BODY PISTOL Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 7-/DM -3** **DEX 11+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	7	14	-	-
Jack	6	7	14	-	-
Mesh	8	9	16	-	-
Cloth	10	11	18	-	-
Reflec	6	7	14	-	-
Ablat	8	9	16	-	-
Combat	13	14	21	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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Ablat	8	9	16	-	-
Combat	13	14	21	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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Reflec	6	7	14	-	-
Ablat	8	9	16	-	-
Combat	13	14	21	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

REVOLVER Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -2** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	5	10	12	-
Jack	6	5	10	12	-
Mesh	8	7	12	14	-
Cloth	10	9	14	16	-
Reflec	6	5	10	16	-
Ablat	8	7	12	14	-
Combat	12	11	16	18	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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Cloth	10	9	14	16	-
Reflec	6	5	10	16	-
Ablat	8	7	12	14	-
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	Close	Short	Medium	Long	V. Long
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Reflec	6	5	10	16	-
Ablat	8	7	12	14	-
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AUTOMATIC PISTOL Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -2** **DEX 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	5	11	13	-
Jack	6	5	11	13	-
Mesh	8	7	12	14	-
Cloth	10	9	14	16	-
Reflec	6	5	10	16	-
Ablat	8	7	12	14	-
Combat	12	11	16	18	-
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Ablat	8	7	12	14	-
Combat	12	11	16	18	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CARBINE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 4-/DM -1** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	10	5	8	10	11
Jack	10	5	8	10	11
Mesh	12	7	10	12	13
Cloth	15	10	13	15	16
Reflec	10	5	8	10	11
Ablat	11	6	9	11	12
Combat	17	12	15	17	18
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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Cloth	15	10	13	15	16
Reflec	10	5	8	10	11
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Combat	17	12	15	17	18
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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Cloth	15	10	13	15	16
Reflec	10	5	8	10	11
Ablat	11	6	9	11	12
Combat	17	12	15	17	18
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CARBINE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 4-/DM -1** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	10	5	8	10	11
Jack	10	5	8	10	11
Mesh	12	7	10	12	13
Cloth	15	10	13	15	16
Reflec	10	5	8	10	11
Ablat	11	6	9	11	12
Combat	17	12	15	17	18
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	9	4	5	6	8
Jack	9	4	5	6	8
Mesh	12	7	8	9	11
Cloth	14	9	10	11	13
Reflec	10	5	8	10	11
Ablat	11	6	7	8	10
Combat	16	11	12	13	15
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	9	4	5	6	8
Jack	9	4	5	6	8
Mesh	12	7	8	9	11
Cloth	14	9	10	11	13
Reflec	10	5	8	10	11
Ablat	11	6	7	8	10
Combat	16	11	12	13	15
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	9	4	5	6	8
Jack	9	4	5	6	8
Mesh	12	7	8	9	11
Cloth	14	9	10	11	13
Reflec	10	5	8	10	11
Ablat	11	6	7	8	10
Combat	16	11	12	13	15
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	9	4	5	6	8
Jack	9	4	5	6	8
Mesh	12	7	8	9	11
Cloth	14	9	10	11	13
Reflec	10	5	8	10	11
Ablat	11	6	7	8	10
Combat	16	11	12	13	15
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	9	4	5	6	8
Jack	9	4	5	6	8
Mesh	12	7	8	9	11
Cloth	14	9	10	11	13
Reflec	10	5	8	10	11
Ablat	11	6	7	8	10
Combat	16	11	12	13	15
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	9	4	5	6	8
Jack	9	4	5	6	8
Mesh	12	7	8	9	11
Cloth	14	9	10	11	13
Reflec	10	5	8	10	11
Ablat	11	6	7	8	10
Combat	16	11	12	13	15
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	9	4	5	6	8
Jack	9	4	5	6	8
Mesh	12	7	8	9	11
Cloth	14	9	10	11	13
Reflec	10	5	8	10	11
Ablat	11	6	7	8	10
Combat	16	11	12	13	15
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	9	4	5	6	8
Jack	9	4	5	6	8
Mesh	12	7	8	9	11
Cloth	14	9	10	11	13
Reflec	10	5	8	10	11
Ablat	11	6	7	8	10
Combat	16	11	12	13	15
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

AUTOMATIC RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -2** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	10	2	0	1	4
Jack	10	2	0	1	4
Mesh	14	6	4	5	8
Cloth	17	9	7	8	11
Reflec	10	2	0	1	4
Ablat	13	5	3	4	7
Combat	19	11	9	10	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

AUTOMATIC RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -2** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	10	2	0	1	4
Jack	10	2	0	1	4
Mesh	14	6	4	5	8
Cloth	17	9	7	8	11
Reflec	10	2	0	1	4
Ablat	13	5	3	4	7
Combat	19	11	9	10	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

AUTOMATIC RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -2** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	10	2	0	1	4
Jack	10	2	0	1	4
Mesh	14	6	4	5	8
Cloth	17	9	7	8	11
Reflec	10	2	0	1	4
Ablat	13	5	3	4	7
Combat	19	11	9	10	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

AUTOMATIC RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -2** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	10	2	0	1	4
Jack	10	2	0	1	4
Mesh	14	6	4	5	8
Cloth	17	9	7	8	11
Reflec	10	2	0	1	4
Ablat	13	5	3	4	7
Combat	19	11	9	10	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

AUTOMATIC RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -2** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	10	2	0	1	4
Jack	10	2	0	1	4
Mesh	14	6	4	5	8
Cloth	17	9	7	8	11
Reflec	10	2	0	1	4
Ablat	13	5	3	4	7
Combat	19	11	9	10	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

AUTOMATIC RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -2** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	10	2	0	1	4
Jack	10	2	0	1	4
Mesh	14	6	4	5	8
Cloth	17	9	7	8	11
Reflec	10	2	0	1	4
Ablat	13	5	3	4	7
Combat	19	11	9	10	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

AUTOMATIC RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -2** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	10	2	0	1	4
Jack	10	2	0	1	4
Mesh	14	6	4	5	8
Cloth	17	9	7	8	11
Reflec	10	2	0	1	4
Ablat	13	5	3	4	7
Combat	19	11	9	10	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

AUTOMATIC RIFLE Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -2** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	10	2	0	1	4
Jack	10	2	0	1	4
Mesh	14	6	4	5	8
Cloth	17	9	7	8	11
Reflec	10	2	0	1	4
Ablat	13	5	3	4	7
Combat	19	11	9	10	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHOTGUN Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 3-/DM -1** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	2	0	9	-
Jack	11	2	0	9	-
Mesh	17	8	6	15	-
Cloth	19	10	8	17	-
Reflec	11	2	0	9	-
Ablat	14	5	3	12	-
Combat	21	12	10	19	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHOTGUN Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 3-/DM -1** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	2	0	9	-
Jack	11	2	0	9	-
Mesh	17	8	6	15	-
Cloth	19	10	8	17	-
Reflec	11	2	0	9	-
Ablat	14	5	3	12	-
Combat	21	12	10	19	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHOTGUN Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 3-/DM -1** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	2	0	9	-
Jack	11	2	0	9	-
Mesh	17	8	6	15	-
Cloth	19	10	8	17	-
Reflec	11	2	0	9	-
Ablat	14	5	3	12	-
Combat	21	12	10	19	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHOTGUN Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 3-/DM -1** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	2	0	9	-
Jack	11	2	0	9	-
Mesh	17	8	6	15	-
Cloth	19	10	8	17	-
Reflec	11	2	0	9	-
Ablat	14	5	3	12	-
Combat	21	12	10	19	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHOTGUN Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 3-/DM -1** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	2	0	9	-
Jack	11	2	0	9	-
Mesh	17	8	6	15	-
Cloth	19	10	8	17	-
Reflec	11	2	0	9	-
Ablat	14	5	3	12	-
Combat	21	12	10	19	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHOTGUN Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 3-/DM -1** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	2	0	9	-
Jack	11	2	0	9	-
Mesh	17	8	6	15	-
Cloth	19	10	8	17	-
Reflec	11	2	0	9	-
Ablat	14	5	3	12	-
Combat	21	12	10	19	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHOTGUN Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 3-/DM -1** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	2	0	9	-
Jack	11	2	0	9	-
Mesh	17	8	6	15	-
Cloth	19	10	8	17	-
Reflec	11	2	0	9	-
Ablat	14	5	3	12	-
Combat	21	12	10	19	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHOTGUN Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 3-/DM -1** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	2	0	9	-
Jack	11	2	0	9	-
Mesh	17	8	6	15	-
Cloth	19	10	8	17	-
Reflec	11	2	0	9	-
Ablat	14	5	3	12	-
Combat	21	12	10	19	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SUBMACHINE GUN Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	0	0	9	12
Jack	7	0	0	9	12
Mesh	12	5	5	14	17
Cloth	15	8	8	17	20
Reflec	7	0	0	9	12
Ablat	10	3	3	12	15
Combat	16	9	9	18	21
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SUBMACHINE GUN Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	0	0	9	12
Jack	7	0	0	9	12
Mesh	12	5	5	14	17
Cloth	15	8	8	17	20
Reflec	7	0	0	9	12
Ablat	10	3	3	12	15
Combat	16	9	9	18	21
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SUBMACHINE GUN Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	0	0	9	12
Jack	7	0	0	9	12
Mesh	12	5	5	14	17
Cloth	15	8	8	17	20
Reflec	7	0	0	9	12
Ablat	10	3	3	12	15
Combat	16	9	9	18	21
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SUBMACHINE GUN Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	0	0	9	12
Jack	7	0	0	9	12
Mesh	12	5	5	14	17
Cloth	15	8	8	17	20
Reflec	7	0	0	9	12
Ablat	10	3	3	12	15
Combat	16	9	9	18	21
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SUBMACHINE GUN Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	0	0	9	12
Jack	7	0	0	9	12
Mesh	12	5	5	14	17
Cloth	15	8	8	17	20
Reflec	7	0	0	9	12
Ablat	10	3	3	12	15
Combat	16	9	9	18	21
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SUBMACHINE GUN Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	0	0	9	12
Jack	7	0	0	9	12
Mesh	12	5	5	14	17
Cloth	15	8	8	17	20
Reflec	7	0	0	9	12
Ablat	10	3	3	12	15
Combat	16	9	9	18	21
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SUBMACHINE GUN Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	0	0	9	12
Jack	7	0	0	9	12
Mesh	12	5	5	14	17
Cloth	15	8	8	17	20
Reflec	7	0	0	9	12
Ablat	10	3	3	12	15
Combat	16	9	9	18	21
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SUBMACHINE GUN Effective Wound **3D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -2** **DEX 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	0	0	9	12
Jack	7	0	0	9	12
Mesh	12	5	5	14	17
Cloth	15	8	8	17	20
Reflec	7	0	0	9	12
Ablat	10	3	3	12	15
Combat	16	9	9	18	21
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER CARBINE Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -3** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	5	5	5	6
Jack	8	5	5	5	6
Mesh	9	6	6	6	7
Cloth	9	6	6	6	7
Reflec	8	5	5	5	6
Ablat	17	14	14	14	15
Combat	16	13	13	13	14
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER CARBINE Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -3** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	5	5	5	6
Jack	8	5	5	5	6
Mesh	9	6	6	6	7
Cloth	9	6	6	6	7
Reflec	8	5	5	5	6
Ablat	17	14	14	14	15
Combat	16	13	13	13	14
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER CARBINE Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -3** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	5	5	5	6
Jack	8	5	5	5	6
Mesh	9	6	6	6	7
Cloth	9	6	6	6	7
Reflec	8	5	5	5	6
Ablat	17	14	14	14	15
Combat	16	13	13	13	14
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER CARBINE Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -3** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	5	5	5	6
Jack	8	5	5	5	6
Mesh	9	6	6	6	7
Cloth	9	6	6	6	7
Reflec	8	5	5	5	6
Ablat	17	14	14	14	15
Combat	16	13	13	13	14
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER CARBINE Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -3** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	5	5	5	6
Jack	8	5	5	5	6
Mesh	9	6	6	6	7
Cloth	9	6	6	6	7
Reflec	8	5	5	5	6
Ablat	17	14	14	14	15
Combat	16	13	13	13	14
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER CARBINE Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -3** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	5	5	5	6
Jack	8	5	5	5	6
Mesh	9	6	6	6	7
Cloth	9	6	6	6	7
Reflec	8	5	5	5	6
Ablat	17	14	14	14	15
Combat	16	13	13	13	14
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER CARBINE Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -3** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	5	5	5	6
Jack	8	5	5	5	6
Mesh	9	6	6	6	7
Cloth	9	6	6	6	7
Reflec	8	5	5	5	6
Ablat	17	14	14	14	15
Combat	16	13	13	13	14
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER CARBINE Effective Wound **4D6**

Weakened Blow or Swing DM **NA** **DEX 5-/DM -3** **DEX 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	5	5	5	6
Jack	8	5	5	5	6
Mesh	9	6	6	6	7
Cloth	9	6	6	6	7
Reflec	8	5	5	5	6
Ablat	17	14	14	14	15
Combat	16	13	13	13	14
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER RIFLE Effective Wound **5D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -3** **DEX 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	3	3	3	4
Jack	9	3	3	3	4
Mesh	10	4	4	4	5
Cloth	10	4	4	4	5
Reflec	9	3	3	3	4
Ablat	19	13	13	13	14
Combat	18	12	12	12	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER RIFLE Effective Wound **5D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -3** **DEX 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	3	3	3	4
Jack	9	3	3	3	4
Mesh	10	4	4	4	5
Cloth	10	4	4	4	5
Reflec	9	3	3	3	4
Ablat	19	13	13	13	14
Combat	18	12	12	12	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER RIFLE Effective Wound **5D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -3** **DEX 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	3	3	3	4
Jack	9	3	3	3	4
Mesh	10	4	4	4	5
Cloth	10	4	4	4	5
Reflec	9	3	3	3	4
Ablat	19	13	13	13	14
Combat	18	12	12	12	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER RIFLE Effective Wound **5D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -3** **DEX 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	3	3	3	4
Jack	9	3	3	3	4
Mesh	10	4	4	4	5
Cloth	10	4	4	4	5
Reflec	9	3	3	3	4
Ablat	19	13	13	13	14
Combat	18	12	12	12	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER RIFLE Effective Wound **5D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -3** **DEX 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	3	3	3	4
Jack	9	3	3	3	4
Mesh	10	4	4	4	5
Cloth	10	4	4	4	5
Reflec	9	3	3	3	4
Ablat	19	13	13	13	14
Combat	18	12	12	12	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER RIFLE Effective Wound **5D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -3** **DEX 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	3	3	3	4
Jack	9	3	3	3	4
Mesh	10	4	4	4	5
Cloth	10	4	4	4	5
Reflec	9	3	3	3	4
Ablat	19	13	13	13	14
Combat	18	12	12	12	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER RIFLE Effective Wound **5D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -3** **DEX 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	3	3	3	4
Jack	9	3	3	3	4
Mesh	10	4	4	4	5
Cloth	10	4	4	4	5
Reflec	9	3	3	3	4
Ablat	19	13	13	13	14
Combat	18	12	12	12	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LASER RIFLE Effective Wound **5D6**

Weakened Blow or Swing DM **NA** **DEX 6-/DM -3** **DEX 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	3	3	3	4
Jack	9	3	3	3	4
Mesh	10	4	4	4	5
Cloth	10	4	4	4	5
Reflec	9	3	3	3	4
Ablat	19	13	13	13	14
Combat	18	12	12	12	13
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HANDS (Brawling) Effective Wound **1D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **DEX 5-/DM -3** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	5	6	-	-	-
Jack	5	6	-	-	-
Mesh	7	8	-	-	-
Cloth	10	11	-	-	-
Reflec	5	6	-	-	-
Ablat	7	8	-	-	-
Combat	12	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HANDS (Brawling) Effective Wound **1D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **DEX 5-/DM -3** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	5	6	-	-	-
Jack	5	6	-	-	-
Mesh	7	8	-	-	-
Cloth	10	11	-	-	-
Reflec	5	6	-	-	-
Ablat	7	8	-	-	-
Combat	12	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HANDS (Brawling) Effective Wound **1D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **DEX 5-/DM -3** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	5	6	-	-	-
Jack	5	6	-	-	-
Mesh	7	8	-	-	-
Cloth	10	11	-	-	-
Reflec	5	6	-	-	-
Ablat	7	8	-	-	-
Combat	12	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HANDS (Brawling) Effective Wound **1D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **DEX 5-/DM -3** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	5	6	-	-	-
Jack	5	6	-	-	-
Mesh	7	8	-	-	-
Cloth	10	11	-	-	-
Reflec	5	6	-	-	-
Ablat	7	8	-	-	-
Combat	12	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HANDS (Brawling) Effective Wound **1D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **DEX 5-/DM -3** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	5	6	-	-	-
Jack	5	6	-	-	-
Mesh	7	8	-	-	-
Cloth	10	11	-	-	-
Reflec	5	6	-	-	-
Ablat	7	8	-	-	-
Combat	12	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HANDS (Brawling) Effective Wound **1D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **DEX 5-/DM -3** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	5	6	-	-	-
Jack	5	6	-	-	-
Mesh	7	8	-	-	-
Cloth	10	11	-	-	-
Reflec	5	6	-	-	-
Ablat	7	8	-	-	-
Combat	12	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HANDS (Brawling) Effective Wound **1D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **DEX 5-/DM -3** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	5	6	-	-	-
Jack	5	6	-	-	-
Mesh	7	8	-	-	-
Cloth	10	11	-	-	-
Reflec	5	6	-	-	-
Ablat	7	8	-	-	-
Combat	12	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HANDS (Brawling) Effective Wound **1D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **DEX 5-/DM -3** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	5	6	-	-	-
Jack	5	6	-	-	-
Mesh	7	8	-	-	-
Cloth	10	11	-	-	-
Reflec	5	6	-	-	-
Ablat	7	8	-	-	-
Combat	12	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HANDS (Brawling) Effective Wound **1D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **DEX 5-/DM -3** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	5	6	-	-	-
Jack	5	6	-	-	-
Mesh	7	8	-	-	-
Cloth	10	11	-	-	-
Reflec	5	6	-	-	-
Ablat	7	8	-	-	-
Combat	12	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HANDS (Brawling) Effective Wound **1D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **DEX 5-/DM -3** **DEX 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	5	6	-	-	-
Jack	5	6	-	-	-
Mesh	7	8	-	-	-
Cloth	10	11	-	-	-
Reflec	5	6	-	-	-
Ablat	7	8	-	-	-
Combat	12	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CLAWS Effective Wound **2D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	4	3	-	-	-
Jack	4	3	-	-	-
Mesh	7	6	-	-	-
Cloth	6	5	-	-	-
Reflec	8	7	-	-	-
Ablat	10	9	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

TEETH Effective Wound **2D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	4	6	-	-	-
Jack	5	7	-	-	-
Mesh	7	9	-	-	-
Cloth	6	8	-	-	-
Reflec	8	10	-	-	-
Ablat	10	12	-	-	-
Combat	13	15	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CLAWS Effective Wound **2D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	4	3	-	-	-
Jack	4	3	-	-	-
Mesh	7	6	-	-	-
Cloth	6	5	-	-	-
Reflec	8	7	-	-	-
Ablat	10	9	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

TEETH Effective Wound **2D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	4	6	-	-	-
Jack	5	7	-	-	-
Mesh	7	9	-	-	-
Cloth	6	8	-	-	-
Reflec	8	10	-	-	-
Ablat	10	12	-	-	-
Combat	13	15	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HORNS Effective Wound **2D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	7	5	-	-	-
Jack	8	6	-	-	-
Mesh	9	7	-	-	-
Cloth	10	8	-	-	-
Reflec	7	5	-	-	-
Ablat	11	9	-	-	-
Combat	14	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HOOVES Effective Wound **2D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	6	3	-	-	-
Jack	6	3	-	-	-
Mesh	7	4	-	-	-
Cloth	7	4	-	-	-
Reflec	6	3	-	-	-
Ablat	7	4	-	-	-
Combat	15	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HORNS Effective Wound **2D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	7	5	-	-	-
Jack	8	6	-	-	-
Mesh	9	7	-	-	-
Cloth	10	8	-	-	-
Reflec	7	5	-	-	-
Ablat	11	9	-	-	-
Combat	14	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HOOVES Effective Wound **2D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	6	3	-	-	-
Jack	6	3	-	-	-
Mesh	7	4	-	-	-
Cloth	7	4	-	-	-
Reflec	6	3	-	-	-
Ablat	7	4	-	-	-
Combat	15	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

STINGER Effective Wound **3D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	0	2	-	-	-
Jack	1	3	-	-	-
Mesh	4	6	-	-	-
Cloth	3	5	-	-	-
Reflec	2	4	-	-	-
Ablat	4	6	-	-	-
Combat	10	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

THRASHER Effective Wound **2D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	-4	0	-	-	-
Jack	-4	0	-	-	-
Mesh	-1	3	-	-	-
Cloth	-1	3	-	-	-
Reflec	-4	0	-	-	-
Ablat	-1	3	-	-	-
Combat	3	7	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

STINGER Effective Wound **3D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	0	2	-	-	-
Jack	1	3	-	-	-
Mesh	4	6	-	-	-
Cloth	3	5	-	-	-
Reflec	2	4	-	-	-
Ablat	4	6	-	-	-
Combat	10	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

THRASHER Effective Wound **2D6**

Weakened Blow or Swing DM **NA**

	Close	Short	Medium	Long	V. Long
None	-4	0	-	-	-
Jack	-4	0	-	-	-
Mesh	-1	3	-	-	-
Cloth	-1	3	-	-	-
Reflec	-4	0	-	-	-
Ablat	-1	3	-	-	-
Combat	3	7	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CLUB (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -4** **STR 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	7	6	-	-	-
Mesh	9	8	-	-	-
Cloth	10	9	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CLUB (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -4** **STR 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	7	6	-	-	-
Mesh	9	8	-	-	-
Cloth	10	9	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CLUB (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -4** **STR 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	7	6	-	-	-
Mesh	9	8	-	-	-
Cloth	10	9	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CLUB (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -4** **STR 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	7	6	-	-	-
Mesh	9	8	-	-	-
Cloth	10	9	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CLUB (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -4** **STR 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	7	6	-	-	-
Mesh	9	8	-	-	-
Cloth	10	9	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CLUB (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -4** **STR 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	7	6	-	-	-
Mesh	9	8	-	-	-
Cloth	10	9	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CLUB (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -4** **STR 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	7	6	-	-	-
Mesh	9	8	-	-	-
Cloth	10	9	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CLUB (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -4** **STR 8+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	7	6	-	-	-
Mesh	9	8	-	-	-
Cloth	10	9	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

DAGGER Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 3-/DM -2** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	8	7	-	-	-
Mesh	11	10	-	-	-
Cloth	11	10	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

DAGGER Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 3-/DM -2** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	8	7	-	-	-
Mesh	11	10	-	-	-
Cloth	11	10	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

DAGGER Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 3-/DM -2** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	8	7	-	-	-
Mesh	11	10	-	-	-
Cloth	11	10	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

DAGGER Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 3-/DM -2** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	8	7	-	-	-
Mesh	11	10	-	-	-
Cloth	11	10	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

DAGGER Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 3-/DM -2** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	8	7	-	-	-
Mesh	11	10	-	-	-
Cloth	11	10	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

DAGGER Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 3-/DM -2** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	8	7	-	-	-
Mesh	11	10	-	-	-
Cloth	11	10	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

DAGGER Effective Wound **2D6**

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	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	8	7	-	-	-
Mesh	11	10	-	-	-
Cloth	11	10	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

DAGGER Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 3-/DM -2** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	8	7	-	-	-
Mesh	11	10	-	-	-
Cloth	11	10	-	-	-
Reflec	7	6	-	-	-
Ablat	9	8	-	-	-
Combat	14	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BLADE Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	6	-	-	-
Jack	7	7	-	-	-
Mesh	11	11	-	-	-
Cloth	11	11	-	-	-
Reflec	6	6	-	-	-
Ablat	10	10	-	-	-
Combat	12	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BLADE Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	6	-	-	-
Jack	7	7	-	-	-
Mesh	11	11	-	-	-
Cloth	11	11	-	-	-
Reflec	6	6	-	-	-
Ablat	10	10	-	-	-
Combat	12	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BLADE Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	6	-	-	-
Jack	7	7	-	-	-
Mesh	11	11	-	-	-
Cloth	11	11	-	-	-
Reflec	6	6	-	-	-
Ablat	10	10	-	-	-
Combat	12	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BLADE Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	6	-	-	-
Jack	7	7	-	-	-
Mesh	11	11	-	-	-
Cloth	11	11	-	-	-
Reflec	6	6	-	-	-
Ablat	10	10	-	-	-
Combat	12	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BLADE Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	6	-	-	-
Jack	7	7	-	-	-
Mesh	11	11	-	-	-
Cloth	11	11	-	-	-
Reflec	6	6	-	-	-
Ablat	10	10	-	-	-
Combat	12	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BLADE Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	6	-	-	-
Jack	7	7	-	-	-
Mesh	11	11	-	-	-
Cloth	11	11	-	-	-
Reflec	6	6	-	-	-
Ablat	10	10	-	-	-
Combat	12	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BLADE Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	6	-	-	-
Jack	7	7	-	-	-
Mesh	11	11	-	-	-
Cloth	11	11	-	-	-
Reflec	6	6	-	-	-
Ablat	10	10	-	-	-
Combat	12	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BLADE Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +1**

	Close	Short	Medium	Long	V. Long
None	6	6	-	-	-
Jack	7	7	-	-	-
Mesh	11	11	-	-	-
Cloth	11	11	-	-	-
Reflec	6	6	-	-	-
Ablat	10	10	-	-	-
Combat	12	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

FOIL Effective Wound **1D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -1** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	9	8	-	-	-
Mesh	13	12	-	-	-
Cloth	12	11	-	-	-
Reflec	7	6	-	-	-
Ablat	11	10	-	-	-
Combat	17	16	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

FOIL Effective Wound **1D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -1** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	9	8	-	-	-
Mesh	13	12	-	-	-
Cloth	12	11	-	-	-
Reflec	7	6	-	-	-
Ablat	11	10	-	-	-
Combat	17	16	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

FOIL Effective Wound **1D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -1** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	9	8	-	-	-
Mesh	13	12	-	-	-
Cloth	12	11	-	-	-
Reflec	7	6	-	-	-
Ablat	11	10	-	-	-
Combat	17	16	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

FOIL Effective Wound **1D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -1** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	9	8	-	-	-
Mesh	13	12	-	-	-
Cloth	12	11	-	-	-
Reflec	7	6	-	-	-
Ablat	11	10	-	-	-
Combat	17	16	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

FOIL Effective Wound **1D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -1** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	9	8	-	-	-
Mesh	13	12	-	-	-
Cloth	12	11	-	-	-
Reflec	7	6	-	-	-
Ablat	11	10	-	-	-
Combat	17	16	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	Close	Short	Medium	Long	V. Long
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Jack	9	8	-	-	-
Mesh	13	12	-	-	-
Cloth	12	11	-	-	-
Reflec	7	6	-	-	-
Ablat	11	10	-	-	-
Combat	17	16	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	Close	Short	Medium	Long	V. Long
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Jack	9	8	-	-	-
Mesh	13	12	-	-	-
Cloth	12	11	-	-	-
Reflec	7	6	-	-	-
Ablat	11	10	-	-	-
Combat	17	16	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

FOIL Effective Wound **1D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 4-/DM -1** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	6	-	-	-
Jack	9	8	-	-	-
Mesh	13	12	-	-	-
Cloth	12	11	-	-	-
Reflec	7	6	-	-	-
Ablat	11	10	-	-	-
Combat	17	16	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CUTLASS Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 6-/DM -2** **STR 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	2	-	-	-
Jack	9	3	-	-	-
Mesh	14	8	-	-	-
Cloth	15	9	-	-	-
Reflec	8	2	-	-	-
Ablat	14	8	-	-	-
Combat	18	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CUTLASS Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 6-/DM -2** **STR 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	2	-	-	-
Jack	9	3	-	-	-
Mesh	14	8	-	-	-
Cloth	15	9	-	-	-
Reflec	8	2	-	-	-
Ablat	14	8	-	-	-
Combat	18	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	Close	Short	Medium	Long	V. Long
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Jack	9	3	-	-	-
Mesh	14	8	-	-	-
Cloth	15	9	-	-	-
Reflec	8	2	-	-	-
Ablat	14	8	-	-	-
Combat	18	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CUTLASS Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 6-/DM -2** **STR 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	2	-	-	-
Jack	9	3	-	-	-
Mesh	14	8	-	-	-
Cloth	15	9	-	-	-
Reflec	8	2	-	-	-
Ablat	14	8	-	-	-
Combat	18	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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Weakened Blow or Swing DM -2 **STR 6-/DM -2** **STR 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	2	-	-	-
Jack	9	3	-	-	-
Mesh	14	8	-	-	-
Cloth	15	9	-	-	-
Reflec	8	2	-	-	-
Ablat	14	8	-	-	-
Combat	18	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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Weakened Blow or Swing DM -2 **STR 6-/DM -2** **STR 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	2	-	-	-
Jack	9	3	-	-	-
Mesh	14	8	-	-	-
Cloth	15	9	-	-	-
Reflec	8	2	-	-	-
Ablat	14	8	-	-	-
Combat	18	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CUTLASS Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 6-/DM -2** **STR 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	2	-	-	-
Jack	9	3	-	-	-
Mesh	14	8	-	-	-
Cloth	15	9	-	-	-
Reflec	8	2	-	-	-
Ablat	14	8	-	-	-
Combat	18	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CUTLASS Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -2 **STR 6-/DM -2** **STR 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	2	-	-	-
Jack	9	3	-	-	-
Mesh	14	8	-	-	-
Cloth	15	9	-	-	-
Reflec	8	2	-	-	-
Ablat	14	8	-	-	-
Combat	18	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SWORD Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	7	4	-	-	-
Mesh	13	10	-	-	-
Cloth	13	10	-	-	-
Reflec	7	4	-	-	-
Ablat	12	9	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SWORD Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	7	4	-	-	-
Mesh	13	10	-	-	-
Cloth	13	10	-	-	-
Reflec	7	4	-	-	-
Ablat	12	9	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SWORD Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	7	4	-	-	-
Mesh	13	10	-	-	-
Cloth	13	10	-	-	-
Reflec	7	4	-	-	-
Ablat	12	9	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SWORD Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	7	4	-	-	-
Mesh	13	10	-	-	-
Cloth	13	10	-	-	-
Reflec	7	4	-	-	-
Ablat	12	9	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SWORD Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	7	4	-	-	-
Mesh	13	10	-	-	-
Cloth	13	10	-	-	-
Reflec	7	4	-	-	-
Ablat	12	9	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SWORD Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	7	4	-	-	-
Mesh	13	10	-	-	-
Cloth	13	10	-	-	-
Reflec	7	4	-	-	-
Ablat	12	9	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SWORD Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	7	4	-	-	-
Mesh	13	10	-	-	-
Cloth	13	10	-	-	-
Reflec	7	4	-	-	-
Ablat	12	9	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SWORD Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	7	4	-	-	-
Mesh	13	10	-	-	-
Cloth	13	10	-	-	-
Reflec	7	4	-	-	-
Ablat	12	9	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BROADSWORD Effective Wound **4D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -4 **STR 7-/DM -4** **STR 12+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	0	-	-	-
Jack	11	0	-	-	-
Mesh	15	4	-	-	-
Cloth	16	5	-	-	-
Reflec	11	0	-	-	-
Ablat	15	4	-	-	-
Combat	20	9	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BROADSWORD Effective Wound **4D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -4 **STR 7-/DM -4** **STR 12+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	0	-	-	-
Jack	11	0	-	-	-
Mesh	15	4	-	-	-
Cloth	16	5	-	-	-
Reflec	11	0	-	-	-
Ablat	15	4	-	-	-
Combat	20	9	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BROADSWORD Effective Wound **4D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -4 **STR 7-/DM -4** **STR 12+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	0	-	-	-
Jack	11	0	-	-	-
Mesh	15	4	-	-	-
Cloth	16	5	-	-	-
Reflec	11	0	-	-	-
Ablat	15	4	-	-	-
Combat	20	9	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BROADSWORD Effective Wound **4D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -4 **STR 7-/DM -4** **STR 12+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	0	-	-	-
Jack	11	0	-	-	-
Mesh	15	4	-	-	-
Cloth	16	5	-	-	-
Reflec	11	0	-	-	-
Ablat	15	4	-	-	-
Combat	20	9	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BROADSWORD Effective Wound **4D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -4 **STR 7-/DM -4** **STR 12+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	0	-	-	-
Jack	11	0	-	-	-
Mesh	15	4	-	-	-
Cloth	16	5	-	-	-
Reflec	11	0	-	-	-
Ablat	15	4	-	-	-
Combat	20	9	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BROADSWORD Effective Wound **4D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -4 **STR 7-/DM -4** **STR 12+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	0	-	-	-
Jack	11	0	-	-	-
Mesh	15	4	-	-	-
Cloth	16	5	-	-	-
Reflec	11	0	-	-	-
Ablat	15	4	-	-	-
Combat	20	9	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BROADSWORD Effective Wound **4D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -4 **STR 7-/DM -4** **STR 12+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	0	-	-	-
Jack	11	0	-	-	-
Mesh	15	4	-	-	-
Cloth	16	5	-	-	-
Reflec	11	0	-	-	-
Ablat	15	4	-	-	-
Combat	20	9	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BROADSWORD Effective Wound **4D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -4 **STR 7-/DM -4** **STR 12+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	0	-	-	-
Jack	11	0	-	-	-
Mesh	15	4	-	-	-
Cloth	16	5	-	-	-
Reflec	11	0	-	-	-
Ablat	15	4	-	-	-
Combat	20	9	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BROADSWORD Effective Wound **4D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -4 **STR 7-/DM -4** **STR 12+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	0	-	-	-
Jack	11	0	-	-	-
Mesh	15	4	-	-	-
Cloth	16	5	-	-	-
Reflec	11	0	-	-	-
Ablat	15	4	-	-	-
Combat	20	9	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BROADSWORD Effective Wound **4D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -4 **STR 7-/DM -4** **STR 12+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	0	-	-	-
Jack	11	0	-	-	-
Mesh	15	4	-	-	-
Cloth	16	5	-	-	-
Reflec	11	0	-	-	-
Ablat	15	4	-	-	-
Combat	20	9	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BAYONET (Dagger/Blade/Bayonet) Effective Wound **3D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	8	5	-	-	-
Mesh	9	6	-	-	-
Cloth	10	7	-	-	-
Reflec	7	4	-	-	-
Ablat	11	8	-	-	-
Combat	15	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BAYONET (Dagger/Blade/Bayonet) Effective Wound **3D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	8	5	-	-	-
Mesh	9	6	-	-	-
Cloth	10	7	-	-	-
Reflec	7	4	-	-	-
Ablat	11	8	-	-	-
Combat	15	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BAYONET (Dagger/Blade/Bayonet) Effective Wound **3D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	8	5	-	-	-
Mesh	9	6	-	-	-
Cloth	10	7	-	-	-
Reflec	7	4	-	-	-
Ablat	11	8	-	-	-
Combat	15	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BAYONET (Dagger/Blade/Bayonet) Effective Wound **3D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	8	5	-	-	-
Mesh	9	6	-	-	-
Cloth	10	7	-	-	-
Reflec	7	4	-	-	-
Ablat	11	8	-	-	-
Combat	15	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BAYONET (Dagger/Blade/Bayonet) Effective Wound **3D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	8	5	-	-	-
Mesh	9	6	-	-	-
Cloth	10	7	-	-	-
Reflec	7	4	-	-	-
Ablat	11	8	-	-	-
Combat	15	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BAYONET (Dagger/Blade/Bayonet) Effective Wound **3D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	8	5	-	-	-
Mesh	9	6	-	-	-
Cloth	10	7	-	-	-
Reflec	7	4	-	-	-
Ablat	11	8	-	-	-
Combat	15	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BAYONET (Dagger/Blade/Bayonet) Effective Wound **3D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	8	5	-	-	-
Mesh	9	6	-	-	-
Cloth	10	7	-	-	-
Reflec	7	4	-	-	-
Ablat	11	8	-	-	-
Combat	15	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

BAYONET (Dagger/Blade/Bayonet) Effective Wound **3D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -2 **STR 4-/DM -2** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	7	4	-	-	-
Jack	8	5	-	-	-
Mesh	9	6	-	-	-
Cloth	10	7	-	-	-
Reflec	7	4	-	-	-
Ablat	11	8	-	-	-
Combat	15	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SPEAR Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 4-/DM -1** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	6	-	-	-
Jack	10	7	-	-	-
Mesh	12	9	-	-	-
Cloth	12	9	-	-	-
Reflec	11	8	-	-	-
Ablat	13	10	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SPEAR Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 4-/DM -1** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	6	-	-	-
Jack	10	7	-	-	-
Mesh	12	9	-	-	-
Cloth	12	9	-	-	-
Reflec	11	8	-	-	-
Ablat	13	10	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SPEAR Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 4-/DM -1** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	6	-	-	-
Jack	10	7	-	-	-
Mesh	12	9	-	-	-
Cloth	12	9	-	-	-
Reflec	11	8	-	-	-
Ablat	13	10	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SPEAR Effective Wound **2D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 4-/DM -1** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	9	6	-	-	-
Jack	10	7	-	-	-
Mesh	12	9	-	-	-
Cloth	12	9	-	-	-
Reflec	11	8	-	-	-
Ablat	13	10	-	-	-
Combat	16	13	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HALBERD Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	4	3	-	-	-
Jack	5	4	-	-	-
Mesh	10	9	-	-	-
Cloth	11	10	-	-	-
Reflec	4	3	-	-	-
Ablat	10	9	-	-	-
Combat	13	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HALBERD Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	4	3	-	-	-
Jack	5	4	-	-	-
Mesh	10	9	-	-	-
Cloth	11	10	-	-	-
Reflec	4	3	-	-	-
Ablat	10	9	-	-	-
Combat	13	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HALBERD Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	4	3	-	-	-
Jack	5	4	-	-	-
Mesh	10	9	-	-	-
Cloth	11	10	-	-	-
Reflec	4	3	-	-	-
Ablat	10	9	-	-	-
Combat	13	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

HALBERD Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 5-/DM -2** **STR 10+/DM +2**

	Close	Short	Medium	Long	V. Long
None	4	3	-	-	-
Jack	5	4	-	-	-
Mesh	10	9	-	-	-
Cloth	11	10	-	-	-
Reflec	4	3	-	-	-
Ablat	10	9	-	-	-
Combat	13	12	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

PIKE Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 6-/DM -3** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	3	-	-	-
Jack	12	4	-	-	-
Mesh	14	6	-	-	-
Cloth	14	6	-	-	-
Reflec	13	5	-	-	-
Ablat	15	7	-	-	-
Combat	18	10	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

PIKE Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 6-/DM -3** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	3	-	-	-
Jack	12	4	-	-	-
Mesh	14	6	-	-	-
Cloth	14	6	-	-	-
Reflec	13	5	-	-	-
Ablat	15	7	-	-	-
Combat	18	10	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

PIKE Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 6-/DM -3** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	3	-	-	-
Jack	12	4	-	-	-
Mesh	14	6	-	-	-
Cloth	14	6	-	-	-
Reflec	13	5	-	-	-
Ablat	15	7	-	-	-
Combat	18	10	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

PIKE Effective Wound **3D6**

Skill can serve as Parrying -DM
Weakened Blow or Swing DM -3 **STR 6-/DM -3** **STR 9+/DM +2**

	Close	Short	Medium	Long	V. Long
None	11	3	-	-	-
Jack	12	4	-	-	-
Mesh	14	6	-	-	-
Cloth	14	6	-	-	-
Reflec	13	5	-	-	-
Ablat	15	7	-	-	-
Combat	18	10	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CUDGEL (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -1** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	8	-	-	-
Jack	8	8	-	-	-
Mesh	10	10	-	-	-
Cloth	11	11	-	-	-
Reflec	8	8	-	-	-
Ablat	10	10	-	-	-
Combat	15	15	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CUDGEL (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -1** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	8	-	-	-
Jack	8	8	-	-	-
Mesh	10	10	-	-	-
Cloth	11	11	-	-	-
Reflec	8	8	-	-	-
Ablat	10	10	-	-	-
Combat	15	15	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CUDGEL (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -1** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	8	-	-	-
Jack	8	8	-	-	-
Mesh	10	10	-	-	-
Cloth	11	11	-	-	-
Reflec	8	8	-	-	-
Ablat	10	10	-	-	-
Combat	15	15	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CUDGEL (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -1** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	8	-	-	-
Jack	8	8	-	-	-
Mesh	10	10	-	-	-
Cloth	11	11	-	-	-
Reflec	8	8	-	-	-
Ablat	10	10	-	-	-
Combat	15	15	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

CUDGEL (Brawling Weapons) Effective Wound **2D6**

Skill can serve as Parrying -DM

Weakened Blow or Swing DM -1 **STR 4-/DM -1** **STR 8+/DM +2**

	Close	Short	Medium	Long	V. Long
None	8	8	-	-	-
Jack	8	8	-	-	-
Mesh	10	10	-	-	-
Cloth	11	11	-	-	-
Reflec	8	8	-	-	-
Ablat	10	10	-	-	-
Combat	15	15	-	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SLING Effective Wound **2D6**

Weakened Blow or Swing DM **NA** **STR 2-/DM -2** **STR 11+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	7	10	-	-
Jack	11	7	10	-	-
Mesh	11	7	10	-	-
Cloth	11	7	10	-	-
Reflec	11	7	10	-	-
Ablat	11	7	10	-	-
Combat	18	14	17	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SLING Effective Wound **2D6**

Weakened Blow or Swing DM **NA** **STR 2-/DM -2** **STR 11+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	7	10	-	-
Jack	11	7	10	-	-
Mesh	11	7	10	-	-
Cloth	11	7	10	-	-
Reflec	11	7	10	-	-
Ablat	11	7	10	-	-
Combat	18	14	17	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SLING Effective Wound **2D6**

Weakened Blow or Swing DM **NA** **STR 2-/DM -2** **STR 11+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	7	10	-	-
Jack	11	7	10	-	-
Mesh	11	7	10	-	-
Cloth	11	7	10	-	-
Reflec	11	7	10	-	-
Ablat	11	7	10	-	-
Combat	18	14	17	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SLING Effective Wound **2D6**

Weakened Blow or Swing DM **NA** **STR 2-/DM -2** **STR 11+/DM +1**

	Close	Short	Medium	Long	V. Long
None	11	7	10	-	-
Jack	11	7	10	-	-
Mesh	11	7	10	-	-
Cloth	11	7	10	-	-
Reflec	11	7	10	-	-
Ablat	11	7	10	-	-
Combat	18	14	17	-	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHORT BOW Effective Wound **1D6**

Weakened Blow or Swing DM **NA** **STR 4-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	12	7	8	14	-
Jack	12	7	8	14	-
Mesh	17	12	13	19	-
Cloth	17	12	13	19	-
Reflec	12	7	8	14	-
Ablat	14	9	10	16	-
Combat	18	13	14	20	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHORT BOW Effective Wound **1D6**

Weakened Blow or Swing DM **NA** **STR 4-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	12	7	8	14	-
Jack	12	7	8	14	-
Mesh	17	12	13	19	-
Cloth	17	12	13	19	-
Reflec	12	7	8	14	-
Ablat	14	9	10	16	-
Combat	18	13	14	20	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHORT BOW Effective Wound **1D6**

Weakened Blow or Swing DM **NA** **STR 4-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	12	7	8	14	-
Jack	12	7	8	14	-
Mesh	17	12	13	19	-
Cloth	17	12	13	19	-
Reflec	12	7	8	14	-
Ablat	14	9	10	16	-
Combat	18	13	14	20	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

SHORT BOW Effective Wound **1D6**

Weakened Blow or Swing DM **NA** **STR 4-/DM -2** **STR 10+/DM +1**

	Close	Short	Medium	Long	V. Long
None	12	7	8	14	-
Jack	12	7	8	14	-
Mesh	17	12	13	19	-
Cloth	17	12	13	19	-
Reflec	12	7	8	14	-
Ablat	14	9	10	16	-
Combat	18	13	14	20	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LONG BOW Effective Wound **2D6**

Weakened Blow or Swing DM **NA** **STR 6-/DM -3** **STR 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	12	6	6	11	-
Jack	12	6	6	11	-
Mesh	16	10	10	15	-
Cloth	16	10	10	15	-
Reflec	12	6	6	11	-
Ablat	14	8	8	13	-
Combat	18	12	12	17	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LONG BOW Effective Wound **2D6**

Weakened Blow or Swing DM **NA** **STR 6-/DM -3** **STR 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	12	6	6	11	-
Jack	12	6	6	11	-
Mesh	16	10	10	15	-
Cloth	16	10	10	15	-
Reflec	12	6	6	11	-
Ablat	14	8	8	13	-
Combat	18	12	12	17	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

LONG BOW Effective Wound **2D6**

Weakened Blow or Swing DM **NA** **STR 6-/DM -3** **STR 11+/DM +2**

	Close	Short	Medium	Long	V. Long
None	12	6	6	11	-
Jack	12	6	6	11	-
Mesh	16	10	10	15	-
Cloth	16	10	10	15	-
Reflec	12	6	6	11	-
Ablat	14	8	8	13	-
Combat	18	12	12	17	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	Close	Short	Medium	Long	V. Long
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Mesh	16	10	10	15	-
Cloth	16	10	10	15	-
Reflec	12	6	6	11	-
Ablat	14	8	8	13	-
Combat	18	12	12	17	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	Close	Short	Medium	Long	V. Long
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Jack	12	6	6	11	-
Mesh	16	10	10	15	-
Cloth	16	10	10	15	-
Reflec	12	6	6	11	-
Ablat	14	8	8	13	-
Combat	18	12	12	17	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	Close	Short	Medium	Long	V. Long
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Mesh	16	10	10	15	-
Cloth	16	10	10	15	-
Reflec	12	6	6	11	-
Ablat	14	8	8	13	-
Combat	18	12	12	17	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	Close	Short	Medium	Long	V. Long
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Jack	12	6	6	11	-
Mesh	16	10	10	15	-
Cloth	16	10	10	15	-
Reflec	12	6	6	11	-
Ablat	14	8	8	13	-
Combat	18	12	12	17	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	Close	Short	Medium	Long	V. Long
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Jack	12	6	6	11	-
Mesh	16	10	10	15	-
Cloth	16	10	10	15	-
Reflec	12	6	6	11	-
Ablat	14	8	8	13	-
Combat	18	12	12	17	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	Close	Short	Medium	Long	V. Long
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Jack	12	6	6	11	-
Mesh	16	10	10	15	-
Cloth	16	10	10	15	-
Reflec	12	6	6	11	-
Ablat	14	8	8	13	-
Combat	18	12	12	17	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands

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	Close	Short	Medium	Long	V. Long
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Jack	12	6	6	11	-
Mesh	16	10	10	15	-
Cloth	16	10	10	15	-
Reflec	12	6	6	11	-
Ablat	14	8	8	13	-
Combat	18	12	12	17	-
	(0m) 0 Bands	(1-5m) 0 Bands	(6-50m) 1-2 Bands	(51-250m) 3-10 Bands	(251-500m) 11-20 Bands