	Koshigatana	5	6	1	1	4	3.0	20	300	1	•	125	85	0/20	5	Wurfmesser+40
12	Kozuka	5	6	1	0	4	2.0	20	300	1	•	125	80	0/20	5	Wurfmesser+40
10	Kwaiken	5	6	1	0	4	2.0	20	250	1	•	125	80	0/20	5	Wurfmesser+40
16	Labo Belange	5	6	1	1	4	2.0	40	400	1	•	125	75	0/20	5	Wurfmesser+40
12	Lading	5	6	1	1	4	3.0	40	300	1	•	125	80	0/20	5	Wurfmesser+40
24	Main Gauche	5	6	2	2	4	1.0	50	600	1	•	125	90	0/20	5	Wurfmesser+40
16	Mandaya Knife	5	6	1	1	4	2.0	25	400	1	•	125	80	0/20	5	Wurfmesser+40
10	Mattucashlass	5	6	1	1	4	4.0	25	250	1	•	125	85	0/20	5	Wurfmesser+40
12	Maushtika	5	6	1	1	4	3.0	30	300	1	•	125	85	0/20	5	Wurfmesser+40
12	Misercorde	5	6	1	1	4	4.0	40	300	1	•	125	95	0/20	5	Wurfmesser+40
24	Pahua	5	6	1	1	4	1.0	60	600	1	•	125	65	0/20	5	Wurfmesser+40
16	Pavade	5	6	1	1	4	2.0	40	400	1	•	125	85	0/20	5	Wurfmesser+40
12	Pesh-Kabz	5	6	1	1	4	3.0	30	300	1	•	125	85	0/20	5	Wurfmesser+40
10	Phurbu	5	6	1	1	4	4.0	25	250	1	•	125	85	0/20	5	Wurfmesser+40
16	Piso Raut	5	6	1	1	4	2.0	40	400	1	•	125	75	0/20	5	Wurfmesser+40
12	Poignard	5	6	1	1	4	4.0	30	300	1	•	125	95	0/20	5	Wurfmesser+40
12	Pugio	5	6	1	1	4	3.0	30	300	1	•	125	80	0/20	5	Wurfmesser+40
12	Raut	5	6	1	1	4	3.0	30	300	1	•	125	80	0/20	5	Wurfmesser+40
16	Rentjang	5	6	1	1	4	2.0	40	400	1	•	125	80	0/20	5	Wurfmesser+40
16	Sadoep	5	6	1	1	4	2.0	30	400	1	•	125	80	0/20	5	Wurfmesser+40
16	Saffdara	5	6	1	1	4	2.0	30	400	1	•	125	85	0/20	5	Wurfmesser+40
12	Sakin	5	6	1	1	4	3.0	40	300	1	•	125	80	0/20	5	Wurfmesser+40
20	Sewar	5	6	1	1	4	2.0	40	500	1	•	125	80	0/20	5	Wurfmesser+40
8	Sgain Dubh	5	6	1	1	4	4.0	15	200	1	•	125	80	0/20	5	Wurfmesser+40
12	Skain	5	6	1	1	4	3.0	25	300	1	•	125	80	0/20	5	Wurfmesser+40
12	Stiletto	5	6	1	1	4	3.0	30	300	1	•	125	90	0/20	5	Wurfmesser+40
16	Tadji	5	6	1	1	4	2.0	40	400	1	•	125	75	0/20	5	Wurfmesser+40
16	Telek	5	6	1	1	4	2.0	35	400	1	•	125	80	0/20	5	Wurfmesser+40
8	To-Su	5	6	1	0	4	2.0	15	200	1	•	125	80	0/20	5	Wurfmesser+40
16	Tombak Lada	5	6	1	1	4	2.0	30	400	1	•	125	75	0/20	5	Wurfmesser+40
16	Triangular Dagger	5	6	1	1	4	2.0	40	400	1	•	125	85	0/20	5	Wurfmesser+40
12	Triple Dagger	5	6	1	2	4	6.0	30	300	1	•	125	80	0/20	5	Wurfmesser+40
16	Zirah Bouk	5	6	1	1	4	2.0	30	400	1	•	125	90	0/20	5	Wurfmesser+40

Degen (Stichwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
24	Baselard	8	2	2	2	2	12.0	50	600	2	•	300	90	2/18	2	Wurfspeere
26	Bilbo	8	2	2	2	2	11.0	50	650	2	•	300	95	2/18	2	Wurfspeere
20	Bundi Katari	8	2	2	1	2	7.0	50	500	2	—•	300	85	2/18	2	Wurfspeere
32	Colichemarde	8	2	2	2	2	9.0	80	800	2	•	300	90	2/18	2	Wurfspeere
28	Estoc	8	2	3	2	2	3.0	110	700	2	•	300	85	2/18	2	Wurfspeere
24	Fleuret	8	2	2	2	2	12.0	80	600	2	•	300	90	2/18	2	Wurfspeere
28	Foil	8	2	2	2	2	11.0	80	700	2	•	300	95	2/18	2	Wurfspeere

Degen (Stichwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
20	Katar	8	2	3	1	2	2.0	40	500	2	•	300	85	2/18	2	Wurfspeere
20	Katar Dorlicaneh	8	2	3	1	2	2.0	40	500	2	•	300	80	2/18	2	Wurfspeere
12	Korambi	8	2	2	1	2	10.0	25	300	2	•	300	80	2/18	2	Wurfspeere
24	Luris Pedang	8	2	2	2	2	11.0	70	600	2	—•	300	85	2/18	2	Wurfspeere
28	Paischush	8	2	3	2	2	3.0	40	700	2	•	300	90	2/18	2	Wurfspeere
52	Pappenheimer	8	2	3	3	2	4.0	90	1300	2	—	300	90	2/18	2	Wurfspeere
32	Rapier	8	2	3	2	2	3.0	100	800	2	•	300	90	2/18	2	Wurfspeere
18	Roundel Dagger	8	2	2	1	2	7.0	60	450	2	•	300	85	2/18	2	Wurfspeere
52	Sai	8	2	2	3	2	11.0	60	1300	2	•	300	90	2/18	2	Wurfspeere
64	Sauschwerter	8	2	2	2	2	5.0	110	1600	2	•	300	95	2/18	2	Wurfspeere
28	Small Sword	8	2	2	2	2	10.0	70	700	2	•	300	90	2/18	2	Wurfspeere
56	Straight Sword	8	2	3	2	2	2.0	60	1400	2	•	300	85	2/18	2	Wurfspeere
32	Tuck	8	2	3	2	2	3.0	100	800	2	•	300	90	2/18	2	Wurfspeere
32	Verdun	8	2	3	2	2	3.0	110	800	2	•	300	90	2/18	2	Wurfspeere

kleine Keulen (stumpfe Wucht Waffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
12	Aclys	3	12	1	1	4	2.0	30	300	1	O	75	70	10/10	TP-50%	Wurfkeulen+50
12	Barngeet	3	12	1	1	4	2.0	80	300	1	O	75	75	10/10	TP-50%	Wurfkeulen+50
12	Bi - Teran	3	12	1	1	4	1.0	40	300	1	O	75	60	10/10	TP-50%	Wurfkeulen+50
60	Claw Hammer	3	12	1	1	4	0.0	25	1500	1	O	75	70	10/10	TP-50%	Wurfkeulen+50
24	Disk Mace	3	12	1	1	4	1.0	50	600	1	O	75	80	10/10	TP-50%	Wurfkeulen+50
20	Gunsen (Fächer)	3	12	1	2	4	2.0	30	500	1	O	75	80	10/10	TP-50%	Wurfkeulen+50
40	Khundli P'hansi	3	12	1	1	4	1.0	50	1000	1	•O	75	90	10/10	TP-50%	Wurfkeulen+50
44	Kujerong	3	12	1	2	4	1.0	40	1100	1	O	75	60	10/10	TP-50%	Wurfkeulen+50
32	Leonile	3	12	1	2	4	1.0	40	800	1	O	75	60	10/10	TP-50%	Wurfkeulen+50
32	Lil-Lil	3	12	1	2	4	1.0	70	800	1	O	75	65	10/10	TP-50%	Wurfkeulen+50
12	Tiglvn	3	12	1	1	4	2.0	25	300	1	O	75	70	10/10	TP-50%	Wurfkeulen+50
12	Tromgash	3	12	1	1	4	2.0	60	300	1	O	75	75	10/10	TP-50%	Wurfkeulen+50
8	Uramanta	3	12	1	1	4	3.0	60	200	1	O	75	75	10/10	TP-50%	Wurfkeulen+50
20	Watilikri	3	12	1	1	4	1.0	70	500	1	O	75	80	10/10	TP-50%	Wurfkeulen+50
44	Wirka	3	12	1	2	4	1.0	60	1100	1	O	75	70	10/10	TP-50%	Wurfkeulen+50

Keulen (stumpfe Wucht Waffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
32	Aat	4	20	2	1	2	3.0	60	800	2	O	200	80	16/4	TP-25%	Wurfkeulen+50
24	Ancus	4	20	2	2	2	8.0	40	600	2	•O	200	90	16/4	TP-25%	Wurfkeulen+50
20	Baculus	4	20	2	1	2	4.0	70	500	2	O	200	80	16/4	TP-25%	Wurfkeulen+50
52	Bird's Head Club	4	20	3	2	2	1.0	100	1300	2	O	200	61	16/4	TP-25%	Wurfkeulen+50
72	Bulawa	4	20	2	2	2	2.0	60	1800	2	O	200	80	16/4	TP-25%	Wurfkeulen+50
32	Burrong	4	20	2	1	2	2.0	50	800	2	O	200	60	16/4	TP-25%	Wurfkeulen+50
52	Club	4	20	2	2	2	3.0	60	1300	2	O	200	70	16/4	TP-25%	Wurfkeulen+50
52	Dabus	4	20	2	2	2	4.0	70	1300	2	O	200	90	16/4	TP-25%	Wurfkeulen+50
80	Dhara	4	20	2	3	2	5.0	70	2000	2	O	200	90	16/4	TP-25%	Wurfkeulen+50
60	Fang	4	20	2	2	2	3.0	70	1500	2	•O	200	90	16/4	TP-25%	Wurfkeulen+50
72	Fist Mace	4	20	3	1	2	0.0	50	1800	2	O	200	95	16/4	TP-25%	Wurfkeulen+50
72	Flat Club	4	20	2	2	2	2.0	100	1800	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
92	Fry Pan (Bratpfanne)	4	20	4	1	2	0.0	40	2300	2	O	200	85	16/4	TP-25%	Wurfkeulen+50
32	Ga-Ne-U-Ga-O-Dus-Ha	4	20	2	1	2	2.0	30	800	2	O	200	60	16/4	TP-25%	Wurfkeulen+50
60	Gada	4	20	2	2	2	2.0	50	1500	2	O	200	70	16/4	TP-25%	Wurfkeulen+50
56	Ganjing	4	20	2	2	2	3.0	50	1400	2	O	200	90	16/4	TP-25%	Wurfkeulen+50

Keulen (stumpfe Wucht Waffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurf Waffe
60	Garz	4	20	2	2	2	3.0	80	1500	2	O	200	90	16/4	TP-25%	Wurfkeulen+50
52	I-Wata-Jinga	4	20	2	2	2	3.0	60	1300	2	O	200	70	16/4	TP-25%	Wurfkeulen+50
48	Iverapena	4	20	2	2	2	3.0	60	1200	2	O	200	70	16/4	TP-25%	Wurfkeulen+50
48	Ja-Dagna	4	20	2	2	2	3.0	50	1200	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
40	Ja-Weti	4	20	2	2	2	4.0	50	1000	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
48	Kasrullah	4	20	2	2	2	3.0	70	1200	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
60	Kiseru	4	20	2	2	2	3.0	80	1500	2	O	200	95	16/4	TP-25%	Wurfkeulen+50
28	Konnung	4	20	3	2	2	2.0	80	700	2	•	200	70	16/4	TP-25%	Wurfkeulen+50
48	Kotiate	4	20	2	1	2	1.0	40	1200	2	O	200	65	16/4	TP-25%	Wurfkeulen+50
52	Lisan	4	20	2	2	2	2.0	70	1300	2	O	200	60	16/4	TP-25%	Wurfkeulen+50
28	Macana	4	20	2	2	2	6.0	60	700	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
60	Massuelle	4	20	2	2	2	3.0	50	1500	2	O	200	80	16/4	TP-25%	Wurfkeulen+50
56	Mattina	4	20	3	2	2	1.0	70	1400	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
64	Meeri	4	20	3	2	2	1.0	80	1600	2	O	200	70	16/4	TP-25%	Wurfkeulen+50
64	Merai	4	20	2	1	2	1.0	60	1600	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
52	Muragugna	4	20	3	2	2	1.0	70	1300	2	O	200	70	16/4	TP-25%	Wurfkeulen+50
52	Nil-Li	4	20	3	2	2	1.0	60	1300	2	•O	200	65	16/4	TP-25%	Wurfkeulen+50
16	Nolla-Nolla	4	20	2	1	2	5.0	60	400	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
32	Pacho	4	20	2	1	2	2.0	60	800	2	—	200	65	16/4	TP-25%	Wurfkeulen+50
56	Pagaya	4	20	3	2	2	1.0	60	1400	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
52	Pahu	4	20	2	2	2	3.0	60	1300	2	O	200	70	16/4	TP-25%	Wurfkeulen+50
40	Patu	4	20	2	1	2	2.0	50	1000	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
56	Potu	4	20	2	1	2	1.0	60	1400	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
52	Pry Bar (Brecheisen)	4	20	3	2	2	1.0	70	1300	2	O	200	95	16/4	TP-25%	Wurfkeulen+50
48	Purijimala	4	20	2	1	2	2.0	60	1200	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
60	Quadrelle	4	20	2	2	2	3.0	50	1500	2	O	200	80	16/4	TP-25%	Wurfkeulen+50
72	Quoit Mace	4	20	3	3	2	2.0	60	1800	2	O	200	90	16/4	TP-25%	Wurfkeulen+50
56	Rungu	4	20	3	2	2	1.0	40	1400	2	•O	200	75	16/4	TP-25%	Wurfkeulen+50
56	Sapakana	4	20	3	2	2	1.0	60	1400	2	O	200	80	16/4	TP-25%	Wurfkeulen+50
52	Segu	4	20	2	2	2	3.0	50	1300	2	O	200	80	16/4	TP-25%	Wurfkeulen+50
56	Siwalapa	4	20	2	1	2	1.0	60	1400	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
48	Sling Shot (Totschläger)	4	20	2	1	2	2.0	25	1200	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
48	Tambara	4	20	2	2	2	3.0	70	1200	2	O	200	70	16/4	TP-25%	Wurfkeulen+50
48	Tebutje	4	20	2	2	2	3.0	90	1200	2	—	200	70	16/4	TP-25%	Wurfkeulen+50
52	Tewha-Tewha	4	20	2	1	2	2.0	110	1300	2	•O	200	75	16/4	TP-25%	Wurfkeulen+50
56	Tindil	4	20	3	2	2	1.0	90	1400	2	•O	200	70	16/4	TP-25%	Wurfkeulen+50
40	Tonfa	4	20	4	3	2	1.0	60	1000	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
48	Truncheon	4	20	2	1	2	2.0	50	1200	2	O	200	80	16/4	TP-25%	Wurfkeulen+50
52	Waddy	4	20	2	2	2	3.0	60	1300	2	•O	200	70	16/4	TP-25%	Wurfkeulen+50
56	Wahaika	4	20	2	1	2	1.0	40	1400	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
56	Wairbi	4	20	2	2	2	3.0	80	1400	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
56	Wakerti	4	20	3	2	2	1.0	100	1400	2	O	200	75	16/4	TP-25%	Wurfkeulen+50
60	Yeamberren	4	20	3	2	2	1.0	70	1500	2	O	200	75	16/4	TP-25%	Wurfkeulen+50

Streitkolben (stumpfe Wucht Waffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurf Waffe
84	Baggoro	6	25	5	2	0	1.0	70	2100	3	O	300	60	16/4	TP-10%	Wurfkeulen+50
60	Bec - de - Corbin	6	25	3	2	0	3.0	60	1500	3	•	300	85	16/4	TP-10%	Wurfkeulen+50
80	Bouzdykan	6	25	3	2	0	15.0	70	2000	3	O	300	90	16/4	TP-10%	Wurfkeulen+50
76	Dagger Mace	6	25	4	1	0	3.0	50	1900	3	O	300	95	16/4	TP-10%	Wurfkeulen+50
80	Gargaz	6	25	4	2	0	5.0	80	2000	3	O	300	90	16/4	TP-10%	Wurfkeulen+50
92	Holy Water Sprinkler	6	25	4	2	0	4.0	80	2300	3	•O	300	80	16/4	TP-10%	Wurfkeulen+50

Streitkolben (stumpfe Wucht Waffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
60	Japurunga	6	25	3	2	0	15.0	70	1500	3	O	300	65	16/4	TP-10%	Wurfkeulen+50
80	Mace	6	25	3	2	0	14.0	70	2000	3	O	300	85	16/4	TP-10%	Wurfkeulen+50
60	Maquahuilt	6	25	3	3	0	34.0	80	1500	3	O	300	75	16/4	TP-10%	Wurfkeulen+50
76	Mazule	6	25	3	2	0	16.0	70	1900	3	O	300	90	16/4	TP-10%	Wurfkeulen+50
68	Ox Mace	6	25	4	1	0	3.0	50	1700	3	O	300	90	16/4	TP-10%	Wurfkeulen+50
80	Pernat	6	25	4	2	0	4.0	80	2000	3	O	300	80	16/4	TP-10%	Wurfkeulen+50
96	Plombée	6	25	5	2	0	1.0	70	2400	3	O	300	80	16/4	TP-10%	Wurfkeulen+50
68	Schestopjor	6	25	3	2	0	16.0	70	1700	3	O	300	80	16/4	TP-10%	Wurfkeulen+50
80	Shashdar	6	25	3	3	0	29.0	80	2000	3	O	300	85	16/4	TP-10%	Wurfkeulen+50
68	Sickle Mace	6	25	4	3	0	12.0	60	1700	3		300	90	16/4	TP-10%	Wurfkeulen+50
72	Suan-tou-Fung	6	25	4	1	0	2.0	60	1800	3	O	300	80	16/4	TP-10%	Wurfkeulen+50
56	Taavish	6	25	3	2	0	16.0	70	1400	3	• O	300	65	16/4	TP-10%	Wurfkeulen+50
84	Weerba	6	25	3	2	0	11.0	80	2100	3	O	300	70	16/4	TP-10%	Wurfkeulen+50

Kriegshämmer (stumpfe Wucht Waffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
60	Crowbill	6	30	3	2	0	72.0	60	1500	3		300	90	18/2	TP	Wurfhammer
68	Horseman's Hammer	6	30	4	2	0	20.0	80	1700	3	O	300	85	18/2	TP	Wurfhammer
80	Martel de Fer	6	30	4	2	0	16.0	80	2000	3	O	300	80	18/2	TP	Wurfhammer
84	Tschekan	6	30	4	2	0	16.0	70	2100	3	O	300	85	18/2	TP	Wurfhammer
84	War Hammer	6	30	4	2	0	15.0	70	2100	3	O	300	80	18/2	TP	Wurfhammer

große Keulen (2H) (stumpfe Wucht Waffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
62	Hercules Club	6	35	4	2	0	19.0	120	2500	3	O	300	80	18/2	TP	Wurfkeulen+50
25	Hoeroa	6	35	4	2	0	11.0	120	1000	2	O	300	75	18/2	TP	Wurfkeulen+50
50	Lohangi	6	35	4	2	0	24.0	130	2000	3	O	300	80	18/2	TP	Wurfkeulen+50
35	Mabobo	6	35	3	2	0	24.0	110	1400	2	O	300	75	18/2	TP	Wurfkeulen+50
52	Periperiu	6	35	5	2	0	6.0	150	2100	3	O	300	70	18/2	TP	Wurfkeulen+50

Stielhämmer (2H) (stumpfe Wucht Waffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
100	Maul	6	35	6	2	0	20.0	110	4000	3	O	300	75	20/0	TP+20%	Wurfhammer-10

2H Keulen (2H) (stumpfe Wucht Waffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
75	Chacing Staff	8	40	6	2	-4	42.0	375	3000	4	O	400	90	20/0	TP+25%	Wurfkeulen-50
158	Mudgar	8	40	7	2	-4	23.0	70	6300	4	O	400	80	20/0	TP+25%	Wurfkeulen-50
72	Tetsubo	8	40	6	2	-4	40.0	190	2900	4	O	400	85	20/0	TP+25%	Wurfkeulen-50
115	War Club	8	40	6	2	-4	24.0	140	4600	4	O	400	80	20/0	TP+25%	Wurfkeulen-50

Handäxte (Äxte)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
24	Adze	4	15	4	1	2	0.0	30	600	2		200	60	10/10	TP	Wurfäxte+80
56	Angolan Battle Axe	4	15	3	2	2	2.0	60	1400	2		200	75	10/10	TP	Wurfäxte+80
52	Aqhu	4	15	3	2	2	3.0	70	1300	2		200	85	10/10	TP	Wurfäxte+80

Handäxte (Äxte)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
64	Balta	4	15	2	2	2	6.0	50	1600	2		200	80	10/10	TP	Wurfäxte+80
60	Bearded War Axt	4	15	2	2	2	6.0	60	1500	2		200	80	10/10	TP	Wurfäxte+80
32	Bhuj	4	15	3	1	2	2.0	50	800	2	•	200	85	10/10	TP	Wurfäxte+80
52	Biliong	4	15	2	2	2	7.0	60	1300	2		200	75	10/10	TP	Wurfäxte+80
48	Crescent Axe	4	15	2	2	2	8.0	70	1200	2		200	80	10/10	TP	Wurfäxte+80
52	Dolabra	4	15	2	1	2	4.0	60	1300	2		200	85	10/10	TP	Wurfäxte+80
56	Finger Axe	4	15	3	2	2	2.0	70	1400	2		200	85	10/10	TP	Wurfäxte+80
56	Galraki	4	15	2	2	2	7.0	50	1400	2		200	80	10/10	TP	Wurfäxte+80
56	Hatchet	4	15	2	1	2	4.0	30	1400	2		200	80	10/10	TP	Wurfäxte+80
72	Hoolurge	4	15	3	2	2	2.0	70	1800	2	•O	200	85	10/10	TP	Wurfäxte+80
48	Kadjo	4	15	2	2	2	6.0	60	1200	2	O	200	60	10/10	TP	Wurfäxte+80
44	Kapak	4	15	2	2	2	8.0	40	1100	2		200	70	10/10	TP	Wurfäxte+80
32	Keerli	4	15	2	2	2	10.0	50	800	2	O	200	65	10/10	TP	Wurfäxte+80
72	Kodelly	4	15	2	2	2	5.0	80	1800	2		200	80	10/10	TP	Wurfäxte+80
40	Kusarigama (Schlagkette und Handaxt)	4	15	4	3	2	28.0	220	1600	2	O	200	80	10/10	TP	Wurfäxte+80
52	Meat Cleaver	4	15	3	1	2	1.0	30	1300	2		200	80	10/10	TP	Wurfäxte+80
76	Miner's Axe	4	15	2	2	2	6.0	40	1900	2	•	200	85	10/10	TP	Wurfäxte+80
16	Moon Axe	4	15	2	1	2	13.0	40	400	2		200	85	10/10	TP	Wurfäxte+80
50	Nagegama (Schlagkette und Handaxt)	4	15	4	2	2	11.0	300	2000	2	O	200	80	10/10	TP	Wurfäxte+80
52	Pareh	4	15	3	2	2	2.0	50	1300	2	O	200	65	10/10	TP	Wurfäxte+80
32	Sagaris	4	15	2	2	2	13.0	50	800	2		200	85	10/10	TP	Wurfäxte+80
60	Shoka	4	15	2	1	2	3.0	80	1500	2		200	70	10/10	TP	Wurfäxte+80
56	Silepe	4	15	2	2	2	6.0	60	1400	2		200	70	10/10	TP	Wurfäxte+80
28	Socket Axe	4	15	2	1	2	7.0	50	700	2		200	85	10/10	TP	Wurfäxte+80
52	Thin Axe	4	15	2	2	2	2.0	60	1300	2		200	80	10/10	TP	Wurfäxte+80
72	Toki Kakauroa	4	15	3	2	2	2.0	90	1800	2		200	80	10/10	TP	Wurfäxte+80
60	Toki Poto	4	15	2	2	2	6.0	60	1500	2		200	80	10/10	TP	Wurfäxte+80
64	Tongia	4	15	3	2	2	2.0	50	1600	2		200	80	10/10	TP	Wurfäxte+80

Streitäxte (Äxte)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
40	Anatolian Axe	6	23	3	1	0	38.0	60	1000	3		300	85	16/4	TP+50%	Wurfäxte
64	Anchor Axt	6	23	4	2	0	16.0	70	1600	3		300	85	16/4	TP+50%	Wurfäxte
64	Ay - Balta	6	23	3	2	0	45.0	60	1600	3		300	80	16/4	TP+50%	Wurfäxte
84	Battle Axe	6	23	4	2	0	11.0	80	2100	3		300	80	16/4	TP+50%	Wurfäxte
88	Broad Axe	6	23	4	2	0	11.0	60	2200	3		300	80	16/4	TP+50%	Wurfäxte
64	Duck Bill Axe	6	23	4	2	0	16.0	80	1600	3		300	85	16/4	TP+50%	Wurfäxte
68	Epsilon Axe	6	23	4	2	0	12.0	80	1700	3		300	65	16/4	TP+50%	Wurfäxte
64	Eye Axe	6	23	4	2	0	16.0	90	1600	3		300	85	16/4	TP+50%	Wurfäxte
48	Hyksos Axe	6	23	4	2	0	21.0	70	1200	3		300	85	16/4	TP+50%	Wurfäxte
76	Masakari	6	23	4	2	0	13.0	80	1900	3		300	80	16/4	TP+50%	Wurfäxte
68	Sparte	6	23	4	2	0	14.0	80	1700	3		300	80	16/4	TP+50%	Wurfäxte
80	Tabar	6	23	4	2	0	13.0	70	2000	3		300	85	16/4	TP+50%	Wurfäxte
64	Taper Axe	6	23	4	2	0	15.0	50	1600	3		300	80	16/4	TP+50%	Wurfäxte
72	Toporok	6	23	4	2	0	13.0	70	1800	3		300	80	16/4	TP+50%	Wurfäxte
68	Tuagh-Gatha	6	23	4	2	0	13.0	70	1700	3		300	75	16/4	TP+50%	Wurfäxte
56	Tungi	6	23	4	2	0	16.0	40	1400	3		300	75	16/4	TP+50%	Wurfäxte
56	Udlimau	6	23	4	2	0	15.0	60	1400	3		300	70	16/4	TP+50%	Wurfäxte
76	Venmuroo	6	23	4	2	0	13.0	80	1900	3		300	80	16/4	TP+50%	Wurfäxte

Kriegsbeile (2H) (Äxte)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
45	Balestarius	6	20	4	2	0	24.0	80	1800	3		300	70	18/2	TP+75%	Wurfäxte
58	Bearded Axt	6	20	4	2	0	20.0	140	2300	3		300	75	18/2	TP+75%	Wurfäxte
60	Bipennis	6	20	4	2	0	21.0	80	2400	3		300	80	18/2	TP+75%	Wurfäxte
50	Bullowa	6	20	4	2	0	25.0	100	2000	3		300	80	18/2	TP+75%	Wurfäxte
52	Doloire	6	20	4	2	0	24.0	80	2100	3	•	300	80	18/2	TP+75%	Wurfäxte
52	Elephant Axe	6	20	5	2	0	7.0	70	2100	3		300	75	18/2	TP+75%	Wurfäxte
48	Head Axe	6	20	4	2	0	25.0	70	1900	3		300	75	18/2	TP+75%	Wurfäxte
62	Kheten	6	20	4	2	0	19.0	120	2500	3		300	75	18/2	TP+75%	Wurfäxte
45	Oncin	6	20	4	2	0	28.0	100	1800	3	O	300	80	18/2	TP+75%	Wurfäxte
45	Sabar	6	20	4	2	0	30.0	80	1800	3	•O	300	85	18/2	TP+75%	Wurfäxte
45	Tabar-I-Zin	6	20	4	2	0	28.0	90	1800	3		300	80	18/2	TP+75%	Wurfäxte
48	Woodman's Axe	6	20	4	2	0	26.0	80	1900	3		300	80	18/2	TP+75%	Wurfäxte
50	Zaghnal	6	20	4	2	0	25.0	80	2000	3		300	80	18/2	TP+75%	Wurfäxte

Schlachtbeile (2H) (Äxte)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
62	O-No	8	40	5	3	-4	54.0	180	2500	4		450	80	20/0	TP x2	Wurfäxte-40
72	Pole Axe	8	40	5	2	-4	23.0	210	2900	4		450	80	20/0	TP x2	Wurfäxte-40

Kampfstöcke (Stangenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
12	Arnis	5	7	1	1	4	9.0	70	300	1	•O	125	75	2/18	TP-50%	Wurfspeere+75
28	Baston	5	7	1	1	4	4.0	50	700	1	O	125	80	2/18	TP-50%	Wurfspeere+75
20	Pouwhenua	5	7	1	1	4	4.0	120	800	1	•O	125	75	2/18	TP-50%	Wurfspeere+75
26	Stab	5	7	1	1	4	1.0	30	200	1	O	125	80	2/18	TP-50%	Wurfspeere+75
28	Zauberrute	5	7	1	1	4	4.0	75	500	1	O	125	80	2/18	TP-50%	Wurfspeere+75

Kampfstäbe (2H) (Stangenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
65	Bisacuta	8	9	4	2	0	1.0	110	2600	3		300	80	4/16	TP-25%	Wurfspeere+50
35	Bo	8	9	3	2	0	6.0	280	1400	3	O	300	75	4/16	TP-25%	Wurfspeere+50
55	Chinese Half-Moon	8	9	3	2	0	1.0	210	2200	2	—	300	85	4/16	TP-25%	Wurfspeere+50
25	Feather Staff (Kampfstab und Stoßspeer)	8	9	2	2	0	6.0	160	1000	2	O	300	80	4/16	TP-25%	Wurfspeere+50
65	German War Hammer	8	9	4	2	0	0.0	120	2600	2	•O	300	80	4/16	TP-25%	Wurfspeere+50
55	Half Moon	8	9	3	2	0	4.0	210	2200	3	—	300	80	4/16	TP-25%	Wurfspeere+50
25	Hani	8	9	2	2	0	22.0	200	1000	2	O	300	75	4/16	TP-25%	Wurfspeere+50
35	Hoe (Hacke)	8	9	3	2	0	6.0	130	1400	3		300	75	4/16	TP-25%	Wurfspeere+50
20	Jo	8	9	2	2	0	8.0	120	800	2	O	300	75	4/16	TP-25%	Wurfspeere+50
42	Kongo-Zue	8	9	3	2	0	5.0	180	1700	3	•O	300	80	4/16	TP-25%	Wurfspeere+50
40	Kumade	8	9	2	2	0	17.0	160	1600	3	O	300	85	4/16	TP-25%	Wurfspeere+50
45	Mandehi Liguje	8	9	2	2	0	14.0	210	1800	3	•O	300	80	4/16	TP-25%	Wurfspeere+50
55	Mattock	8	9	4	2	0	1.0	80	2200	3		300	75	4/16	TP-25%	Wurfspeere+50
35	Naboot	8	9	2	2	0	16.0	160	1400	3	•O	300	70	4/16	TP-25%	Wurfspeere+50
38	Quarterstaff	8	9	2	2	0	17.0	180	1500	3	O	300	80	4/16	TP-25%	Wurfspeere+50
48	Rang-Kwan	8	9	4	2	0	1.0	180	1900	3	•O	300	70	4/16	TP-25%	Wurfspeere+50
45	Sang Kauw	8	9	3	4	0	19.0	100	1800	3	•	300	80	4/16	TP-25%	Wurfspeere+50
32	Shakujo	8	9	2	2	0	5.0	120	1300	2	O	300	80	4/16	TP-25%	Wurfspeere+50

Kampfstäbe (2H) (Stangenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
40	Shakujo Yari	8	9	2	2	0	4.0	160	1600	2	• O	300	75	4/16	TP-25%	Wurfspeere+50
55	Sode Garami	8	9	3	2	0	4.0	200	2200	3	• O	300	85	4/16	TP-25%	Wurfspeere+50
45	Spade	8	9	3	2	0	5.0	130	1800	3	O	300	80	4/16	TP-25%	Wurfspeere+50
48	Toyak	8	9	2	2	0	12.0	180	1900	3	O	300	70	4/16	TP-25%	Wurfspeere+50
40	U'U	8	9	2	2	0	4.0	130	1600	2	O	300	70	4/16	TP-25%	Wurfspeere+50
80	Yoribo	8	9	2	2	0	14.0	180	2000	3	O	300	85	4/16	TP-25%	Wurfspeere+50
25	Zauberstab	8	9	2	2	0	14.0	150	1400	2	O	300	75	4/16	TP-25%	Wurfspeere+50

verb. Kampfstäbe (2H) (Stangenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
55	Arbir	8	15	4	2	-4	15.0	180	2200	4	•	400	80	6/14	TP-25%	Wurfspeere
72	Beaked Axe	8	15	4	2	-4	12.0	230	2900	4	•	400	85	6/14	TP-25%	Wurfspeere
72	Bill	8	15	4	2	-4	12.0	220	2900	4		400	85	6/14	TP-25%	Wurfspeere
55	Bisento	8	15	4	2	-4	15.0	210	2200	4	—•	400	80	6/14	TP-25%	Wurfspeere
48	Brandestoc	8	15	4	2	-4	17.0	220	1900	4	•	400	80	6/14	TP-25%	Wurfspeere
65	Couteau de Breche	8	15	4	3	-4	27.0	210	2600	4	•	400	85	6/14	TP-25%	Wurfspeere
68	Croc	8	15	4	3	-4	26.0	200	2700	4	•	400	85	6/14	TP-25%	Wurfspeere
65	Falcastra	8	15	5	2	-4	4.0	200	2600	4		400	80	6/14	TP-25%	Wurfspeere
65	Falx	8	15	4	3	-4	25.0	260	2600	4		400	80	6/14	TP-25%	Wurfspeere
72	Fauchard	8	15	4	3	-4	22.0	210	2900	4	•	400	80	6/14	TP-25%	Wurfspeere
100	Glaive	8	15	4	3	-4	17.0	230	4000	4	•	400	85	6/14	TP-25%	Wurfspeere
58	Godendag	8	15	4	3	-4	28.0	200	2300	4	•	400	80	6/14	TP-25%	Wurfspeere
65	Guisarme	8	15	4	3	-4	25.0	250	2600	4	•	400	80	6/14	TP-25%	Wurfspeere
70	Hippe	8	15	4	3	-4	25.0	230	2800	4	•	400	85	6/14	TP-25%	Wurfspeere
60	Hwa-Kek	8	15	4	2	-4	14.0	190	2400	4	•	400	80	6/14	TP-25%	Wurfspeere
75	Jedburg Axt	8	15	4	3	-4	22.0	270	3000	4	•	400	80	6/14	TP-25%	Wurfspeere
68	Kunjukdan	8	15	4	3	-4	26.0	220	2700	4	•	400	85	6/14	TP-25%	Wurfspeere
58	Lajatang	8	15	5	3	-4	9.0	140	2300	4	—	400	80	6/14	TP-25%	Wurfspeere
60	Lochaber Axe	8	15	4	3	-4	27.0	210	2400	4		400	80	6/14	TP-25%	Wurfspeere
88	Lucerne Hammer	8	15	4	3	-4	20.0	290	3500	4	•	400	85	6/14	TP-25%	Wurfspeere
50	Nagamaki	8	15	5	3	-4	12.0	210	2000	4	 •	400	90	6/14	TP-25%	Wurfspeere
55	Naginata	8	15	4	2	-4	16.0	220	2200	4	—•	400	85	6/14	TP-25%	Wurfspeere
45	Romphaea	8	15	5	2	-4	6.0	170	1800	4	—•	400	80	6/14	TP-25%	Wurfspeere
60	Scythe	8	15	4	2	-4	14.0	240	2400	4	•	400	80	6/14	TP-25%	Wurfspeere
50	Sjang Sutai	8	15	4	3	-4	32.0	170	2000	4	—•	400	80	6/14	TP-25%	Wurfspeere

Hellebarden (2H) (Stangenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
78	Berdiche	10	30	7	3	-8	14.0	210	3100	5	•	550	80	8/12	TP x2	Wurfäxte-40
70	Halberd	10	30	6	3	-8	50.0	220	2800	5	•	550	85	8/12	TP x2	Wurfäxte-40
80	Sabre Halberd	10	30	7	3	-8	15.0	240	3200	5	•	550	85	8/12	TP x2	Wurfäxte-40
68	Scorpion	10	30	6	3	-8	52.0	230	2700	5	•	550	85	8/12	TP x2	Wurfäxte-40
68	Voulge	10	30	6	3	-8	49.0	210	2700	5	•	550	80	8/12	TP x2	Wurfäxte-40

Stoßspeere (2H) (Speere)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
76	Adarga	7	6	4	4	2	1.0	110	1900	2	•	275	80	2/18	7	Speere+80
62	Chijiriki (Peitsche und Stoßspeer)	7	6	4	3	2	5.0	350	2500	2	• O	275	85	2/18	7	Speere+80

Stoßspeere (2H) (Speere)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
25	Feather Staff (Kampfstab und Stoßspeer)	7	6	2	2	2	5.0	160	1000	2	•	275	80	2/18	7	Speere+80
25	Jarid	7	6	2	2	2	5.0	110	1000	2	•	275	85	2/18	7	Speere+80
72	Saintie	7	6	3	3	2	2.0	70	1800	2	•	275	85	2/18	7	Speere+80
20	Saunion	7	6	2	2	2	6.0	120	800	2	•	275	75	2/18	7	Speere+80
15	Simbilan	7	6	2	1	2	3.0	140	600	2	•	275	65	2/18	7	Speere+80
12	Sopok	7	6	2	1	2	5.0	120	500	1	•	275	60	2/18	7	Speere+80

Speere (2H) (Speere)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
48	Ahlspiess	8	9	4	3	0	11.0	150	1900	3	•	350	90	6/14	10	Wurfspeere+80
50	Angon	8	9	3	2	0	14.0	150	2000	3	•	350	75	6/14	10	Wurfspeere+80
45	Assegai	8	9	3	2	0	15.0	140	1800	3	•	350	75	6/14	10	Wurfspeere+80
45	Bandang	8	9	3	2	0	15.0	140	1800	3	•	350	75	6/14	10	Wurfspeere+80
55	Bhala	8	9	4	2	0	4.0	240	2200	3	•	350	75	6/14	10	Wurfspeere+80
58	Boar Spear	8	9	3	2	0	12.0	150	2300	3	•	350	80	6/14	10	Wurfspeere+80
50	Budiak	8	9	3	2	0	14.0	160	2000	3	•	350	75	6/14	10	Wurfspeere+80
62	Catch Pole	8	9	4	2	0	4.0	260	2500	3	•	350	80	6/14	10	Wurfspeere+80
36	Cateia	8	9	3	1	0	16.0	170	900	3	•	350	80	6/14	10	Wurfspeere+80
52	Contus	8	9	4	2	0	4.0	230	2100	3	•	350	70	6/14	10	Wurfspeere+80
30	Do-War	8	9	3	2	0	21.0	170	1200	3	•	350	70	6/14	10	Wurfspeere+80
30	Egchos	8	9	3	2	0	26.0	170	1200	3	•	350	85	6/14	10	Wurfspeere+80
40	Enhero	8	9	3	2	0	16.0	240	1600	3	•	350	70	6/14	10	Wurfspeere+80
52	Fal-Feg	8	9	3	2	0	13.0	170	2100	3	•	350	75	6/14	10	Wurfspeere+80
52	Framea	8	9	3	2	0	13.0	180	2100	3	•	350	75	6/14	10	Wurfspeere+80
40	Garvo	8	9	3	2	0	16.0	190	1600	3	•	350	70	6/14	10	Wurfspeere+80
35	Golo	8	9	3	2	0	18.0	180	1400	3	•	350	70	6/14	10	Wurfspeere+80
28	Granggang	8	9	3	2	0	21.0	150	1100	3	•	350	65	6/14	10	Wurfspeere+80
35	Hak	8	9	3	2	0	19.0	170	1400	3	•	350	75	6/14	10	Wurfspeere+80
55	Harpoon	8	9	3	2	0	13.0	210	2200	3	•	350	80	6/14	10	Wurfspeere+80
52	Hoko	8	9	3	3	0	27.0	180	2100	3	•	350	80	6/14	10	Wurfspeere+80
25	Huata	8	9	3	2	0	25.0	150	1000	3	•	350	70	6/14	10	Wurfspeere+80
35	Irpull	8	9	3	2	0	18.0	170	1400	3	•	350	70	6/14	10	Wurfspeere+80
42	Ja-Mandehi	8	9	4	2	0	5.0	210	1700	3	•	350	70	6/14	10	Wurfspeere+80
28	Jaculum	8	9	3	2	0	23.0	190	1100	3	•	350	70	6/14	10	Wurfspeere+80
45	Jiboru	8	9	4	2	0	5.0	270	1800	3	•	350	70	6/14	10	Wurfspeere+80
48	Kadji	8	9	3	2	0	12.0	280	1900	3	•	350	65	6/14	10	Wurfspeere+80
42	Kahsita	8	9	3	2	0	16.0	210	1700	3	•	350	75	6/14	10	Wurfspeere+80
40	Kannai	8	9	3	2	0	16.0	210	1600	3	•	350	70	6/14	10	Wurfspeere+80
52	Kapun	8	9	3	2	0	12.0	220	2100	3	•	350	70	6/14	10	Wurfspeere+80
38	Kiero	8	9	3	2	0	16.0	180	1500	3	•	350	65	6/14	10	Wurfspeere+80
30	Kikuki	8	9	3	2	0	22.0	140	1200	3	•	350	75	6/14	10	Wurfspeere+80
42	Koyun	8	9	3	2	0	16.0	180	1700	3	•	350	75	6/14	10	Wurfspeere+80
8	Kujolio	8	9	3	2	0	72.0	140	300	3	•	350	60	6/14	10	Wurfspeere+80
38	Kuyan	8	9	3	2	0	17.0	170	1500	3	•	350	70	6/14	10	Wurfspeere+80
76	Laange	8	9	4	2	0	5.0	200	1900	3	•	350	85	6/14	10	Wurfspeere+80
32	Lance-Ague	8	9	3	2	0	22.0	200	1300	3	•	350	80	6/14	10	Wurfspeere+80
55	Langue de Boeuf	8	9	4	2	0	4.0	200	2200	3	•	350	80	6/14	10	Wurfspeere+80
50	Leming	8	9	4	2	0	4.0	300	2000	3	•	350	65	6/14	10	Wurfspeere+80
52	Magari Yari	8	9	4	2	0	5.0	280	2100	3	•	350	80	6/14	10	Wurfspeere+80
48	Mahee	8	9	4	2	0	4.0	280	1900	3	•	350	70	6/14	10	Wurfspeere+80

Speere (2H) (Speere)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
45	Makrigga	8	9	4	2	0	5.0	280	1800	3	•	350	75	6/14	10	Wurfspeere+80
30	Makura Yari	8	9	3	2	0	24.0	130	1200	3	•	350	80	6/14	10	Wurfspeere+80
50	Mkuki	8	9	3	2	0	14.0	180	2000	3	•	350	80	6/14	10	Wurfspeere+80
45	Mon-Gil	8	9	4	2	0	5.0	290	1800	3	•	350	70	6/14	10	Wurfspeere+80
32	Mongile	8	9	3	2	0	19.0	210	1300	3	•	350	70	6/14	10	Wurfspeere+80
35	Mongoli	8	9	3	2	0	18.0	230	1400	3	•	350	70	6/14	10	Wurfspeere+80
30	Mu-Rongal	8	9	3	2	0	20.0	180	1200	3	•	350	65	6/14	10	Wurfspeere+80
45	Nandum	8	9	3	2	0	14.0	220	1800	3	•	350	70	6/14	10	Wurfspeere+80
55	Partizan	8	9	4	2	0	5.0	180	2200	3	•	350	85	6/14	10	Wurfspeere+80
35	Patisthanaya	8	9	3	2	0	21.0	200	1400	3	•	350	80	6/14	10	Wurfspeere+80
32	Pelta	8	9	3	2	0	19.0	210	1300	3	•	350	70	6/14	10	Wurfspeere+80
162	Pike	8	9	6	2	0	0.0	550	6500	3	•	350	80	6/14	10	Wurfspeere+80
38	Pill	8	9	3	2	0	16.0	200	1500	3	•	350	65	6/14	10	Wurfspeere+80
48	Pillara	8	9	4	2	0	4.0	270	1900	3	•	350	70	6/14	10	Wurfspeere+80
52	Pilum	8	9	4	3	0	9.0	190	2100	3	•	350	80	6/14	10	Wurfspeere+80
35	Pitch Fork	8	9	4	2	0	6.0	140	1400	3	•	350	75	6/14	10	Wurfspeere+80
62	Sang	8	9	3	2	0	13.0	190	2500	3	•	350	90	6/14	10	Wurfspeere+80
48	Sangkoh	8	9	3	2	0	15.0	240	1900	3	•	350	80	6/14	10	Wurfspeere+80
42	Sanokat	8	9	3	2	0	17.0	220	1700	3	•	350	80	6/14	10	Wurfspeere+80
175	Sarissa	8	9	6	2	0	0.0	600	7000	3	•	350	80	6/14	10	Wurfspeere+80
62	Shail	8	9	4	2	0	4.0	190	2500	3	•	350	85	6/14	10	Wurfspeere+80
48	Shanen Kopaton	8	9	3	2	0	14.0	240	1900	3	•	350	75	6/14	10	Wurfspeere+80
25	Siligis	8	9	3	2	0	25.0	180	1000	3	•	350	70	6/14	10	Wurfspeere+80
40	Sinan	8	9	3	2	0	18.0	230	1600	3	•	350	80	6/14	10	Wurfspeere+80
35	Sligi	8	9	3	2	0	17.0	200	1400	3	•	350	65	6/14	10	Wurfspeere+80
64	Soliferrum	8	9	3	1	0	9.0	200	1600	3	•	350	80	6/14	10	Wurfspeere+80
35	Spiculum	8	9	3	2	0	19.0	180	1400	3	•	350	75	6/14	10	Wurfspeere+80
60	Spontoon	8	9	4	3	0	8.0	160	2400	3	•	350	85	6/14	10	Wurfspeere+80
48	Su Yari	8	9	3	2	0	15.0	170	1900	3	•	350	80	6/14	10	Wurfspeere+80
150	Sudis	8	9	6	2	0	0.0	500	6000	3	•	350	85	6/14	10	Wurfspeere+80
52	Tao	8	9	3	2	0	13.0	220	2100	3	•	350	75	6/14	10	Wurfspeere+80
100	Taru	8	9	6	2	0	0.0	450	4000	3	•	350	75	6/14	10	Wurfspeere+80
32	Tawok	8	9	3	2	0	19.0	160	1300	3	•	350	70	6/14	10	Wurfspeere+80
25	Te-Yari	8	9	3	2	0	27.0	120	1000	3	•	350	75	6/14	10	Wurfspeere+80
45	Telempang	8	9	3	2	0	15.0	210	1800	3	•	350	75	6/14	10	Wurfspeere+80
32	Tirrer	8	9	3	2	0	18.0	170	1300	3	•	350	65	6/14	10	Wurfspeere+80
50	Tombak	8	9	3	2	0	14.0	240	2000	3	•	350	80	6/14	10	Wurfspeere+80
50	Tschehouta	8	9	3	2	0	14.0	190	2000	3	•	350	80	6/14	10	Wurfspeere+80
40	Tumpuling	8	9	3	2	0	18.0	200	1600	3	•	350	80	6/14	10	Wurfspeere+80
52	Wainian	8	9	3	2	0	12.0	250	2100	3	•	350	70	6/14	10	Wurfspeere+80
48	Wallunka	8	9	3	2	0	13.0	250	1900	3	•	350	70	6/14	10	Wurfspeere+80
52	Wi-Valli	8	9	4	2	0	4.0	210	2100	3	•	350	70	6/14	10	Wurfspeere+80
48	Yari	8	9	3	2	0	15.0	210	1900	3	•	350	80	6/14	10	Wurfspeere+80

Piken (2H) (Speere)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
68	Awl Pike	9	12	5	2	-4	27.0	320	2700	4	•	425	85	8/12	15	Wurfspeere-20
52	Ballam	9	12	5	2	-4	31.0	180	2100	4	•	425	75	8/12	15	Wurfspeere-20
70	Barchi	9	12	6	2	-4	8.0	300	2800	4	•	425	80	8/12	15	Wurfspeere-20
65	Bohemian Ear Spoon	9	12	5	3	-4	56.0	270	2600	4	•	425	85	8/12	15	Wurfspeere-20
62	Chauves Souris	9	12	5	3	-4	59.0	250	2500	4	•	425	85	8/12	15	Wurfspeere-20
50	Chimbane	9	12	4	2	-4	91.0	170	2000	4	•	425	70	8/12	15	Wurfspeere-20

Piken (2H) (Speere)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
82	Dung	9	12	6	3	-4	15.0	270	3300	4	•	425	85	8/12	15	Wurfspeere-20
80	Falarica	9	12	5	1	-4	17.0	180	2000	4	•	425	80	8/12	15	Wurfspeere-20
52	Fuscina	9	12	5	2	-4	33.0	180	2100	4	•	425	80	8/12	15	Wurfspeere-20
30	Hinyuan	9	12	4	2	-4	140.0	170	1200	4	•	425	65	8/12	15	Wurfspeere-20
52	Kamayari	9	12	5	3	-4	66.0	250	2100	4	•	425	80	8/12	15	Wurfspeere-20
58	Kan-Shoka	9	12	5	2	-4	28.0	190	2300	4	•	425	75	8/12	15	Wurfspeere-20
48	Khatramkha	9	12	5	2	-4	39.0	150	1900	4	•	425	85	8/12	15	Wurfspeere-20
60	Korseke	9	12	5	3	-4	61.0	210	2400	4	•	425	85	8/12	15	Wurfspeere-20
42	Koveh	9	12	4	2	-4	122.0	200	1700	4	•	425	80	8/12	15	Wurfspeere-20
58	Koy-Yung	9	12	5	2	-4	26.0	280	2300	4	•	425	70	8/12	15	Wurfspeere-20
70	Larna-Pe	9	12	5	2	-4	22.0	310	2800	4	•	425	70	8/12	15	Wurfspeere-20
55	Military Fork	9	12	5	3	-4	63.0	210	2200	4	•	425	80	8/12	15	Wurfspeere-20
50	Nerau	9	12	5	2	-4	32.0	250	2000	4	•	425	75	8/12	15	Wurfspeere-20
38	Paralyser	9	12	5	2	-4	40.0	230	1500	4	•	425	70	8/12	15	Wurfspeere-20
70	Plancon a Picot	9	12	5	2	-4	28.0	300	2800	4	•	425	90	8/12	15	Wurfspeere-20
90	Rummh	9	12	5	2	-4	18.0	420	3600	4	•	425	75	8/12	15	Wurfspeere-20
65	Runka	9	12	5	3	-4	56.0	230	2600	4	•	425	85	8/12	15	Wurfspeere-20
70	Sangu	9	12	5	2	-4	25.0	320	2800	4	•	425	80	8/12	15	Wurfspeere-20
58	Scaling Fork	9	12	5	3	-4	64.0	200	2300	4	•	425	85	8/12	15	Wurfspeere-20
58	Spetum	9	12	5	3	-4	60.0	230	2300	4	•	425	80	8/12	15	Wurfspeere-20
48	Sudanese Spear	9	12	5	2	-4	34.0	180	1900	4	•	425	75	8/12	15	Wurfspeere-20
42	Tahr Ruan	9	12	4	2	-4	106.0	170	1700	4	•	425	70	8/12	15	Wurfspeere-20
45	Tepoztopilli	9	12	6	2	-4	13.0	190	1800	4	•	425	80	8/12	15	Wurfspeere-20
60	To-Ono	9	12	5	2	-4	25.0	310	2400	4	•	425	70	8/12	15	Wurfspeere-20
72	Zagaye	9	12	5	2	-4	24.0	380	2900	4	•	425	80	8/12	15	Wurfspeere-20
30	Zinnor	9	12	5	2	-4	61.0	180	1200	4	•	425	85	8/12	15	Wurfspeere-20

Lanze vom Pferd (Speere)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
148	Lanze	12	30	6	3	-4	30.0	400	3700	4	•	450	75	16/4	TP	Speere-50

Lanzen (2H) (Speere)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
80	Aunurgith	10	20	7	2	-8	20.0	320	3200	5	•	500	65	16/4	20	Wurfspeere-40
52	Tiger Trident	10	20	6	3	-8	229.0	230	2100	5	•	500	80	16/4	20	Wurfspeere-40
70	Tjunkuletti	10	20	6	2	-8	75.0	320	2800	5	•	500	70	16/4	20	Wurfspeere-40

Chakko (Kettenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
8	Chinte	2	15	3	1	4	7.0	100	300	1	O	100	70	5/15	TP-25%	Bolas-15
20	Kau Sin Ke	2	15	3	2	4	6.0	110	800	1	O	100	80	5/15	TP-25%	Bolas-15
32	Laingtjat	2	15	2	2	4	5.0	60	800	1	O	100	80	5/15	TP-25%	Bolas-15
25	Nunchaku	2	15	2	2	4	54.0	80	1000	2	O	100	75	5/15	TP-25%	Bolas-15
35	Sa Tjat Koen	2	15	3	2	4	3.0	160	1400	1	O	100	75	5/15	TP-25%	Bolas-15

kleine Schlagketten (Kettenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
8	Kawanaga	2	25	3	2	4	22.0	500	300	1	O	100	75	0/20	TP-50%	Bolas+50
28	Manriki-Gusari	2	25	3	2	4	6.0	170	1100	1	O	100	80	0/20	TP-50%	Bolas+50

kleine Schlagketten (Kettenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
18	Rante	2	25	3	2	4	10.0	200	700	1	O	100	80	0/20	TP-50%	Bolas+50

Morgensterne (Kettenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
80	Ball & Chain	4	22	4	2	2	18.0	90	2000	2	O	200	80	10/10	TP+50%	Bolas-25
45	Feruzue	4	22	4	2	2	22.0	140	1800	2	O	200	85	10/10	TP+50%	Bolas-25

Schlagketten (2H) (Kettenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
20	Hui-Tho	4	30	4	2	2	22.0	170	800	2	—	200	65	3/17	TP-25%	Bolas+30
40	Kusarigama (Schlagkette und Handaxt)	4	30	4	3	2	28.0	220	1600	2	O	200	80	3/17	TP-25%	Bolas+30
35	Kyoketsu-Shogi	4	30	4	2	2	14.0	250	1400	2	•	200	70	3/17	TP-25%	Bolas+30
50	Nagegama (Schlagkette und Handaxt)	4	30	4	2	2	11.0	300	2000	2	O	200	80	3/17	TP-25%	Bolas+30
12	Rante (star type)	4	30	4	2	2	44.0	100	500	2	— O	200	80	3/17	TP-25%	Bolas+30
18	Rante Ber Gangedug	4	30	4	2	2	31.0	220	700	2	— O	200	80	3/17	TP-25%	Bolas+30

Kriegsflügel (2H) (Kettenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
62	Flail	6	35	4	2	0	23.0	160	2500	3	O	300	75	14/6	TP+80%	Bolas-30
100	Military Flail	6	35	4	2	0	25.0	160	2500	3	O	300	80	14/6	TP+80%	Bolas-30

große Morgensterne (Kettenwaffen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
76	Binnol	6	35	4	2	0	35.0	80	1900	3	O	300	80	16/4	TP x2	Bolas-50
56	Cumber - Jung	6	35	4	2	0	47.0	80	1400	3	O	300	80	16/4	TP x2	Bolas-50
88	Goupillon	6	35	5	2	0	43.0	50	2200	4	O	300	85	16/4	TP x2	Bolas-50
80	Mace & Chain	6	35	4	2	0	35.0	90	2000	3	O	300	85	16/4	TP x2	Bolas-50

Peitschen (Peitschen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
48	Chemeti	3	12	2	2	4	15.0	120	1200	1	O	125	75	0/20	TP-90%	Bolas-60
62	Chijiriki (Peitsche und Stoßspeer)	3	12	3	3	4	5.0	350	2500	1	• O	125	85	0/20	TP-90%	Bolas-60
12	Flagellum	3	12	1	1	4	90.0	70	300	1	O	125	75	0/20	TP-90%	Bolas-60
40	Kalus	3	12	2	2	4	18.0	100	1000	1	O	125	75	0/20	TP-90%	Bolas-60
52	Kamcha	3	12	2	2	4	14.0	120	1300	1	—	125	75	0/20	TP-90%	Bolas-60

große Peitschen (Peitschen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
56	Bullwhip	4	20	4	2	2	6.0	250	1400	2	— O	200	70	6/14	TP-80%	Bolas-70
20	Cat 'o Nine Tail	4	20	2	1	2	35.0	80	500	1	O	200	65	6/14	TP-80%	Bolas-70

große Peitschen (Peitschen)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
40	Petjut	4	20	3	2	2	27.0	70	1000	2	O	200	75	6/14	TP-80%	Bolas-70

kleine Sichel (Sicheln)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
16	Arit	2	15	2	1	4	3.0	40	400	1		50	75	4/16	TP-50%	Wurfäxte-20
16	Bank	2	15	1	0	4	4.0	25	400	1	—	50	80	4/16	TP-50%	Wurfäxte-20
16	Karambit	2	15	1	1	4	8.0	25	400	1	—	50	80	4/16	TP-50%	Wurfäxte-20
20	Novacula	2	15	1	1	4	8.0	20	500	1		50	80	4/16	TP-50%	Wurfäxte-20
12	Sabit	2	15	1	1	4	11.0	25	300	1	—	50	80	4/16	TP-50%	Wurfäxte-20

Druidensicheln (Sicheln)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
24	Falx Supina	4	20	2	2	2	27.0	30	600	2		200	85	10/10	SP-25%	Wurfäxte-33
40	Kama	4	20	2	2	2	15.0	50	1000	2		200	80	10/10	SP-25%	Wurfäxte-33

Sicheln (Sicheln)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden	Wurfwaffe
76	Full Moon	6	30	4	3	0	19.0	50	1900	3	—	350	85	16/4	TP	Wurfäxte-50
68	Lohar	6	30	3	2	0	33.0	40	1700	3	O	350	90	16/4	TP	Wurfäxte-50
72	Veecharoval	6	30	3	2	0	38.0	40	1800	3		350	75	16/4	TP	Wurfäxte-50

Unterstützungswaffen (waffenloser Kampf)

min Kraft	Name	KT	GA	#	P	KK	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden
1	Metsubishi	4	10	½	0	4	0	?	150	60	0/20	0

Schläge Faust (waffenloser Kampf)

min Kraft	Name	KT	GA	#	P	KK	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden
---	Schläge Faust	4	10	1	0	4	1	O	150	0	16/4	TP-25%

Schläge Handkante (waffenloser Kampf)

min Kraft	Name	KT	GA	#	P	KK	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden
---	Schläge Handkante	4	10	1	0	4	1	O	150	0	4/16	TP-25%

Schlaghandschuhe (waffenloser Kampf)

min Kraft	Name	KT	GA	#	P	KK	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden
2	Bagh Nakh	5	10	1	0	4	+1	—	150	95	16/4	TP-10%
60	Cestus	5	10	1	0	4	+1	O	150	80	16/4	TP-10%
2	Hora	5	10	1	0	4	+1	O	150	85	16/4	TP-10%
56	Knuckle Duster	5	10	1	0	4	+1	O	150	90	16/4	TP-10%
12	Shears	5	10	1	1	4	+1	•	150	75	16/4	TP-10%

Tritte (waffenloser Kampf)

min Kraft	Name	KT	GA	#	P	KK	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden
---	Tritte	4	20	2	0	2	2	O	200	0	10/10	TP

Schlagringe (waffenloser Kampf)

min Kraft	Name	KT	GA	#	P	KK	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden
4	Pendjepit	6	10	2	0	4	+2	?	150	80	16/4	TP
72	Shuko	6	10	2	2	4	+2	O	150	85	16/4	TP
12	Wind Fire Wheel	6	10	2	1	4	+2	—	150	85	16/4	TP

Sprungtritte (waffenloser Kampf)

min Kraft	Name	KT	GA	#	P	KK	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden
---	Sprungtritte	6	30	3	0	0	3	O	300	0	5/15	TP

Umrennen (waffenloser Kampf)

min Kraft	Name	KT	GA	#	P	KK	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden
---	Umrennen	6	30	3	0	0	3	O	300	0	15/5	TP

Ausweichen (waffenloser Kampf)

min Kraft	Name	KT	GA	#	P	KK	TW	Typ	Kos	BF	Kr/Ge	Struktur-schaden
---	Ausweichen	---	---	½	2	---	---		150	0	0/20	---

Wurfsterne (Wurfaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
8	Chakram	2	6/2	4	2.0	30	200	1	—	165	85	2/18	2/18	Kr	25m	50m	1
0	Paku	2	6/2	4	38.0	3	10	1	• O	165	70	2/18	2/18	Kr	10m	25m	1
4	Piau	2	6/2	4	5.0	10	100	1	•	165	90	2/18	2/18	Kr	10m	25m	1
4	Shuriken	2	6/2	4	5.0	40	100	1	•	165	90	2/18	2/18	Kr	10m	25m	1

Wurfmesser (Wurfaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
48	Hunga-Munga	2	6/2	4	2.0	60	1200	2		165	80	2/18	2/18	Kr	30m	80m	1

Wurfpfeile (Wurfaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
32	Nageyari	2	6/2	4	4.0	40	800	2	•	165	80	2/18	2/18	Kr	20m	60m	1
20	Siangkam	2	6/2	4	16.0	50	500	2	— O	165	90	2/18	2/18	Kr	20m	60m	1
48	Uchi-Ne	2	6/2	4	3.0	30	1200	2	•	165	80	2/18	2/18	Kr	20m	60m	1

Wurfkeulen (Wurfaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
12	Dowak	4	6/4	2	2.0	40	300	1	O	205	65	10/10	10/10	Kr	20m	40m	TP-25%
20	Kangaroo Rat	4	6/4	2	0.0	60	500	1	O	205	65	10/10	10/10	Kr	25m	50m	TP-25%
32	Kauhah	4	6/4	2	2.0	40	800	2	O	205	75	10/10	10/10	Kr	20m	40m	TP-25%
16	Kirasoo	4	6/4	2	1.0	90	400	1	O	205	70	10/10	10/10	Kr	20m	40m	TP-25%
20	Kunnin	4	6/4	2	2.0	70	500	1	O	205	70	10/10	10/10	Kr	20m	40m	TP-25%
12	Quirriang-An-Wun	4	6/4	2	2.0	90	300	1	O	205	70	10/10	10/10	Kr	20m	40m	TP-25%

Wurfhämmer (Wurfaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
36	Kerrie	4	6/4	2	1.0	50	900	2	O	205	75	10/10	10/10	Kr	15m	30m	TP
56	Ulas	4	6/4	2	1.0	30	1400	2	O	205	75	10/10	10/10	Kr	15m	30m	TP

Wurfäxte (Wurfaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
56	Franzisca	4	6/4	2	51.0	50	1400	3		205	80	10/10	10/10	Kr	15m	40m	TP
48	Hurlbat	4	6/4	2	68.0	50	1200	3		205	90	10/10	10/10	Kr	15m	40m	TP
48	Mongwanga	4	6/4	2	21.0	70	1200	3		205	85	10/10	10/10	Kr	20m	40m	TP
52	Savage Axe	4	6/4	2	2.0	40	1300	3		205	70	10/10	10/10	Kr	15m	40m	TP
68	Thrusting Axe	4	6/4	2	6.0	50	1700	3	•	205	80	10/10	10/10	Kr	15m	40m	TP
60	Tomahawk	4	6/4	2	6.0	40	1500	3		205	80	10/10	10/10	Kr	15m	40m	TP

Wurfspeere (Wurfaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
42	Javelin	7	6/4	0	15.0	210	1700	3	→	290	70	8/12	8/12	Kr	20m	45m	10
64	Pilum (thin)	7	6/4	0	5.0	180	1600	3	→	290	70	8/12	8/12	Kr	20m	50m	10

Kurzbögen (2H) (Schussaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
38	Apache Bow	2	5/4	1	0.0	100	500	1	→	160	0	2/18	5/15	38	70m	110m	2
76	Assyrian Bow	2	5/4	1	0.0	110	700	1	→	160	0	2/18	5/15	76	120m	225m	2
77	Egyptian Bow	2	5/4	1	0.0	120	600	1	→	160	0	2/18	5/15	77	120m	200m	2
53	Greek Bow	2	5/4	1	72.0	140	600	1	→	160	0	2/18	5/15	53	90m	120m	2
53	Mohave Bow	2	5/4	1	47.0	170	700	1	→	160	0	2/18	5/15	53	70m	100m	2
68	Short Bow	2	5/4	1	90.0	120	600	1	→	160	0	2/18	5/15	68	90m	225m	2
76	Stone Bow	2	5/4	1	25.0	170	700	1	O	160	0	2/18	5/15	76	45m	125m	2

leichte Armbrüste (2H) (Schussaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
76	Chu-Ko-Nu	2	3/10	-2	300.0	60	3200	1	→	150	0	5/15	12/8	76	60m	170m	3
76	Light Arbalest	2	3/10	-2	44.0	70	3400	1	→	150	0	5/15	12/8	76	40m	225m	3
61	Nayin	2	3/10	-2	33.0	120	3200	1	→	150	0	5/15	12/8	61	30m	100m	3
61	Stone Arbalest	2	3/10	-2	67.0	70	3400	1	O	150	0	5/15	12/8	61	30m	200m	3
76	Thami	2	3/10	-2	80.0	110	4000	1	→	150	0	5/15	12/8	76	40m	180m	3

Langbögen (2H) (Schussaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
107	Chinese Bow	4	5/4	-3	22.0	190	700	2	→	255	0	5/15	5/15	107	100m	150m	4
91	Japanese Bow	4	5/4	-3	35.0	210	900	2	→	255	0	5/15	5/15	91	90m	180m	4
107	Long Bow	4	5/4	-3	36.0	180	700	2	→	255	0	5/15	5/15	107	90m	275m	4
91	Scythian Bow	4	5/4	-3	85.0	120	700	2	→	255	0	5/15	5/15	91	130m	300m	4
91	Turkish Bow	4	5/4	-3	180.0	100	800	2	→	255	0	5/15	5/15	91	150m	550m	4

Armbrüste (2H) (Schussaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
55	Medium Arbalest (Claw&Belt)	4	3/30	-4	100.0	70	4100	2	→	220	0	5/15	15/5	137	40m	275m	6

Armbrüste (2H) (Schußwaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
68	Medium Arbalest (Cord&Pulley)	4	3/30	-4	100.0	70	3800	2	→	220	0	5/15	15/5	137	40m	275m	6

schwere Armbrüste (2H) (Schußwaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
103	Medium Arbalest (Goat's Foot)	6	3/45	-6	176.0	70	4800	3	→	305	0	5/15	17/3	206	50m	275m	12
91	Slurbow (Cranequin)	6	3/45	-6	112.0	60	8000	3	→	305	0	5/15	17/3	917	50m	300m	12

überschwere Armbrüste (2H) (Schußwaffen)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
100	Heavy Arbalest (Cranequin)	8	3/60	-8	196.0	70	8000	4	→	400	0	5/15	20/0	1009	55m	300m	20
86	Heavy Arbalest (Screw&Handle)	8	3/60	-8	192.0	70	7500	4	→	400	0	5/15	20/0	1039	60m	330m	20
72	Heavy Arbalest (Windlass)	8	3/60	-8	208.0	80	8500	4	→	400	0	5/15	20/0	1085	65m	330m	20
108	Siege Arbalest (Windlass)	8	3/60	-8	1320.0	100	10200	5	→	400	0	5/15	20/0	1620	80m	425m	20

Lasso

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
20	Lariat	0	8/20	2	3.0	200	800	0	?	10	70	0/20	0/20	---	4m	10m	0

Blasrohr (2H)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
12	Fukidake	0	6/3	-1	5.0	120	350	1	→	65	60	0/20	0/20	---	10m	20m	1
12	Sopok	0	6/3	-1	5.0	120	500	0	→	65	60	0/20	0/20	---	10m	20m	1

Bolas

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
40	Bolas	2	6/6	2	4.0	100	1000	1	O	100	60	3/17	3/17	Kr	10m	25m	1

Schleuder

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
1	Schleuder	2	6/2	1	1.0	220	20	1	O	335	50	0/20	0/20	Ge	100m	175m	1

Zwillingen (2H)

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
25	Slingshot (Zwille)	2	5/5	1	10.0	25	250	1	O	105	50	3/17	10/10	25	30m	45m	1

Bumerang

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
16	Boomerang	3	6/3	3	1.0	60	400	1	O	135	65	8/12	8/12	Kr	20m	80m	TP-50%
28	Singa	3	6/3	3	3.0	50	700	2	O	135	90	8/12	8/12	Kr	15m	60m	TP-50%

Speerschleudern

min Kraft	Name	KT	#	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge Pool	Kr/Ge Schad	eff. Kr	eff. Range	max. Range	Struktur-schaden
28	Bilari	8	6/10	-2	23.0	120	1100	3	→	270	70	4/16	4/16	Kr	40m	80m	10
4	Cestosphendone	8	6/10	-2	4.0	30	100	1	•	270	70	4/16	4/16	Kr	50m	100m	10

Buckler (Schilder)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur
16	Buckler	---	---	2	4	0	2.0	40	400	0		100	300	0/20	300

Schilder (Schilder)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur
40	Schild	---	---	2	5	-1	10.0	100	1000	0		200	750	2/18	750

große Schilder (Schilder)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur
60	grosser Rundschild	---	---	2	5	-2	20.0	100	1500	0		250	1000	5/15	1000
60	grosser Schild	---	---	2	5	-2	20.0	150	1500	0		250	1000	5/15	1000


Mann-Schilder (2H) (Schilder)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur
75	Mannschild	---	---	2	5	-4	20.0	200	3000	0		0	1500	10/10	1500


Waffenschilder (Schilder)

min Kraft	Name	KT	GA	#	P	KK	Preis [SS]	Länge [cm]	Gew. [g]	TW	Typ	Kos	BF	Kr/Ge	Struktur
112	Madu	1	20	3	4	-2	20.0	160	2800	1	•	300	85	15/5	1000
100	Sword Shield	1	20	4	4	-2	0.0	150	2500	2	•	300	90	15/5	1000


Kurzschwerter (Schwerter), 1TW




Bade-Bade, [— •], Kr:16
8SS, 25cm,
400g, 1TW, Pa+1




Badik, [— •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1




Beladau, [— •], Kr:16
4SS, 40cm, 400g, 1TW




Bich'Hwa, [— •], Kr:16
25cm, 400g, 1TW, Pa+2




Bich'Hwa Bagh
Nakh, [— •], Kr:38
25cm, 950g, 1TW, Pa+1




Bichaq, [— •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1




Bolo, []], Kr:20
6SS, 40cm,
500g, 1TW, Pa+1




Butcher Knife, [] •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1




Buyo Knife, [— •], Kr:16
8SS, 40cm,
400g, 1TW, Pa+1




Chil anum, [— •], Kr:16
8SS, 40cm,
400g, 1TW, Pa+1




Fantail Dagger, [—], Kr:10
6SS, 30cm, 250g, 1TW




Forked Tongue
Dagger, [—], Kr:10
6SS, 30cm, 250g, 1TW




Hachiwara, [O], Kr:44
6SS, 30cm,
1100g, 1TW, Pa+2




Harpe, [— •], Kr:20
7SS, 40cm,
500g, 1TW, Pa+1




Jambiya, [— •], Kr:12
11SS, 30cm,
300g, 1TW, Pa+1




Karoula, [— •], Kr:16
8SS, 40cm,
400g, 1TW, Pa+1




Katar Bank, [— •], Kr:20
6SS, 40cm,
500g, 1TW, Pa+1




Khanjar, [— •], Kr:12
11SS, 30cm,
300g, 1TW, Pa+1




Khanjarli, [— •], Kr:12
11SS, 30cm,
300g, 1TW, Pa+1




Kiam Bokiam, [• O], Kr:36
15SS, 60cm,
900g, 1TW, Pa+3




Kubikiri, [— •], Kr:16
9SS, 40cm,
400g, 1TW, Pa+1




Kujungi, []], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1




Kummya, [— •], Kr:24
6SS, 50cm,
600g, 1TW, Pa+1




Mit, [— •], Kr:10
13SS, 25cm,
250g, 1TW, Pa+1




Palitai, [— •], Kr:16
8SS, 40cm,
400g, 1TW, Pa+1




Para-l-Tutti, [— •], Kr:16
8SS, 40cm,
400g, 1TW, Pa+1




Pichangatti, [] •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1




Piha-Haetta, [— •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1




Piso Tonkeng, []], Kr:12
4SS, 30cm, 300g,
1TW, +1s, Pa+1




Pokwe, [— •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1




Qama, [] •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1




Scramasax, [] •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1




Sekin, [] •], Kr:12
11SS, 30cm,
300g, 1TW, Pa+1




Tanto, [— •], Kr:16
9SS, 30cm,
400g, 1TW, Pa+1




Tjaluk, [—], Kr:12
4SS, 25cm, 300g,
1TW, +1s, Pa+1



Tuba, [] •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1




Vinchu, [] •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1



Wedong, [] •], Kr:16
8SS, 30cm,
400g, 1TW, Pa+1


Schwerter (Schwerter), 2TW



Alamani, [— •], Kr:32
5SS, 60cm, 800g,
2TW, +1s, Pa+2




Ama-Goi-Ken, [] •], Kr:24
22SS, 40cm,
600g, 2TW, Pa+2




Antler Sword, [] •], Kr:36
4SS, 70cm, 900g,
2TW, +1s, Pa+2




Ayda Katti, []], Kr:60
3SS, 60cm, 1500g,
2TW, +1s, Pa+2




Babanga, [] •], Kr:48
3SS, 60cm, 1200g,
2TW, +1s, Pa+2



Backsword, [] — •], Kr:28
19SS, 60cm,
700g, 2TW, Pa+2



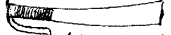
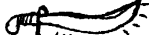
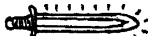
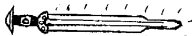
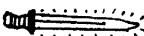

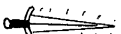
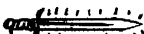
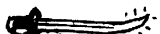
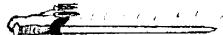
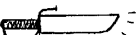


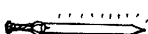


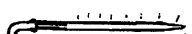


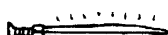

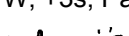
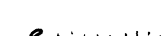
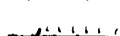

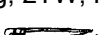
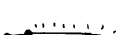
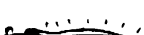




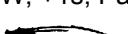
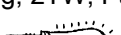
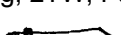




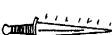
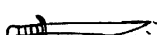
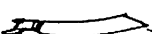
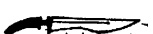




Badelaire, [] •], Kr:48
4SS, 50cm, 1200g,
2TW, +1s, Pa+2

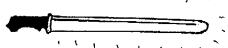


Barong, [— •], Kr:20
11SS, 40cm,
500g, 2TW, Pa+1

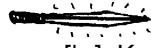
Schwerter (Schwerter), 2TW

 Baswa Knife, [— •], Kr:16 13SS, 40cm, 400g, 2TW, Pa+1	 Bayu, [— •], Kr:20 11SS, 40cm, 500g, 2TW, Pa+1	 Beidana, [], Kr:48 11SS, 70cm, 1200g, 2TW, Pa+2	 Beladah, [— •], Kr:44 12SS, 60cm, 1100g, 2TW, Pa+2
 Braquemar, [•], Kr:52 3SS, 60cm, 1300g, 2TW, +1s, Pa+2	 Carp's Tongue, [•], Kr:60 8SS, 80cm, 1500g, 2TW, Pa+2	 Chereb, [•], Kr:44 10SS, 60cm, 1100g, 2TW, Pa+2	 Chopper, [], Kr:24 9SS, 40cm, 600g, 2TW, Pa+1
 Chundrick, [— •], Kr:48 4SS, 60cm, 1200g, 2TW, +1s, Pa+2	 Cinquedea, [•], Kr:28 18SS, 50cm, 700g, 2TW, Pa+2	 Coustil a Croc, [•], Kr:48 11SS, 60cm, 1200g, 2TW, Pa+2	 Cutlass, [— •], Kr:44 4SS, 60cm, 1100g, 2TW, +1s, Pa+2
 Dan-Gien, [•], Kr:28 18SS, 90cm, 700g, 2TW, Pa+2	 Darn Do, [— •], Kr:16 32SS, 50cm, 400g, 2TW, Pa+2	 Dha, [— •], Kr:52 3SS, 80cm, 1300g, 2TW, +1s, Pa+2	 Dusack, [—], Kr:52 3SS, 60cm, 1300g, 2TW, +1s, Pa+2
 Gladius, [•], Kr:32 15SS, 60cm, 800g, 2TW, Pa+2	 Goddara, [— •], Kr:48 7SS, 70cm, 1200g, 2TW, +1s, Pa+3	 Golok, [•], Kr:24 9SS, 40cm, 600g, 2TW, Pa+1	 Gupti, [— •], Kr:28 17SS, 80cm, 700g, 2TW, Pa+2
 Halab, [— •], Kr:48 1SS, 90cm, 1200g, 2TW, +3s, Pa+3	 Hamidashi, [— •], Kr:16 16SS, 40cm, 400g, 2TW, Pa+1	 Herebra, [•], Kr:52 3SS, 70cm, 1300g, 2TW, +1s, Pa+2	 Jitte, [• O], Kr:56 18SS, 50cm, 1400g, 2TW, Pa+3
 Kamashimo Zashi, [— •], Kr:28 18SS, 50cm, 700g, 2TW, Pa+2	 Kantschar, [— •], Kr:52 10SS, 70cm, 1300g, 2TW, Pa+2	 Ken, [•], Kr:28 17SS, 50cm, 700g, 2TW, Pa+2	 Kharga, [], Kr:72 2SS, 80cm, 1800g, 2TW, +1s, Pa+2
 Khyber Knife, [•], Kr:16 15SS, 40cm, 400g, 2TW, Pa+1	 Kindjal, [•], Kr:20 11SS, 50cm, 500g, 2TW, Pa+1	 Kledyv, [•], Kr:52 9SS, 60cm, 1300g, 2TW, Pa+2	 Kopsh, [], Kr:52 3SS, 60cm, 1300g, 2TW, +1s, Pa+2
 Kris, [•], Kr:28 17SS, 50cm, 700g, 2TW, Pa+2	 Kudi, [•], Kr:28 8SS, 50cm, 700g, 2TW, Pa+1	 Kudi Tranchang, [•], Kr:28 3SS, 50cm, 700g, 2TW, +1s, Pa+1	 Kukri, [•], Kr:24 10SS, 50cm, 600g, 2TW, Pa+1
 Moplah, [], Kr:28 3SS, 50cm, 700g, 2TW, +1s, Pa+1	 Opi, [•], Kr:24 20SS, 50cm, 600g, 2TW, Pa+2	 Panabas, [], Kr:28 3SS, 60cm, 700g, 2TW, +1s, Pa+1	 Parang Bedak, [•], Kr:32 16SS, 60cm, 800g, 2TW, Pa+2
 Parang Ginah, [], Kr:28 3SS, 60cm, 700g, 2TW, +1s, Pa+1	 Parang Latok, [], Kr:32 2SS, 70cm, 800g, 2TW, +1s, Pa+1	 Parazonium, [•], Kr:20 23SS, 50cm, 500g, 2TW, Pa+2	 Pedang, [— •], Kr:32 32SS, 60cm, 800g, 2TW, Pa+3
 Pira, [— •], Kr:32 5SS, 60cm, 800g, 2TW, +1s, Pa+2	 Piso Eccat, [•], Kr:24 20SS, 60cm, 600g, 2TW, Pa+2	 Piso Halasan, [•], Kr:28 17SS, 60cm, 700g, 2TW, Pa+2	 Ram Da'o, [], Kr:72 2SS, 90cm, 1800g, 2TW, +1s, Pa+2

Schwerter (Schwerter), 2TW



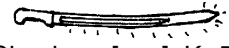
Sasanid, [[]], Kr:56
9SS, 90cm,
1400g, 2TW, Pa+2



Seme, [[] •], Kr:36
13SS, 80cm,
900g, 2TW, Pa+2



Senangkas Bedok,
[[] — •], Kr:52
10SS, 70cm,
1300g, 2TW, Pa+2



Shashqa, [— •], Kr:52
10SS, 90cm,
1300g, 2TW, Pa+2



Shotel, [[] —], Kr:48
9SS, 80cm,
1200g, 2TW, Pa+2



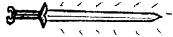
Sica, [[] •], Kr:20
24SS, 40cm,
500g, 2TW, Pa+2



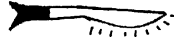
Spadroon, [— •], Kr:32
16SS, 80cm,
800g, 2TW, Pa+2



Talibon, [[] •], Kr:40
8SS, 60cm, 1000g,
2TW, +1s, Pa+3



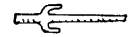
Talon Sword, [[] •], Kr:44
4SS, 70cm, 1100g,
2TW, +1s, Pa+2



Tapak Kudak, [[] — •], Kr:36
13SS, 70cm,
900g, 2TW, Pa+2



Thinin, [[] •], Kr:36
13SS, 60cm,
900g, 2TW, Pa+2



Tjabang, [• O], Kr:44
22SS, 50cm,
1100g, 2TW, Pa+3



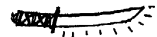
Todo, [[]], Kr:20
11SS, 40cm,
500g, 2TW, Pa+1



Tolaki, [[] •], Kr:20
11SS, 40cm,
500g, 2TW, Pa+1



Trident Weapon,
[— •], Kr:56
5SS, 50cm, 1400g,
2TW, +1s, Pa+3



Wakizashi, [— •], Kr:32
16SS, 60cm,
800g, 2TW, Pa+2

Langschwerter (Schwerter), 3TW



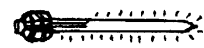
Abbasi, [[] •], Kr:56
19SS, 100cm, 1400g,
3TW, +1s, Pa+3



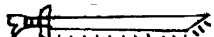
Ahir, [— •], Kr:56
19SS, 100cm, 1400g,
3TW, +1s, Pa+3



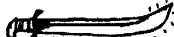
Barkur, [[]], Kr:80
1SS, 80cm, 2000g,
3TW, +2s, Pa+1



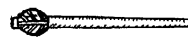
Broadsword, [[] •], Kr:64
17SS, 80cm, 1600g,
3TW, +1s, Pa+3



Campilan, [[] •], Kr:48
31SS, 90cm,
1200g, 3TW, Pa+2



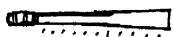
Craquemarte, [[] — •], Kr:52
21SS, 70cm, 1300g,
3TW, +1s, Pa+3



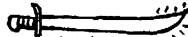
Cudgel, [O], Kr:40
14SS, 80cm,
1000g, 2TW, Pa+3



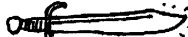
Dan-Dao, [— •], Kr:24
65SS, 80cm,
600g, 3TW, Pa+2



Dao, [[]], Kr:52
9SS, 70cm, 1300g,
3TW, +1s, Pa+2



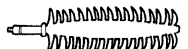
Dukn, [[] — •], Kr:48
65SS, 80cm,
1200g, 3TW, Pa+3



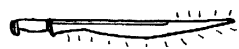
Falchion, [[] •], Kr:64
16SS, 80cm, 1600g,
3TW, +1s, Pa+3



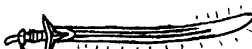
Firangi, [—], Kr:52
20SS, 110cm, 1300g,
3TW, +1s, Pa+3



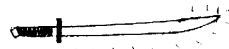
Fish Spine Sword, [[]], Kr:40
23SS, 80cm, 1000g,
3TW, +1s, Pa+3



Flyssa, [[] — •], Kr:60
9SS, 100cm, 1500g,
3TW, +1s, Pa+2



Goliah, [[] — •], Kr:56
20SS, 110cm, 1400g,
3TW, +1s, Pa+3



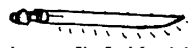
Goose-Feather
Sabre, [[] — •], Kr:24
61SS, 90cm,
600g, 3TW, Pa+2



Halstatt Sword, [[] •], Kr:64
8SS, 110cm, 1600g,
3TW, +1s, Pa+2



Han-Dachi, [— •], Kr:48
65SS, 80cm,
1200g, 3TW, Pa+3



Isau, [[] •], Kr:44
11SS, 70cm, 1100g,
3TW, +1s, Pa+2



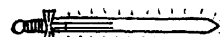
Jungheerdha, [— •], Kr:44
24SS, 110cm, 1100g,
3TW, +1s, Pa+3



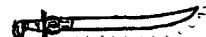
Kapee Dha, [[] —], Kr:32
16SS, 50cm, 800g,
3TW, +1s, Pa+2



Karabela, [— •], Kr:32
32SS, 100cm, 800g,
3TW, +1s, Pa+3



Kaskara, [[] •], Kr:56
58SS, 90cm,
1400g, 3TW, Pa+3

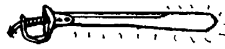


Kastane, [[] — •], Kr:48
22SS, 80cm, 1200g,
3TW, +1s, Pa+3

Langschwerter (Schwerter), 3TW



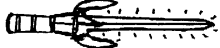
Katana, [— •], Kr:56
20SS, 110cm, 1400g,
3TW, +1s, Pa+3



Khanda, [•], Kr:48
22SS, 90cm, 1200g,
3TW, +1s, Pa+3



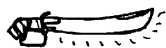
Longsword, [•], Kr:60
55SS, 80cm,
1500g, 3TW, Pa+3



Manople, [•], Kr:88
24SS, 60cm, 2200g,
3TW, +1s, Pa+4



Ninjato, [— •], Kr:56
56SS, 90cm,
1400g, 3TW, Pa+3



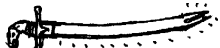
Parang Nabur, [•], Kr:40
26SS, 60cm, 1000g,
3TW, +1s, Pa+3



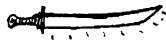
Peudeueng, [•], Kr:36
27SS, 80cm, 900g,
3TW, +1s, Pa+3



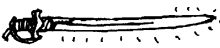
Reiterpallasch, [•], Kr:56
20SS, 90cm, 1400g,
3TW, +1s, Pa+3



Sapola, [— •], Kr:52
20SS, 90cm, 1300g,
3TW, +1s, Pa+3



Seax, [• —], Kr:52
28SS, 70cm,
1300g, 3TW, Pa+2



Sirohi, [• —], Kr:48
22SS, 100cm, 1200g,
3TW, +1s, Pa+3



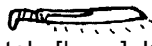
Katti Talwar, [• —], Kr:52
20SS, 100cm, 1300g,
3TW, +1s, Pa+3



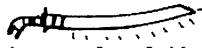
Killij, [— •], Kr:44
25SS, 90cm, 1100g,
3TW, +1s, Pa+3



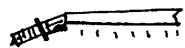
Lopu, [•], Kr:40
37SS, 70cm,
1000g, 3TW, Pa+2



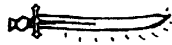
Mentok, [• —], Kr:36
14SS, 60cm, 900g,
3TW, +1s, Pa+2



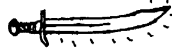
Pakayun, [— •], Kr:52
20SS, 80cm, 1300g,
3TW, +1s, Pa+3



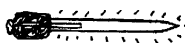
Parang Pandit, [•], Kr:44
22SS, 70cm, 1100g,
3TW, +1s, Pa+3



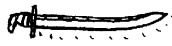
Piso Podang, [— •], Kr:36
14SS, 70cm, 900g,
3TW, +1s, Pa+2



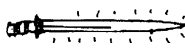
Sabre, [— •], Kr:52
63SS, 70cm,
1300g, 3TW, Pa+3



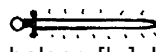
Schiavona, [•], Kr:64
17SS, 80cm, 1600g,
3TW, +1s, Pa+3



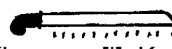
Shah Nawaz
Khami, [• —], Kr:48
22SS, 70cm, 1200g,
3TW, +1s, Pa+3



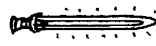
Sondang, [•], Kr:52
19SS, 80cm, 1300g,
3TW, +1s, Pa+3



Katzbalger, [•], Kr:60
18SS, 70cm, 1500g,
3TW, +1s, Pa+3



Klewang, [•], Kr:40
12SS, 70cm, 1000g,
3TW, +1s, Pa+2



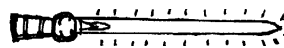
Macheras, [•], Kr:52
27SS, 70cm,
1300g, 3TW, Pa+2



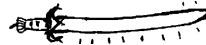
Nagan, [•], Kr:56
19SS, 110cm, 1400g,
3TW, +1s, Pa+3



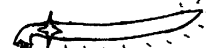
Pala, [—], Kr:52
20SS, 80cm, 1300g,
3TW, +1s, Pa+3



Pata, [•], Kr:84
11SS, 100cm, 2100g,
3TW, +1s, Pa+3



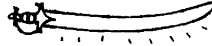
Pulouar, [• —], Kr:44
25SS, 80cm, 1100g,
3TW, +1s, Pa+3



Saif, [— •], Kr:48
22SS, 80cm, 1200g,
3TW, +1s, Pa+3



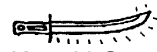
Schnepfer, [— •], Kr:56
59SS, 70cm,
1400g, 3TW, Pa+3



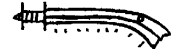
Shamshir, [—], Kr:56
20SS, 90cm, 1400g,
3TW, +1s, Pa+3



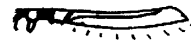
Sosunpattah, [• —], Kr:48
22SS, 80cm, 1200g,
3TW, +1s, Pa+3



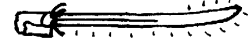
Kenuki Gata
Tachi, [— •], Kr:28
111SS, 60cm,
700g, 3TW, Pa+3



Kora, [•], Kr:52
10SS, 70cm, 1300g,
3TW, +1s, Pa+2



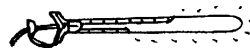
Mandau, [• —], Kr:48
20SS, 70cm, 1200g,
3TW, +1s, Pa+3



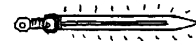
Nimcha, [• —], Kr:52
20SS, 100cm, 1300g,
3TW, +1s, Pa+3



Palache, [• —], Kr:48
69SS, 70cm,
1200g, 3TW, Pa+3



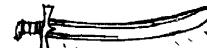
Pattisa, [•], Kr:52
20SS, 100cm, 1300g,
3TW, +1s, Pa+3



Quaddara, [•], Kr:44
34SS, 80cm,
1100g, 3TW, Pa+2



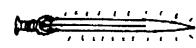
Sapara, [•], Kr:52
27SS, 70cm,
1300g, 3TW, Pa+2



Scimitar, [—], Kr:56
19SS, 90cm, 1400g,
3TW, +1s, Pa+3




Sikim Gala, [• —], Kr:52
28SS, 80cm,
1300g, 3TW, Pa+2

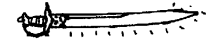


Spatha, [•], Kr:52
28SS, 80cm,
1300g, 3TW, Pa+2

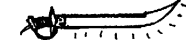
Langschwerter (Schwerter), 3TW



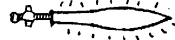
Split-Tipped Sword, [I], Kr:48
20SS, 90cm, 1200g,
3TW, +1s, Pa+3



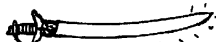
Sultani, [I •], Kr:56
19SS, 80cm, 1400g,
3TW, +1s, Pa+3



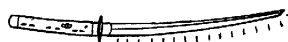
Surai, [I — •], Kr:48
65SS, 70cm,
1200g, 3TW, Pa+3




Takouba, [I •], Kr:44
21SS, 60cm, 1100g,
3TW, +1s, Pa+3




Talwar, [— •], Kr:48
23SS, 90cm, 1200g,
3TW, +1s, Pa+3




Tashi, [— •], Kr:56
56SS, 120cm,
1400g, 3TW, Pa+3



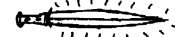
Tau-Kieu, [• O], Kr:64
15SS, 90cm, 1600g,
3TW, +1s, Pa+3




Tegha, [— •], Kr:56
19SS, 100cm, 1400g,
3TW, +1s, Pa+3




Wasa, [I •], Kr:52
19SS, 70cm, 1300g,
3TW, +1s, Pa+3



Xiphos, [I •], Kr:52
18SS, 70cm, 1300g,
3TW, +1s, Pa+3



Yatagan, [I •], Kr:44
36SS, 70cm,
1100g, 3TW, Pa+2

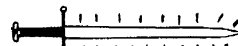


Zafar Takieh, [I •], Kr:56
19SS, 60cm, 1400g,
3TW, +1s, Pa+3




Zulf-I-Khar, [—], Kr:56
19SS, 80cm, 1400g,
3TW, +1s, Pa+3

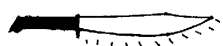
Anderthalbhänder (2H) (Schwerter), 3TW



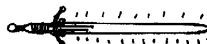
Bastard Schwert, [I •], Kr:52
45SS, 100cm, 2100g,
3TW, +1s, Pa+3



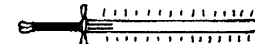
Bokken, [• O], Kr:20
35SS, 100cm, 800g, 2TW, Pa+2



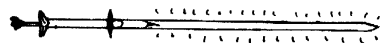
Dalwel, [I •], Kr:50
21SS, 90cm, 2000g, 3TW, +1s, Pa+2



Espadon, [I •], Kr:52
42SS, 90cm, 2100g, 3TW, +1s, Pa+3




Executioner's Sword, [I], Kr:55
20SS, 110cm, 2200g,
3TW, +1s, Pa+2

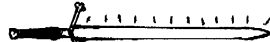


Mel Puttah Bemoh, [I •], Kr:55
40SS, 160cm, 2200g,
3TW, +1s, Pa+3


Bihänder (2H) (Schwerter), 4TW



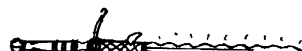
Beheading Sword, [I •], Kr:60
99SS, 130cm, 2400g, 4TW, +1s, Pa+2




Claymore, [I •], Kr:72
173SS, 120cm, 2900g, 4TW, +1s, Pa+3




Dacian Falx, [I — •], Kr:78
24SS, 140cm, 3100g, 4TW, +2s, Pa+2



Flamberge, [I •], Kr:85
49SS, 130cm, 3400g, 4TW, +2s, Pa+3




No-Dachi, [— •], Kr:100
158SS, 190cm, 4000g, 5TW, +2s, Pa+3




Zweihänder, [I •], Kr:158
106SS, 200cm, 6300g, 5TW, +2s, Pa+3


Dolche (Stichwaffen), 1TW




Acinacaes, [•], Kr:16
1SS, 25cm, 400g, 1TW



Aikuchi, [•], Kr:16
2SS, 25cm,
400g, 1TW, Pa+1



Batardeau, [•], Kr:16
2SS, 30cm,
400g, 1TW, Pa+1




Bodkin, [•], Kr:16
2SS, 25cm,
400g, 1TW, Pa+1


Dolche (Stichwaffen), 1TW

 Bracelet Dagger, [•], Kr:16 2SS, 30cm, 400g, 1TW, Pa+1	 Chaqu, [•], Kr:12 1SS, 20cm, 300g, 1TW	 Choorā, [•], Kr:12 3SS, 25cm, 300g, 1TW, Pa+1	 Crescent Dagger, [•], Kr:16 2SS, 30cm, 400g, 1TW, Pa+1
 Cuchillo, [•], Kr:12 3SS, 25cm, 300g, 1TW, Pa+1	 Degan, [— •], Kr:16 2SS, 25cm, 400g, 1TW, Pa+1	 Dhaw, [•], Kr:12 1SS, 20cm, 300g, 1TW	 Dirk, [•], Kr:16 2SS, 25cm, 400g, 1TW, Pa+1
 Estradoit, [•], Kr:16 2SS, 30cm, 400g, 1TW, Pa+1	 Fakir's Horns, [•], Kr:20 2SS, 40cm, 500g, 1TW, Pa+1	 Hair Pin (Haarnadel), [•], Kr:0 1SS, 15cm, 10g, -TW	 Haladie, [— •], Kr:24 2SS, 55cm, 600g, 1TW, +1s, Pa+1
 Halasan, [•], Kr:12 3SS, 25cm, 300g, 1TW, Pa+1	 Heyazashi, [•], Kr:16 2SS, 30cm, 400g, 1TW, Pa+1	 Himogatana, [•], Kr:12 3SS, 25cm, 300g, 1TW, Pa+1	 Horn Dagger, [•], Kr:12 3SS, 25cm, 300g, 1TW, Pa+1
 Ice Pick, [•], Kr:4 4SS, 20cm, 100g, 1TW	 Jamdhar Katari, [•], Kr:20 4SS, 40cm, 500g, 1TW, Pa+2	 Kard, [•], Kr:12 3SS, 30cm, 300g, 1TW, Pa+1	 Khundli P'hansi, [• O], Kr:40 1SS, 50cm, 1000g, 1TW, Pa+1
 Kidney Dagger, [•], Kr:12 3SS, 30cm, 300g, 1TW, Pa+1	 Kira, [•], Kr:12 2SS, 25cm, 300g, 1TW, Pa+1	 Koshigatana, [•], Kr:12 3SS, 20cm, 300g, 1TW, Pa+1	 Kozuka, [•], Kr:12 2SS, 20cm, 300g, 1TW
 Kwaiken, [•], Kr:10 2SS, 20cm, 250g, 1TW	 Labo Belange, [•], Kr:16 2SS, 40cm, 400g, 1TW, Pa+1	 Lading, [•], Kr:12 3SS, 40cm, 300g, 1TW, Pa+1	 Main Gauche, [•], Kr:24 1SS, 50cm, 600g, 1TW, +1s, Pa+2
 Mandaya Knife, [•], Kr:16 2SS, 25cm, 400g, 1TW, Pa+1	 Mattucashlass, [•], Kr:10 4SS, 25cm, 250g, 1TW, Pa+1	 Maushtika, [•], Kr:12 3SS, 30cm, 300g, 1TW, Pa+1	 Misercorde, [•], Kr:12 4SS, 40cm, 300g, 1TW, Pa+1
 Pahua, [•], Kr:24 1SS, 60cm, 600g, 1TW, Pa+1	 Pavade, [•], Kr:16 2SS, 40cm, 400g, 1TW, Pa+1	 Pesh-Kabz, [•], Kr:12 3SS, 30cm, 300g, 1TW, Pa+1	 Phurbu, [•], Kr:10 4SS, 25cm, 250g, 1TW, Pa+1
 Piso Raut, [•], Kr:16 2SS, 40cm, 400g, 1TW, Pa+1	 Poignard, [•], Kr:12 4SS, 30cm, 300g, 1TW, Pa+1	 Pugio, [•], Kr:12 3SS, 30cm, 300g, 1TW, Pa+1	 Raut, [•], Kr:12 3SS, 30cm, 300g, 1TW, Pa+1
 Rentjang, [•], Kr:16 2SS, 40cm, 400g, 1TW, Pa+1	 Sadoep, [•], Kr:16 2SS, 30cm, 400g, 1TW, Pa+1	 Saffdara, [•], Kr:16 2SS, 30cm, 400g, 1TW, Pa+1	 Sakin, [•], Kr:12 3SS, 40cm, 300g, 1TW, Pa+1
 Sewar, [•], Kr:20 2SS, 40cm, 500g, 1TW, Pa+1	 Sgain Dubh, [•], Kr:8 4SS, 15cm, 200g, 1TW, Pa+1	 Skain, [•], Kr:12 3SS, 25cm, 300g, 1TW, Pa+1	 Stiletto, [•], Kr:12 3SS, 30cm, 300g, 1TW, Pa+1


Dolche (Stichwaffen), 1TW




Tadji, [•], Kr:16
2SS, 40cm,
400g, 1TW, Pa+1




Telek, [•], Kr:16
2SS, 35cm,
400g, 1TW, Pa+1



To-Su, [•], Kr:8
2SS, 15cm, 200g, 1TW




Tombak Lada, [•], Kr:16
2SS, 30cm,
400g, 1TW, Pa+1



Triangular Dagger, [•], Kr:16
2SS, 40cm,
400g, 1TW, Pa+1

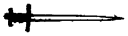


Triple Dagger, [•], Kr:12
6SS, 30cm,
300g, 1TW, Pa+2

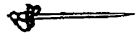


Zirah Bouk, [•], Kr:16
2SS, 30cm,
400g, 1TW, Pa+1


Degen (Stichwaffen), 2TW



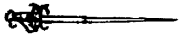
Baselard, [•], Kr:24
12SS, 50cm,
600g, 2TW, Pa+2



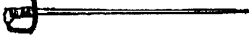
Bilbo, [•], Kr:26
11SS, 50cm,
650g, 2TW, Pa+2




Bundi Katari, [—•], Kr:20
7SS, 50cm,
500g, 2TW, Pa+1




Colichemarde, [•], Kr:32
9SS, 80cm,
800g, 2TW, Pa+2




Estoc, [•], Kr:28
3SS, 110cm, 700g,
2TW, +1s, Pa+2




Fleuret, [•], Kr:24
12SS, 80cm,
600g, 2TW, Pa+2




Foil, [•], Kr:28
11SS, 80cm,
700g, 2TW, Pa+2



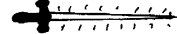
Katar, [•], Kr:20
2SS, 40cm, 500g,
2TW, +1s, Pa+1




Katar Dorlicaneh, [•], Kr:20
2SS, 40cm, 500g,
2TW, +1s, Pa+1




Korambi, [•], Kr:12
10SS, 25cm,
300g, 2TW, Pa+1




Luris Pedang, [—•], Kr:24
11SS, 70cm,
600g, 2TW, Pa+2




Paischush, [•], Kr:28
3SS, 40cm, 700g,
2TW, +1s, Pa+2




Pappenheimer, [—], Kr:52
4SS, 90cm, 1300g,
2TW, +1s, Pa+3




Rapier, [•], Kr:32
3SS, 100cm, 800g,
2TW, +1s, Pa+2



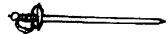
Roundel Dagger, [•], Kr:18
7SS, 60cm,
450g, 2TW, Pa+1



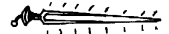
Sai, [•], Kr:52
11SS, 60cm,
1300g, 2TW, Pa+3




Sauschwerter, [•], Kr:64
5SS, 110cm,
1600g, 2TW, Pa+2




Small Sword, [•], Kr:28
10SS, 70cm,
700g, 2TW, Pa+2



Straight Sword, [•], Kr:56
2SS, 60cm, 1400g,
2TW, +1s, Pa+2




Tuck, [•], Kr:32
3SS, 100cm, 800g,
2TW, +1s, Pa+2




Verdun, [•], Kr:32
3SS, 110cm, 800g,
2TW, +1s, Pa+2


kleine Keulen (stumpfe Wuchtwaffen), 1TW




Aclys, [O], Kr:12
2SS, 30cm,
300g, 1TW, Pa+1



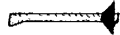
Barngheet, [O], Kr:12
2SS, 80cm,
300g, 1TW, Pa+1




Bi - Teran, [O], Kr:12
1SS, 40cm,
300g, 1TW, Pa+1



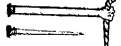
Claw Hammer, [O], Kr:60
25cm, 1500g, 1TW, Pa+1




Disk Mace, [O], Kr:24
1SS, 50cm,
600g, 1TW, Pa+1



Gunsen (Fächer), [O], Kr:20
2SS, 30cm,
500g, 1TW, Pa+2



Khundli P'hansi, [• O], Kr:40
1SS, 50cm,
1000g, 1TW, Pa+1

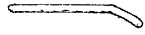


Kujerong, [O], Kr:44
1SS, 40cm,
1100g, 1TW, Pa+2

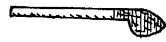
kleine Keulen (stumpfe Wucht Waffen), 1TW



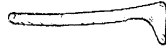
Leonile, [O], Kr:32
1SS, 40cm,
800g, 1TW, Pa+2



Uramanta, [O], Kr:8
3SS, 60cm,
200g, 1TW, Pa+1



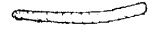
Lil-Lil, [O], Kr:32
1SS, 70cm,
800g, 1TW, Pa+2



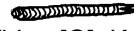
Watilikri, [O], Kr:20
1SS, 70cm,
500g, 1TW, Pa+1



Tiglvn, [O], Kr:12
2SS, 25cm,
300g, 1TW, Pa+1

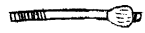


Tromgash, [O], Kr:12
2SS, 60cm,
300g, 1TW, Pa+1

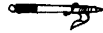


Wirka, [O], Kr:44
1SS, 60cm,
1100g, 1TW, Pa+2

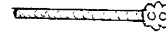
Keulen (stumpfe Wucht Waffen), 2TW



Aat, [O], Kr:32
3SS, 60cm,
800g, 2TW, Pa+1



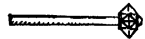
Ancus, [• O], Kr:24
8SS, 40cm,
600g, 2TW, Pa+2



Baculus, [O], Kr:20
4SS, 70cm,
500g, 2TW, Pa+1



Bird's Head Club, [O], Kr:52
1SS, 100cm, 1300g,
2TW, +1s, Pa+2



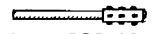
Bulawa, [O], Kr:72
2SS, 60cm,
1800g, 2TW, Pa+2



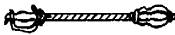
Burrong, [O], Kr:32
2SS, 50cm,
800g, 2TW, Pa+1



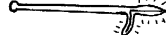
Club, [O], Kr:52
3SS, 60cm,
1300g, 2TW, Pa+2



Dabus, [O], Kr:52
4SS, 70cm,
1300g, 2TW, Pa+2



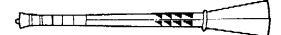
Dhara, [O], Kr:80
5SS, 70cm,
2000g, 2TW, Pa+3



Fang, [• O], Kr:60
3SS, 70cm,
1500g, 2TW, Pa+2



Fist Mace, [O], Kr:72
50cm, 1800g,
2TW, +1s, Pa+1



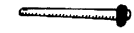
Flat Club, [O], Kr:72
2SS, 100cm,
1800g, 2TW, Pa+2



Fry Pan (Bratpfanne),
[O], Kr:92
40cm, 2300g,
2TW, +2s, Pa+1



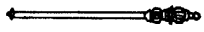
Ga-Ne-U-Ga-O-
Dus-Ha, [O], Kr:32
2SS, 30cm,
800g, 2TW, Pa+1



Gada, [O], Kr:60
2SS, 50cm,
1500g, 2TW, Pa+2



Ganjing, [O], Kr:56
3SS, 50cm,
1400g, 2TW, Pa+2



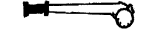
Garz, [O], Kr:60
3SS, 80cm,
1500g, 2TW, Pa+2



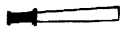
I-Wata-Jinga, [O], Kr:52
3SS, 60cm,
1300g, 2TW, Pa+2



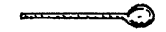
Iverapena, [O], Kr:48
3SS, 60cm,
1200g, 2TW, Pa+2



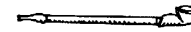
Ja-Dagna, [O], Kr:48
3SS, 50cm,
1200g, 2TW, Pa+2



Ja-Weti, [O], Kr:40
4SS, 50cm,
1000g, 2TW, Pa+2



Kasrullah, [O], Kr:48
3SS, 70cm,
1200g, 2TW, Pa+2



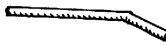
Kiseru, [O], Kr:60
3SS, 80cm,
1500g, 2TW, Pa+2



Konnung, [•], Kr:28
2SS, 80cm, 700g,
2TW, +1s, Pa+2



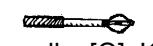
Kotiate, [O], Kr:48
1SS, 40cm,
1200g, 2TW, Pa+1



Lisan, [O], Kr:52
2SS, 70cm,
1300g, 2TW, Pa+2



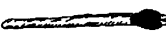
Macana, [O], Kr:28
6SS, 60cm,
700g, 2TW, Pa+2



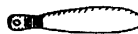
Massuelle, [O], Kr:60
3SS, 50cm,
1500g, 2TW, Pa+2



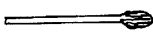
Mattina, [O], Kr:56
1SS, 70cm, 1400g,
2TW, +1s, Pa+2



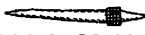
Meeri, [O], Kr:64
1SS, 80cm, 1600g,
2TW, +1s, Pa+2



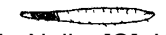
Merai, [O], Kr:64
1SS, 60cm,
1600g, 2TW, Pa+1



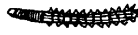
Muragugna, [O], Kr:52
1SS, 70cm, 1300g,
2TW, +1s, Pa+2



Nil-Li, [• O], Kr:52
1SS, 60cm, 1300g,
2TW, +1s, Pa+2



Nolla-Nolla, [O], Kr:16
5SS, 60cm,
400g, 2TW, Pa+1



Pacho, [—], Kr:32
2SS, 60cm,
800g, 2TW, Pa+1



Pagaya, [O], Kr:56
1SS, 60cm, 1400g,
2TW, +1s, Pa+2

Keulen (stumpfe Wucht Waffen), 2TW



Pahu, [O], Kr:52
3SS, 60cm,
1300g, 2TW, Pa+2



Patu, [O], Kr:40
2SS, 50cm,
1000g, 2TW, Pa+1



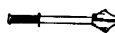
Potu, [O], Kr:56
1SS, 60cm,
1400g, 2TW, Pa+1



Pry Bar (Brecheisen),
[O], Kr:52
1SS, 70cm, 1300g,
2TW, +1s, Pa+2



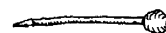
Purijimala, [O], Kr:48
2SS, 60cm,
1200g, 2TW, Pa+1



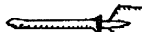
Quadrelle, [O], Kr:60
3SS, 50cm,
1500g, 2TW, Pa+2



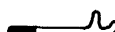
Quoit Mace, [O], Kr:72
2SS, 60cm, 1800g,
2TW, +1s, Pa+3



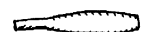
Rungu, [• O], Kr:56
1SS, 40cm, 1400g,
2TW, +1s, Pa+2



Sapakana, [O], Kr:56
1SS, 60cm, 1400g,
2TW, +1s, Pa+2



Segu, [O], Kr:52
3SS, 50cm,
1300g, 2TW, Pa+2



Siwalapa, [O], Kr:56
1SS, 60cm,
1400g, 2TW, Pa+1



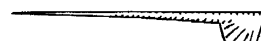
Sling Shot
(Totschläger), [O], Kr:48
2SS, 25cm,
1200g, 2TW, Pa+1



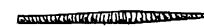
Tambara, [O], Kr:48
3SS, 70cm,
1200g, 2TW, Pa+2



Tebutje, [—], Kr:48
3SS, 90cm,
1200g, 2TW, Pa+2



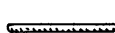
Tewha-Tewha, [• O], Kr:52
2SS, 110cm,
1300g, 2TW, Pa+1



Tindil, [• O], Kr:56
1SS, 90cm, 1400g,
2TW, +1s, Pa+2



Tonfa, [O], Kr:40
1SS, 60cm, 1000g,
2TW, +2s, Pa+3



Truncheon, [O], Kr:48
2SS, 50cm,
1200g, 2TW, Pa+1



Waddy, [• O], Kr:52
3SS, 60cm,
1300g, 2TW, Pa+2



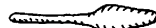
Wahaika, [O], Kr:56
1SS, 40cm,
1400g, 2TW, Pa+1



Wairbi, [O], Kr:56
3SS, 80cm,
1400g, 2TW, Pa+2



Wakerti, [O], Kr:56
1SS, 100cm, 1400g,
2TW, +1s, Pa+2



Yeamberren, [O], Kr:60
1SS, 70cm, 1500g,
2TW, +1s, Pa+2

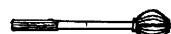
Streitkolben (stumpfe Wucht Waffen), 3TW



Baggoro, [O], Kr:84
1SS, 70cm, 2100g,
3TW, +2s, Pa+2



Bec - de - Corbin, [I •], Kr:60
3SS, 60cm,
1500g, 3TW, Pa+2



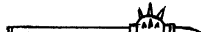
Bouzdykan, [O], Kr:80
15SS, 70cm,
2000g, 3TW, Pa+2



Dagger Mace, [O], Kr:76
3SS, 50cm, 1900g,
3TW, +1s, Pa+1



Gargaz, [O], Kr:80
5SS, 80cm, 2000g,
3TW, +1s, Pa+2



Holy Water
Sprinkler, [• O], Kr:92
4SS, 80cm, 2300g,
3TW, +1s, Pa+2



Japurunga, [O], Kr:60
15SS, 70cm,
1500g, 3TW, Pa+2



Mace, [O], Kr:80
14SS, 70cm,
2000g, 3TW, Pa+2



Maquahuilt, [O], Kr:60
34SS, 80cm,
1500g, 3TW, Pa+3



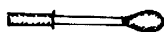
Mazule, [O], Kr:76
16SS, 70cm,
1900g, 3TW, Pa+2



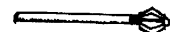
Ox Mace, [O], Kr:68
3SS, 50cm, 1700g,
3TW, +1s, Pa+1



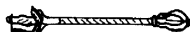
Pernat, [O], Kr:80
4SS, 80cm, 2000g,
3TW, +1s, Pa+2



Plombée, [O], Kr:96
1SS, 70cm, 2400g,
3TW, +2s, Pa+2



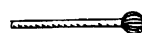
Schestopjor, [O], Kr:68
16SS, 70cm,
1700g, 3TW, Pa+2



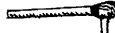
Shashdar, [O], Kr:80
29SS, 80cm,
2000g, 3TW, Pa+3



Sickle Mace, [I], Kr:68
12SS, 60cm, 1700g,
3TW, +1s, Pa+3



Suan-tou-Fung, [O], Kr:72
2SS, 60cm, 1800g,
3TW, +1s, Pa+1

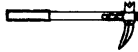


Taavish, [• O], Kr:56
16SS, 70cm,
1400g, 3TW, Pa+2



Weerba, [O], Kr:84
11SS, 80cm,
2100g, 3TW, Pa+2

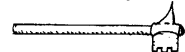
Kriegshämmer (stumpfe Wucht Waffen), 3TW



Crowbill, [], Kr:60
72SS, 60cm, 1500g, 3TW, Pa+2



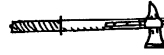
Horseman's Hammer, [O], Kr:68
20SS, 80cm, 1700g, 3TW, +1s, Pa+2



Martel de Fer, [O], Kr:80
16SS, 80cm, 2000g, 3TW, +1s, Pa+2

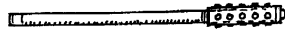


Tschekan, [O], Kr:84
16SS, 70cm, 2100g, 3TW, +1s, Pa+2

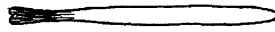


War Hammer, [O], Kr:84
15SS, 70cm, 2100g, 3TW, +1s, Pa+2

große Keulen (2H) (stumpfe Wucht Waffen), 3TW



Hercules Club, [O], Kr:62
19SS, 120cm, 2500g,
3TW, +1s, Pa+2



Hoeroa, [O], Kr:25
11SS, 120cm, 1000g,
2TW, +1s, Pa+2



Lohangi, [O], Kr:50
24SS, 130cm, 2000g,
3TW, +1s, Pa+2

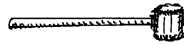


Mabobo, [O], Kr:35
24SS, 110cm, 1400g, 2TW, Pa+2



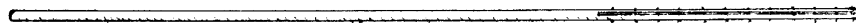
Periperiu, [O], Kr:52
6SS, 150cm, 2100g, 3TW, +2s, Pa+2

Stielhämmer (2H) (stumpfe Wucht Waffen), 3TW

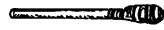


Maul, [O], Kr:100
20SS, 110cm, 4000g, 3TW, +3s, Pa+2

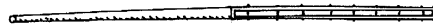
2H Keulen (2H) (stumpfe Wucht Waffen), 4TW



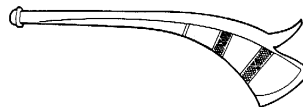
Chacing Staff, [O], Kr:75
42SS, 375cm, 3000g, 4TW, +2s, Pa+2



Mudgar, [O], Kr:158
23SS, 70cm, 6300g, 4TW, +3s, Pa+2



Tetsubo, [O], Kr:72
40SS, 190cm, 2900g, 4TW, +2s, Pa+2

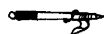


War Club, [O], Kr:115
24SS, 140cm, 4600g, 4TW, +2s, Pa+2

Handäxte (Äxte), 2TW



Adze, [], Kr:24
30cm, 600g, 2TW, +2s, Pa+1



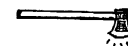
Aqhu, [], Kr:52
3SS, 70cm, 1300g, 2TW, +1s, Pa+2



Bearded War Axt, [], Kr:60
6SS, 60cm, 1500g, 2TW, Pa+2



Angolan Battle Axe, [], Kr:56
2SS, 60cm, 1400g, 2TW, +1s, Pa+2

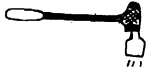


Balta, [], Kr:64
6SS, 50cm, 1600g, 2TW, Pa+2



Bhuj, [•], Kr:32
2SS, 50cm, 800g, 2TW, +1s, Pa+1

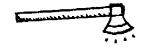
Handäxte (Äxte), 2TW



Biliong, [], Kr:52
7SS, 60cm, 1300g, 2TW, Pa+2



Dolabra, [], Kr:52
4SS, 60cm, 1300g, 2TW, Pa+1



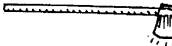
Galraki, [], Kr:56
7SS, 50cm, 1400g, 2TW, Pa+2



Hoolurge, [• O], Kr:72
2SS, 70cm, 1800g, 2TW, +1s, Pa+2



Kapak, [], Kr:44
8SS, 40cm, 1100g, 2TW, Pa+2



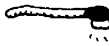
Kodelly, [], Kr:72
5SS, 80cm, 1800g, 2TW, Pa+2



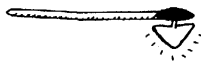
Meat Cleaver, [], Kr:52
1SS, 30cm, 1300g, 2TW, +1s, Pa+1



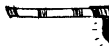
Moon Axe, [], Kr:16
13SS, 40cm, 400g, 2TW, Pa+1



Pareh, [O], Kr:52
2SS, 50cm, 1300g, 2TW, +1s, Pa+2



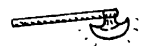
Shoka, [], Kr:60
3SS, 80cm, 1500g, 2TW, Pa+1



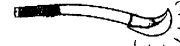
Socket Axe, [], Kr:28
7SS, 50cm, 700g, 2TW, Pa+1



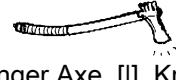
Toki Kakauroa, [], Kr:72
2SS, 90cm, 1800g, 2TW, +1s, Pa+2



Tongia, [], Kr:64
2SS, 50cm, 1600g, 2TW, +1s, Pa+2



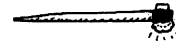
Crescent Axe, [], Kr:48
8SS, 70cm, 1200g, 2TW, Pa+2



Finger Axe, [], Kr:56
2SS, 70cm, 1400g, 2TW, +1s, Pa+2



Hatchet, [], Kr:56
4SS, 30cm, 1400g, 2TW, Pa+1



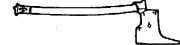
Kadjo, [O], Kr:48
6SS, 60cm, 1200g, 2TW, Pa+2



Keerli, [O], Kr:32
10SS, 50cm, 800g, 2TW, Pa+2



Kusarigama (Schlagkette und Handaxt), [O], Kr:40
28SS, 220cm, 1600g, 2TW, +2s, Pa+3



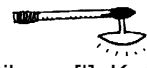
Miner's Axe, [•], Kr:76
6SS, 40cm, 1900g, 2TW, Pa+2



Nagegama (Schlagkette und Handaxt), [O], Kr:50
11SS, 300cm, 2000g, 2TW, +2s, Pa+2



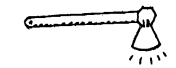
Sagaris, [], Kr:32
13SS, 50cm, 800g, 2TW, Pa+2



Silepe, [], Kr:56
6SS, 60cm, 1400g, 2TW, Pa+2

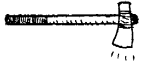


Thin Axe, [], Kr:52
2SS, 60cm, 1300g, 2TW, Pa+2

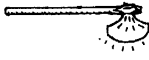


Toki Poto, [], Kr:60
6SS, 60cm, 1500g, 2TW, Pa+2

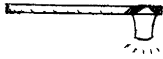
Streitäxte (Äxte), 3TW



Anatolian Axe, [], Kr:40
38SS, 60cm,
1000g, 3TW, Pa+1



Broad Axe, [], Kr:88
11SS, 60cm, 2200g,
3TW, +1s, Pa+2



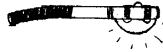
Hyksos Axe, [], Kr:48
21SS, 70cm, 1200g,
3TW, +1s, Pa+2



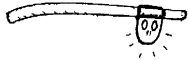
Taper Axe, [], Kr:64
15SS, 50cm, 1600g,
3TW, +1s, Pa+2



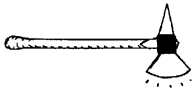
Udlimau, [], Kr:56
15SS, 60cm, 1400g,
3TW, +1s, Pa+2



Anchor Axt, [], Kr:64
16SS, 70cm, 1600g,
3TW, +1s, Pa+2



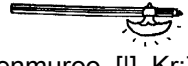
Duck Bill Axe, [], Kr:64
16SS, 80cm, 1600g,
3TW, +1s, Pa+2



Masakari, [], Kr:76
13SS, 80cm, 1900g,
3TW, +1s, Pa+2



Toporok, [], Kr:72
13SS, 70cm, 1800g,
3TW, +1s, Pa+2



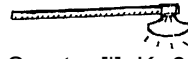
Venmuroo, [], Kr:76
13SS, 80cm, 1900g,
3TW, +1s, Pa+2



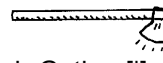
Ay - Balta, [], Kr:64
45SS, 60cm,
1600g, 3TW, Pa+2



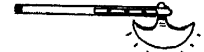
Epsilon Axe, [], Kr:68
12SS, 80cm, 1700g,
3TW, +1s, Pa+2



Sparte, [], Kr:68
14SS, 80cm, 1700g,
3TW, +1s, Pa+2



Tuagh-Gatha, [], Kr:68
13SS, 70cm, 1700g,
3TW, +1s, Pa+2



Battle Axe, [], Kr:84
11SS, 80cm, 2100g,
3TW, +1s, Pa+2



Eye Axe, [], Kr:64
16SS, 90cm, 1600g,
3TW, +1s, Pa+2



Tabar, [], Kr:80
13SS, 70cm, 2000g,
3TW, +1s, Pa+2



Tungji, [], Kr:56
16SS, 40cm, 1400g,
3TW, +1s, Pa+2

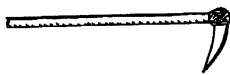
Kriegsbeile (2H) (Äxte), 3TW



Balestarius, [], Kr:45
24SS, 80cm, 1800g,
3TW, +1s, Pa+2



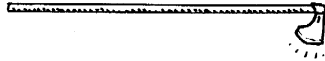
Doloire, [•], Kr:52
24SS, 80cm, 2100g,
3TW, +1s, Pa+2



Oncin, [O], Kr:45
28SS, 100cm, 1800g,
3TW, +1s, Pa+2



Zaghnal, [], Kr:50
25SS, 80cm, 2000g,
3TW, +1s, Pa+2



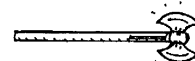
Bearded Axt, [], Kr:58
20SS, 140cm, 2300g,
3TW, +1s, Pa+2



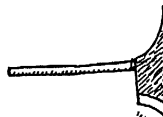
Elephant Axe, [], Kr:52
7SS, 70cm, 2100g,
3TW, +2s, Pa+2



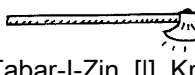
Sabar, [• O], Kr:45
30SS, 80cm, 1800g,
3TW, +1s, Pa+2



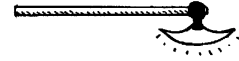
Bipennis, [], Kr:60
21SS, 80cm, 2400g,
3TW, +1s, Pa+2



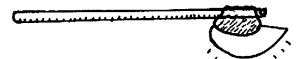
Head Axe, [], Kr:48
25SS, 70cm, 1900g,
3TW, +1s, Pa+2



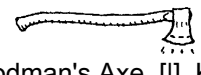
Tabar-l-Zin, [], Kr:45
28SS, 90cm, 1800g,
3TW, +1s, Pa+2



Bullowa, [], Kr:50
25SS, 100cm, 2000g,
3TW, +1s, Pa+2

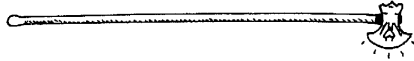


Kheten, [], Kr:62
19SS, 120cm, 2500g,
3TW, +1s, Pa+2

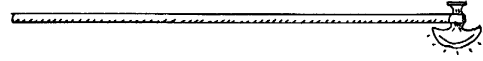


Woodman's Axe, [], Kr:48
26SS, 80cm, 1900g,
3TW, +1s, Pa+2

Schlachtbeile (2H) (Äxte), 4TW



O-No, [], Kr:62
54SS, 180cm, 2500g, 4TW, +1s, Pa+3

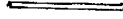


Pole Axe, [], Kr:72
23SS, 210cm, 2900g, 4TW, +1s, Pa+2

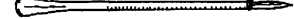
Kampfstöcke (Stangenwaffen), 1TW



Arnis, [• O], Kr:12
9SS, 70cm, 300g, 1TW, Pa+1



Baston, [O], Kr:28
4SS, 50cm, 700g, 1TW, Pa+1



Pouwhenua, [• O], Kr:20
4SS, 120cm, 800g, 1TW, Pa+1

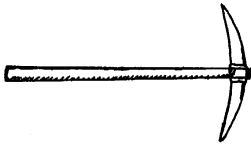


Stab, [O], Kr:26
1SS, 30cm, 200g, 1TW, Pa+1

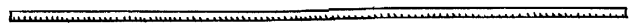


Zauberrute, [O], Kr:28
4SS, 75cm, 500g, 1TW, Pa+1

Kampfstäbe (2H) (Stangenwaffen), 2TW



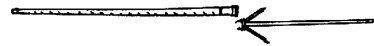
Bisacuta, [], Kr:65
1SS, 110cm, 2600g, 3TW, +2s, Pa+2



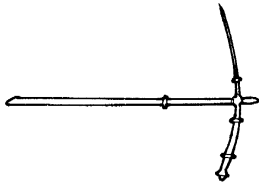
Bo, [O], Kr:35
6SS, 280cm, 1400g, 3TW, +1s, Pa+2



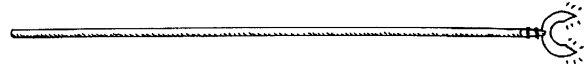
Chinese Half-Moon, [—], Kr:55
1SS, 210cm, 2200g, 2TW, +1s, Pa+2



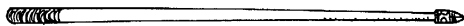
Feather Staff (Kampfstab und Stoßspeer), [O], Kr:25
6SS, 160cm, 1000g, 2TW, Pa+2



German War Hammer, [• O], Kr:65
120cm, 2600g, 2TW, +2s, Pa+2



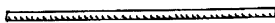
Half Moon, [—], Kr:55
4SS, 210cm, 2200g, 3TW, +1s, Pa+2



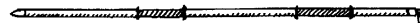
Hani, [O], Kr:25
22SS, 200cm, 1000g, 2TW, Pa+2



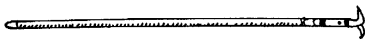
Hoe (Hacke), [], Kr:35
6SS, 130cm, 1400g, 3TW, +1s, Pa+2



Jo, [O], Kr:20
8SS, 120cm, 800g, 2TW, Pa+2



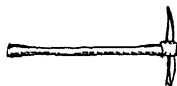
Kongo-Zue, [• O], Kr:42
5SS, 180cm, 1700g, 3TW, +1s, Pa+2



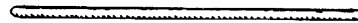
Kumade, [O], Kr:40
17SS, 160cm, 1600g, 3TW, Pa+2



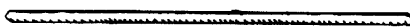
Mandehi Liguje, [• O], Kr:45
14SS, 210cm, 1800g, 3TW, Pa+2



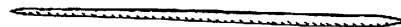
Mattock, [], Kr:55
1SS, 80cm, 2200g, 3TW, +2s, Pa+2



Naboot, [• O], Kr:35
16SS, 160cm, 1400g, 3TW, Pa+2



Quarterstaff, [O], Kr:38
17SS, 180cm, 1500g, 3TW, Pa+2

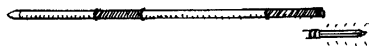


Rang-Kwan, [• O], Kr:48
1SS, 180cm, 1900g, 3TW, +2s, Pa+2

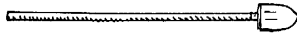
Kampfstäbe (2H) (Stangenwaffen), 2TW



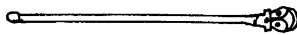
Sang Kauw, [| •], Kr:45
19SS, 100cm, 1800g, 3TW, +1s, Pa+4



Shakujo Yari, [• O], Kr:40
4SS, 160cm, 1600g, 2TW, Pa+2



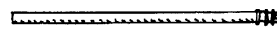
Spade, [O], Kr:45
5SS, 130cm, 1800g, 3TW, +1s, Pa+2



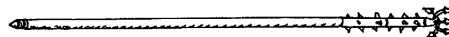
U'U, [O], Kr:40
4SS, 130cm, 1600g, 2TW, Pa+2



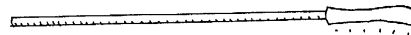
Zauberstab, [O], Kr:25
14SS, 150cm, 1400g, 2TW, Pa+2



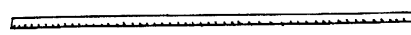
Shakujo, [O], Kr:32
5SS, 120cm, 1300g, 2TW, Pa+2



Sode Garami, [• O], Kr:55
4SS, 200cm, 2200g, 3TW, +1s, Pa+2



Toyak, [O], Kr:48
12SS, 180cm, 1900g, 3TW, Pa+2



Yoribo, [O], Kr:80
14SS, 180cm, 2000g, 3TW, Pa+2

verb. Kampfstäbe (2H) (Stangenwaffen), 3TW



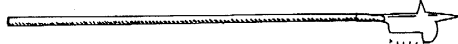
Arbir, [| •], Kr:55
15SS, 180cm, 2200g, 4TW, +1s, Pa+2



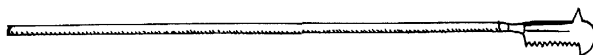
Bill, [|], Kr:72
12SS, 220cm, 2900g, 4TW, +1s, Pa+2



Brandestoc, [| •], Kr:48
17SS, 220cm, 1900g, 4TW, +1s, Pa+2



Croc, [| •], Kr:68
26SS, 200cm, 2700g, 4TW, +1s, Pa+3



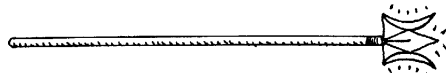
Falx, [|], Kr:65
25SS, 260cm, 2600g, 4TW, +1s, Pa+3



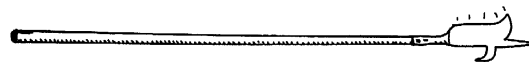
Glaive, [| •], Kr:100
17SS, 230cm, 4000g, 4TW, +1s, Pa+3



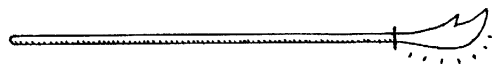
Guisarme, [| •], Kr:65
25SS, 250cm, 2600g, 4TW, +1s, Pa+3



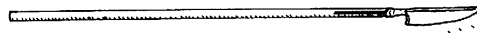
Hwa-Kek, [| •], Kr:60
14SS, 190cm, 2400g, 4TW, +1s, Pa+2



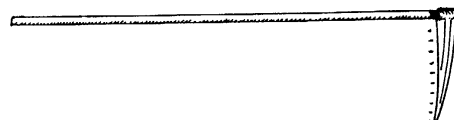
Beaked Axe, [| •], Kr:72
12SS, 230cm, 2900g, 4TW, +1s, Pa+2



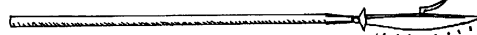
Bisento, [— •], Kr:55
15SS, 210cm, 2200g, 4TW, +1s, Pa+2



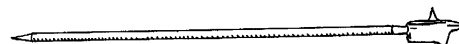
Couteau de Breche, [| •], Kr:65
27SS, 210cm, 2600g, 4TW, +1s, Pa+3



Falcastra, [|], Kr:65
4SS, 200cm, 2600g, 4TW, +2s, Pa+2



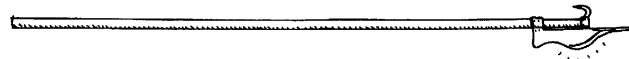
Fauchard, [| •], Kr:72
22SS, 210cm, 2900g, 4TW, +1s, Pa+3



Godendag, [| •], Kr:58
28SS, 200cm, 2300g, 4TW, +1s, Pa+3



Hippe, [| •], Kr:70
25SS, 230cm, 2800g, 4TW, +1s, Pa+3

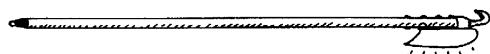


Jedburg Axt, [| •], Kr:75
22SS, 270cm, 3000g, 4TW, +1s, Pa+3

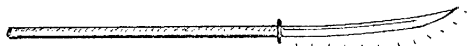
verb. Kampfstäbe (2H) (Stangenwaffen), 3TW



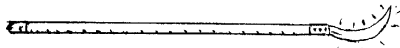
Kunjukdan, [•], Kr:68
26SS, 220cm, 2700g, 4TW, +1s, Pa+3



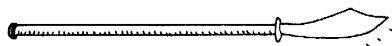
Lochaber Axe, [•], Kr:60
27SS, 210cm, 2400g, 4TW, +1s, Pa+3



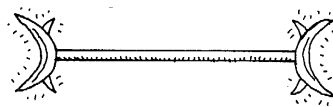
Nagamaki, [—•], Kr:50
12SS, 210cm, 2000g, 4TW, +2s, Pa+3



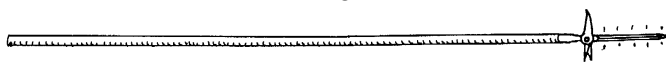
Romphaea, [—•], Kr:45
6SS, 170cm, 1800g, 4TW, +2s, Pa+2



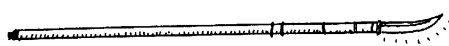
Sjang Sutai, [—•], Kr:50
32SS, 170cm, 2000g, 4TW, +1s, Pa+3



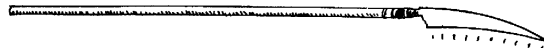
Lajatang, [—], Kr:58
9SS, 140cm, 2300g, 4TW, +2s, Pa+3



Lucerne Hammer, [•], Kr:88
20SS, 290cm, 3500g, 4TW, +1s, Pa+3

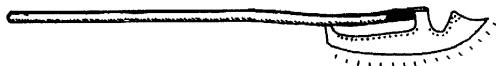


Naginata, [—•], Kr:55
16SS, 220cm, 2200g, 4TW, +1s, Pa+2

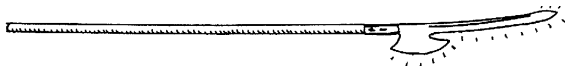


Scythe, [•], Kr:60
14SS, 240cm, 2400g, 4TW, +1s, Pa+2

Hellebarden (2H) (Stangenwaffen), 5TW



Berdiche, [•], Kr:78
14SS, 210cm, 3100g, 5TW, +2s, Pa+3



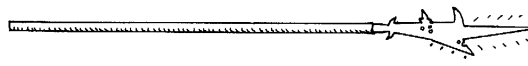
Sabre Halberd, [•], Kr:80
15SS, 240cm, 3200g, 5TW, +2s, Pa+3



Voulge, [•], Kr:68
49SS, 210cm, 2700g, 5TW, +1s, Pa+3

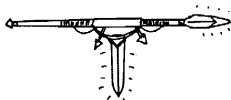


Halberd, [•], Kr:70
50SS, 220cm, 2800g, 5TW, +1s, Pa+3

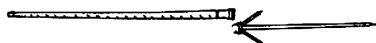


Scorpion, [•], Kr:68
52SS, 230cm, 2700g, 5TW, +1s, Pa+3

Stoßspeere (2H) (Speere), 2TW



Adarga, [•], Kr:76
1SS, 110cm, 1900g, 2TW, +2s, Pa+4



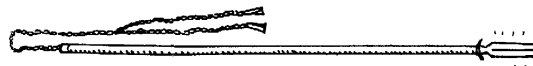
Feather Staff (Kampfstab und Stoßspeer), [•], Kr:25
5SS, 160cm, 1000g, 2TW, Pa+2



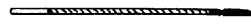
Saintie, [•], Kr:72
2SS, 70cm, 1800g, 2TW, +1s, Pa+3



Simbilan, [•], Kr:15
3SS, 140cm, 600g, 2TW, Pa+1



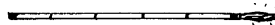
Chijiriki (Peitsche und Stoßspeer), [• O], Kr:62
5SS, 350cm, 2500g, 2TW, +2s, Pa+3



Jarid, [•], Kr:25
5SS, 110cm, 1000g, 2TW, Pa+2

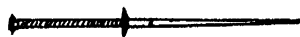


Saunion, [•], Kr:20
6SS, 120cm, 800g, 2TW, Pa+2

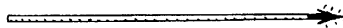


Sopok, [•], Kr:12
5SS, 120cm, 500g, 1TW, Pa+1

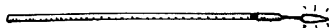
Speere (2H) (Speere), 3TW



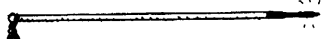
Ahlspiess, [•], Kr:48
11SS, 150cm, 1900g, 3TW, +1s, Pa+3



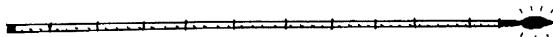
Angon, [•], Kr:50
14SS, 150cm, 2000g, 3TW, Pa+2



Assegai, [•], Kr:45
15SS, 140cm, 1800g, 3TW, Pa+2



Bandang, [•], Kr:45
15SS, 140cm, 1800g, 3TW, Pa+2



Bhala, [•], Kr:55
4SS, 240cm, 2200g, 3TW, +1s, Pa+2



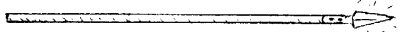
Boar Speer, [•], Kr:58
12SS, 150cm, 2300g, 3TW, Pa+2



Budiak, [•], Kr:50
14SS, 160cm, 2000g, 3TW, Pa+2



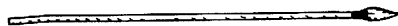
Catch Pole, [•], Kr:62
4SS, 260cm, 2500g, 3TW, +1s, Pa+2



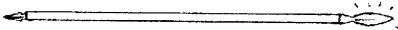
Cateia, [•], Kr:36
16SS, 170cm, 900g, 3TW, Pa+1



Contus, [•], Kr:52
4SS, 230cm, 2100g, 3TW, +1s, Pa+2



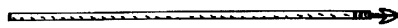
Do-War, [•], Kr:30
21SS, 170cm, 1200g, 3TW, Pa+2



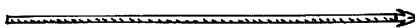
Egchos, [•], Kr:30
26SS, 170cm, 1200g, 3TW, Pa+2



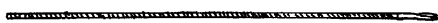
Enhero, [•], Kr:40
16SS, 240cm, 1600g, 3TW, Pa+2



Fal-Feg, [•], Kr:52
13SS, 170cm, 2100g, 3TW, Pa+2

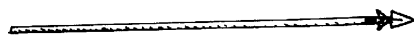


Framea, [•], Kr:52
13SS, 180cm, 2100g, 3TW, Pa+2

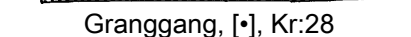


Garvo, [•], Kr:40
16SS, 190cm, 1600g, 3TW, Pa+2

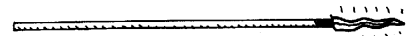
Speere (2H) (Speere), 3TW



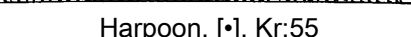
Golo, [•], Kr:35
18SS, 180cm, 1400g, 3TW, Pa+2



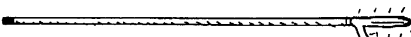
Granggang, [•], Kr:28
21SS, 150cm, 1100g, 3TW, Pa+2



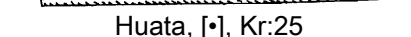
Hak, [•], Kr:35
19SS, 170cm, 1400g, 3TW, Pa+2



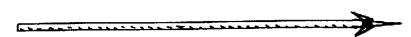
Harpoon, [•], Kr:55
13SS, 210cm, 2200g, 3TW, Pa+2



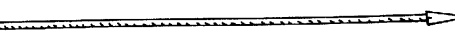
Hoko, [•], Kr:52
27SS, 180cm, 2100g, 3TW, Pa+3




Huata, [•], Kr:25
25SS, 150cm, 1000g, 3TW, Pa+2



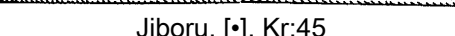
Irpull, [•], Kr:35
18SS, 170cm, 1400g, 3TW, Pa+2



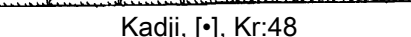
Ja-Mandehi, [•], Kr:42
5SS, 210cm, 1700g, 3TW, +1s, Pa+2



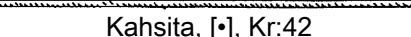
Jaculum, [•], Kr:28
23SS, 190cm, 1100g, 3TW, Pa+2



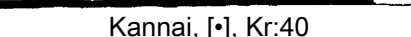
Jiboru, [•], Kr:45
5SS, 270cm, 1800g, 3TW, +1s, Pa+2



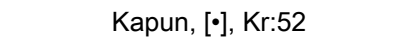
Kadji, [•], Kr:48
12SS, 280cm, 1900g, 3TW, Pa+2



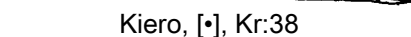
Kahsita, [•], Kr:42
16SS, 210cm, 1700g, 3TW, Pa+2



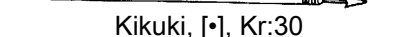
Kannai, [•], Kr:40
16SS, 210cm, 1600g, 3TW, Pa+2



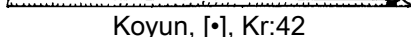
Kapun, [•], Kr:52
12SS, 220cm, 2100g, 3TW, Pa+2



Kiero, [•], Kr:38
16SS, 180cm, 1500g, 3TW, Pa+2

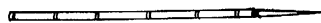


Kikuki, [•], Kr:30
22SS, 140cm, 1200g, 3TW, Pa+2



Koyun, [•], Kr:42
16SS, 180cm, 1700g, 3TW, Pa+2

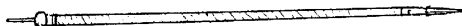
Speere (2H) (Speere), 3TW



Kujolio, [•], Kr:8
72SS, 140cm, 300g, 3TW, Pa+2



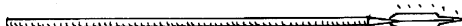
Kuyan, [•], Kr:38
17SS, 170cm, 1500g, 3TW, Pa+2



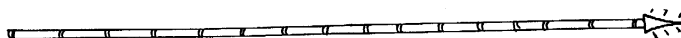
Laange, [•], Kr:76
5SS, 200cm, 1900g, 3TW, +1s, Pa+2



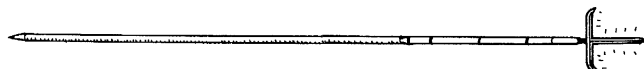
Lance-Ague, [•], Kr:32
22SS, 200cm, 1300g, 3TW, Pa+2



Langue de Boeuf, [•], Kr:55
4SS, 200cm, 2200g, 3TW, +1s, Pa+2



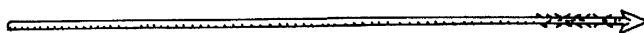
Lembing, [•], Kr:50
4SS, 300cm, 2000g, 3TW, +1s, Pa+2



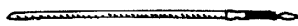
Magari Yari, [•], Kr:52
5SS, 280cm, 2100g, 3TW, +1s, Pa+2



Mahee, [•], Kr:48
4SS, 280cm, 1900g, 3TW, +1s, Pa+2



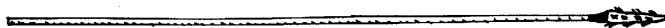
Makrigga, [•], Kr:45
5SS, 280cm, 1800g, 3TW, +1s, Pa+2



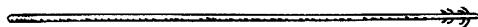
Makura Yari, [•], Kr:30
24SS, 130cm, 1200g, 3TW, Pa+2



Mkuki, [•], Kr:50
14SS, 180cm, 2000g, 3TW, Pa+2



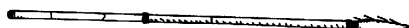
Mon-Gil, [•], Kr:45
5SS, 290cm, 1800g, 3TW, +1s, Pa+2



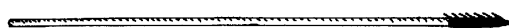
Mongile, [•], Kr:32
19SS, 210cm, 1300g, 3TW, Pa+2



Mongoli, [•], Kr:35
18SS, 230cm, 1400g, 3TW, Pa+2

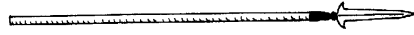


Mu-Rongal, [•], Kr:30
20SS, 180cm, 1200g, 3TW, Pa+2

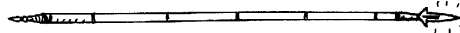


Nandum, [•], Kr:45
14SS, 220cm, 1800g, 3TW, Pa+2

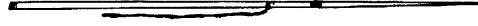
Speere (2H) (Speere), 3TW



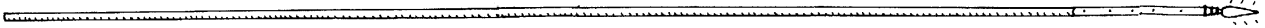
Partizan, [•], Kr:55
5SS, 180cm, 2200g, 3TW, +1s, Pa+2



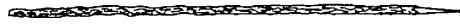
Patisthanaya, [•], Kr:35
21SS, 200cm, 1400g, 3TW, Pa+2



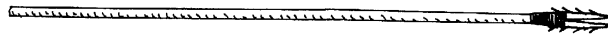
Pelta, [•], Kr:32
19SS, 210cm, 1300g, 3TW, Pa+2



Pike, [•], Kr:162
550cm, 6500g, 3TW, +3s, Pa+2



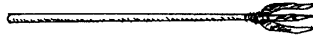
Pill, [•], Kr:38
16SS, 200cm, 1500g, 3TW, Pa+2



Pillara, [•], Kr:48
4SS, 270cm, 1900g, 3TW, +1s, Pa+2



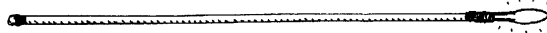
Pilum, [•], Kr:52
9SS, 190cm, 2100g, 3TW, +1s, Pa+3



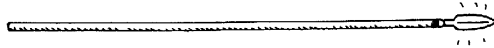
Pitch Fork, [•], Kr:35
6SS, 140cm, 1400g, 3TW, +1s, Pa+2



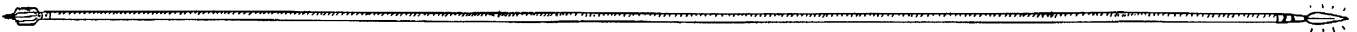
Sang, [•], Kr:62
13SS, 190cm, 2500g, 3TW, Pa+2



Sangkoh, [•], Kr:48
15SS, 240cm, 1900g, 3TW, Pa+2



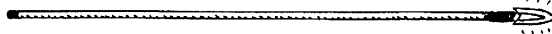
Sanokat, [•], Kr:42
17SS, 220cm, 1700g, 3TW, Pa+2



Sarissa, [•], Kr:175
600cm, 7000g, 3TW, +3s, Pa+2



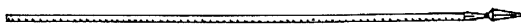
Shail, [•], Kr:62
4SS, 190cm, 2500g, 3TW, +1s, Pa+2



Shanen Kopaton, [•], Kr:48
14SS, 240cm, 1900g, 3TW, Pa+2



Siligis, [•], Kr:25
25SS, 180cm, 1000g, 3TW, Pa+2




Sinan, [•], Kr:40
18SS, 230cm, 1600g, 3TW, Pa+2




Sligi, [•], Kr:35
17SS, 200cm, 1400g, 3TW, Pa+2

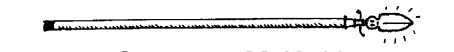
Speere (2H) (Speere), 3TW



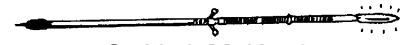
Soliferrum, [•], Kr:64
9SS, 200cm, 1600g, 3TW, Pa+1



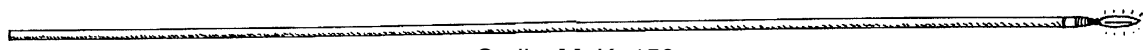
Spiculum, [•], Kr:35
19SS, 180cm, 1400g, 3TW, Pa+2



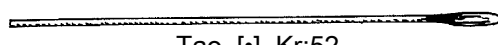
Spontoon, [•], Kr:60
8SS, 160cm, 2400g, 3TW, +1s, Pa+3



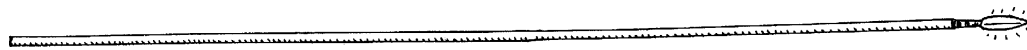
Su Yari, [•], Kr:48
15SS, 170cm, 1900g, 3TW, Pa+2



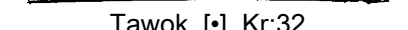
Sudis, [•], Kr:150
500cm, 6000g, 3TW, +3s, Pa+2



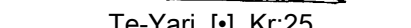
Tao, [•], Kr:52
13SS, 220cm, 2100g, 3TW, Pa+2




Taru, [•], Kr:100
450cm, 4000g, 3TW, +3s, Pa+2



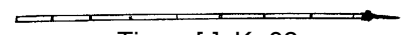
Tawok, [•], Kr:32
19SS, 160cm, 1300g, 3TW, Pa+2



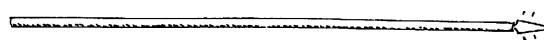
Te-Yari, [•], Kr:25
27SS, 120cm, 1000g, 3TW, Pa+2



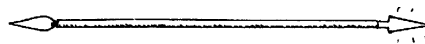
Telempang, [•], Kr:45
15SS, 210cm, 1800g, 3TW, Pa+2



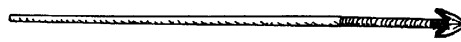
Tirrer, [•], Kr:32
18SS, 170cm, 1300g, 3TW, Pa+2




Tombak, [•], Kr:50
14SS, 240cm, 2000g, 3TW, Pa+2



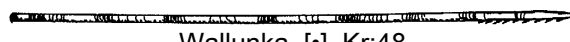
Tschehouta, [•], Kr:50
14SS, 190cm, 2000g, 3TW, Pa+2



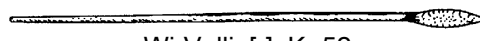
Tumpuling, [•], Kr:40
18SS, 200cm, 1600g, 3TW, Pa+2



Wainian, [•], Kr:52
12SS, 250cm, 2100g, 3TW, Pa+2

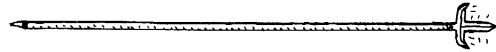


Wallunka, [•], Kr:48
13SS, 250cm, 1900g, 3TW, Pa+2



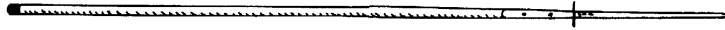
Wi-Valli, [•], Kr:52
4SS, 210cm, 2100g, 3TW, +1s, Pa+2

Speere (2H) (Speere), 3TW

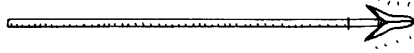


Yari, [•], Kr:48
15SS, 210cm, 1900g, 3TW, Pa+2

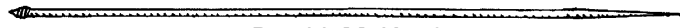
Piken (2H) (Speere), 4TW



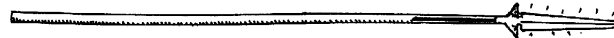
Awl Pike, [•], Kr:68
27SS, 320cm, 2700g, 4TW, +1s, Pa+2



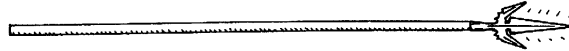
Ballam, [•], Kr:52
31SS, 180cm, 2100g, 4TW, +1s, Pa+2



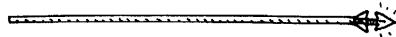
Barchi, [•], Kr:70
8SS, 300cm, 2800g, 4TW, +2s, Pa+2



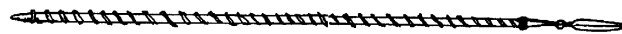
Bohemian Ear Spoon, [•], Kr:65
56SS, 270cm, 2600g, 4TW, +1s, Pa+3



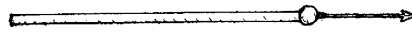
Chauves Souris, [•], Kr:62
59SS, 250cm, 2500g, 4TW, +1s, Pa+3



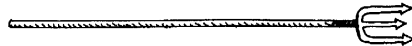
Chimbane, [•], Kr:50
91SS, 170cm, 2000g, 4TW, Pa+2



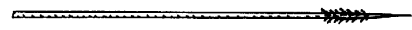
Dung, [•], Kr:82
15SS, 270cm, 3300g, 4TW, +2s, Pa+3



Falarica, [•], Kr:80
17SS, 180cm, 2000g, 4TW, +1s, Pa+1



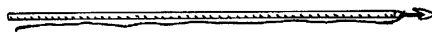
Fuscina, [•], Kr:52
33SS, 180cm, 2100g, 4TW, +1s, Pa+2



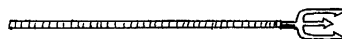
Hinyuan, [•], Kr:30
140SS, 170cm, 1200g, 4TW, Pa+2



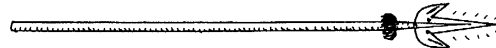
Kamayari, [•], Kr:52
66SS, 250cm, 2100g, 4TW, +1s, Pa+3



Kan-Shoka, [•], Kr:58
28SS, 190cm, 2300g, 4TW, +1s, Pa+2

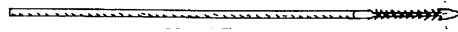


Khatramkha, [•], Kr:48
39SS, 150cm, 1900g, 4TW, +1s, Pa+2

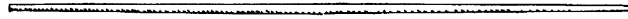


Korseke, [•], Kr:60
61SS, 210cm, 2400g, 4TW, +1s, Pa+3

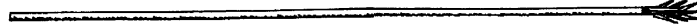
Piken (2H) (Speere), 4TW



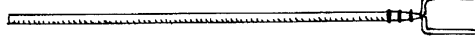
Koveh, [•], Kr:42
122SS, 200cm, 1700g, 4TW, Pa+2



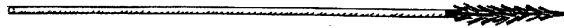
Koy-Yung, [•], Kr:58
26SS, 280cm, 2300g, 4TW, +1s, Pa+2



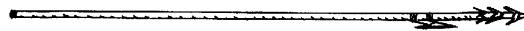
Larna-Pe, [•], Kr:70
22SS, 310cm, 2800g, 4TW, +1s, Pa+2



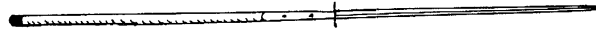
Military Fork, [•], Kr:55
63SS, 210cm, 2200g, 4TW, +1s, Pa+3



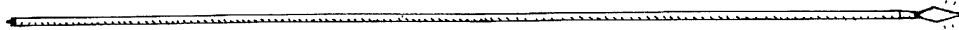
Nerau, [•], Kr:50
32SS, 250cm, 2000g, 4TW, +1s, Pa+2



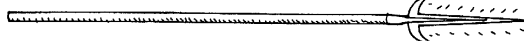
Paralyser, [•], Kr:38
40SS, 230cm, 1500g, 4TW, +1s, Pa+2



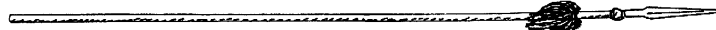
Plancon a Picot, [•], Kr:70
28SS, 300cm, 2800g, 4TW, +1s, Pa+2



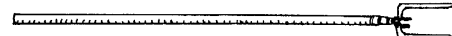
Rummh, [•], Kr:90
18SS, 420cm, 3600g, 4TW, +1s, Pa+2



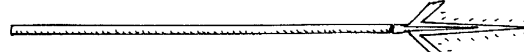
Runka, [•], Kr:65
56SS, 230cm, 2600g, 4TW, +1s, Pa+3



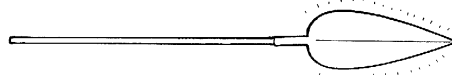
Sangu, [•], Kr:70
25SS, 320cm, 2800g, 4TW, +1s, Pa+2



Scaling Fork, [•], Kr:58
64SS, 200cm, 2300g, 4TW, +1s, Pa+3



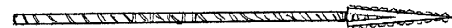
Spetum, [•], Kr:58
60SS, 230cm, 2300g, 4TW, +1s, Pa+3



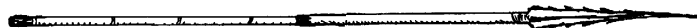
Sudanese Spear, [•], Kr:48
34SS, 180cm, 1900g, 4TW, +1s, Pa+2



Tahr Ruan, [•], Kr:42
106SS, 170cm, 1700g, 4TW, Pa+2

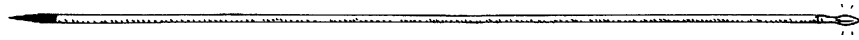


Tepoztopilli, [•], Kr:45
13SS, 190cm, 1800g, 4TW, +2s, Pa+2

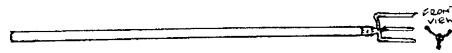


To-Ono, [•], Kr:60
25SS, 310cm, 2400g, 4TW, +1s, Pa+2

Piken (2H) (Speere), 4TW

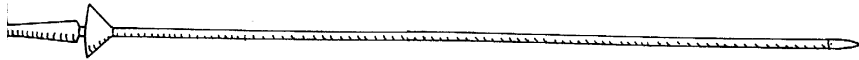


Zagaye, [•], Kr:72
24SS, 380cm, 2900g, 4TW, +1s, Pa+2



Zinnor, [•], Kr:30
61SS, 180cm, 1200g, 4TW, +1s, Pa+2

Lanze vom Pferd (Speere), 4TW

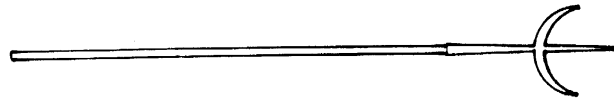


Lanze, [•], Kr:148
30SS, 400cm, 3700g, 4TW, +2s, Pa+3

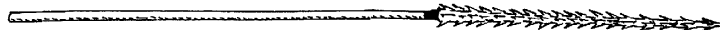
Lanzen (2H) (Speere), 5TW



Aunurgith, [•], Kr:80
20SS, 320cm, 3200g, 5TW, +2s, Pa+2



Tiger Trident, [•], Kr:52
229SS, 230cm, 2100g, 5TW, +1s, Pa+3

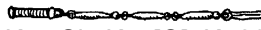


Tjunkuletti, [•], Kr:70
75SS, 320cm, 2800g, 5TW, +1s, Pa+2

Chakko (Kettenwaffen), 1TW



Chinte, [O], Kr:8
7SS, 100cm, 300g, 1TW, +2s, Pa+1



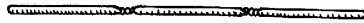
Kau Sin Ke, [O], Kr:20
6SS, 110cm, 800g, 1TW, +2s, Pa+2



Laingtjat, [O], Kr:32
5SS, 60cm, 800g, 1TW, +1s, Pa+2



Nunchaku, [O], Kr:25
54SS, 80cm, 1000g, 2TW, +1s, Pa+2

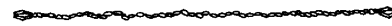


Sa Tjat Koen, [O], Kr:35
3SS, 160cm, 1400g, 1TW, +2s, Pa+2

kleine Schlagketten (Kettenwaffen), 1TW



Kawanaga, [O], Kr:8
22SS, 500cm, 300g, 1TW, +2s, Pa+2



Manriki-Gusari, [O], Kr:28
6SS, 170cm, 1100g, 1TW, +2s, Pa+2

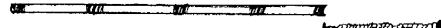


Rante, [O], Kr:18
10SS, 200cm, 700g, 1TW, +2s, Pa+2

Morgensterne (Kettenwaffen), 2TW

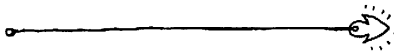


Ball & Chain, [O], Kr:80
18SS, 90cm, 2000g, 2TW, +2s, Pa+2

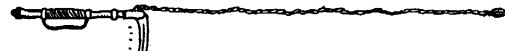


Feruzue, [O], Kr:45
22SS, 140cm, 1800g, 2TW, +2s, Pa+2

Schlagketten (2H) (Kettenwaffen), 2TW

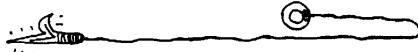


Hui-Tho, [—], Kr:20
22SS, 170cm, 800g, 2TW, +2s, Pa+2

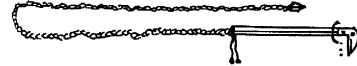


Kusarigama (Schlagkette und Handaxt), [] O, Kr:40
28SS, 220cm, 1600g, 2TW, +2s, Pa+3

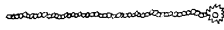
Schlagketten (2H) (Kettenwaffen), 2TW



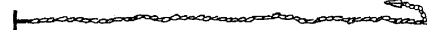
Kyoketsu-Shogi, [I •], Kr:35
14SS, 250cm, 1400g, 2TW, +2s, Pa+2



Nagegama (Schlagkette und Handaxt), [O], Kr:50
11SS, 300cm, 2000g, 2TW, +2s, Pa+2

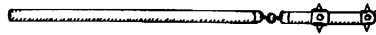


Rante (star type), [— O], Kr:12
44SS, 100cm, 500g, 2TW, +2s, Pa+2



Rante Ber Gangedug, [— O], Kr:18
31SS, 220cm, 700g, 2TW, +2s, Pa+2

Kriegsflegel (2H) (Kettenwaffen), 3TW

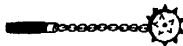


Flail, [O], Kr:62
22SS, 160cm, 2500g, 3TW, +1s, Pa+2

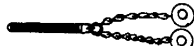


Military Flail, [O], Kr:100
25SS, 160cm, 2500g, 3TW, +1s, Pa+2

große Morgensterne (Kettenwaffen), 3TW



Binnol, [O], Kr:76
35SS, 80cm, 1900g,
3TW, +1s, Pa+2



Cumber - Jung, [O], Kr:56
47SS, 80cm, 1400g,
3TW, +1s, Pa+2

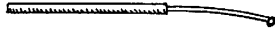


Goupillon, [O], Kr:88
43SS, 50cm, 2200g,
4TW, +2s, Pa+2

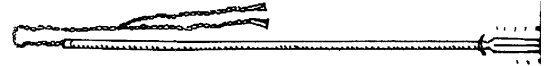


Mace & Chain, [O], Kr:80
35SS, 90cm, 2000g,
3TW, +1s, Pa+2

Peitschen (Peitschen), 1TW



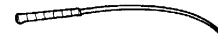
Chemeti, [O], Kr:48
15SS, 120cm, 1200g, 1TW, +1s, Pa+2



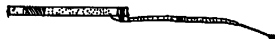
Chijiriki (Peitsche und Stoßspeer), [• O], Kr:62
5SS, 350cm, 2500g, 1TW, +2s, Pa+3



Flagellum, [O], Kr:12
90SS, 70cm, 300g, 1TW, Pa+1



Kalus, [O], Kr:40
18SS, 100cm, 1000g, 1TW, +1s, Pa+2

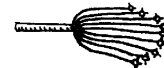


Kamcha, [—], Kr:52
14SS, 120cm, 1300g, 1TW, +1s, Pa+2

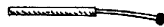
große Peitschen (Peitschen), 2TW



Bullwhip, [— O], Kr:56
6SS, 250cm, 1400g, 2TW, +2s, Pa+2



Cat 'o Nine Tail, [O], Kr:20
35SS, 80cm, 500g, 1TW, Pa+1



Petjut, [O], Kr:40
27SS, 70cm, 1000g, 2TW, +1s, Pa+2

kleine Sichel (Sicheln), 1TW



Arit, [I], Kr:16
3SS, 40cm, 400g, 1TW, +1s, Pa+1



Bank, [—], Kr:16
4SS, 25cm, 400g, 1TW



Karambit, [—], Kr:16
8SS, 25cm, 400g, 1TW, Pa+1



Novacula, [I], Kr:20
8SS, 20cm, 500g, 1TW, Pa+1

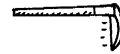


Sabit, [—], Kr:12
11SS, 25cm, 300g, 1TW, Pa+1

Druidensicheln (Sicheln), 2TW

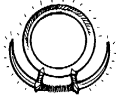


Falx Supina, [], Kr:24
27SS, 30cm, 600g, 2TW, Pa+2



Kama, [], Kr:40
15SS, 50cm, 1000g, 2TW, Pa+2

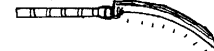
Sicheln (Sicheln), 3TW



Full Moon, [—], Kr:76
19SS, 50cm, 1900g, 3TW, +1s, Pa+3



Lohar, [O], Kr:68
33SS, 40cm, 1700g, 3TW, Pa+2



Veecharoval, [], Kr:72
38SS, 40cm, 1800g, 3TW, Pa+2

Unterstützungswaffen (waffenloser Kampf)



Metsubishi, [?], Kr:1
15SS, 10cm, 20g, -TW, RW:1m

Schläge Faust (waffenloser Kampf), 1TW



Schläge Faust, [O], Kr:---
1TW

Schläge Handkante (waffenloser Kampf), 1TW



Schläge Handkante, [O], Kr:---
1TW

Schlaghandschuhe (waffenloser Kampf), *1TW



Bagh Nakh, [—], Kr:2
34SS, 10cm, 50g, 1TW





Cestus, [O], Kr:60
3SS, 250cm, 1500g, 1TW



Hora, [O], Kr:2
88SS, 10cm, 50g, 1TW

Schlaghandschuhe (waffenloser Kampf), *1TW


Knuckle Duster, [O], Kr:56
3SS, 10cm, 1400g, 1TW



Shears, [•], Kr:12
26SS, 25cm, 300g, 1TW, Pa+1


Tritte (waffenloser Kampf), 2TW




Tritte, [O], Kr:---
2TW

Schlagringe (waffenloser Kampf), *2TW


Pendjepit, [?], Kr:4
21SS, 10cm, 100g, 2TW


Shuko, [O], Kr:72
5SS, 10cm, 1800g, 2TW, Pa+2


Wind Fire Wheel, [—], Kr:12
15SS, 30cm, 300g, 2TW, Pa+1

Sprungtritte (waffenloser Kampf), 3TW



Sprungtritte, [O], Kr:---
3TW

Umrennen (waffenloser Kampf), 3TW



Umrennen, [O], Kr:---
3TW

Ausweichen (waffenloser Kampf)



Ausweichen, Kr:---
---TW, Pa+2

Wurfsterne (Wurfaffen), 1TW



Chakram, [—], Kr:8
2SS, 30cm, 200g,
1TW, RW:25m

Paku, [• O], Kr:0
38SS, 3cm, 10g,
1TW, RW:10m



Piau, [•], Kr:4
5SS, 10cm, 100g,
1TW, RW:10m



Shuriken, [•], Kr:4
5SS, 40cm, 100g,
1TW, RW:10m

Wurfmesser (Wurfaffen), 1TW



Hunga-Munga, [||], Kr:48
2SS, 60cm, 1200g, 2TW, +1s, RW:30m, Pa+1

Wurfpfeile (Wurfaffen), 2TW



Nageyari, [•], Kr:32
4SS, 40cm, 800g,
2TW, RW:20m, Pa+1



Siangkam, [— O], Kr:20
16SS, 50cm, 500g,
2TW, RW:20m, Pa+2



Uchi-Ne, [•], Kr:48
3SS, 30cm, 1200g,
2TW, RW:20m, Pa+1

Wurfkeulen (Wurfaffen), 2TW



Dowak, [O], Kr:12
2SS, 40cm, 300g,
1TW, RW:20m, Pa+1



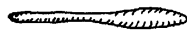
Kangaroo Rat, [O], Kr:20
60cm, 500g, 1TW,
+1s, RW:25m, Pa+1



Kauah, [O], Kr:32
2SS, 40cm, 800g,
2TW, RW:20m, Pa+1



Kirasoo, [O], Kr:16
1SS, 90cm, 400g, 1TW,
+1s, RW:20m, Pa+2

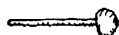


Kunnin, [O], Kr:20
2SS, 70cm, 500g,
1TW, RW:20m, Pa+2



Quirriang-An-Wun, [O], Kr:12
2SS, 90cm, 300g,
1TW, RW:20m, Pa+1

Wurfhämmer (Wurfaffen), 2TW

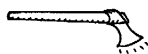


Kerrie, [O], Kr:36
1SS, 50cm, 900g, 2TW, +1s, RW:15m, Pa+2

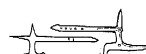


Ulas, [O], Kr:56
1SS, 30cm, 1400g, 2TW, RW:15m, Pa+1

Wurfäxte (Wurfaffen), 3TW



Franzisca, [||], Kr:56
51SS, 50cm, 1400g,
3TW, RW:15m, Pa+2



Hurlbat, [||], Kr:48
68SS, 50cm, 1200g,
3TW, RW:15m, Pa+2



Mongwanga, [||], Kr:48
21SS, 70cm, 1200g,
3TW, +1s, RW:20m, Pa+2



Savage Axe, [||], Kr:52
2SS, 40cm, 1300g, 3TW,
+1s, RW:15m, Pa+2

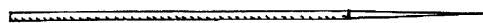


Thrusting Axe, [|| •], Kr:68
6SS, 50cm, 1700g,
3TW, RW:15m, Pa+2



Tomahawk, [||], Kr:60
6SS, 40cm, 1500g,
3TW, RW:15m, Pa+2

Wurfspeere (Wurfaffen), 3TW




Javelin, [→], Kr:42
15SS, 210cm, 1700g, 3TW, RW:20m, Pa+2




Pilum (thin), [→], Kr:64
5SS, 180cm, 1600g, 3TW, +1s, RW:20m, Pa+2

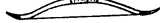
Kurzbögen (2H) (Schußwaffen), 1TW




Apache Bow, [->], Kr:38
100cm, 500g,
1TW, RW:70m




Assyrian Bow, [->], Kr:76
110cm, 700g,
1TW, RW:120m




Egyptian Bow, [->], Kr:77
120cm, 600g,
1TW, RW:120m




Greek Bow, [->], Kr:53
72SS, 140cm, 600g,
1TW, RW:90m



Mohave Bow, [->], Kr:53
47SS, 170cm, 700g,
1TW, RW:70m

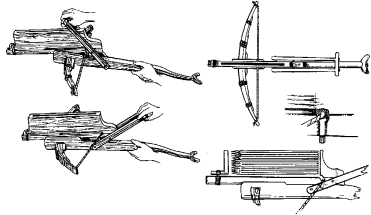


Short Bow, [->], Kr:68
90SS, 120cm, 600g,
1TW, RW:90m




Stone Bow, [O], Kr:76
25SS, 170cm, 700g,
1TW, RW:45m


leichte Armbrüste (2H) (Schußwaffen), 1TW




Chu-Ko-Nu, [->], Kr:76
300SS, 60cm, 3200g, 1TW, RW:60m



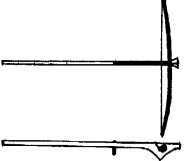
Light Arbalest, [->], Kr:76
44SS, 70cm, 3400g, 1TW, RW:40m



Nayin, [->], Kr:61
33SS, 120cm, 3200g, 1TW, RW:30m

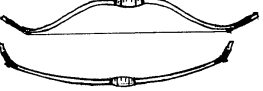


Stone Arbalest, [O], Kr:61
67SS, 70cm, 3400g, 1TW, RW:30m

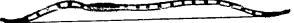


Thami, [->], Kr:76
80SS, 110cm, 4000g, 1TW, RW:40m

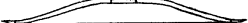
Langbögen (2H) (Schußwaffen), 2TW




Chinese Bow, [->], Kr:107
22SS, 190cm, 700g, 2TW, RW:100m



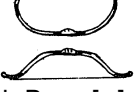
Japanese Bow, [->], Kr:91
35SS, 210cm, 900g, 2TW, RW:90m



Long Bow, [->], Kr:107
36SS, 180cm, 700g, 2TW, RW:90m



Scythian Bow, [->], Kr:91
85SS, 120cm, 700g, 2TW, RW:130m




Turkish Bow, [->], Kr:91
180SS, 100cm, 800g, 2TW, RW:150m

Armbrüste (2H) (Schußwaffen), 2TW

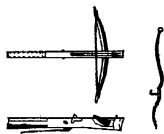


Medium Arbalest (Claw&Belt), [->], Kr:55
100SS, 70cm, 4100g, 2TW, RW:40m



Medium Arbalest (Cord&Pulley), [->], Kr:68
100SS, 70cm, 3800g, 2TW, RW:40m

schwere Armbrüste (2H) (Schußwaffen), 3TW

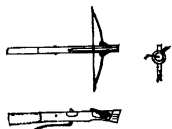


Medium Arbalet (Goat's Foot), [->], Kr:103
176SS, 70cm, 4800g, 3TW, RW:50m



Slurbow (Cranequin), [->], Kr:91
112SS, 60cm, 8000g, 3TW, RW:50m

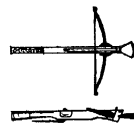
überschwere Armbrüste (2H) (Schußwaffen), 4TW



Heavy Arbalet
(Cranequin), [->], Kr:100
196SS, 70cm, 8000g,
4TW, RW:55m



Heavy Arbalet
(Screw&Handle), [->], Kr:86
192SS, 70cm, 7500g,
4TW, RW:60m



Heavy Arbalet
(Windlass), [->], Kr:72
208SS, 80cm, 8500g,
4TW, RW:65m



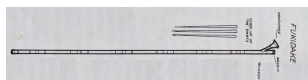
Siege Arbalet
(Windlass), [->], Kr:108
1320SS, 100cm,
10200g, 5TW, RW:80m

Lasso

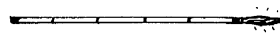


Lariat, [?], Kr:20
3SS, 200cm, 800g, -TW, +2s, RW:4m, Pa+2

Blasrohr (2H)

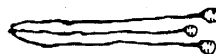


Fukidake, [->], Kr:12
5SS, 120cm, 350g, 1TW, RW:10m, Pa+1



Sopok, [->], Kr:12
5SS, 120cm, 500g, -TW, RW:10m, Pa+1

Bolas, 1TW



Bolas, [O], Kr:40
4SS, 100cm, 1000g, 1TW, +3s, RW:10m, Pa+1

Schleuder, 1TW



Schleuder, [O], Kr:1
1SS, 220cm, 20g, 1TW, RW:100m

Zwillingen (2H), 1TW



Slingshot (Zwille), [O], Kr:25
10SS, 25cm, 250g, 1TW, RW:30m

Bumerang, 1TW



Boomerang, [O], Kr:16
1SS, 60cm, 400g, 1TW, RW:20m, Pa+1



Singa, [O], Kr:28
3SS, 50cm, 700g, 2TW, RW:15m, Pa+1

Speerschleudern, 3TW



Bilari, [->], Kr:28
23SS, 120cm, 1100g, 3TW, RW:40m, Pa+2



Cestosphendone, [•], Kr:4
4SS, 30cm, 100g, 1TW, RW:50m

Buckler (Schilder)



Buckler, Kr:16
2SS, 40cm, 400g, -TW, +2s, Pa+4

Schilder (Schilder)



Schild, Kr:40
10SS, 100cm, 1000g, -TW, +2s, Pa+5

große Schilder (Schilder)



grosser Rundschild, Kr:60
20SS, 100cm, 1500g, -TW, +2s, Pa+5



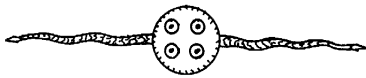
grosser Schild, Kr:60
20SS, 150cm, 1500g, -TW, +2s, Pa+5

Mann-Schilder (2H) (Schilder)

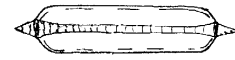


Mannschild, Kr:75
20SS, 200cm, 3000g, -TW, +2s, Pa+5

Waffenschilder (Schilder), 2TW



Madu, [•], Kr:112
20SS, 160cm, 2800g, 1TW, +1s, Pa+4



Sword Shield, [•], Kr:100
150cm, 2500g, 2TW, +2s, Pa+4