

Weapons Guide

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BECMI2.0 Weapons Guide (Version 1.3)

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There are to arts which raise men to the highest places of preferment: one is that of the great soldier, the other that of the accomplished orator; for by the former the glories of peace are preserved, by the latter the perils of war are driven away.

Cicero

Neither can be accomplished without knowing what weapons of the day are being used. It is with these in mind that this compendium is being compiled. It records all known weapons being used in the Known World and what explorers have told us that are being used in the Hollow World. When compiling this compendium, vigorous research has taken places and hundreds of researchers, adventurers, explorers, weapon masters and testers have been employed to test various weapons¹.

Professor Franciscus Ferrarius²

¹ In reality, the author has checked all the available official materials including rulebooks, adventure modules, dragon magazines and also as one unofficial compendium as detailed in the reference section of this compendium.

² House Ferrarius is a noble house that is famous for their blacksmithing skill specializing in armour and weapon making. One of the branches of this house has travelled with Stefan Karameikos and receive the title of Chief Arms Maker of Grand Duchy of Karameikos supplying weapons and armour to the Grand Duchy Army.

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Introduction

Since BECMI materials are disorganised, it is our aim to put everything in 1 document so that players and Dungeon Masters can find answers quickly. We at the BECMI 2.0 project has added some weapons that are probably wanted by players and dungeon masters but unable to find in official materials. When designing the weapon mastery for such weapons, we have relied on the existing materials and for instance we have checked what a Claymore actually is before grouped it as a 2H sword or Greatsword.

We have also added the artillery section and firearms section. They are quite novel in Mystara and hence it is up to the Dungeon Masters to decide whether to adopt them. The source material is listed in Dragon Magazine 199 pages 96-99 in an article titled “Ready, Aim, Fire” written by Bruce Heard.

During the course of writing this guide, we have noted some discrepancies or conflicts between different source materials. Whenever possible, we have stated the discrepancies and allow the Dungeon Master to consider which one to adopt. However, we have taken the approach that whatever comes out later supersedes the former.

In any event, if we come across some other materials that should be included in this guide, we will certainly include them in our next version.

9th May 2025

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List of Abbreviations	
Under 1H/2H	
1H	1 Handed
1H/2H	Either 1 Handed or 2 Handed
2H	2 Handed
Under AC Bonus	
-x AC /y	-1 Armour Class per number of times in 1 round
Under AR Bonus	
AR	Attack Roll
AR Bonus vs P	Attack Roll Bonus against Target (P/S)
AR Bonus vs S	Attack Roll Bonus against Secondary Target
Damage vs P	Damage against Target (P/S)
Damage vs S/O	Damage against Secondary or other Targets
Under Cost	
GP	Gold Piece
SP	Silver Piece
Under Damage	
Damage vs P	Damage against Primary Target(s)
Damage vs S/O	Damage against Secondary Target(s) or all other Targets
Under Enc.(cn)	
cn	Encumbrance unit
Enc.	Encumbrances
Under Range	
L	Long Range
M	Medium Range
S	Short Range
Under Size	
H	Huge Sized/Very Large Sized Weapon
L	Large Sized Weapon
M	Medium Sized/Human Sized Weapon
S	Small Sized Weapon (normally reserved for Halflings or Gnomes)

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List of Abbreviations	
Under Special	
2x Damage (x)	Double Damage if natural x is rolled on d20, x being the target number(s) required.
KO	Knockout
OHP	Off-Hand Penalty
(all)	Affects Victim(s) of all sizes
(m)	Affects Victim(s) that is/are of Medium Sized
(s)	Affects Victim(s) that is/are of Small Sized
Under Target (P/S)	
Target (P/S)	Primary Target/Secondary Target
A	All types including H, L and M
H	Hand Held or Hand Thrown
L	Large Sized Creatures
M	Natural Weapons or Missile Targets
O	Any other targets that is not Primary Target

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Artilleries Table																		
Item Name	AC	HP	Cost (GP)	Encumbrances (Enc.)	Fire Crew	Damage	Explode Range (in ft)	Range (in ft)				Fire Rate	Notes		Transport			Reference
								Min	S	M	L		Ammo Cost/week	+BR	Crew	Horse	Wagon	
Bombard	-2	30	2,500	80,000	6	1d12+13	60	70	140	280	420	1/30 mins	45,000	12	70	8	2	DM199:96-98
Bombard, Great	-2	40	5,000	200,000	10	3d8+10	90	100	200	400	600	1/Hour	60,000	16	200	40-50	6	
Bombard, Small (Serpentine)	0	24	1,000	10,000	4	2d4+7	30	60	120	240	360	1/Turn	5,600	8	4	1	1	
Bombard, Small (Veuglaires)	0	24	1,800	15,000	4	2d4+12	40	60	120	240	360	1/Turn	20,000	8	4	1	1	
Add 100gp if mounted on 2 wheels carriage/cart. Add20gp to add a wooden mantlet to provide some protection against missile fire (giving -1 bonus to AC)																		
Iron Pot	0	18	500	5,000	4	1d8+6	20	45	90	180	270	1/Turn	2,800	6				DM199:96-98

Artilleries Ammunition Table								
Item Name	Cost	Encumbrances (Enc.)	Description or Note					Reference
	GP		Cannon Size	Length (ft)	Caliber (inch)	Projectile Enc (cn)	Black powder Enc (cn)/Shot	
Black Powder	5	10						DM199:97
Bombard (1 Shot)	450		Large	15	20	3,000	450	
Bombard, Great (1 Shot)	1,200	12,000	Huge	20		12,000	2,400	
Bombard, Small (Veuglaires)	20	400	Intermediate	10	10	400	40	
Bombard, Small (Serpentine) (1 Shot)	20	400	Small	6	6	400	40	
Iron Pot (1 Shot)	10	200	Mortar	3		200	20	
Note: A mason is needed on site to craft the stones for use (every gun has a different calibre).								

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	Artillery Backfire					Reference
	Bombard	Bombard, Great	Serpentine	Veuglaries	Iron Pot	
Attack Roll	natural 1 or 2	natural 1 or 2	natural 1 or 2	natural 1 or 2	natural 1 or 2	DM199:97
If fire the artillery faster	natural 1-3	natural 1-3	natural 1-3	natural 1-3	N/A	
Fire Rate if fire faster	1 per 6 Round	1 per 6 Round	1 per 5 Round	1 per 5 Round	N/A	
Damage	1d12+13	3d8+10	2d4+7	2d4+12	1d8+6	
Area of Effect	60' Radius	90' Radius	30' Radius	30' Radius	20' Radius	
Saving Throw	vs Death Ray	No	vs Death Ray	vs Death Ray	vs Death Ray	

	Artillery Missing the Target						Reference
	1	2	3	4	5	6	
Roll d6 (using a hex map)	The projectile falls North of the Intended Target	The projectile falls North East of the Intended Target	The projectile falls South East of the Intended Target	The projectile falls South of the Intended Target	The projectile falls South West of the Intended Target	The projectile falls North West of the Intended Target	DM199:98
Subtract the AR by 5 and then multiply by 5	= The number of yards that the projectile missed the Intended Target.						
Skill Check by Chief Artillerist	Apply: if the number of yards that the projectile missed the Intended Target is more than 20 yards or exceeds the possible range of the artillery Skill Check: Intelligence and -1 bonus to the Skill Roll for each level of mastery. If fails, the artillery requires repair. If continues to use, the artillery will explode.						

Gunpowder Quality		Artillery Backfire					Reference
		Bombard	Bombard, Great	Serpentine	Veuglaries	Iron Pot	
Poor		AR = natural 1-3	AR = natural 1-3	AR = natural 1-3	AR = natural 1-3	AR = natural 1-3	DM199:99
	Roll d10	Number of Rounds that nothing happens					
	At the end of the that, roll d6	1-2		3-4		5-6	
	Effect	The Artillery explodes		The Artillery is fine		The powder is bad and needs to reload	
Superior		AR = natural 1	AR = natural 1	AR = natural 1	AR = natural 1	AR = natural 1	DM199:99

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	Building Artillery					Reference
	Bombard	Bombard, Great	Serpentine	Veuglaries	Iron Pot	
General Skill Canon Building	It requires 3 General Skill Slots to acquire the skill at Basic Level.					DM199:98
Building the Artillery	Spend the Time, Money and Resources					
Construction time	2 months	6 months	1 month	1 month	1 month	
Success/Failure	The Engineer needs to roll an Intelligence Skill Check Roll with a +5 penalty and the artillerist needs to test the artillery by test firing the artillery					
	Success: If the Skill Check is successful, the artillery fires normally					
	Failure: If the Skill Check is not successful, the artillery explodes. If the AR is a natural 1, it does 2 x damage.					
Note	For Engineers building Serpentine, Veuglaries and Iron Pot, a successful roll also reduces the penalty by 1. So, if he builds 5 successfully, he no longer takes any penalty checks.					
Note	For Engineers building Bombards, the penalty for Skill Check = any penalty for Serpentine, Veuglaries and Iron Pot + 5 penalty for Bombards. A successful roll for Bombard reduces the penalty by 1.					
Note	For Engineers building Bombards, Great, the penalty is +10 and it cannot be reduced. If the Bombards blew up on 1 st attempt, the Engineer is required to pay 20% of the Construction Fee as compensation.					

Weapon Mastery for Artilleries		
Type	Explanations	Reference
Bombard	To achieve weapon mastery in siege weapon, the leader and his crew (cannot be 2 levels lower than the leader) must have attained weapon mastery. The starting point is the leader's weapon mastery level. If all his crew is within 2 levels of the leader's weapon mastery level, then the effective weapon mastery level is that of the leader. If his crew has weapon mastery levels that is lower than 2 levels of the leader's weapon mastery level, the effective weapon mastery level will be lowered. If the crew has a mixture of weapon mastery level, count the lowest one and minus 1 level. For example, if one of the crews has Basic level when the leader has Grand Master level, the effective weapon mastery level is Unskilled +2 = Skilled level. Exception, if a crew is Unskilled, the effective weapon mastery level is Unskilled.	DM199:96
Bombard, Great		
Bombard, Small (Serpentine)		
Iron Pot		

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Artilleries Table																	
Item Name	Size	AC	HP	Cost (GP)	Enc. (cn)	Fire Crew	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Fire Rate per Round	Notes	Reference
												S	M	L		Special	
Bombard		-2	30	2,500	80,000	6	L/O	-	-	½ (1d12+13)	-	140	280	420	1/30 mins	-	DM199:97
Basic		-2	30	2,500	80,000	6	L/O	-	-	1d12+13	-	140	280	420	1/30 mins	-	
Skilled		-2	30	2,500	80,000	6	L/O	+2	+1	2d8+14	-	170	295	420	1/30 mins	Stun (s/m)	
Expert		-2	30	2,500	80,000	6	L/O	+4	+2	2d10+15	-	200	310	420	1/30 mins	Stun (all)	
Master		-2	30	2,500	80,000	6	L/O	+6	+4	2d12+16	2d10+16	230	325	420	1/30 mins	Stun (all), KO(s/m)	
Grand Master		-2	30	2,500	80,000	6	L/O	+8	+6	5d6+16	3d10+12	260	340	420	1/30 mins	Stun (all), KO (all)	
Bombard, Giant		-2	40	5,000	200,000	10	L/O	-	-	½(3d8+10)	-	200	400	600	1/Hour	-	DM199:97 Added
Basic		-2	40	5,000	200,000	10	L/O	-	-	3d8+10	-	200	400	600	1/Hour	-	
Skilled		-2	40	5,000	200,000	10	L/O	+2	+1	3d10+10	-	250	425	600	1/Hour	Stun (s/m)	
Expert		-2	40	5,000	200,000	10	L/O	+4	+2	4d8+12	-	300	450	600	1/Hour	Stun (all)	
Master		-2	40	5,000	200,000	10	L/O	+6	+4	4d10+14	3d12+14	350	475	600	1/Hour	Stun (all), KO(s/m)	
Grand Master		-2	40	5,000	200,000	10	L/O	+8	+6	4d12+16	3d12+16	400	500	600	1/Hour	Stun (all), KO (all)	
Note: After fire, a cone-shaped area 30 yards long by 20 yards wide in front of the Great Bombard filled with Black Smoke that blocks vision. It takes 3 rounds to clear with normal breeze. Also, the sound of the bombard creates a thunder sound that can travel 10 miles away frightening anyone within those 10 miles. Enemy troops require to take Morale Check per day from all enemy troops (of less than 1 full HD each or “level-zero” NPC) within its field of fire and range. Enemy horses are vulnerable to the gun sound and will remain skittish for 1 Turn. No charge is possible during that period. At the point of impact, any creature within an area of 20’ radius takes 1d10 damage from flying debris (save vs Death Ray will take half damage). Timber, beams and wedges supporting the Giant Bombard will need to be repaired or replaced after every shot.																	
Bombard, Small (Serpentine)		0	24	1,000	10,000	4	L/O	-	-	½(2d4+7)	-	120	240	360	1/Turn	-	DM199:97
Basic		0	24	1,000	10,000	4	L/O	-	-	2d4+7	-	120	240	360	1/Turn	-	
Skilled		0	24	1,000	10,000	4	L/O	+2	+1	2d8+8	-	150	255	360	1/Turn	Stun (s/m)	
Expert		0	24	1,000	10,000	4	L/O	+4	+2	3d6+9	-	180	270	360	1/Turn	Stun (all)	
Master		0	24	1,000	10,000	4	L/O	+6	+4	2d10+11	3d6+10	210	285	360	1/Turn	Stun (all), KO(s/m)	
Grand Master		0	24	1,000	10,000	4	L/O	+8	+6	3d8+12	3d6+11	240	300	360	1/Turn	Stun (all), KO (all)	
Bombard, Small (Veuglaires)		0	24	1,800	15,000	4	L/O	-	-	½(2d4+7) +5	-	120	240	360	1/Turn	-	DM199:97
Basic		0	24	1,800	15,000	4	L/O	-	-	2d4+12	-	120	240	360	1/Turn	-	
Skilled		0	24	1,800	15,000	4	L/O	+2	+1	2d8+13	-	150	255	360	1/Turn	Stun (s/m)	
Expert		0	24	1,800	15,000	4	L/O	+4	+2	3d6+14	-	180	270	360	1/Turn	Stun (all)	
Master		0	24	1,800	15,000	4	L/O	+6	+4	2d10+16	3d6+15	210	285	360	1/Turn	Stun (all), KO(s/m)	
Grand Master		0	24	1,800	15,000	4	L/O	+8	+6	3d8+18	3d6+16	240	300	360	1/Turn	Stun (all), KO (all)	

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Artilleries Table																	
Item Name	Size	AC	HP	Cost (GP)	Enc. (cn)	Fire Crew	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Fire Rate per Round	Notes	Reference
												S	M	L		Special	
Iron Pot		0	18	500	5,000	4	L/O	-	-	½(1d8+6)	-	90	180	270	1/Turn	-	Added
Basic		0	18	500	5,000	4	L/O	-	-	1d8+6	-	90	180	270	1/Turn	-	
Skilled		0	18	500	5,000	4	L/O	+2	+1	1d10+7	-	110	190	270	1/Turn	Stun (s/m)	
Expert		0	18	500	5,000	4	L/O	+4	+2	2d6+7	-	130	200	270	1/Turn	Stun (all)	
Master		0	18	500	5,000	4	L/O	+6	+4	2d8+8	1d12+9	150	210	270	1/Turn	Stun (all), KO(s/m)	
Grand Master		0	18	500	5,000	4	A/O	+8	+6	2d10+10	2d8+10	180	220	270	1/Turn	Stun (all), KO (all)	

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Axes Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage	Damage	Range (in ft)			Rarely	Notes		Reference
						Bonus vs P	Bonus vs S	vs P	vs S/O	S	M	L	Thrown	AC Bonus	Special	
Axes, Battle	2H	M	7	60	M/O	-	-	½(1d8)	-	-	-	-	-	-	-	RC62-63
Basic	2H	M	7	60	M/O	-	-	1d8	-	-	-	-	-	-	-	RC78
Skilled	2H	M	7	60	M/O	+2	+1	1d8+2	-	-	-	-	-	-2 AC/2	Delay	
Expert	2H	M	7	60	M/O	+4	+2	1d8+4	-	-	5	10	✓	-3 AC/2	Delay	
Master	2H	M	7	60	M/O	+6	+4	1d8+8	1d8+6	-	5	10	✓	-3 AC/3	Delay + Stun	
Grand Master	2H	M	7	60	M/O	+8	+6	1d10+10	1d8+8	5	10	15	✓	-4 AC/4	Delay + Stun	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Axe, Bone (Horse Clan)	1H	S	4	30	M/O	-/-1	-	½(1d6)	-	-	-	-	-	-	-	Added GAZ14:P12
Basic	1H	S	4	30	M/O	-	-	1d6	-	10	20	30	-	-	-	
Skilled	1H	S	4	30	M/O	+2	+1	1d6+2	-	15	25	35	-	-1 AC/1	-	
Expert	1H	S	4	30	M/O	+4	+2	1d6+3	-	25	35	45	-	-2 AC/2	-	
Master	1H	S	4	30	M/O	+6	+4	2d4+4	1d6+4	30	40	50	-	-3 AC/3	-	
Grand Master	1H	S	4	30	M/O	+8	+6	2d4+7	1d6+6	40	50	60	-	-3 AC/3	-	
Note: Unskilled Throwing has -1 penalty to AR																
Axe, Hand	1H	S	4	30	M/O	-/-1	-	½(1d6)	-	-	-	-	-	-	-	RC62-63
Basic	1H	S	4	30	M/O	-	-	1d6	-	10	20	30	-	-	-	RC79
Skilled	1H	S	4	30	M/O	+2	+1	1d6+2	-	15	25	35	-	-1 AC/1	-	
Expert	1H	S	4	30	M/O	+4	+2	1d6+3	-	25	35	45	-	-2 AC/2	-	
Master	1H	S	4	30	M/O	+6	+4	2d4+4	1d6+4	30	40	50	-	-3 AC/3	-	
Grand Master	1H	S	4	30	M/O	+8	+6	2d4+7	1d6+6	40	50	60	-	-3 AC/3	-	
Note: Unskilled Throwing has -1 penalty to AR																
Axe, Heavy Eye	1H	S	4	30	M/O	-/-1	-	½(1d6)	-	-	-	-	-			DM182: 42-43
Basic	1H	S	4	30	M/O	-	-	1d6	-	10	20	30	-	-	-	
Skilled	1H	S	4	30	M/O	+2	+1	1d6+2	-	15	25	35	-	-1 AC/1	-	
Expert	1H	S	4	30	M/O	+4	+2	1d6+3	-	25	35	45	-	-2 AC/2	-	
Master	1H	S	4	30	M/O	+6	+4	2d4+4	1d6+4	30	40	50	-	-3 AC/3	-	
Grand Master	1H	S	4	30	M/O	+8	+6	2d4+7	1d6+6	40	50	60	-	-3 AC/3	-	
Note: Unskilled Throwing has -1 penalty to AR																

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Axes Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Axe, Stone (Horse Clan)	1H	S	4	30	M/O	-/-1	-	½(1d6)	-	-	-	-	-	-	-	Added GAZ14:P12
Basic	1H	S	4	30	M/O	-	-	1d6	-	10	20	30	-	-	-	
Skilled	1H	S	4	30	M/O	+2	+1	1d6+2	-	15	25	35	-	-1 AC/1	-	
Expert	1H	S	4	30	M/O	+4	+2	1d6+3	-	25	35	45	-	-2 AC/2	-	
Master	1H	S	4	30	M/O	+6	+4	2d4+4	1d6+4	30	40	50	-	-3 AC/3	-	
Grand Master	1H	S	4	30	M/O	+8	+6	2d4+7	1d6+6	40	50	60	-	-3 AC/3	-	
Note: Unskilled Throwing has -1 penalty to AR																
Tomahawk	1H	S	4	30	M/O	-/-1	-	½(1d6)	-	-	-	-	-	-	-	GAZ14:16
Basic	1H	S	4	30	M/O	-	-	1d6	-	10	20	30	-	-	-	
Skilled	1H	S	4	30	M/O	+2	+1	1d6+2	-	15	25	35	-	-1 AC/1	-	
Expert	1H	S	4	30	M/O	+4	+2	1d6+3	-	25	35	45	-	-2 AC/2	-	
Master	1H	S	4	30	M/O	+6	+4	2d4+4	1d6+4	30	40	50	-	-3 AC/3	-	
Grand Master	1H	S	4	30	M/O	+8	+6	2d4+7	1d6+6	40	50	60	-	-3 AC/3	-	
Note: Unskilled Throwing has -1 penalty to AR																

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Bludgeoning Weapons Table (Cleric can use this)																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Billy Club	1H	M	3	50	M/O	-	-	½(1d4)	-	-	-	-	-	-	-	GAZ3:48
Basic	1H	M	3	50	M/O	-	-	1d4	-	-	-	-	-	-	Stun	
Skilled	1H	M	3	50	M/O	+2	+1	1d6+1	-	-	-	-	-	-1 AC/2	Stun	
Expert	1H	M	3	50	M/O	+4	+2	1d6+3	-	-	15	25	✓	-2 AC/2	Stun	
Master	1H	M	3	50	M/O	+6	+4	1d6+5	1d4+5	-	15	25	✓	-3 AC/3	Stun	
Grand Master	1H	M	3	50	M/O	+8	+6	1d6+6	1d4+6	10	25	40	✓	-4 AC/4	Stun	
To throw, Target rolls d6 for Surprise. If 1 or 2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Note: Billy Club stats are not mentioned in GAZ3 except that when it hits, it may stun the victim. Here, we use the Club stats but we have changed the special effect.																
Blackjack	1H	S	5	5	H/O	-	-	½(1d2)	-	-	-	-	-	-	-	RC62, 63
Basic	1H	S	5	5	H/O	-	-	1d2	-	-	-	-	-	-	Delay, KO(Save), Stun	RC78
Skilled	1H	S	5	5	H/O	+2	+1	2d2	-	-	-	-	-	-	Delay, KO (Save-1), Stun	
Expert	1H	S	5	5	H/O	+4	+2	1d4+1	-	-	-	-	-	-	Delay, KO (Save-2), Stun	
Master	1H	S	5	5	H/O	+6	+4	1d4+3	1d6+1	-	-	-	-	-	Delay, KO (Save-3), Stun	
Grand Master	1H	S	5	5	H/O	+8	+6	1d4+5	1d6+2	-	-	-	-	-	Delay, KO (Save-4), Stun	
Club	1H	M	3	50	M/O	-	-	½(1d4)	-	-	-	-	-	-	-	
Basic	1H	M	3	50	M/O	-	-	1d4	-	-	-	-	-	-	-	RC78
Skilled	1H	M	3	50	M/O	+2	+1	1d6+1	-	-	-	-	-	-1 AC/2	Deflect (1)	
Expert	1H	M	3	50	M/O	+4	+2	1d6+3	-	-	15	25	✓	-2 AC/2	Deflect (10)	
Master	1H	M	3	50	M/O	+6	+4	1d6+5	1d4+5	-	15	25	✓	-3 AC/3	Deflect (2)	
Grand Master	1H	M	3	50	M/O	+8	+6	1d6+6	1d4+6	10	25	40	✓	-4 AC/4	Deflect (2)	
To throw, Target rolls d6 for Surprise. If 1 or 2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Flail, Light	1H	M	10	50	A/O	-	-	½(1d6)	-	-	-	-	-	-	-	UCC1:112
Basic	1H	M	10	50	A/O	-	-	1d6	-	-	-	-	-	-	-	
Skilled	1H	M	10	50	A/O	+2	+1	2d4	-	-	-	-	-	-1 AC/1	Disarm (Save)	
Expert	1H	M	10	50	A/O	+4	+2	2d4+4	-	-	-	-	-	-1 AC/2	Delay, Disarm (Save+2)	
Master	1H	M	10	50	A/O	+6	+4	1d6+7	-	-	-	-	-	-2 AC/3	Delay, Disarm (Save+4)	
Grand Master	1H	M	10	50	A/O	+8	+6		-	-	-	-	-	-4 AC/3	Delay, Disarm (Save+6)	

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Bludgeoning Weapons Table (Cleric can use this)																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Flail, Heavy	2H	L	15	80	A/O	-	-	½(1d8)	-	-	-	-	-	-	-	UCC1:112
Basic	2H	L	15	80	A/O	-	-	1d12	-	-	-	-	-	-	-	
Skilled	2H	L	15	80	A/O	+2	+1	2d8	-	-	-	-	-	-1 AC/1	Disarm (Save)	
Expert	2H	L	15	80	A/O	+4	+2	2d8+4	-	-	-	-	-	-2 AC/1	Disarm (Save+2), Stun	
Master	2H	L	15	80	A/O	+6	+4	2d8+8	-	-	-	-	-	-3 AC/2	Disarm (Save+4), Stun	
Grand Master	2H	L	15	80	A/O	+8	+6		-	-	-	-	-	-4 AC/3	Disarm (Save+6), Stun	
Hammer, Heavy (Bear Clan)	1H	M	5	50	M/O	-/-1	-	½(1d6)		-	-	-	-	-	-	Added GAZ14:P13
Basic	1H	M	5	50	M/O	-	-	1d6		10	20	30	-	-	-	
Skilled	1H	M	5	50	M/O	+2	+1	1d6+2		15	25	35	-	-1 AC/1	-	
Expert	1H	M	5	50	M/O	+4	+2	1d6+3		25	35	45	-	-2 AC/2	-	
Master	1H	M	5	50	M/O	+6	+4	2d4+4	1d6+4	30	40	50	-	-3 AC/3	-	
Grand Master	1H	M	5	50	M/O	+8	+6	2d4+7	1d6+6	40	50	60	-	-3 AC/3	-	
Hammer, Light	1H	S	4	25	M/O	-1	-	½(1d4)	-	10	20	30	-	-	-	Added
Basic	1H	S	4	25	M/O	-	-	1d4	-	10	20	30	-	-	-	
Skilled	1H	S	4	25	M/O	+2	+1	1d4+2	-	10	20	30	-	-1 AC/1	2x Damage (20)	
Expert	1H	S	4	25	M/O	+4	+2	1d6+2	-	20	30	45	-	-2 AC/2	2x Damage (≥19)	
Master	1H	S	4	25	M/O	+6	+4	1d6+4	1d4+4	20	30	45	-	-2 AC/2	2x Damage (≥18)	
Grand Master	1H	S	4	25	M/O	+8	+6	1d6+6	1d4+6	30	50	60	-	-3 AC/3	2x Damage (≥17)	
Hammer, War	1H	M	5	50	H/O	-	-	½((1d6)	-	-	-	-	-	-	-	RC62, 64 RC78
Basic	1H	M	5	50	H/O	-	-	1d6	-	-	-	-	-	-	-	
Skilled	1H	M	5	50	H/O	+2	+1	1d6+2	-	-	-	-	-	-2 AC/2	-	
Expert	1H	M	5	50	H/O	+4	+2	1d8+2	-	-	10	20	✓	-3 AC/3	-	
Master	1H	M	5	50	H/O	+6	+4	1d8+5	1d6+4	-	10	20	✓	-4 AC/3	-	
Grand Master	1H	M	5	50	H/O	+8	+6	1d8+7	1d6+7	10	20	30	✓	-5 AC/4	-	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																

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Bludgeoning Weapons Table (Cleric can use this)																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Flange Mace	1H	M	10	30	A/O	-	-	½(1d6+1)	-	-	-	-	-	-	-	HWR3:AG28
Basic	1H	M	10	30	A/O	-	-	1d6+1	-	-	-	-	-	-	-	
Skilled	1H	M	10	30	A/O	+2	+1	2d4+1	-	-	-	-	-	-1 AC/1	-	
Expert	1H	M	10	30	A/O	+4	+2	2d4+3	-	-	10	20	✓	-2 AC/2	-	
Master	1H	M	10	30	A/O	+6	+4	2d4+5	-	-	10	20	✓	-3 AC/3	-	
Grand Master	1H	M	10	30	A/O	+8	+6	2d4+7	-	10	20	30	✓	-4 AC/3	-	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Mace	1H	M	5	30	A/O	-	-	1d6/2	-	-	-	-	-	-	-	RC62, 65 RC78
Basic	1H	M	5	30	A/O	-	-	1d6	-	-	-	-	-	-	-	
Skilled	1H	M	5	30	A/O	+2	+1	2d4	-	-	-	-	-	-1 AC/1	-	
Expert	1H	M	5	30	A/O	+4	+2	2d4+2	-	-	10	20	✓	-2 AC/2	-	
Master	1H	M	5	30	A/O	+6	+4	2d4+4	-	-	10	20	✓	-3 AC/3	-	
Grand Master	1H	M	5	30	A/O	+8	+6	2d4+6	-	10	20	30	✓	-4 AC/3	-	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Maul, Heavy	2H	M	7	80	M/O	-	-	½(1d8+1)	-	-	-	-	-	-	-	UCC1:114
Basic	2H	M	7	80	M/O	-	-	1d8+1	-	-	-	-	-	-	Hook (Save)	
Skilled	2H	M	7	80	M/O	+2	+1	1d8+3	-	-	-	-	-	-1 AC/1	Hook (Save-1)	
Expert	2H	M	7	80	M/O	+4	+2	1d8+5	-	-	-	-	-	-2 AC/1	Hook (Save-2)	
Master	2H	M	7	80	M/O	+6	+4	1d8+7	1d8+6	-	-	-	-	-2 AC/2	Hook (Save-3), Stun	
Grand Master	2H	M	7	80	M/O	+8	+6	1d10+7	1d8+8	-	-	-	-	-3 AC/2	Hook (Save-4), Stun	
Maul, Light	1H	S	3	35	M/O	-	-	½(1d6+1)	-	-	-	-	-	-	-	UCC1:114
Basic	1H	S	3	35	M/O	-	-	1d6+1	-	-	-	-	-	-	-	
Skilled	1H	S	3	35	M/O	+2	+1	1d6+2	-	-	-	-	-	-1 AC/1	Deflect (1)	
Expert	1H	S	3	35	M/O	+4	+2	2d4+2	-	-	-	-	-	-1 AC/2	Deflect (2)	
Master	1H	S	3	35	M/O	+6	+4	2d4+5	2d4+3	-	-	-	-	-2 AC/3	Deflect (2)	
Grand Master	1H	S	3	35	M/O	+8	+6	2d4+7	2d4+5	-	-	-	-	-3 AC/4	Deflect (3)	

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Bludgeoning Weapons Table (Check RC for Special Features)																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Morningstar	1H	M	8	75	M/O	-	-	½(1d6)	-	-	-	-	-	-	-	UCC1:114
Basic	1H	M	8	75	M/O	-	-	1d6	-	-	-	-	-	-	-	
Skilled	1H	M	8	75	M/O	+2	+1	1d6+3	-	-	-	-	-	-1 AC/1	Deflect (1)	
Expert	1H	M	8	75	M/O	+4	+2	1d6+5	-	-	10	20	✓	-2 AC/1	Deflect (2)	
Master	1H	M	8	75	M/O	+6	+4	1d8+8	1d6+7	-	15	30	✓	-3 AC/2	Deflect (2)	
Grand Master	1H	M	8	75	M/O	+8	+6	1d8+10	1d6+8	10	25	35	✓	-4 AC/3	Deflect (2)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Staff*	2H	M	5	40	A/O	-	-	½(1d6)	-	-	-	-	-	-	-	RC62, 66
Basic	2H	M	5	40	A/O	-	-	1d6	-	-	-	-	-	-	-	RC78
Skilled	2H	M	5	40	A/O	+2	+1	1d+2	-	-	-	-	-	-1 AC/2	Deflect (1)	
Expert	2H	M	5	40	A/O	+4	+2	1d8+2	-	-	-	-	-	-2 AC/2	Deflect (2)	
Master	2H	M	5	40	A/O	+6	+4	1d8+5	1d6+4	-	-	-	-	-3 AC/3	Deflect (3)	
Grand Master	2H	M	5	40	A/O	+8	+6	1d8+7	1d6+7	-	-	-	-	-4 AC/4	Deflect (4)	
Note: Magic-User may use this																
Torch	1H	M	3	50	M/O	-	-	½(1d4)	-	-	-	-	-	-	-	RC62, 64
Basic	1H	M	3	50	M/O	-	-	1d4	-	-	-	-	-	-	-	RC78
Skilled	1H	M	3	50	M/O	+2	+1	1d6+1	-		-	-	-	-1 AC/2	Deflect (1)	
Expert	1H	M	3	50	M/O	+4	+2	1d6+3	-	-	15	25	✓	-2 AC/2	Deflect (1)	
Master	1H	M	3	50	M/O	+6	+4	1d6+5	1d4+5	-	15	25	✓	-3 AC/3	Deflect (2)	
Grand Master	1H	M	3	50	M/O	+8	+6	1d6+6	1d4+6	10	25	40	✓	-4 AC/4	Deflect (2)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																

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Daggers Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Dagger, Normal	1H	S	3	10	H/O	-	-	½(1d4)	-	10	20	30	-	-	-	RC62, 64
Basic	1H	S	3	10	H/O	-	-	1d4	-	10	20	30	-	-	-	RC79
Skilled	1H	S	3	10	H/O	+2	+1	1d6	-	15	25	35	-	-1 AC/1	2x Damage (20)	
Expert	1H	S	3	10	H/O	+4	+2	2d4	-	20	30	45	-	-2 AC/2	2x Damage (≥19)	
Master	1H	S	3	10	H/O	+6	+4	3d4	2d4+2	25	35	50	-	-2 AC/2	2x Damage (≥18)	
Grand Master	1H	S	3	10	H/O	+8	+6	4d4	3d4+1	30	50	60	-	-3 AC/3	2x Damage (≥17)	
Note: MU may use this; Can be Thrown. Throwing daggers are Normal Daggers.																
Dagger, Silver	1H	S	30	10	H/O	-	-	½(1d4)	-	10	20	30	-	-	-	RC62, 64
Basic	1H	S	30	10	H/O	-	-	1d4	-	10	20	30	-	-	-	RC79
Skilled	1H	S	30	10	H/O	+2	+1	1d6	-	15	25	35	-	-1 AC/1	2x Damage (20)	
Expert	1H	S	30	10	H/O	+4	+2	2d4	-	20	30	45	-	-2 AC/2	2x Damage (≥19)	
Master	1H	S	30	10	H/O	+6	+4	3d4	2d4+2	25	35	50	-	-2 AC/2	2x Damage (≥18)	
Grand Master	1H	S	30	10	H/O	+8	+6	4d4	3d4+1	30	50	60	-	-3 AC/3	2x Damage (≥17)	
Note: MU may use this; Can be Thrown																
Dagger, Bone (Horse Clan)	1H	S	3	10	H/O	-	-	½(1d4)	-	10	20	30	-	-	-	Added GAZ14:P12
Basic	1H	S	3	10	H/O	-	-	1d4	-	10	20	30	-	-	-	
Skilled	1H	S	3	10	H/O	+2	+1	1d6	-	15	25	35	-	-1 AC/1	2x Damage (20)	
Expert	1H	S	3	10	H/O	+4	+2	2d4	-	20	30	45	-	-2 AC/2	2x Damage (≥19)	
Master	1H	S	3	10	H/O	+6	+4	3d4	2d4+2	25	35	50	-	-2 AC/2	2x Damage (≥18)	
Grand Master	1H	S	3	10	H/O	+8	+6	4d4	3d4+1	30	50	60	-	-3 AC/3	2x Damage (≥17)	
Note: MU may use this; Can be Thrown.																
Knife, Bone (Turtle Clan)	1H	S	3	10	H/O	-	-	½(1d4)	-	10	20	30	-	-	-	Added GAZ14:P14
Basic	1H	S	3	10	H/O	-	-	1d4	-	10	20	30	-	-	-	
Skilled	1H	S	3	10	H/O	+2	+1	1d6	-	15	25	35	-	-1 AC/1	2x Damage (20)	
Expert	1H	S	3	10	H/O	+4	+2	2d4	-	20	30	45	-	-2 AC/2	2x Damage (≥19)	
Master	1H	S	3	10	H/O	+6	+4	3d4	2d4+2	25	35	50	-	-2 AC/2	2x Damage (≥18)	
Grand Master	1H	S	3	10	H/O	+8	+6	4d4	3d4+1	30	50	60	-	-3 AC/3	2x Damage (≥17)	
Note: MU may use this; Can be Thrown. Throwing daggers are Normal Daggers.																

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Daggers Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Dagger, Stone (Horse Clan)	1H	S	3	10	H/O	-	-	½(1d4)	-	10	20	30	-	-	-	Added GAZ14:P12
Basic	1H	S	3	10	H/O	-	-	1d4	-	10	20	30	-	-	-	
Skilled	1H	S	3	10	H/O	+2	+1	1d6	-	15	25	35	-	-1 AC/1	2x Damage (20)	
Expert	1H	S	3	10	H/O	+4	+2	2d4	-	20	30	45	-	-2 AC/2	2x Damage (≥19)	
Master	1H	S	3	10	H/O	+6	+4	3d4	2d4+2	25	35	50	-	-2 AC/2	2x Damage (≥18)	
Grand Master	1H	S	3	10	H/O	+8	+6	4d4	3d4+1	30	50	60	-	-3 AC/3	2x Damage (≥17)	
Note: MU may use this; Can be Thrown. Throwing daggers are Normal Daggers.																
Kouglar	1H	S	3	10	H/O	-	-	½(1d4)	-	10	20	30	-	-	-	GAZ2:36
Basic	1H	S	3	10	H/O	-	-	1d4	-	10	20	30	-	-	-	
Skilled	1H	S	3	10	H/O	+2	+1	1d6	-	15	25	35	-	-1 AC/1	2x Damage (20)	
Expert	1H	S	3	10	H/O	+4	+2	2d4	-	20	30	45	-	-2 AC/2	2x Damage (≥19)	
Master	1H	S	3	10	H/O	+6	+4	3d4	2d4+2	25	35	50	-	-2 AC/2	2x Damage (≥18)	
Grand Master	1H	S	3	10	H/O	+8	+6	4d4	3d4+1	30	50	60	-	-3 AC/3	2x Damage (≥17)	
Note: MU may use this; Can be Thrown.																
Needle Dagger	1H	S	3	5	H/O	-	-	½(1d3)	-	10	20	30	-	-	-	HWR3:AG28
Basic	1H	S	3	5	H/O	-	-	1d3	-	10	20	30	-	-	-	
Skilled	1H	S	3	5	H/O	+2	+1	1d6	-	15	25	35	-	-1 AC/1	-	
Expert	1H	S	3	5	H/O	+4	+2	2d4-1	-	20	30	45	-	-2 AC/2	-	
Master	1H	S	3	5	H/O	+6	+4	3d4-1	2d4+1	25	35	50	-	-2 AC/2	-	
Grand Master	1H	S	3	5	H/O	+8	+6	4d4-1	3d4	30	50	60	-	-3 AC/3	-	
Note: MU may use this; Can be Thrown																
Tanto (短刀)	1H	S	3	10	H/O	-	-	½(1d4)	-	10	20	30	-	-	-	TR6:13
Basic	1H	S	3	10	H/O	-	-	1d4	-	10	20	30	-	-	-	
Skilled	1H	S	3	10	H/O	+2	+1	1d6	-	15	25	35	-	-1 AC/1	2x Damage (20)	
Expert	1H	S	3	10	H/O	+4	+2	2d4	-	20	30	45	-	-2 AC/2	2x Damage (≥19)	
Master	1H	S	3	10	H/O	+6	+4	3d4	2d4+2	25	35	50	-	-2 AC/2	2x Damage (≥18)	
Grand Master	1H	S	3	10	H/O	+8	+6	4d4	3d4+1	30	50	60	-	-3 AC/3	2x Damage (≥17)	
Note: MU may use this; Can be Thrown																

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Daggers Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Knife, Whale Teeth (Turtle Clan)	1H	S	3	10	H/O	-	-	½(1d4)	-	10	20	30	-	-	-	Added GAZ14:P46
Basic	1H	S	3	10	H/O	-	-	1d4	-	10	20	30	-	-	-	
Skilled	1H	S	3	10	H/O	+2	+1	1d6	-	15	25	35	-	-1 AC/1	2x Damage (20)	
Expert	1H	S	3	10	H/O	+4	+2	2d4	-	20	30	45	-	-2 AC/2	2x Damage (≥19)	
Master	1H	S	3	10	H/O	+6	+4	3d4	2d4+2	25	35	50	-	-2 AC/2	2x Damage (≥18)	
Grand Master	1H	S	3	10	H/O	+8	+6	4d4	3d4+1	30	50	60	-	-3 AC/3	2x Damage (≥17)	
Note: MU may use this; Can be Thrown. Throwing daggers are Normal Daggers.																

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Firearms Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range			Fire Rate	Notes		Reference
										S	M	L		AC Bonus	Special	
Hand Gun	2H	M	50	100	H/M	-	-	½(1d8+2)	-	60	120	180	1/3 Rounds	-	Backfire (1), Reloading	DM199:96-98
Basic	2H	M	50	100	H/M	-	-	1d8+2	-	60	120	180	1/3 Rounds	-	Backfire (1), Reloading	
Skilled	2H	M	50	100	H/M	+2	+1	1d10+2	-	75	130	180	1/3 Rounds	-1 AC/*	Backfire (1), Reloading, 2x Damage (20)	
Expert	2H	M	50	100	H/M	+4	+2	1d12+2	-	90	140	180	1/3 Rounds	-2 AC/*	Backfire (1), Reloading 2x Damage (19-20)	
Master	2H	M	50	100	H/M	+6	+4	2d8+4	1d12+4	105	150	180	1/3 Rounds	-2 AC/*	Backfire (1), Reloading, 2x Damage (18-20)	
Grand Master	2H	M	50	100	H/M	+8	+6	3d6+5	2d6+5	120	160	180	1/3 Rounds	-3 AC/*	Backfire (1), Reloading, 2x Damage (17-20)	
Note: Hand Gun includes coulevrine a’ main or hand-culverin																
Note: AC/* means AC bonus against Target (P/S) attacks during the round the weapon is fired.																
Note: Backfire (1) means if a natural 1 is rolled, the Hand Gun backfires and it does 1d6 damage to the wielder.																
Note: Reloading means the Hand Gun requires 2 undisturbed rounds to reload after firing																
Note: Hand Gun can only be used by a Fighter (DM193:98) and all its sub-classes (added) including Barbarian and Samurai (added).																
Note: Gunpowder is a relative novelty in Mystara. The nations that currently have knowledge about it includes our glorious Empire, Karamaikos, Heldannic Knights, Darokin, Rockhome, Ochalea and Glantri (DM193:96). It is suspected that the evil Alphatians may also have knowledge about that but we have not yet verified that is the case.																

Firearms Ammunition Table							
Item Name	Cost		Encumbrances (cn)	Capacity (cn)	Remaining Capacity (cn)	Description or Note	Reference
	GP	SP					
Firearm Ammunition	0.5		0.1			For Firearms	Deduction
Firearm Ammunition (20)	10		2			For Firearms	DM199:98
Firearm Ammunition consists a fine black powder produced by an alchemist and stone bullets							

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Hand-to-Hand Combat Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Notes		Reference	
										S	M	L	AC Bonus	Special		
Cestus	2H	S	5	10	H/O	-	-	½(1d3)		-	-	-	-	No Off-Hand Penalty (OHP)	RC62, 64 RC78	
Basic	2H	S	5	10	H/O	-	-	1d3		-	-	-	-			
Skilled	2H	S	5	10	H/O	+2	+1	1d4+1		-	-	-	-			
Expert	2H	S	5	10	H/O	+4	+2	2d4		-	-	-	-			
Master	2H	S	5	10	H/O	+6	+4	2d4	1d4+3	-	-	-	-			
Grand Master	2H	S	5	10	H/O	+8	+6	3d4	2d4+3	-	-	-	-			
Note: No Off-Hand Penalty means the wielder does not suffer -4 AR for 2 weapon fighting.																
Jitte/Sai	1H	S	7	30	H/O	-	-	½(1d6)	-	-	-	-	-	Added		
Basic	1H	S	7	30	H/O	-	-	1d6	-	-	-	-	-			
Skilled	1H	S	7	30	H/O	+2	+1	1d6+2	-	-	-	-	-1 AC/1			Deflect (1), Disarm (Save+1)
Expert	1H	S	7	30	H/O	+4	+2	1d6+4	-	-	10	20	-2 AC/2			Deflect (2), Disarm (Save+2)
Master	1H	S	7	30	H/O	+6	+4	1d6+7	1d4+7	-	10	20	-2 AC/3			Deflect (3), Disarm (Save+4)
Grand Master	1H	S	7	30	H/O	+8	+6	1d6+9	1d4+9	10	20	30	-3 AC/4			Deflect (3), Disarm (Save+6)
Note: This is a bludgeoning weapon.																
War Claws	1H	S	12	20	M/O	-	-	½(1d4)		-	-	-	-	-	DM181:49	
Basic	1H	S	12	20	M/O	-	-	1d4		-	-	-	-	No OHP;		
Skilled	1H	S	12	20	M/O	+2	+1	1d6		-	-	-	-1AC /2	No OHP; 2x Damage (20)		
Expert	1H	S	12	20	M/O	+4	+2	1d8		-	-	-	-2 AC/3	No OHP; 2x Damage (≥19)		
Master	1H	S	12	20	M/O	+6	+4	1d10+1	1d8+1	-	-	-	-3 AC/3	No OHP; 2x Damage (≥18)		
Grand Master	1H	S	12	20	M/O	+8	+6	1d12+2	1d10	-	-	-	-4 AC/4	No OHP; 2x Damage (≥17)		
Red Steel War Claws	1H	S	36	10	M/O	-	-	½(1d4+2)		-	-	-	-	-	DM181:48	
Basic	1H	S	36	10	M/O	-	-	1d4+2		-	-	-	-	No OHP		
Skilled	1H	S	36	10	M/O	+2	+1	1d6+2		-	-	-	-1AC /2	No OHP; 2x Damage (20)		
Expert	1H	S	36	10	M/O	+4	+2	1d8+2		-	-	-	-2 AC/3	No OHP; 2x Damage (≥19)		
Master	1H	S	36	10	M/O	+6	+4	1d10+3	1d8+3	-	-	-	-3 AC/3	No OHP; 2x Damage (≥18)		
Grand Master	1H	S	36	10	M/O	+8	+6	1d12+4	1d10+2	-	-	-	-4 AC/4	No OHP; 2x Damage (≥17)		

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Hand-to-Hand Combat Table															
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Notes		Reference
										S	M	L	AC Bonus	Special	
Toratsume	2H	S	15	5	M/O	-	-	½(1d4)		-	-	-	-	-	TR6:13
Basic	2H	S	15	5	M/O	-	-	1d4		-	-	-	-	No OHP;	
Skilled	2H	S	15	5	M/O	+2	+1	1d6		-	-	-	-1AC /2	No OHP; 2x Damage (20)	
Expert	2H	S	15	5	M/O	+4	+2	1d8		-	-	-	-2 AC/3	No OHP; 2x Damage (≥19)	
Master	2H	S	15	5	M/O	+6	+4	1d10+1	1d8+1	-	-	-	-3 AC/3	No OHP; 2x Damage (≥18)	
Grand Master	2H	S	15	5	M/O	+8	+6	1d12+2	1d10	-	-	-	-4 AC/4	No OHP; 2x Damage (≥17)	
Note: TR6:13 Toratsume are leather gauntlets which have a series of sharp metal blades set on the fingers															

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Improvised Weapon/Weapons of Opportunity Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Chair, wooden	2H	M	6	220	H/O	-2	-	½(1d4)	-	-	-	-	-	-		Modified
Basic	2H	M	6	220	H/O	-	-	1d4	-	-	-	-	-	-		UCC1:141
Cup/Mug, Beer	1H	S	0.3	3	H/O	-1	-	½(1d4)	-	-	-	-	-	-		Modified
Basic	1H	S	0.3	3	H/O	-	-	1d4	-	-	-	-	-	-		UCC1:139
Table, Tavern	2H	L	5	750	H/O	-4	-	½(1d4)	-	-	-	-	-	-	Size: 3' x 3' x 3.5'	Modified
Basic	2H	L	5	750	H/O	-	-	1d4	-	-	-	-	-	-		UCC1:141
Note: DM to determine AR penalty for improvised weapon. For unskilled user, it will be -1 to -4 AR.																

Mixed Weapons Table																	
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range			Rarely Thrown	Notes		Reference	
										S	M	L		AC Bonus	Special		
Staff-Bow (Ranged)	2H	M	15	60	A/O	-1	-	½(1d6)		40	80	160	-	-	-	DM182:42-43	
Basic	2H	M	15	60	A/O	-	-	1d6		40	80	160	-	-	-		
Skilled	2H	M	15	60	A/O	+2	+1	1d6+2		40	80	160	-	-1 AC/1	Delay (s)		
Expert	2H	M	15	60	A/O	+4	+2	1d6+4		60	110	170	-	-1 AC/2	Delay (s)		
Master	2H	M	15	60	A/O	+6	+4	1d8+6	1d4+3	60	110	170	-	-2 AC/2	Delay (s)		
Grand Master	2H	M	15	60	A/O	+8	+6	1d4+6	2d4+3	80	130	180	-	-2 AC/2	Delay (s)		
Staff-Bow (Melee)			15	60	M/O	-	-	½(1d6)	-	-	-	-		-	-		
Basic	2H	M	15	60	M/O	-	-	1d6	-	-	-	-	-	-	-		
Skilled	2H	M	15	60	M/O	+2	+1	1d+2	-	-	-	-	-	-1 AC/2	Deflect (1)		
Expert	2H	M	15	60	M/O	+4	+2	1d8+2	-	-	-	-	-	-2 AC/2	Deflect (2)		
Master	2H	M	15	60	M/O	+6	+4	1d8+5	1d6+4	-	-	-	-	-3 AC/3	Deflect (3)		
Grand Master	2H	M	15	60	M/O	+8	+6	1d8+7	1d6+7	-	-	-	-	-4 AC/4	Deflect (4)		
Note: Staff-Bow is a staff when melee, a short bow when used for missile fire. The range of Staff-Bow uses Sling stats.																	
Note: For WM, need to spend 2 WM slots to gain a level of WM.																	

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Oversized Weapon Table			
Creatures	Height (in ft)	Restrictions	Reference
Small	≤5'	Cannot use 2H heavy weapons such as Battle Axe, 2H Sword and Lance. But can use Javelins, Spears, Bows, Crossbows and 2H light weapons.	GAZ10:P43
Medium or Human-Sized	5'1"-6'9"	-2 to hit when using large weapons; -4 to hit when using very large weapons	
Large	7'-9'11"	Cost and Encumbrances are doubled; If owner has STR≥14, +2 damage; When using medium-sized or very large sized weapons, -2 to hit	
Very Large/Huge	≥10'	Cost and Encumbrances are tripled; If owner has STR≥16, +4 damage; When using medium sized weapons, -4 to hit; When using large weapons, -2 to hit	
Note: In GAZ10, oversized weapons are described and how that will affect the stats of weapons stated here. While it is up to the DM to decide whether to include the use of Oversized Weapons in their game, for completion purpose, we have included them here.			

Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Steel Katar	1H	L	16	60	H/O	-	-	½(1d6+2)	-	-	-	-	-	-	-	GAZ12: Map
Basic	1H	L	16	60	H/O	-	-	1d6+2	-	-	-	-	-	-	-	
Skilled	1H	L	16	60	H/O	+2	+1	1d6+4	-	-	-	-	-	-1 AC/1	Deflect (1), Disarm (Save+1)	
Expert	1H	L	16	60	H/O	+4	+2	1d6+6	-	-	10	20	-	-2 AC/2	Deflect (2), Disarm (Save+2)	
Master	1H	L	16	60	H/O	+6	+4	1d6+9	1d4+9	-	10	20	-	-2 AC/3	Deflect (3), Disarm (Save+4)	
Grand Master	1H	L	16	60	H/O	+8	+6	1d6+11	1d4+11	10	20	30	-	-3 AC/4	Deflect (3), Disarm (Save+6)	
Note: This is an Ogre-Sized Weapon. In the absence of any stats block, we have used the Short Sword stats block and add +2 to damage assuming the weapon is being wielded by an Ogre. However, Humans or Small sized creatures can use wield weapon using 2 hands but at -2AR.																
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Steel Toothed Bardiche (Toothed Blade)	2H	L	14	300	H/O	-	-	½(1d10+2)	-	-	-	-	-	-	-	GAZ12: Map
Basic	2H	L	14	300	H/O	-	-	1d10+2	-	-	-	-	-	-	-	
Skilled	2H	L	14	300	H/O	+2	+1	1d10+4	-	-	-	-	-	-1 AC/1	Deflect (1)	
Expert	2H	L	14	300	H/O	+4	+2	1d10+7	-	-	-	-	-	-2 AC/1	Deflect (1)	
Master	2H	L	14	300	H/O	+6	+4	1d8+12	1d8+10	-	-	-	-	-2 AC/2	Deflect (2)	
Grand Master	2H	L	14	300	H/O	+8	+6	1d6+17	1d6+14	-	-	-	-	-3 AC/2	Deflect (2)	
Note: This is an Ogre-Sized Weapon. In the absence of any stats block, we have used the Bardiche stats block and +2 to damage assuming the weapon is being wielded by an Ogre. However, Humans or Small sized creatures using this weapon is only at -2 to AR.																

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Oversized Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage vs P	Damage vs S/O	Range			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S			S	M	L		AC Bonus	Special	
Steel Toothed Bardiche (Mace Head)	2H	L	14	300	A/O	-	-	½(1d6+2)	-	-	-	-	-	-	-	GAZ12: Map
Basic	2H	L	14	300	A/O	-	-	1d6+2	-	-	-	-	-	-	-	
Skilled	2H	L	14	300	A/O	+2	+1	2d4+2	-	-	-	-	-	-	-	
Expert	2H	L	14	300	A/O	+4	+2	2d4+4	-	-	-	-	-	-	-	
Master	2H	L	14	300	A/O	+6	+4	2d4+6	-	-	-	-	-	-	-	
Grand Master	2H	L	14	300	A/O	+8	+6	2d4+8	-	-	-	-	-	-	-	
Note: This is an Ogre-Sized Weapon. In the absence of any stats block, we have used the Mace stats block but without any special effects and cannot be thrown except adding +2 to damage assuming the weapon is being wielded by an Ogre. However, Humans or Small sized creatures can use this weapon at -2AR.																
Steel Toothed Bardiche (Iron Spikes)	2H	L	14	300	H/O	-	-	½(1d4+2)	-	-	-	-	-	-	-	GAZ12: Map
Basic	2H	L	14	300	H/O	-	-	1d4+2	-	-	-	-	-	-	-	
Skilled	2H	L	14	300	H/O	+2	+1	1d6+2	-	-	-	-	-	-	-	
Expert	2H	L	14	300	H/O	+4	+2	2d4+2	-	-	-	-	-	-	-	
Master	2H	L	14	300	H/O	+6	+4	3d4+2	-	-	-	-	-	-	-	
Grand Master	2H	L	14	300	H/O	+8	+6	4d4+2	-	-	-	-	-	-	-	
Note: This is an Ogre-Sized Weapon. In the absence of any stats block, we have used the Dagger stats block but without any special effects except adding +2 to damage assuming the weapon is being wielded by an Ogre. However, Humans or Small sized creatures using this weapon is only at -2 to AR.																

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Other Misc. Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage	Damage	Range			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S	vs P	vs S/O	S	M	L		AC Bonus	Special	
Boot Spikes	-	L	-	-	M/O	-	-	½(1d4+2)	-	-	-	-	-	-	-	GAZ12: Map
Basic	-	L	-	-	M/O	-	-	1d4+2	-	-	-	-	-	-	-	
Skilled	-	L	-	-	M/O	+2	+1	1d6+2	-	-	-	-	-	-	-	
Expert	-	L	-	-	M/O	+4	+2	2d4+2	-	-	-	-	-	-	-	
Master	-	L	-	-	M/O	+6	+4	3d4+2	-	-	-	-	-	-	-	
Grand Master	-	L	-	-	M/O	+8	+6	4d4+2	-	-	-	-	-	-	-	
Note: This is an Ogre-Sized Weapon. In the absence of any stats block, we have used the Dagger stats block but without any special effects except adding +2 to damage assuming the weapon is being wielded by an Ogre. However, Humans or Small sized creatures using this weapon is only at -2 to AR. The weapon is part of an armour set and hence the cost and encumbrances are negligible.																
Mace-Axe	1H	M	*	40	M/O	-/-1	-	½(1d6)	-	10	20	30	-	-	-	DM182:42-43
Basic	1H	M	*	40	M/O	-	-	1d6	-	10	20	30	-	-	-	
Skilled	1H	M	*	40	M/O	+2	+1	2d4	-	15	25	35	-	-1 AC/1	-	
Expert	1H	M	*	40	M/O	+4	+2	2d4+2	-	25	35	45	-	-2 AC/2	-	
Master	1H	M	*	40	M/O	+6	+4	2d4+4	1d6+4	30	40	50	-	-3 AC/3	-	
Grand Master	1H	M	*	40	M/O	+8	+6	2d4+7	1d6+6	40	50	60	-	-4 AC/3	-	
Note: Mace-Axe is a weapon mounted with both mace and axe heads. For WM, need to spend 2 WM slots to gain a level of WM. Supposedly choose either axe or mace stats for damage and throwing but since 2WM slots are used, here we pick the best in both stats to make the weapon more palatable to choose.																
Sword-Staff	2H	L	1	100	H/O	-	-	½(1d8)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	1	100	H/O	-	-	1d8	-	-	-	-	-	-	-	RC78, 81
Skilled	2H	L	1	100	H/O	+2	+1	1d12	-	-	-	-	-	-1 AC/1	Deflect (1)	
Expert	2H	L	1	100	H/O	+4	+2	2d8	-	-	-	-	-	-2 AC/1	Deflect (1)	
Master	2H	L	1	100	H/O	+6	+4	2d8+4	2d6+4	-	-	-	-	-2 AC/2	Deflect (2)	
Grand Master	2H	L	1	100	H/O	+8	+6	2d6+8	2d4+8	-	-	-	-	-3 AC/2	Deflect (2)	
Note: DM182:42 states Sword-Staff uses pole axe stats but a normal sword base damage.																
Whip	1H	M	1/ft	10/ft	M/O	-	-	½(1d2)		-	-	-	-			RC62, 66 RC78
Basic	1H	M	1/ft	10/ft	M/O	-	-	1d2		-	-	-	-	-	Entangle	
Skilled	1H	M	1/ft	10/ft	M/O	+2	+1	1d4		-	-	-	-	-2 AC/2	Entangle (Save-1)	
Expert	1H	M	1/ft	10/ft	M/O	+4	+2	1d4+1		-	-	-	-	-3 AC/3	Entangle (Save-2)	
Master	1H	M	1/ft	10/ft	M/O	+6	+4	1d4+3	1d3+2	-	-	-	-	-4 AC/3	Entangle (Save-3)	
Grand Master	1H	M	1/ft	10/ft	M/O	+8	+6	1d4+5	1d3+3	-	-	-	-	-4 AC/4	Entangle (Save-4)	

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Polearm Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S			S	M	L		AC Bonus	Special	
Bardiche	2H	L	7	150	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	7	150	H/O	-	-	1d10	-	-	-	-	-	-	-	RC78, 81
Skilled	2H	L	7	150	H/O	+2	+1	1d10+2	-	-	-	-	-	-1 AC/1	Deflect (1)	
Expert	2H	L	7	150	H/O	+4	+2	1d10+5	-	-	-	-	-	-2 AC/1	Deflect (1)	
Master	2H	L	7	150	H/O	+6	+4	1d8+10	1d8+8	-	-	-	-	-2 AC/2	Deflect (2)	
Grand Master	2H	L	7	150	H/O	+8	+6	1d6+15	1d6+12	-	-	-	-	-3 AC/2	Deflect (2)	
Note: Used to be part of Polearm. It may be Set vs. Charge																
Bill	2H	L	7	150	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	7	150	H/O	-	-	1d10	-	-	-	-	-		Hook (Save)	RC78, 81
Skilled	2H	L	7	150	H/O	+2	+1	1d10+3	-	-	-	-	-	-1 AC/1	Deflect (1), Hook (Save -1)	
Expert	2H	L	7	150	H/O	+4	+2	1d10+6	-	-	-	-	-	-2 AC/1	Deflect (1), Hook (Save -2)	
Master	2H	L	7	150	H/O	+6	+4	1d10+10	1d10+8	-	-	-	-	-2 AC/2	Deflect (2), Hook (Save -3)	
Grand Master	2H	L	7	150	H/O	+8	+6	1d8+16	1d8+12	-	-	-	-	-3 AC/2	Deflect (2), Hook (Save -4)	
Note: Used to be part of Polearm																
Gisarme	2H	L	7	150	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	7	150	H/O	-	-	1d10	-	-	-	-	-	-	Hook (Save)	RC78, 81
Skilled	2H	L	7	150	H/O	+2	+1	1d12+2	-	-	-	-	-	-2 AC/1	Deflect (1), Hook (Save -1)	
Expert	2H	L	7	150	H/O	+4	+2	1d12+5	-	-	-	-	-	-2 AC/2	Deflect (1), Hook (Save -2)	
Master	2H	L	7	150	H/O	+6	+4	1d12+9	1d10+8	-	-	-	-	-3 AC/2	Deflect (2), Hook (Save -3)	
Grand Master	2H	L	7	150	H/O	+8	+6	1d10+14	1d8+10	-	-	-	-	-3 AC/3	Deflect (2), Hook (Save -4)	
Note: Used to be part of Polearm																
Glaive	2H	L	7	150	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	7	150	H/O	-	-	1d10	-	-	-	-	-	-	-	RC78, 81
Skilled	2H	L	7	150	H/O	+2	+1	1d10+3	-	-	-	-	-	-1 AC/1	Deflect (1), 2X Damage (20)	
Expert	2H	L	7	150	H/O	+4	+2	1d10+6	-	-	-	-	-	-2 AC/1	Deflect (1), 2X Damage (≥19)	
Master	2H	L	7	150	H/O	+6	+4	1d10+10	1d10+8	-	-	-	-	-2 AC/2	Deflect (2), 2X Damage (≥18)	
Grand Master	2H	L	7	150	H/O	+8	+6	1d8+16	1d8+12	-	-	-	-	-3 AC/2	Deflect (2), 2X Damage (≥17)	

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Polearm Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Halberd	2H	L	7	150	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	7	150	H/O	-	-	1d10	-	-	-	-	-	-	Disarm (Save), Hook (Save)	RC78, 81
Skilled	2H	L	7	150	H/O	+2	+1	1d10+2	-	-	-	-	-	-1 AC/1	Disarm (Save+1), Hook (Save-1)	
Expert	2H	L	7	150	H/O	+4	+2	1d10+5	-	-	-	-	-	-2 AC/1	Disarm (Save+2), Deflect (1), Hook (Save-2)	
Master	2H	L	7	150	H/O	+6	+4	1d8+10	1d8+8	-	-	-	-	-2 AC/2	Disarm (Save+3), Deflect (1), Hook (Save-3)	
Grand Master	2H	L	7	150	H/O	+8	+6	1d6+15	1d6+12	-	-	-	-	-3 AC/2	Disarm (Save+4), Deflect (2), Hook (Save-4)	
Harpoon, Turtle Clan	1H/2H	L	4	80	H/O	-	-	½(1d6)	-	10	20	30	-	-	Retrieve	Added GAZ14:P14
Basic	1H/2H	L	4	80	H/O	-	-	1d6	-	10	20	30	-	-	Retrieve	
Skilled	1H/2H	L	4	80	H/O	+2	+1	1d6+2	-	20	40	60	-	-	Retrieve	
Expert	1H/2H	L	4	80	H/O	+4	+2	2d4+2	-	20	40	60	-	-	Retrieve, Stun	
Master	1H/2H	L	4	80	H/O	+6	+4	2d4+4	-	40	60	75	-	-	Retrieve, Stun	
Grand Master	1H/2H	L	4	80	H/O	+8	+6	2d4+6	-	40	60	75	-	-	Retrieve, Stun	
Note: As a 50’ Rope is coiled around the Harpoon, the Harpoon is retrievable. However, it takes a turn to retrieve it.																

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Polearm Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR		Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S			S	M	L		AC Bonus	Special	
Javelin	1H	M	1	20	H/O	-	-	½(1d6)	-	30	60	90	-	-	-	RC62, 64
Basic	1H	M	1	20	H/O	-	-	1d6	-	30	60	90	-	-	-	RC78, 81
Skilled	1H	M	1	20	H/O	+2	+1	1d6+2	-	30	60	90	-	-	-	
Expert	1H	M	1	20	H/O	+4	+2	1d6+4	-	40	80	120	-	-	-	
Master	1H	M	1	20	H/O	+6	+4	1d6+6	1d4+6	40	80	120	-	-	-	
Grand Master	1H	M	1	20	H/O	+8	+6	1d6+9	1d4+8	50	100	150	-	-	-	
Javelin, Sunbolt	1H	M	1	15	H/O	-	-	½(1d8)	-	40	80	120	-	-	-	HWR3: AR28
Basic	1H	M	1	15	H/O	-	-	1d8	-	40	80	120	-	-	-	
Skilled	1H	M	1	15	H/O	+2	+1	1d8+2	-	40	80	120	-	-	-	
Expert	1H	M	1	15	H/O	+4	+2	1d8+4	-	50	100	150	-	-	-	
Master	1H	M	1	15	H/O	+6	+4	1d8+6	1d4+6	50	100	150	-	-	-	
Grand Master	1H	M	1	15	H/O	+8	+6	1d8+9	1d4+8	60	120	180	-	-	-	
Javelin, Tiger Clan	1H	M	1	20	H/O	-	-	½(1d6+1)	-	30	60	90	-	-	-	GAZ14:P51
Basic	1H	M	1	20	H/O	-	-	1d6+1	-	30	60	90	-	-	-	
Skilled	1H	M	1	20	H/O	+2	+1	1d6+3	-	30	60	90	-	-	-	
Expert	1H	M	1	20	H/O	+4	+2	1d6+5	-	40	80	120	-	-	-	
Master	1H	M	1	20	H/O	+6	+4	1d6+7	1d4+7	40	80	120	-	-	-	
Grand Master	1H	M	1	20	H/O	+8	+6	1d6+10	1d4+9	50	100	150	-	-	-	
Lance (on foot)	1H	L	10	180	M/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 64
Lance (riding)	2H	L	10	180	M/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 64
Basic	2H	L	10	180	M/O	-	-	1d10	-	-	-	-	-	-	Charge	RC78
Skilled	2H	L	10	180	M/O	+2	+1	1d10+3	-	-	-	-	-	-2 AC/1	Charge	
Expert	2H	L	10	180	M/O	+4	+2	1d10+7	-	-	-	-	-	-3 AC/1	Charge	
Master	2H	L	10	180	M/O	+6	+4	1d8+12	1d8+10	-	-	-	-	-3 AC/1	Charge	
Grand Master	2H	L	10	180	M/O	+8	+6	1d8+16	1d6+12	-	-	-	-	-4 AC/2	Charge	
Note: Fighters, Dwarves and Elves can use Lance Attack Manoeuvre. Can use a lance with shield on skilled or better WM level. When using a lance to defend, it does ½ damage																

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Polearm Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR		Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S			S	M	L		AC Bonus	Special	
Lance, Ethengar (on foot)	1H	L	10	180	M/O	-	-	½(1d10)	-	-	-	-	-	-	KO	RC62, 64 GAZ12:P24
Lance, Ethengar (riding)	2H	L	10	180	M/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 64 GAZ12:P24
Basic	2H	L	10	180	M/O	-	-	1d10	-	-	-	-	-	-	Charge, Dismount, KO	RC78
Skilled	2H	L	10	180	M/O	+2	+1	1d10+3	-	-	-	-	-	-2 AC/1	Charge, Dismount, KO	
Expert	2H	L	10	180	M/O	+4	+2	1d10+7	-	-	-	-	-	-3 AC/1	Charge, Dismount, KO	
Master	2H	L	10	180	M/O	+6	+4	1d8+12	1d8+10	-	-	-	-	-3 AC/1	Charge, Dismount, KO	
Grand Master	2H	L	10	180	M/O	+8	+6	1d8+16	1d6+12	-	-	-	-	-4 AC/2	Charge, Dismount, KO	
Note: If AR to hit ≥ Required + 5 or a natural 20 is rolled, a mounted target is dismounted and take 1d6 fall damage; a target on foot is knocked prone. Both targets require a turn to stand up. Fighters, Dwarves and Elves can use Lance Attack Manoeuvre. Can use a lance with shield on skilled or better WM level. When using a lance to defend, it does ½ damage																
Lance, Ethengar (on foot)	1H	L	10	180	M/O	-	-	½(1d10)	-	-	-	-	-	-	KO	RC62, 64 GAZ12:P24
Lance, Slender or Lance, Eagle Feather (Horse Clan)	1H	L	3	30	M/O	-	-	½(1d6)	-	20	40	60	-	-	-	GAZ14:P12 GAZ14:P31
Basic	1H	L	3	30	M/O	-	-	1d6	-	20	40	60	-	-	Set vs Charge	
Skilled	1H	L	3	30	M/O	+2	+1	1d6+2	-	20	40	60	-	-	Set vs Charge	
Expert	1H	L	3	30	M/O	+4	+2	2d4+2	-	40	60	75	-	-	Set vs Charge, Stun	
Master	1H	L	3	30	M/O	+6	+4	2d4+4	-	40	60	75	-	-	Set vs Charge, Stun	
Grand Master	1H	L	3	30	M/O	+8	+6	2d4+6	-	60	75	90	-	-	Set vs Charge, Stun	
Note: Slender Lances with buffalo-bone tips on them are treated as Spears (GAZ12:P31).																

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Polearm Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Lochaber Axe	2H	L	7	150	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	7	150	H/O	-	-	1d10	-	-	-	-	-	-	Disarm (Save), Hook (Save)	RC78, 81
Skilled	2H	L	7	150	H/O	+2	+1	1d10+2	-	-	-	-	-1 AC/1	Disarm (Save+1), Hook (Save-1)		
Expert	2H	L	7	150	H/O	+4	+2	1d10+5	-	-	-	-	-2 AC/1	Deflect (1), Disarm (Save+2), Hook (Save-2)		
Master	2H	L	7	150	H/O	+6	+4	1d8+10	1d8+8	-	-	-	-	-2 AC/2	Deflect (1), Disarm (Save+3), Hook (Save-3), Stun	
Grand Master	2H	L	7	150	H/O	+8	+6	1d6+15	1d6+12	-	-	-	-	-3 AC/2	Deflect (2), Disarm (Save+4), Hook (Save-4), Stun	
Note: Used to be part of Polearm																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Attack Rate per Round	Notes		
										S	M	L		AC Bonus	Special	
Nimmurian Poleaxe	2H	H	10	200	H/O	-	-	½(3d6)	-	-	-	-	½	-	-	DM 192:45
Basic	2H	H	10	200	H/O	-	-	3d6	-	-	-	-	½	-	-	
Skilled	2H	H	10	200	H/O	+2	+1	3d6+3	-	-	-	-	1/1	-1 AC/1	-	
Expert	2H	H	10	200	H/O	+4	+2	3d6+6	-	-	-	-	1/1	-2 AC/1	Deflect (1)	
Master	2H	H	10	200	H/O	+6	+4	3d6+10	3d6+8	-	-	-	1/1	-2 AC/2	Deflect (1)	
Grand Master	2H	H	10	200	H/O	+8	+6	3d6+16	3d6+12	-	-	-	1/1	-3 AC/2	Deflect (2)	
Note: H sized means Huge Sized and Non Manscorpion has -5 AR when using this Poleaxe. Above assume the poleaxe is being used by a Manscorpion.																
Partizan	2H	L	7	150	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	7	150	H/O	-	-	1d10	-	-	-	-	-	-	Disarm (Save)	RC78, 81
Skilled	2H	L	7	150	H/O	+2	+1	1d12+2	-	-	-	-	-	-2 AC/1	Deflect (1), Disarm (Save+1)	
Expert	2H	L	7	150	H/O	+4	+2	1d12+5	-	-	-	-	-	-2 AC/1	Deflect (1), Disarm (Save+2)	
Master	2H	L	7	150	H/O	+6	+4	1d12+9	1d10+8	-	-	-	-	-3 AC/1	Deflect (2), Disarm (Save+3)	
Grand Master	2H	L	7	150	H/O	+8	+6	1d10+14	1d8+10	-	-	-	-	-3 AC/1	Deflect (2), Disarm (Save+4)	
Note: Used to be part of Polearm. It may be Set vs. Charge.																

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Polearm Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR		Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S			S	M	L		AC Bonus	Special	
Pike	2H	L	3	80	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	3	80	H/O	-	-	1d10	-	-	-	-	-	-	-	RC78, 81
Skilled	2H	L	3	80	H/O	+2	+1	1d12+2	-	-	-	-	-	-2 AC/1	Deflect (1), Set vs Charge	
Expert	2H	L	3	80	H/O	+4	+2	1d12+5	-	-	-	-	-	-2 AC/1	Deflect (1), Set vs Charge	
Master	2H	L	3	80	H/O	+6	+4	1d12+9	1d10+8	-	-	-	-	-3 AC/1	Deflect (2), Set vs Charge	
Grand Master	2H	L	3	80	H/O	+8	+6	1d10+14	1d8+10	-	-	-	-	-3 AC/1	Deflect (2), Set vs Charge	
Note: Part of Polearm Group.																
Poleaxe	2H	L	5	120	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	5	120	H/O	-	-	1d10	-	-	-	-	-	-	-	RC78, 81
Skilled	2H	L	5	120	H/O	+2	+1	1d10+3	-	-	-	-	-	-1 AC/1	Deflect (1)	
Expert	2H	L	5	120	H/O	+4	+2	1d10+6	-	-	-	-	-	-2 AC/1	Deflect (1)	
Master	2H	L	5	120	H/O	+6	+4	1d10+10	1d10+8	-	-	-	-	-2 AC/2	Deflect (2)	
Grand Master	2H	L	5	120	H/O	+8	+6	1d8+16	1d8+12	-	-	-	-	-3 AC/2	Deflect (2)	
Ranseur	2H	L	7	150	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	7	150	H/O	-	-	1d10	-	-	-	-	-	-	-	RC78, 81
Skilled	2H	L	7	150	H/O	+2	+1	1d10+2	-	-	-	-	-	-1 AC/1	Disarm (Save)	
Expert	2H	L	7	150	H/O	+4	+2	1d10+5	-	-	-	-	-	-2 AC/1	Disarm (Sav+1), Deflect (1)	
Master	2H	L	7	150	H/O	+6	+4	1d8+10	1d8+8	-	-	-	-	-2 AC/2	Disarm (Save+2), Deflect (1)	
Grand Master	2H	L	7	150	H/O	+8	+6	1d6+15	1d6+12	-	-	-	-	-3 AC/2	Disarm (Save+3), Deflect (2)	
Note: Part of Polearm Group.																
Spear	1H	L	3	30	A/O	-	-	½(1d6)	-	20	40	60	-	-	-	RC62, 66
Basic	1H	L	3	30	A/O	-	-	1d6	-	20	40	60	-	-	Set vs Charge	RC78, 81
Skilled	1H	L	3	30	A/O	+2	+1	1d6+2	-	20	40	60	-	-	Set vs Charge	
Expert	1H	L	3	30	A/O	+4	+2	2d4+2	-	40	60	75	-	-	Set vs Charge, Stun	
Master	1H	L	3	30	A/O	+6	+4	2d4+4	-	40	60	75	-	-	Set vs Charge, Stun	
Grand Master	1H	L	3	30	A/O	+8	+6	2d4+6	-	60	75	90	-	-	Set vs Charge, Stun	

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Polearm Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage	Damage	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S	vs P	vs S/O	S	M	L		AC Bonus	Special	
Spear, Barbed	1H	L	3	30	A/O	-	-	½(1d6+1)	-	20	40	60	-	-	-	GAZ14:P51
Basic	1H	L	3	30	A/O	-	-	1d6+1	-	20	40	60	-	-	Set vs Charge	
Skilled	1H	L	3	30	A/O	+2	+1	1d6+3	-	20	40	60	-	-	Set vs Charge	
Expert	1H	L	3	30	A/O	+4	+2	2d4+3	-	40	60	75	-	-	Set vs Charge, Stun	
Master	1H	L	3	30	A/O	+6	+4	2d4+5	-	40	60	75	-	-	Set vs Charge, Stun	
Grand Master	1H	L	3	30	A/O	+8	+6	2d4+7	-	60	75	90	-	-	Set vs Charge, Stun	
Short Spear	1H	L	2	20	A/O	-	-	½(1d4)	-	20	40	60	-	-	-	RC62, 66, RC78, 81 DM182:42
Basic	1H	L	2	20	A/O	-	-	1d4	-	20	40	60	-	-	Set vs Charge	
Skilled	1H	L	2	20	A/O	+2	+1	1d6	-	20	40	60	-	-	Set vs Charge	
Expert	1H	L	2	20	A/O	+4	+2	2d4	-	40	60	75	-	-	Set vs Charge, Stun	
Master	1H	L	2	20	A/O	+6	+4	3d4	2d4+2	40	60	75	-	-	Set vs Charge, Stun	
Grand Master	1H	L	2	20	A/O	+8	+6	4d4	3d4+1	60	75	90	-	-	Set vs Charge, Stun	
Note: DM182:42 states short spear has normal spear stats but use dagger's base damage.																
Spetum	2H	L	7	150	H/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	7	150	H/O	-	-	1d10	-	-	-	-	-	-	-	RC78, 81
Skilled	2H	L	7	150	H/O	+2	+1	1d12+2	-	-	-	-	-	-2 AC/1	Deflect (1), Disarm (Save)	
Expert	2H	L	7	150	H/O	+4	+2	1d12+5	-	-	-	-	-	-2 AC/1	Deflect (1), Disarm (Save+1)	
Master	2H	L	7	150	H/O	+6	+4	1d12+9	1d10+8	-	-	-	-	-3 AC/1	Deflect (2), Disarm (Save+2)	
Grand Master	2H	L	7	150	H/O	+8	+6	1d10+14	1d8+10	-	-	-	-	-3 AC/1	Deflect (2), Disarm (Save+3)	
Note: Part of Polearm Group.																
Spontoon	2H	L	7	150	H/O	-	-	½(1d6)	-	-	-	-	-	-	-	RC62, 65
Basic	2H	L	7	150	H/O	-	-	1d6	-	-	-	-	-	-	Set vs Charge	RC78, 81
Skilled	2H	L	7	150	H/O	+2	+1	1d6+2	-	-	-	-	-	-	Set vs Charge, 2x Damage (20)	
Expert	2H	L	7	150	H/O	+4	+2	2d4+2	-	-	-	-	-	-	Deflect (1), Set vs Charge, Stun, 2x Damage (≥19)	
Master	2H	L	7	150	H/O	+6	+4	2d4+4	-	-	-	-	-	-	Deflect (1), Set vs Charge, Stun, 2x Damage (≥18)	
Grand Master	2H	L	7	150	H/O	+8	+6	2d4+6	-	-	-	-	-	-	Deflect (1), Set vs Charge, Stun, 2x Damage (≥17)	
Note: Part of Polearm Group.																

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Polearm Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR		Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S			S	M	L		AC Bonus	Special	
Trident	1H/2H	M	5	25	M/O	-	-	½(1d6)		10	20	30	-	-	-	RC62, 66
Basic	1H/2H	M	5	25	M/O	-	-	1d6		10	20	30	-	-	-	RC79
Skilled	1H/2H	M	5	25	M/O	+2	+1	1d8+1		10	20	30	-	-	Skewer (up to 4HD)	
Expert	1H/2H	M	5	25	M/O	+4	+2	1d8+4		20	30	45	-	-	Skewer (up to 7HD)	
Master	1H/2H	M	5	25	M/O	+6	+4	1d8+6	1d6+6	20	30	45	-	-	Skewer (up to 10HD)	
Grand Master	1H/2H	M	5	25	M/O	+8	+6	1d6+9	1d4+8	30	45	60	-	-	Skewer (up to 15HD)	
Note: Small creatures who get caught need to make a Strength Check or be caught. Trident can be used 1H or 2H. When using it 2H, it does not lose initiative. Halflings or other small creatures can use this weapon.																
Voulge	2H	L	7	150	H/O	-	-	½(1d10)+2	-	-	-	-	-	-	-	RC78, 81
Basic	2H	L	7	150	H/O	-	-	1d10+2	-	-	-	-	-	-	-	
Skilled	2H	L	7	150	H/O	+2	+1	1d10+5	-	-	-	-	-	-1 AC/1	2x Damage (20)	
Expert	2H	L	7	150	H/O	+4	+2	1d10+7	-	-	-	-	-	-2 AC/1	Deflect (1), 2x Damage (≥19)	
Master	2H	L	7	150	H/O	+6	+4	1d10+12	1d10+10	-	-	-	-	-2 AC/2	Deflect (1), 2x Damage (≥18)	
Grand Master	2H	L	7	150	H/O	+8	+6	1d8+18	1d8+14	-	-	-	-	-3 AC/2	Deflect (2), 2x Damage (≥17)	
Note: Part of Polearm Group.																

Ranged or Thrown Weapons Adjustment Table							
Ranged or Thrown Weapons	Range					Racial	Reference
	<5'	S	M	L	>L	Halfling	RC26 RC108
AR	Miss	+1	0	-1	Miss	+1	
Dexterity	3	4-5	6-8	9-12	13-15	16-17	18
AR	-3	-2	-1	0	+1	+2	+3

Ranged or Thrown Weapons Target Cover Table			
Target	Soft Cover	Hard Cover	Reference
No Cover	No Penalty	No Penalty	RC108
¼ Cover	-1 AR	-2 AR	
½ Cover	-2 AR	-4 AR	
¾ Cover	-3 AR	-6 AR	
Full Cover	-4 AR	Can't Hit	

Fire Rate Table
Unless with Rapid Fire or with Extra Attack or under magical effect, 1 Missile Fire/Range Attack per turn

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Ranged Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range			Fire Rate Per Round	Notes		Reference
										S	M	L		AC Bonus	Special	
Blowgun, 0'-2'	1H	S	3	6	A/O	-1	-	-	-	10	20	30	1	-	Poison (Save)	RC62, 64
Basic	1H	S	3	6	A/O	-	-	-	-	10	20	30	1	-	Poison (Save)	RC79
Skilled	1H	S	3	6	A/O	+2	+1	-	-	15	20	30	1	-	Poison (Save-1)	
Expert	1H	S	3	6	A/O	+4	+2	-	-	15	25	35	1	-	Poison (Save-2)	
Master	1H	S	3	6	A/O	+6	+4	-	-	20	25	35	1	-	Poison (Save-3)	
Grand Master	1H	S	3	6	A/O	+8	+6	-	-	25	30	40	1	-	Poison (Save-4)	
Note: Enc. inc. 5 darts (1cn); MU can use; See Special Weapon Special Effects Table for other effects																
Blowgun, 2'+	2H	M	6	15	A/O	-1	-	-	-	20	25	30	1	-	Poison (Save)	RC62, 64
Basic	2H	M	6	15	A/O	-	-	-	-	20	25	30	1	-	Poison (Save)	RC78
Skilled	2H	M	6	15	A/O	+2	+1	-	-	25	30	40	1	-	Poison (Save-1)	
Expert	2H	M	6	15	A/O	+4	+2	-	-	25	30	40	1	-	Poison (Save-2)	
Master	2H	M	6	15	A/O	+6	+4	-	-	30	35	40	1	-	Poison (Save-3)	
Grand Master	2H	M	6	15	A/O	+8	+6	-	-	30	40	50	1	-	Poison (Save-4)	
Note: Enc. inc. 5 darts (1cn); MU can use; See Special Weapon Special Effects Table for other effects																
Bow, Ethengar	2H	L	40	30	M/O	-1	-	Special	Special	Special			1	-	-	GAZ12:P24
Basic	2H	L	40	30	M/O	-	-	Special	Special	Special			1	-	-	
Skilled	2H	L	40	30	M/O	+2	+1	Special	Special	Special			1	-1 AC/1	Delay (s/m)	
Expert	2H	L	40	30	M/O	+4	+2	Special	Special	Special			1	-2 AC/1	Delay (s/m)	
Master	2H	L	40	30	M/O	+6	+4	Special	Special	Special			1	-2 AC/2	Delay (s/m)	
Grand Master	2H	L	40	30	M/O	+8	+6	Special	Special	Special			1	-2 AC/2	Delay (s/m)	
Note: Ethengar Bow is a composite bow. It uses special ammunitions such as Flame Arrow, Heavy Arrow, Light Arrow and Whistling Arrow. Range and Damages are stated in the Ammunition section. Small creatures cannot use this. Delay (s/m) means if the Target is hit within short or medium range, the Target loses initiative in the next round.																
Bow, Long	2H	L	40	30	M/O	-1	-	½(1d6)	-	70	140	210	1	-	-	RC62, 64
Basic	2H	L	40	30	M/O	-	-	1d6	-	70	140	210	1	-	-	RC79
Skilled	2H	L	40	30	M/O	+2	+1	1d8+1	-	90	150	220	1	-1 AC/1	Delay (s/m)	
Expert	2H	L	40	30	M/O	+4	+2	1d10+2	-	110	170	230	1	-2 AC/1	Delay (s/m)	
Master	2H	L	40	30	M/O	+6	+4	3d6	1d10+4	130	180	240	1	-2 AC/2	Delay (s/m)	
Grand Master	2H	L	40	30	M/O	+8	+6	4d4+2	1d10+6	150	200	250	1	-2 AC/2	Delay (s/m)	
Note: Enc. inc. 20 arrows (10cn); Small creatures cannot use this. Delay (s/m) means if the Target is hit within short or medium range, the Target loses initiative in the next round.																

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Ranged Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage	Damage	Range			Fire Rate Per Round	Notes		Reference
						Bonus vs P	Bonus vs S	vs P	vs S/O	S	M	L		AC Bonus	Special	
Bow, Long (Elven) aka Elven Longbow	2H	L	10,000	30	M/O	-1	-	½(1d6+1)	-	70	140	210	1	-	-	GAZ5:34
Basic	2H	L	10,000	30	M/O	-	-	1d6+1	-	70	140	210	1	-	-	
Skilled	2H	L	10,000	30	M/O	+2	+1	1d8+2	-	90	150	220	1	-1 AC/1	Delay (s/m)	
Expert	2H	L	10,000	30	M/O	+4	+2	1d10+3	-	110	170	230	1	-2 AC/1	Delay (s/m)	
Master	2H	L	10,000	30	M/O	+6	+4	3d6+1	1d10+5	130	180	240	1	-2 AC/2	Delay (s/m)	
Grand Master	2H	L	10,000	30	M/O	+8	+6	4d4+3	1d10+7	150	200	250	1	-2 AC/2	Delay (s/m)	
Note: Enc. inc. 20 arrows (10cn); Small creatures can use this. Elven Longbow is treated as magical longbow+1. Delay (s/m) means if the Target is hit within short or medium range, the Target loses initiative in the next round																
Bow, Oriental aka Daikyu	2H	L	40	30	M/O	-1	-	½(1d6)	-	70	140	210	1	-	-	DM165:44
Basic	2H	L	40	30	M/O	-	-	1d6	-	70	140	210	1	-	-	
Skilled	2H	L	40	30	M/O	+2	+1	1d8+1	-	90	150	220	1	-1 AC/1	Delay (s/m)	
Expert	2H	L	40	30	M/O	+4	+2	1d10+2	-	110	170	230	1	-2 AC/1	Delay (s/m)	
Master	2H	L	40	30	M/O	+6	+4	3d6	1d10+4	130	180	240	1	-2 AC/2	Delay (s/m)	
Grand Master	2H	L	40	30	M/O	+8	+6	4d4+2	1d10+6	150	200	250	1	-2 AC/2	Delay (s/m)	
Note: Delay (s/m) means if the Target is hit within short or medium range, the Target loses initiative in the next round																
Bow, Short	2H	M	25	20	M/O	-1	-	½(1d6)	-	50	100	150	1	-	-	RC62, 64
Basic	2H	M	25	20	M/O	-	-	1d6	-	50	100	150	1	-	-	RC79
Skilled	2H	M	25	20	M/O	+2	+1	1d6+2	-	60	110	160	1	-1 AC/1	Delay (s)	
Expert	2H	M	25	20	M/O	+4	+2	1d6+4	-	80	130	170	1	-1 AC/2	Delay (s)	
Master	2H	M	25	20	M/O	+6	+4	1d8+6	-	90	130	180	1	-2 AC/2	Delay (s)	
Grand Master	2H	M	25	20	M/O	+8	+6	1d4+6	-	110	140	190	1	-2 AC/2	Delay (s)	
Note: Enc. inc. 20 arrows (10cn). Delay (s/m) means if the Target is hit within short range, the Target loses initiative in the next round																

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Ranged Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage	Damage	Range			Fire Rate Per Round	Notes		Reference
						Bonus vs P	Bonus vs S	vs P	vs S/O	S	M	L		AC Bonus	Special	
Cimarron Six-Shooter	1H	S	80	25	H/O	-1	-	½ (1d4)		50	100	150	1	-	-	DM176:37
Basic	1H	S	80	25	H/O	-	-	1d4		50	100	150	1	-	-	
Skilled	1H	S	80	25	H/O	+2	+1	1d6		60	100	150	1	-1 AC/1	Stun (s)	
Expert	1H	S	80	25	H/O	+4	+2	2d4		70	110	150	1	-1 AC/2	Stun (s)	
Master	1H	S	80	25	H/O	+6	+4	2d6	1d6+2	80	110	150	1	-2 AC/3	Stun (s)	
Grand Master	1H	S	80	25	H/O	+8	+6	3d6	2d6+2	90	120	150	1	-3 AC/4	Stun (s)	
Note: Encumbrances include 18 darts. Special depleted cinnabryl darts can be used costing 20gp for each dart.																
Crossbow, Hand	1H	S	80	20	H/O	-1	-	½(1d6)	-	30	65	100	1	-	-	UCC1:112
Basic	1H	S	80	20	H/O	-	-	1d6	-	30	65	100	1	-	-	
Skilled	1H	S	80	20	H/O	+2	+1	1d6	-	40	70	100	1	-1 AC/1	-	
Expert	1H	S	80	20	H/O	+4	+2	1d6+2	-	50	80	100	1	-1 AC/2	Delay (s)	
Master	1H	S	80	20	H/O	+6	+4	1d8+4	1d6+4	60	80	100	1	-2 AC/2	Delay (s)	
Grand Master	1H	S	80	20	H/O	+8	+6	1d6+6	2d4+4	70	90	100	1	-2 AC/3	Delay (s)	
Note: Enc. inc. 30 quarrels (10cn). Delay (s/m) means if the Target is hit within short range, the Target loses initiative in the next round																
Crossbow, Heavy	2H	L	50	80	H/O	-1	-	½(2d4)	-	80	160	240	See Note	-	-	RC62, 64
Basic	2H	L	50	80	H/O	-	-	2d4	-	80	160	240	½	-	-	RC79
Skilled	2H	L	50	80	H/O	+2	+1	2d6	-	90	160	240	½	-1 AC/1	Stun (s/m)	
Expert	2H	L	50	80	H/O	+4	+2	2d6+2	-	100	170	240	½	-2 AC/2	Stun (s/m)	
Master	2H	L	50	80	H/O	+6	+4	3d6+2	1d12+4	110	170	240	½	-3 AC/2	Stun (s/m)	
Grand Master	2H	L	50	80	H/O	+8	+6	4d4+4	1d10+6	120	180	240	½	-3 AC/3	Stun (s/m)	
Note: Enc. inc. 30 quarrels (10cn); Firing Rate unless 18Str, once per 2 rounds																
Crossbow, Light	2H	M	30	50	H/O	-1	-	½(1d6)	-	60	120	180	1	-	-	RC62, 64
Basic	2H	M	30	50	H/O	-	-	1d6	-	60	120	180	1	-	-	RC79
Skilled	2H	M	30	50	H/O	+2	+1	1d6+2	-	60	120	180	1	-1 AC/1	Stun (s)	
Expert	2H	M	30	50	H/O	+4	+2	1d6+4	-	75	130	180	1	-2 AC/2	Stun (s)	
Master	2H	M	30	50	H/O	+6	+4	1d8+6	1d4+6	75	130	180	1	-3 AC/3	Stun (s)	
Grand Master	2H	M	30	50	H/O	+8	+6	1d6+7	2d4+5	90	140	180	1	-3 AC/3	Stun (s)	
Note: Enc. inc. 30 quarrels (10cn)																

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Ranged Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage	Damage	Range			Fire Rate Per Round	Notes		Reference
						Bonus vs P	Bonus vs S	vs P	vs S/O	S	M	L		AC Bonus	Special	
Sling	1H	S	2	20	H/O	-1	-	½(1d4)	-	40	80	160	1	-	-	RC62,66
Basic	1H	S	2	20	H/O	-	-	1d4	-	40	80	160	1	-	-	RC79
Skilled	1H	S	2	20	H/O	+2	+1	1d6	-	40	80	160	1	-1 AC/2	Stun (s/m)	
Expert	1H	S	2	20	H/O	+4	+2	2d4	-	60	110	170	1	-2 AC/3	Stun (s/m)	
Master	1H	S	2	20	H/O	+6	+4	3d4	1d8+2	60	110	170	1	-3 AC/3	Stun (s/m)	
Grand Master	1H	S	2	20	H/O	+8	+6	4d4	1d10+2	80	130	180	1	-3 AC/4	Stun (s/m)	
Note: Enc. inc. 30 stones (6cn); Cleric and MU can use																
Xitchen, 0'-2'	1H	S	3	6	A/O	-1	-	1	-	10	20	30	1	-	Poison (Save)	GAZ14:P51
Basic	1H	S	3	6	A/O	-	-	1	-	10	20	30	1	-	Poison (Save)	
Skilled	1H	S	3	6	A/O	+2	+1	1	-	15	20	30	1	-	Poison (Save-1)	
Expert	1H	S	3	6	A/O	+4	+2	1	-	15	25	35	1	-	Poison (Save-2)	
Master	1H	S	3	6	A/O	+6	+4	1	-	20	25	35	1	-	Poison (Save-3)	
Grand Master	1H	S	3	6	A/O	+8	+6	1	-	25	30	40	1	-	Poison (Save-4)	
Note: Enc. inc. 5 darts (1cn); MU can use; Each Dart causes 1 point of damage when hitting the Target and it also causes 1 point of damage when removing the Dart. See Special Weapon Special Effects Table for other effects																
Xitchen, 2'+	2H	M	6	15	A/O	-1	-	1	-	20	25	30	1	-	Poison (Save)	GAZ14:P51
Basic	2H	M	6	15	A/O	-	-	1	-	20	25	30	1	-	Poison (Save)	
Skilled	2H	M	6	15	A/O	+2	+1	1	-	25	30	40	1	-	Poison (Save-1)	
Expert	2H	M	6	15	A/O	+4	+2	1	-	25	30	40	1	-	Poison (Save-2)	
Master	2H	M	6	15	A/O	+6	+4	1	-	30	35	40	1	-	Poison (Save-3)	
Grand Master	2H	M	6	15	A/O	+8	+6	1	-	30	40	50	1	-	Poison (Save-4)	
Note: Enc. inc. 5 darts (1cn); MU can use; Each Dart causes 1 point of damage when hitting the Target and it also causes 1 point of damage when removing the Dart. See Special Weapon Special Effects Table for other effects																

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Ranged Ammunition, Bowyer and Fletcher Goods Table							
Item Name	Cost		Encumbrances (cn)	Capacity (cn)	Remaining Capacity (cn)	Description or Note	Reference
	GP	SP					
Arrow	0.25		0.1			For Bows	RC63; Deduction
Arrows (20) + Quiver	5		2			A Quiver with 20 arrows	RC63; BBR13
Arrow, Elven	1,000		0.1			Count as magical and, 10% chance of breakage	GAZ5:34
Arrow, Flame						Use: Set fire to flammable Target Attack: -5 vs moving or armoured Targets, 0 otherwise Fire: 50% chance on straw and 25% chance on wood Damage: 1d6 and 1d6 fire damage until extinguished Range: 60'/120'/180' for Longbow Range: 40'/80'/120' for Short bow	GAZ12: Map
Arrow, Heavy (30)			15			Use: against Plate or Chain Armour Target Attack: +2 vs Plate or Chain Armour Target, -1 otherwise Damage: 1d6+1 vs Plate or Chain Armour Targets on all ranges Damage: 1d8 on Short Range vs Non-Plate or Chain Armour Targets. No damage otherwise. Range: 60'/120'/180' for Longbow Range: 40'/80'/120' for Short bow	GAZ12: Map GAZ12:P24
Arrow, Light (30)			15			Use: against Unarmoured Target Attack: +2 vs Unarmoured Armour Target, -2 otherwise Damage: 1d6+1 vs Unarmoured Targets on all ranges Damage: 1d4 vs Armoured Targets on all ranges Range: 80'/160'/240' for Longbow Range: 60'/120'/180' for Short bow	GAZ12: Map GAZ12:P24
Arrow, Setu	1		0.2			Heavy, barbed. Bow range reduced by ½. Damage: 1d8	HWR2: Inside Cover
Arrow, Shark Tooth		1	0.1			Standard Arrow	GAZ14:P46
Arrows, Silver-tipped	5		2				RC63
Arrows, Sunet		1	0.1			Standard Arrow	HWR2: Inside Cover
Arrow, Whistling						Use: produce audio signals on a battlefield Attack: no adjustment Damage: no damage Range: 70'/140'/210' for Longbow Range: 50'/100'/150' for Short bow	GAZ12: Map

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Ranged Ammunition, Bowyer and Fletcher Goods Table							
Item Name	Cost		Encumbrances (cn)	Capacity (cn)	Remaining Capacity (cn)	Description or Note	Reference
Arrowhead		1	1			For manufacturing arrows in the wild	DM191:27
Bow strings (10)	1		1			A group of 10	DM191:27
Dart	0.2		1			For Blowgun	RC63; Deduction
Dart (5)	1		5			A group of 5	RC63
Pellet, Stone or Lead	0.03		0.16			For Sling	RC63
Pellet, Stone or Lead (30)	1		5			A group of 30	RC63
Pellet, Silvered	5		5				RC63
Quarrel	0.3		0.1			For Crossbows	RC63
Quarrels (30) + Case	10		3			A case with 30 quarrels	RC63; BBR13
Quarrels, Silver-tipped	5		2				RC63
Quiver	1		5			Holds 20 arrows	DM191:27
Quiver, Back	5		20			Holds 50 arrows; Can't wear Knapsack	DM191:27
Quiver, Belt	1		3			Holds 10 crossbow quarrels	DM191:27

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Shield Breakage Calculation Table											
Attacker				If result is min no. required to hit the Defender, Defender Check for Shield Breakage	Defender						
AR (roll d20)	+ Str/Dex Mod + Magical Bonus	=	Result		Roll d10	+ Dex Mod +Magical Bonus	- Attacker Magical Bonus	-1/10 points maximum damage point	=	Result	
If the Shield Breakage Result ≤ 5 then the shield breaks. If not, the Shield does not break											

Shield Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Disc, Flaming (Tiger Clan)	1H	M	200	185	A/O	-	-	½ (1d4+2)	-	-	-	-	-	-		Added GAZ14:P15
Basic	1H	M	200	185	A/O	-	-	1d4+2	-	-	-	-	-	-1 AC/2	Second Attack, Breaks	
Skilled	1H	M	200	185	A/O	+2	+1	1d6+3	-	-	-	-	-	-1 AC/2	Second Attack, Breaks	
Expert	1H	M	200	185	A/O	+4	+2	1d6+4	-	-	-	-	-	-2 AC/3	Second Attack, Breaks	
Master	1H	M	200	185	A/O	+6	+4	1d6+7	1d4+7	-	-	-	-	-2 AC/3	Second Attack, Breaks	
Grand Master	1H	M	200	185	A/O	+8	+6	1d6+9	1d4+9	-	-	-	-	-3 AC/4	Second Attack, Breaks	
Note: Use Shield Breakage Calculation Table																
Shield, Horned	1H	S	15	20	A/O	-	-	½(1d2)	-	-	-	-	-	-		RC62, 66
Basic	1H	S	15	20	A/O	-	-	1d2	-	-	-	-	-	-1 AC/1	Second Attack	RC78
Skilled	1H	S	15	20	A/O	+2	+1	2d2	-	-	-	-	-	-1 AC/1	Second Attack	
Expert	1H	S	15	20	A/O	+4	+2	1d4+1	-	-	-	-	-	-1 AC/2	Second Attack	
Master	1H	S	15	20	A/O	+6	+4	1d4+3	1d6+1	-	-	-	-	-1 AC/4	Second Attack	
Grand Master	1H	S	15	20	A/O	+8	+6	1d4+5	1d6+2	-	-	-	-	-1 AC/6	Second Attack	
Note: This Shield is very durable and will not break.																
Shield, Knife	1H	S	65	70	A/O	-	-	½ (1d4+1)	-	-	-	-	-	-		RC62, 66
Basic	1H	S	65	70	A/O	-	-	1d4+1	-	-	-	-	-	-1 AC	Second Attack, Breaks	RC78
Skilled	1H	S	65	70	A/O	+2	+1	1d6+1	-	-	-	-	-	-1 AC	Second Attack, Breaks	
Expert	1H	S	65	70	A/O	+4	+2	2d4+1	-	-	-	-	-	-2AC	Second Attack, Breaks	
Master	1H	S	65	70	A/O	+6	+4	3d4	2d4+2	-	-	-	-	-2 AC	Second Attack, Breaks	
Grand Master	1H	S	65	70	A/O	+8	+6	4d4	3d4+1	-	-	-	-	-2 AC	Second Attack, Breaks	
Note: Use Shield Breakage Calculation Table																

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Shield Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage	Damage	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S	vs P	vs S/O	S	M	L				
Shield, Sword	1H	M	200	185	A/O	-	-	½ (1d4+2)	-	-	-	-	-	-		RC62, 66
Basic	1H	M	200	185	A/O	-	-	1d4+2	-	-	-	-	-	-1 AC/2	Second Attack, Breaks	RC78
Skilled	1H	M	200	185	A/O	+2	+1	1d6+3	-	-	-	-	-	-1 AC/2	Second Attack, Breaks	
Expert	1H	M	200	185	A/O	+4	+2	1d6+4	-	-	-	-	-	-2 AC/3	Second Attack, Breaks	
Master	1H	M	200	185	A/O	+6	+4	1d6+7	1d4+7	-	-	-	-	-2 AC/3	Second Attack, Breaks	
Grand Master	1H	M	200	185	A/O	+8	+6	1d6+9	1d4+9	-	-	-	-	-3 AC/4	Second Attack, Breaks	
Note: Use Shield Breakeage Calculation Table																
Shield, Tusked	2H	L	200	275	A/O	-	-	½ (1d4+1)	-	-	-	-	-	-	-	RC62, 66
Basic	2H	L	200	275	A/O	-	-	1d4+1	-	-	-	-	-	-1 AC	2 Attacks, Breaks	RC78
Skilled	2H	L	200	275	A/O	+2	+1	1d6+2	-	-	-	-	-	-2 AC	2 Attacks, Breaks	
Expert	2H	L	200	275	A/O	+4	+2	2d4+2	-	-	-	-	-	-2 AC	2 Attacks, Breaks	
Master	2H	L	200	275	A/O	+6	+4	2d4+4	1d6+5	-	-	-	-	-3 AC	2 Attacks, Breaks	
Grand Master	2H	L	200	275	A/O	+8	+6	2d4+6	1d8+5	-	-	-	-	-3 AC	2 Attacks, Breaks	
Note: Use Shield Breakeage Calculation Table																

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Swords Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
										S	M	L		AC Bonus	Special	
Bullroarer Knife	1H	M			M/O	-	-	½ (1d6)	-	-	-	-	-	-	Spread Damage (rounded down)	DM197:42
Basic	1H	M			M/O	-	-	1d6	-	-	-	-	-	-	Spread Damage (rounded down)	
Skilled	1H	M			M/O	+2	+1	1d6+2	-	-	-	-	-	-1 AC/1	Spread Damage (rounded up)	
Expert	1H	M			M/O	+4	+2	1d6+4	-	-	-	-	-	-2 AC/2	Spread Damage (rounded up+1)	
Master	1H	M			M/O	+6	+4	2d4+4		-	-	-	-	-3 AC/2	Spread Damage (rounded up+2)	
Grand Master	1H	M			M/O	+8	+6	2d4+8		-	-	-	-	-3 AC/3	Spread Damage (rounded up+3)	
Note: Bullroarer Knife is a 10’ long chain ending in a flat knife. When whirled, it created a roaring sound. Any creatures within 10’ radius could be hit at once. There is no primary target or secondary target for damage. The damage is spread amongst those within 10’ radius.																
Note: This weapon is restricted to Fighters and Mystics																
Claymore	2H	L	15	100	M/O	-	-	½(1d10)	-	-	-	-	-	-	-	GAZ3:28
Basic	2H	L	15	100	M/O	-	-	1d10	-	-	-	-	-	-	-	
Skilled	2H	L	15	100	M/O	+2	+1	2d6+1	-	-	-	-	-	-	Deflect (1), Stun	
Expert	2H	L	15	100	M/O	+4	+2	2d8+2	-	-	-	-	-	-	Deflect (2), Stun	
Master	2H	L	15	100	M/O	+6	+4	3d6+3	2d8+3	-	-	-	-	-	Deflect (2), Stun	
Grand Master	2H	L	15	100	M/O	+8	+6	3d6+6	3d6+2	-	-	-	-	-	Deflect (3), Stun	
Note: As Claymore is a traditional 2H Sword from Scotland, in the absence of any Stats for Claymore, we have elected to use 2H Sword.																
Cutlass	1H	M	10	60	H/O	-	-	½(1d8)	-	-	-	-	-	-	-	GAZ9:D15
Basic	1H	M	10	60	H/O	-	-	1d8	-	-	-	-	-	-	-	
Skilled	1H	M	10	60	H/O	+2	+1	1d12	-	-	-	-	-	-2 AC/1	Deflect (1), Disarm	
Expert	1H	M	10	60	H/O	+4	+2	2d8	-	-	5	10	✓	-2 AC/2	Deflect (2), Disarm (Save+1)	
Master	1H	M	10	60	H/O	+6	+4	2d8+4	2d6+4	-	5	10	✓	-3 AC/3	Deflect (2), Disarm (Save+2)	
Grand Master	1H	M	10	60	H/O	+8	+6	2d6+8	2d4+8	5	10	15	✓	-4 AC/3	Deflect (3), Disarm (Save+4)	
Note: In the absence of any stats block, the Normal Sword stats block is being used here.																
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																

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Swords Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S			S	M	L		AC Bonus	Special	
Katana (刀)	1H	M	10	60	H/O	-	-	½(1d8)	-	-	-	-	-	-	-	TR6:13
Basic	1H	M	10	60	H/O	-	-	1d8	-	-	-	-	-	-	-	
Skilled	1H	M	10	60	H/O	+2	+1	1d12	-	-	-	-	-	-2 AC/1	Deflect (1), Disarm	
Expert	1H	M	10	60	H/O	+4	+2	2d8	-	-	5	10	-	-2 AC/2	Deflect (2), Disarm (Save+1)	
Master	1H	M	10	60	H/O	+6	+4	2d8+4	2d6+4	-	5	10	-	-3 AC/3	Deflect (2), Disarm (Save+2)	
Grand Master	1H	M	10	60	H/O	+8	+6	2d6+8	2d4+8	5	10	15	-	-4 AC/3	Deflect (3), Disarm (Save+4)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Khopesh, Short	1H	S	15	80	H/O	-	-	½ (1d6+1)	-	-	-	-	-	-	-	RC78,
Basic	1H	S	15	80	H/O	-	-	1d6+1	-	-	-	-	-	-	-	DM182:42
Skilled	1H	S	15	80	H/O	+2	+1	1d6+3	-	-	-	-	-	-1 AC/1	-	Same as Bastard Sword
Expert	1H	S	15	80	H/O	+4	+2	1d6+5	-	-	-	-	-	-2 AC/2	Deflect (1)	
Master	1H	S	15	80	H/O	+6	+4	1d8+8	1d6+7	-	-	-	-	-3 AC/2	Deflect (1)	
Grand Master	1H	S	15	80	H/O	+8	+6	1d8+10	1d6+8	-	-	-	-	-4 AC/3	Deflect (2)	
Note: DM182 replaced what was stated in HWR2: Inside Cover																
Khopesh, Normal	1H	M	25	100	H/O			½(1d8+1)	-	-	-	-	-	-	-	RC78,
Basic	1H	M	25	100	H/O	-	-	1d8+1	-	-	-	-	-	-	-	DM182:42
Skilled	1H	M	25	100	H/O	+2	+1	1d8+3	-	-	-	-	-	-	Deflect (1)	Same as
Expert	1H	M	25	100	H/O	+4	+2	1d8+5	-	-	-	5	✓	-1 AC/2	Deflect (1)	2H Bastard Sword but used 1H.
Master	1H	M	25	100	H/O	+6	+4	1d10+8	1d8+7	-	-	5	✓	-2 AC/2	Deflect (2)	
Grand Master	1H	M	25	100	H/O	+8	+6	1d12+10	1d10+8	-	5	10	✓	-3 AC/2	Deflect (3)	
Note: DM182 replaced what was stated in HWR2: Inside Cover																
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Khopesh, Normal	2H	M	25	100	M/O	-	-	1d10/2	-	-	-	-	-	-	-	RC78,
Basic	2H	M	25	100	M/O	-	-	1d10	-	-	-	-	-	-	-	DM182:42
Skilled	2H	M	25	100	M/O	+2	+1	2d6+1	-	-	-	-	-	-	Deflect (1), Stun	Same as
Expert	2H	M	25	100	M/O	+4	+2	2d8+2	-	-	-	-	-	-	Deflect (2), Stun	2H Greatsword
Master	2H	M	25	100	M/O	+6	+4	3d6+3	2d8+3	-	-	-	-	-	Deflect (2), Stun	
Grand Master	2H	M	25	100	M/O	+8	+6	3d6+6	3d6+2	-	-	-	-	-	Deflect (3), Stun	
Note: DM182 replaced what was stated in HWR2: Inside Cover																

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Swords Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S			S	M	L		AC Bonus	Special	
Ninja-to (忍者刀)	1H	S	4	10	H/O	-	-	½(1d8)	-	-	-	-	-	-		Added
Basic	1H	S	4	10	H/O	-	-	1d8	-	-	-	-	-	-	-	
Skilled	1H	S	4	10	H/O	+2	+1	1d12	-	-	-	-	-	-1 AC/1	Deflect (1), 2x Damage (20)	
Expert	1H	S	4	10	H/O	+4	+2	2d8	-	-	5	10	✓	-2 AC/2	Deflect (2), 2x Damage (≥19)	
Master	1H	S	4	10	H/O	+6	+4	2d8+4	2d6+4	-	5	10	✓	-2 AC/2	Deflect (3), 2x Damage (≥18)	
Grand Master	1H	S	4	10	H/O	+8	+6	2d6+8	2d4+8	5	10	15	✓	-3 AC/3	Deflect (3), 2x Damage (≥17)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Nodachi (大太刀)	2H	L	15	100	M/O	-	-	½(1d10)	-	-	-	-	-	-	-	Added
Basic	2H	L	15	100	M/O	-	-	1d10	-	-	-	-	-	-	-	
Skilled	2H	L	15	100	M/O	+2	+1	2d6+1	-	-	-	-	-	-	Deflect/Dismount (1), Stun	
Expert	2H	L	15	100	M/O	+4	+2	2d8+2	-	-	-	-	-	-	Deflect /Dismount (2), Stun	
Master	2H	L	15	100	M/O	+6	+4	3d6+3	2d8+3	-	-	-	-	-	Deflect/Dismount (2), Stun	
Grand Master	2H	L	15	100	M/O	+8	+6	3d6+6	3d6+2	-	-	-	-	-	Deflect/Dismount (3), Stun	
Note: This weapon can be used to Dismount Riders																
Rapier	1H	M	10	60	H/O	-	-	½ (2d4-1)					-			GAZ11:D17 DM175:46
Basic	1H	M	10	60	H/O	-	-	2d4-1		-	-	-	-			
Skilled	1H	M	10	60	H/O	+2	+1	1d8+1		-	-	-	-	-2 AC/2	Deflect (1), Disarm (Save)	
Expert	1H	M	10	60	H/O	+4	+2	1d8+2	1d8+1	-	10	20	✓	-2 AC/3	Deflect (2), Disarm (Save+2)	
Master	1H	M	10	60	H/O	+6	+4	1d12	1d10	-	10	20	✓	-3 AC/3	Deflect (3), Disarm (Save +4)	
Grand Master	1H	M	10	60	H/O	+8	+6	1d12+1	1d10+1	-	10	20	✓	-4 AC/4	Deflect (3), Disarm (Save +6)	
Note: Darokin Military gains +2 to AR and -2 to AC when parrying.																
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Scimitar	1H	L	7	30	H/O	-	-	½(1d6)	-	-	-	-	-	-	-	GAZ5:39
Basic	1H	L	7	30	H/O	-	-	1d6	-	-	-	-	-	-	-	
Skilled	1H	L	7	30	H/O	+2	+1	1d6+2	-	-	-	-	-	-1 AC/1	Deflect (1), Disarm (Save+1)	
Expert	1H	L	7	30	H/O	+4	+2	1d6+4	-	-	10	20	✓	-2 AC/2	Deflect (2), Disarm (Save+2)	
Master	1H	L	7	30	H/O	+6	+4	1d6+7	1d4+7	-	10	20	✓	-2 AC/3	Deflect (3), Disarm (Save+4)	
Grand Master	1H	L	7	30	H/O	+8	+6	1d6+9	1d4+9	10	20	30	✓	-3 AC/4	Deflect (3), Disarm (Save+6)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																

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Swords Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage	Damage	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S	vs P	vs S/O	S	M	L		AC Bonus	Special	
Sword, Bastard	1H	L	15	80	H/O	-	-	½ (1d6+1)	-	-	-	-	-	-	-	RC62, 66
Basic	1H	L	15	80	H/O	-	-	1d6+1	-	-	-	-	-	-	-	RC78
Skilled	1H	L	15	80	H/O	+2	+1	1d6+3	-	-	-	-	-	-1 AC/1	-	
Expert	1H	L	15	80	H/O	+4	+2	1d6+5	-	-	-	-	-	-2 AC/2	Deflect (1)	
Master	1H	L	15	80	H/O	+6	+4	1d8+8	1d6+7	-	-	-	-	-3 AC/2	Deflect (1)	
Grand Master	1H	L	15	80	H/O	+8	+6	1d8+10	1d6+8	-	-	-	-	-4 AC/3	Deflect (2)	
Sword, Bastard	2H	L	15	80	H/O	-	-	½ (1d8+1)	-	-	-	-	-	-	-	RC62, 66
Basic	2H	L	15	80	H/O	-	-	1d8+1	-	-	-	-	-	-	-	RC78
Skilled	2H	L	15	80	H/O	+2	+1	1d8+3	-	-	-	-	-	-	Deflect (1)	
Expert	2H	L	15	80	H/O	+4	+2	1d8+5	-	-	-	5	✓	-1 AC/2	Deflect (1)	
Master	2H	L	15	80	H/O	+6	+4	1d10+8	1d8+7	-	-	5	✓	-2 AC/2	Deflect (2)	
Grand Master	2H	L	15	80	H/O	+8	+6	1d12+10	1d10+8	-	5	10	✓	-3 AC/2	Deflect (3)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Elven Longsword	1H	M	8,000	30	H/O	-	-	½ (1d6+1)	-	-	-	-	-	-	-	GAZ5: 32-33
Basic	1H	M	8,000	30	H/O	-	-	1d6+1	-	-	-	-	-	-	-	
Skilled	1H	M	8,000	30	H/O	+2	+1	1d6+3	-	-	-	-	-	-1 AC/1	Deflect (1), Disarm (Save+1)	
Expert	1H	M	8,000	30	H/O	+4	+2	1d6+5	-	-	10	20	✓	-2 AC/2	Deflect (2), Disarm (Save+2)	
Master	1H	M	8,000	30	H/O	+6	+4	1d6+8	1d4+8	-	10	20	✓	-2 AC/3	Deflect (3), Disarm (Save+4)	
Grand Master	1H	M	8,000	30	H/O	+8	+6	1d6+10	1d4+10	10	20	30	✓	-3 AC/4	Deflect (3), Disarm (Save+6)	
Note: The Elven Longsword is as long as the Normal Sword. It comes with detect danger. When danger is detected, the sword will glow.																
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Sword, Great	2H	L	15	100	M/O	-	-	½(1d10)	-	-	-	-	-	-	-	Added
Basic	2H	L	15	100	M/O	-	-	1d10	-	-	-	-	-	-	-	
Skilled	2H	L	15	100	M/O	+2	+1	2d6+1	-	-	-	-	-	-	Deflect (1), Stun	
Expert	2H	L	15	100	M/O	+4	+2	2d8+2	-	-	-	-	-	-	Deflect (2), Stun	
Master	2H	L	15	100	M/O	+6	+4	3d6+3	2d8+3	-	-	-	-	-	Deflect (2), Stun	
Grand Master	2H	L	15	100	M/O	+8	+6	3d6+6	3d6+2	-	-	-	-	-	Deflect (3), Stun	
Note: Great Sword includes Spadone, Zweihander, and Montante																

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Swords Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage vs P	Damage vs S/O	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S			S	M	L		AC Bonus	Special	
Sword, Normal	1H	M	10	60	H/O	-	-	½(1d8)	-	-	-	-	-	-	-	RC62, 66
Basic	1H	M	10	60	H/O	-	-	1d8	-	-	-	-	-	-	-	RC78
Skilled	1H	M	10	60	H/O	+2	+1	1d12	-	-	-	-	-	-2 AC/1	Deflect (1), Disarm	
Expert	1H	M	10	60	H/O	+4	+2	2d8	-	-	5	10	✓	-2 AC/2	Deflect (2), Disarm (Save+1)	
Master	1H	M	10	60	H/O	+6	+4	2d8+4	2d6+4	-	5	10	✓	-3 AC/3	Deflect (2), Disarm (Save+2)	
Grand Master	1H	M	10	60	H/O	+8	+6	2d6+8	2d4+8	5	10	15	✓	-4 AC/3	Deflect (3), Disarm (Save+4)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Sword, Scalloped Edge	1H	S	7	30	H/O	-	-	½(1d6+1)	-	-	-	-	-	-	-	GAZ14:P51
Basic	1H	S	7	30	H/O	-	-	1d6+1	-	-	-	-	-	-	-	
Skilled	1H	S	7	30	H/O	+2	+1	1d6+3	-	-	-	-	-	-1 AC/1	Deflect (1), Disarm (Save+1)	
Expert	1H	S	7	30	H/O	+4	+2	1d6+5	-	-	10	20	✓	-2 AC/2	Deflect (2), Disarm (Save+2)	
Master	1H	S	7	30	H/O	+6	+4	1d6+8	1d4+9	-	10	20	✓	-2 AC/3	Deflect (3), Disarm (Save+4)	
Grand Master	1H	S	7	30	H/O	+8	+6	1d6+10	1d4+10	10	20	30	✓	-3 AC/4	Deflect (3), Disarm (Save+6)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Sword, Short	1H	S	7	30	H/O	-	-	½(1d6)	-	-	-	-	-	-	-	RC62, 66
Basic	1H	S	7	30	H/O	-	-	1d6	-	-	-	-	-	-	-	RC78
Skilled	1H	S	7	30	H/O	+2	+1	1d6+2	-	-	-	-	-	-1 AC/1	Deflect (1), Disarm (Save+1)	
Expert	1H	S	7	30	H/O	+4	+2	1d6+4	-	-	10	20	✓	-2 AC/2	Deflect (2), Disarm (Save+2)	
Master	1H	S	7	30	H/O	+6	+4	1d6+7	1d4+7	-	10	20	✓	-2 AC/3	Deflect (3), Disarm (Save+4)	
Grand Master	1H	S	7	30	H/O	+8	+6	1d6+9	1d4+9	10	20	30	✓	-3 AC/4	Deflect (3), Disarm (Save+6)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Sword, 2H	2H	L	15	100	M/O	-	-	½(1d10)	-	-	-	-	-	-	-	RC62, 66
Basic	2H	L	15	100	M/O	-	-	1d10	-	-	-	-	-	-	-	RC78
Skilled	2H	L	15	100	M/O	+2	+1	2d6+1	-	-	-	-	-	-	Deflect (1), Stun	
Expert	2H	L	15	100	M/O	+4	+2	2d8+2	-	-	-	-	-	-	Deflect (2), Stun	
Master	2H	L	15	100	M/O	+6	+4	3d6+3	2d8+3	-	-	-	-	-	Deflect (2), Stun	
Grand Master	2H	L	15	100	M/O	+8	+6	3d6+6	3d6+2	-	-	-	-	-	Deflect (3), Stun	

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Swords Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage	Damage	Range (in ft)			Rarely Thrown	Notes		Reference
						Bonus vs P	Bonus vs S	vs P	vs S/O	S	M	L		AC Bonus	Special	
Tachi (太刀)	2H	L	15	80		-	-	½ (1d8+1)	-	-	-	-	-	-	-	Added
Basic	2H	L	15	80		-	-	1d8+1	-	-	-	-	-	-	-	
Skilled	2H	L	15	80		+2	+1	1d8+3	-	-	-	-	-	-	Deflect/Dismount (1)	
Expert	2H	L	15	80		+4	+2	1d8+5	-	-	-	5	✓	-1 AC/2	Deflect/Dismount (1)	
Master	2H	L	15	80		+6	+4	1d10+8	1d8+7	-	-	5	✓	-2 AC/2	Deflect/Dismount (2)	
Grand Master	2H	L	15	80		+8	+6	1d12+10	1d10+8	-	5	10	✓	-3 AC/2	Deflect/Dismount (3)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
This weapon can be used to Dismount Riders.																
Wakizashi (脇差)	1H	S	7	30	H/O	-	-	½(1d6)	-	-	-	-	-	-	-	TR6:13
Basic	1H	S	7	30	H/O	-	-	1d6	-	-	-	-	-	-	-	
Skilled	1H	S	7	30	H/O	+2	+1	1d6+2	-	-	-	-	-	-1 AC/1	Deflect (1), Disarm (Save+1)	
Expert	1H	S	7	30	H/O	+4	+2	1d6+4	-	-	10	20	✓	-2 AC/2	Deflect (2), Disarm (Save+2)	
Master	1H	S	7	30	H/O	+6	+4	1d6+7	1d4+7	-	10	20	✓	-2 AC/3	Deflect (3), Disarm (Save+4)	
Grand Master	1H	S	7	30	H/O	+8	+6	1d6+9	1d4+9	10	20	30	✓	-3 AC/4	Deflect (3), Disarm (Save+6)	
To throw, Target rolls d6 for Surprise. If 1/2, Target is surprised. Weapon Wielder attacks. If hits, Target rolls Save vs Death Ray. If fails or surprised, normal damage else ½ damage.																
Yataghan	1H	L	7	30	H/O	-	-	½(1d6)	-	-	-	-	-	-	-	GAZ2:36
Basic	1H	L	7	30	H/O	-	-	1d6	-	-	-	-	-	-	-	
Skilled	1H	L	7	30	H/O	+2	+1	1d6+2	-	-	-	-	-	-1 AC/1	Deflect (1), Disarm (Save+1)	
Expert	1H	L	7	30	H/O	+4	+2	1d6+4	-	-	10	20	✓	-2 AC/2	Deflect (2), Disarm (Save+2)	
Master	1H	L	7	30	H/O	+6	+4	1d6+7	1d4+7	-	10	20	✓	-2 AC/3	Deflect (3), Disarm (Save+4)	
Grand Master	1H	L	7	30	H/O	+8	+6	1d6+9	1d4+9	10	20	30	✓	-3 AC/4	Deflect (3), Disarm (Save+6)	

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Note: In GAZ2:36, a Yataghan is mentioned as a large double-edged scimitar.

Throwing Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Thrown Rate per Round	Notes		Reference
										S	M	L		AC Bonus	Special	
Bola	1H	M	5	5	H/O	-1	-	½(1d2)	-	20	40	60	1	-	Strangle (20)	RC62, 64
Basic	1H	M	5	5	H/O	-	-	1d2	-	20	40	60	1	-	Strangle (20)	RC79
Skilled	1H	M	5	5	H/O	+2	+1	1d3	-	25	40	60	1	-1 AC/1	Strangle (20) (Save-1)	
Expert	1H	M	5	5	H/O	+4	+2	1d3+1	-	30	50	70	1	-2 AC/2	Strangle (≥19) (Save-2)	
Master	1H	M	5	5	H/O	+6	+4	1d3+2	-	35	50	70	1	-3 AC/3	Strangle (≥18) (P=Save-3) (S=Save-2)	
Grand Master	1H	M	5	5	H/O	+8	+6	1d3+3	-	40	60	80	1	-4 AC/3	Strangle (≥17) (P=Save-4) (S=Save-2)	
Note: See Special Weapon Special Effects Table for other effects																
Bola of Sunlight	1H	M	150	30	H/O	-5	-	0	-	-	60	90	1	-	Entangle, Blindness	DM155:55
Basic	1H	M	150	30	H/O	-	-	0	-	-	60	90	1	-	Blindness, Entangle (Save)	
Skilled	1H	M	150	30	H/O	+2	+1	0	-	-	50	120	1	-1 AC/1	Blindness, Entangle (Save-1)	
Expert	1H	M	150	30	H/O	+4	+2	0	-	-	40	150	1	-2 AC/2	Blindness, Entangle (Save-2)	
Master	1H	M	150	30	H/O	+6	+4	0	-	-	30	180	1	-3 AC/3	Blindness, Entangle (P=Save-4) (S=Save-2)	
Grand Master	1H	M	150	30	H/O	+8	+6	0	-	-	20	210	1	-4 AC/3	Blindness, Entangle (P=Save-6) (S=Save-3)	
Note: Each bola consists of 3 small jars attached at the ends of three 4' long cords. The other ends are knotted together. The first 2 jars when mixed together will produce a blinding flash. To use the bola, it requires a minimum Strength of 16, a full round of preparation and a clear space of at least 5' radius around the thrower. Unskilled attack will have 75% chance of breaking the jars or being trapped in the cords. Bola cannot be used underwater and effective against creatures of darkness such as shadows or night dragons (cause 3d6 damage). They can reveal invisible creatures. Blindness, save vs paralysis (-5 saves during the night or in darkness) or blinded for 1d4 rounds.																

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Throwing Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Thrown Rate per Round	Notes		Reference
										S	M	L		AC Bonus	Special	
Boomerang	1H	M	10	50	H/O	-1	-	½(1d4)	-	40	80	160	1	-	-	DM186:46
Basic	1H	M	10	50	H/O	-	-	1d4	-	40	80	160	1	-	Stun (s/m)	DM186:50
Skilled	1H	M	10	50	H/O	+2	+1	1d6+1	-	50	90	160	1	-1 AC/2	Stun (s/m)	
Expert	1H	M	10	50	H/O	+4	+2	1d6+3	-	60	100	170	1	-2 AC/3	Stun (s/m)	
Master	1H	M	10	50	H/O	+6	+4	1d6+5	1d4+5	70	110	170	1	-3 AC/3	Stun (s/m)	
Grand Master	1H	M	10	50	H/O	+8	+6	1d6+6	1d4+6	80	120	180	1	-4 AC/4	Stun (s/m)	
Note: Boomerang thrower with Expert or above WM Level can hit a hidden target with a -2 AR.																
Note: If boomerang does not hit, it will automatically return to non-distracted thrower. If distracted, roll Dex check and if successful, it is returned. Others with a different STR score and different size picking up the boomerang and try to use it suffers -2 AR in addition to -1 if unskilled in Boomerang.																
Note: Anyone can pick up incoming boomerang if the picker has a higher WM level than the thrower and they make a Dex check.																
Note: Boomerang can be used to light a fire by rubbing its hard edge on a dry log.																
Chakram	1H	M	4	20	M/O	-1	-	½(1d6)	-	10	20	30	1	-	-	DM197:42
Basic	1H	M	4	20	M/O	-	-	1d6	-	10	20	30	1	-	-	Added Cost and Enc.
Skilled	1H	M	4	20	M/O	+2	+1	1d6+2	-	15	25	35	1	-1 AC/1	-	
Expert	1H	M	4	20	M/O	+4	+2	1d6+4	-	20	30	45	1	-2 AC/2	-	
Master	1H	M	4	20	M/O	+6	+4	1d8+6	1d4+6	25	35	50	1	-3 AC/2	-	
Grand Master	1H	M	4	20	M/O	+8	+6	1d10+8	1d6+7	30	50	60	1	-3 AC/3	-	
Note: This 6" ring-shaped, hand-thrown steel disk can be used by clerics, fighters, thieves and mystics.																
Darts	1H	S	0.2	1	M/O	-1	-	½(1d4)	-	10	20	30	1	-	-	Added
Basic	1H	S	0.2	1	M/O	-	-	1d4	-	10	20	30	1	-	-	
Skilled	1H	S	0.2	1	M/O	+2	+1	1d6	-	15	20	30	1	-	2x Damage (20)	
Expert	1H	S	0.2	1	M/O	+4	+2	1d8	-	15	25	35	1	-	2x Damage (≥19)	
Master	1H	S	0.2	1	M/O	+6	+4	1d10	1d6	20	25	35	1	-	2x Damage (≥18)	
Grand Master	1H	S	0.2	1	M/O	+8	+6	1d12	1d8	25	30	40	1	-	2x Damage (≥17)	

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Throwing Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Thrown Rate per Round	Notes		Reference
										S	M	L		AC Bonus	Special	
Hammer, Throwing	1H	M	4	25	M/O	-1	-	½(1d4)	-	10	20	30	1	-	-	RC62, 64
Basic	1H	M	4	25	M/O	-	-	1d4	-	10	20	30	1	-	-	RC79
Skilled	1H	M	4	25	M/O	+2	+1	1d4+2	-	10	20	30	1	-1 AC/1	2x Damage (20)	
Expert	1H	M	4	25	M/O	+4	+2	1d6+2	-	20	30	45	1	-2 AC/2	2x Damage (≥19)	
Master	1H	M	4	25	M/O	+6	+4	1d6+4	1d4+4	20	30	45	1	-2 AC/2	2x Damage (≥18)	
Grand Master	1H	M	4	25	M/O	+8	+6	1d6+6	1d4+6	30	50	60	1	-3 AC/3	2x Damage (≥17)	
Holy Water	1H	S	25	1	A/O	-1	-	½(1d8)	-	10	30	50	1			RC62, 64
Basic	1H	S	25	1	A/O	-	-	1d8	-	10	30	50	1			RC78
Note: Cleric, Thief and Magic-User can use this. Only damage undead																
Lasso	1H	M	1	12	-	-1	-		10	20	30	1	1/3	-	Entangle	RC62, 64
Basic	1H	M	1	12	-	-	-		10	20	30	1	1/3	-	Entangle (Save)	
Skilled	1H	M	1	12	-	+2	+1		10	20	30	1	1/3	-	Entangle (Save-1)	
Expert	1H	M	1	12	-	+4	+2		20	30	45	1	1/3	-	Entangle (Save-2)	
Master	1H	M	1	12	-	+6	+4		20	30	45	1	1/3	--	Entangle (P=Save-4) (S=Save-2)	
Grand Master	1H	M	1	12	-	+8	+6		30	50	60	1	1/3		Entangle (P=Save-6) (S=Save-3)	
Lasso Special Damage Table																
Victim's Level or HD			Bonus to Saving Throw vs DR					Failed Saving Throw vs DR					Reference			
1 or less			-					Entangle					GAZ12:P24			
1+1 to 3			+1					Entangle								
3+1 to 6			+2					Slow								
6+1 to 9			+3					Slow								
9+1 to 12			+4					Delay								
12+			+5					Delay								
Note: Entangle means the Target cannot attack, cast spells or move until passes saving throw vs Spells																
Note: Slow means the Target MV and attacking speed are halved. Target cannot cast spells. Target can spend a full round to remove lasso.																
Note: Target loses initiative.																

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Throwing Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR	AR	Damage	Damage	Range (in ft)			Thrown Rate per Round	Notes		Reference
						Bonus vs P	Bonus vs S	vs P	vs S/O	S	M	L		AC Bonus	Special	
Net	1H	M	3.6	36	M/O	-1	-	-	-	10	20	30	1	-	Entangle	RC62, 65
Basic	1H	M	3.6	36	M/O	-	-	-	-	10	20	30	1	-	Entangle (Save)	RC79
Skilled	1H	M	3.6	36	M/O	+2	+1	-	-	15	25	35	1	-2 AC/1	Entangle (Save-1)	
Expert	1H	M	3.6	36	M/O	+4	+2	-	-	20	30	40	1	-4 AC/2	Entangle (Save-2)	
Master	1H	M	3.6	36	M/O	+6	+4	-	-	25	35	45	1	-6 AC/3	Entangle (P=Save-4) (S=Save-2)	
Grand Master	1H	M	3.6	36	M/O	+8	+6	-	-	30	40	50	1	-8 AC/4	Entangle (P=Save-6) (S=Save-3)	
Net Table	Net Size		Cost (GP)	Enc. (cn)	<u>Note</u> Use these stats to adjust the size, cost and encumbrances of the Net. <u>Note</u> Thief, Magic-User & small creatures can use this											
Victim's Size			0.1/ft²	1/ft²												
Very Small	2'x2'		0.4	4												
Small	4'x4'		1.6	16												
Medium	6'x6'		3.6	36												
Large	9'x9'		8.1	81												
Very Large	12'x12'		14.4	144												
Huge	16'x16'		25.6	256												
Mammoth	25'x25'		62.5	625												
Oil, Burning	1H	S	2	10	A/O	-1	-	½(1d8)	-	10	30	50	1	-	Ignite	RC62, 65
Basic	1H	S	2	10	A/O	-	-	1d8	-	10	30	50	1	-	Ignite	RC79
Shuriken	1H	S	1	2	A/O	-1	-	½(1d4)	-	10	20	30	1	-	-	Added
Basic	1H	S	1	2	A/O	-	-	1d4	-	10	20	30	1	-	-	
Skilled	1H	S	1	2	A/O	+2	+1	1d6	-	15	20	30	1	-	2x Damage (20)	
Expert	1H	S	1	2	A/O	+4	+2	1d8	-	15	25	35	1	-	2x Damage (≥19)	
Master	1H	S	1	2	A/O	+6	+4	1d10	1d6	20	25	35	1	-	2x Damage (≥18)	
Grand Master	1H	S	1	2	A/O	+8	+6	1d12	1d8	25	30	40	1	-	2x Damage (≥17)	

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Throwing Weapons Table																
Item Name	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Thrown Rate per Round	Notes		Reference
										S	M	L		AC Bonus	Special	
Stone	1H	S	0.1	10	A/O	-1	-	½(1d3+STR)	-	10	30	50	1	-	Stun(s)	RC62, 65
Basic	1H	S	0.1	10	A/O	-	-	1d3+STR	-	10	30	50	1	-	Stun(s)	RC79
Note: Cleric, Druid, Thief and Magic-User can use this																
STR= Strength Modifier																
Throwing Stick	1H	M	1	10	M/O	-1	-	1	-	10	20	30	1	-	-	DM182: 42-43
Basic	1H	M	1	10	M/O	-	-	1d2	-	10	20	30	1	-	-	
Skilled	1H	M	1	10	M/O	+2	+1	1d4	-	15	30	45	1	-1 AC/1	Stun (s)	
Expert	1H	M	1	10	M/O	+4	+2	1d6	-	20	40	60	1	-2 AC/2	Stun (s)	
Master	1H	M	1	10	M/O	+6	+4	2d4+1	1d8	25	50	75	1	-3 AC/3	Stun (s)	
Grand Master	1H	M	1	10	M/O	+8	+6	2d6+1	1d10	30	60	90	1	-4 AC/4	Stun (s)	
Xitchi/Tiger Bola (Tiger Clan)	1H	M	5	5	H/O	-1	-	½(1d2+3d4)	-	20	40	60	1	-	Strangle (20), Poison	RC62, 64
Basic	1H	M	5	5	H/O	-	-	1d2+3d4	-	20	40	60	1	-	Strangle (20), Poison	RC79
Skilled	1H	M	5	5	H/O	+2	+1	1d3+3d4	-	25	40	60	1	-1 AC/1	Strangle (20) (Save-1), Poison	
Expert	1H	M	5	5	H/O	+4	+2	1d3+1+3d4	-	30	50	70	1	-2 AC/2	Strangle (≥19) (Save-2), Poison	
Master	1H	M	5	5	H/O	+6	+4	1d3+2+3d4	-	35	50	70	1	-3 AC/3	Strangle (≥18) (P=Save-3) (S=Save-2), Poison	
Grand Master	1H	M	5	5	H/O	+8	+6	1d3+3+3d4	-	40	60	80	1	-4 AC/3	Strangle (≥17) (P=Save-4) (S=Save-2), Poison	
Note: Each heavy metal ball is covered by slender needles which causes 1d4 damage each																
Note: See Special Weapon Special Effects Table for other effects																

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Unarmed Combat Table																
Unarmed Combat	1H/2H	Size	Cost (GP)	Enc. (cn)	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Attack Rate per Round	Notes		Reference
										S	M	L		AC Bonus	Special	
Striking	1H	S	-	-	H/O	-	-	1	-	-	-	-	1	-	Stun, KO	RC112
Basic	1H	S	-	-	H/O	-	-	1	-	-	-	-	1	-	Stun, KO	
Skilled	1H	S	-	-	H/O	+2	+1	1d3	-	-	-	-	1	-	Stun, KO	
Expert	1H	S	-	-	H/O	+4	+2	1d4+1	-	-	-	-	1	-	No off-hand Penalty Stun, KO (Save-1)	
Master	1H	S	-	-	H/O	+6	+4	2d4	1d4+1	-	-	-	1	-	No off-hand Penalty Stun, KO (Save-3)	
Grand Master	1H	S	-	-	H/O	+8	+6	3d4	2d4+1	-	-	-	1	-	No off-hand Penalty Stun, KO (Save-5)	
Note: Allow Fighter Combat Manoeuvres Options: Multiple Attacks, Smash, Parry and Disarm																
Note: No Off-Hand Penalty means the wielder does not suffer -4 AR for 2 weapon fighting.																
Wrestling	2H	S	-	-	H/O			1	-	-	-	-	1	-	Grab, Takedown, Pin (-3 to pinned WR)	RC113
Basic	2H	S	-	-	H/O	-	-	1	-	-	-	-	1	-	Grab, Takedown, Pin (-3 to pinned WR)	
Skilled	2H	S	-	-	H/O	+2	+1	1d3	-	-	-	-	1	+1 WR	Grab, Takedown, Pin (-6 to pinned WR)	
Expert	2H	S	-	-	H/O	+4	+2	1d4+1	-	-	-	-	1	+2 WR	Grab, Takedown, Pin (-9 to pinned WR)	
Master	2H	S	-	-	H/O	+6	+4	2d4	1d4	-	-	-	1	+3 WR	Grab, Takedown, Pin (-12 to pinned WR)	
Grand Master	2H	S	-	-	H/O	+8	+6	3d4	2d4	-	-	-	1	+4 WR	Grab, Takedown, Pin (-15 to pinned WR)	

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Unarmed Attack Procedure											
Unarmed Attack	Optional Unarmed Striking			1. Attacker declares how			2. Attacker Rolls	3. Victim Rolls			KO Effect
Attack Roll (AR) = d20+STR Mod	Attacker HD	Victim Size	Can Stun/KO?	Strike	Kick	Butt	Attack Roll (AR) = d20+STR Mod	Roll d20 -	If KOR≥1, stunned for 1	Roll Save vs Death Ray	Victim Cannot attack; cast Spells; use magical items and General Skills; any WM above Basic = Basic; Speed ⅓MV; +4 to AC; and -4 to Saves
Damage = 1+STR Mod	<4HD ≥4HD	≥ 2 Size <2 Size	Only Stun Both	Elbow Fist to KO	Foot Knee	Head	Damage = STR Mod	Constitution = (KOR)	round then check KO Effect	with +4 bonus if fails then check KO Effect for KOR rounds	
Immunity to Striking: All oozes, jellies and Molds are immune. Those cannot be damaged normally are only affected by Stun or KO. Exception: Mystic Abilities and wearing Magical apparels such as magical gloves or gauntlets.											
Combat Manoeuvres - Retreat Cannot be used while striking						2 Weapon Fighting: Off-hand strike -4 AR and -1 WM Level unless using Cestus.					

Siege Equipment Table											
Item Name	AC	AC+	HP	Encumbrance (cn)	Cost	Standard Size			Notes		Reference
						L	W	H	Special	BR+	
Belfry/Siege Tower	0	-8	75	250,000	25gp /ft height			30	5% to ignite for each 2 points of fire damage	+10**	RC73-74, 124
Gallery Shed	4	-12	40	8,000	15gp /ft length	10	10	20	Can Shed 20 men	x2 values of bore or ram	
Hoist	4	0	15	12,000	5gp /ft height			30		+4** (+2 with Belfry)	
Ladder	4	0	3	900	1gp /10' height			30	Attacker roll d20 > No. of Defendersx4, or it will topple. Attacker may roll once per round.	+2** (+2 with Belfry)	
Mantlet	0	-4	16	4,800	2gp /ft length	8		4		+2**(A) +3**(H)	
Timber Fort	0	-8	32	7,200	4gp /ft length	8		4-5	Those protected by it gain -8 AC	+4**(A) +6**(H)	
Towing Encumbrance = 1/12 the listed encumbrance; thus, a horse pulling a mantlet on wheels is pulling only 400cn											
** All bonuses require that there be 1 piece per 1,000 men in the force.											
** All bonuses require that there be 1 piece per 100 men in the force (Greater numbers can multiply the BR bonus up to 5x maximum. (A) = Assault. (H) = Harness.											

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Siege Weapons Table														
Item Name	AC	HP	Cost (GP)	Encumbrances (Enc.)	Fire Crew	Damage	Range				Fire Rate (per Round)	Notes		Reference
							Min	S	M	L		Ammo Cost/week	+BR	
Ballista	4	9	75	6,000	4	1d10+6	N/A	100	200	300	1 per 2	2,000	2	RC72, 124, GAZ10:D34
Ballista, Giant	4	12	100	8,000*	6	1d10+6	N/A	140	230	360	1 per 4	2,000*	6	GAZ10:D34, DM199:96
Ballista, Heavy (Springal)	4	18	150	12,000	5	2d8+8	N/A	80	160	240	1 per 4	3,000	9*	DM199:97
Note: It only has 45 degrees rotated left or right giving 90 degrees field of fire. It shoots Javelins rather than bolts.														
Ballista, Light	4	6	50*	4,000*	2	1d8+4	N/A	60	120	180	1 per 1	2,000*	1	GAZ10:D34, DM199:96
Bore	-4	50	150	3,000	10	1d6+14	-	-	-	-	1 per 2	-	4	RC72, 124
Catapult, Dwarven Mechanical Light	2	20	500	Immobile	12	2d4	?	80	160	240	6 per 1	5,000	6	GAZ6:29
Immobile and Mounted on Dwarven Fortifications														
Catapult, Gravity	?	?	?	Immobile	6	3d10	?	?	?	1,200	1 per 5	?	?	GAZ13:D35, DM199:96
Immobile and Mounted on Shadow Elf Fortifications. It takes 7 rounds from firing the rock missile to the rock missile landing back on the ground. The Skinwing riders can deflect the falling rock missile by up to 30 degrees and its effective control must be within 400'. Fire Rate is 1 per 3 rounds with magic users casting Telekinesis or Move Rock or magical items such as Ring of Telekinesis														
Catapult, Heavy	0	27	250	18,000	8	1d10+10	175	250	325	400	1 per 6	6,000	8	RC72, 124, GAZ10:D34, DM199:96
Catapult, Light	4	18	150	12,000	6	1d8+8	150	200	250	300	1 per 5	4,000	4	
Ram, Giant	-4	60	120*	3,600*	12	1d8+10	-	-	-	-	1 per 3	-	6 ^B	GAZ10:D34, DM199:96
Ram, Heavy (Ram, Battering)	-4	50	100	3,000	10	1d6+8	-	-	-	-	1 per 2	-	4 ^B	RC72, 124, GAZ10:D34
Ram, Light	-4	40	80*	2,400*	8	1d4+6	-	-	-	-	1 per 1	-	2 ^B	GAZ10:D34, DM199:96
Trebuchet (Catapult, Giant)	0	36	400	24,000	12	1d12+13	100	250	375 ^T	500	1 per 6	8,000	12	RC72, 124, GAZ10:D34 DM199:96
Towing Encumbrance = 1/12 the listed encumbrance; thus, a horse pulling a heavy catapult on wheels is pulling 1,500cn. Ram with Gallery Shed, double BR.														
^B Rams with Belfry +10 BR.														
^T In RC, it's 400' but in DM199:96, it's 375'														
* means using the formula provided in DM199:96 to calculate the result														
Cost of Ammunition is affected the fire rate because the slower the fire rate, the fewer ammunition will be used.														

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Building War Machines/Siege Machines										
									Reference	
Summary	It is possible to combine different siege weapons to create a War Machine such as a Juggernauts as founded in X4 and X10. To do so, there must be a Chief Engineer employed which possess the War Machine Engineering skill and Artillery skill.								GAZ10:D33, X3	
Construction Time	The construction probably takes up to a year to complete.									
Check	After a year, the Chief Engineer needs to make a check to see if the War Machine is a success. If it is not a success, the War Machine is merely a mobile platform which is likely to break into pieces if it is moved.									
Efficiency	Level	Giant Siege Weapon	Heavy Siege Weapon	Light Siege Weapon	Crew	Ammunition	Belfry	AC Bonus for Crew		Hull Point
	Mediocre		1		Full	12 Shots.		+2 vs Ranged Attacks		60
	Average		1	2	Full	12 Shots for each Weapon		+3 vs Ranged Attacks	100	
	Good		2	4	40	30 Shots for each Weapon		+4 vs Ranged Attacks	150	
	Excellent	1	2	6	65	30 Shots for each Weapon	Yes	+5 vs Ranged Attacks	250	

Weapon Mastery for Siege Weapons		
Type	Explanations	Reference
Ballistae	To achieve weapon mastery in siege weapon, the leader and his crew (cannot be 2 levels lower than the leader) must have attained weapon mastery. The starting point is the leader's weapon mastery level. If all his crew is within 2 levels of the leader's weapon mastery level, then the effective weapon mastery level is that of the leader. If his crew has weapon mastery levels that is lower than 2 levels of the leader's weapon mastery level, the effective weapon mastery level will be lowered. If the crew has a mixture of weapon mastery level, count the lowest one and minus 1 level. For example, if one of the crews has Basic level when the leader has Grand Master level, the effective weapon mastery level is Unskilled +2 = Skilled level. Exception, if a crew is Unskilled, the effective weapon mastery level is Unskilled.	DM199:96
Catapults, Heavy		
Catapults, Light		
Springals (Ballistae, Heavy)		
Trebuchets (Catapult, Giant)		

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Siege Weapons Table																	
Item Name	Size	AC	HP	Cost (GP)	Enc. (cn)	Fire Crew	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Fire Rate per Round	Notes	Reference
												S	M	L		Special	
Ballista	H	4	9	75	6,000	4	L/O	-	-	½(1d10+6)	-	100	200	300	1 per 2	-	DM199:97
Basic	H	4	9	75	6,000	4	L/O	-	-	1d10+6	-	100	200	300	1 per 2	-	
Skilled	H	4	9	75	6,000	4	L/O	+2	+1	1d12+7	-	110	210	300	1 per 2	Skewer (s)	
Expert	H	4	9	75	6,000	4	L/O	+4	+2	2d8+7	-	120	210	300	1 per 2	Skewer (s/m)	
Master	H	4	9	75	6,000	4	L/O	+6	+4	3d6+7	4d4+7	130	220	300	1 per 2	Skewer (s/m) +Death (s)	
Grand Master	H	4	9	75	6,000	4	L/O	+8	+6	3d8+8	3d6+8	140	220	300	1 per 2	Skewer(s/m) + Death (s/m)	
Ballista, Giant	H	4	12	100	8,000*	6	L/O	-	-	½(1d10+6)	-	140	230	360	1 per 4	-	DM199:97 Added
Basic	H	4	12	100	8,000*	6	L/O	-	-	1d10+6	-	140	230	360	1 per 4	-	
Skilled	H	4	12	100	8,000*	6	L/O	+2	+1	1d12+7 ^A	-	160	240	360	1 per 4	Skewer (s)	
Expert	H	4	12	100	8,000*	6	L/O	+4	+2	2d8+7 ^A	-	180	250	360	1 per 4	Skewer (s/m)	
Master	H	4	12	100	8,000*	6	L/O	+6	+4	3d6+7 ^A	4d4+7 ^A	200	260	360	1 per 4	Skewer (s/m) +Death (s)	
Grand Master	H	4	12	100	8,000*	6	L/O	+8	+6	3d8+8 ^A	3d6+8 ^A	220	270	360	1 per 4	Skewer(s/m) + Death (s/m)	
Ballista, Heavy (Springal)	H	4	18	100	12,000	5	L/O	-	-	½(2d8+8)	-	80	160	240	1 per 4	-	DM199:97
Basic	H	4	18	100	12,000	5	L/O	-	-	2d8+8	-	80	160	240	1 per 4	-	
Skilled	H	4	18	100	12,000	5	L/O	+2	+1	2d10+9	-	100	170	240	1 per 4	Skewer (s)	
Expert	H	4	18	100	12,000	5	L/O	+4	+2	2d12+10	-	120	180	240	1 per 4	Skewer (s/m)	
Master	H	4	18	100	12,000	5	L/O	+6	+4	3d10+11	3d8+11	140	190	240	1 per 4	Skewer (s/m) +Death (s)	
Grand Master	H	4	18	100	12,000	5	L/O	+8	+6	3d12+12	5d6+10	160	200	240	1 per 4	Skewer(s/m) + Death (s/m)	
Ballista, Light	H	4	6	50*	4,000*	2	L/O	-	-	½(1d8+4)	-	60	120	180	1 per 1	-	Added
Basic	H	4	6	50*	4,000*	2	L/O	-	-	1d8+4	-	60	120	180	1 per 1	-	
Skilled	H	4	6	50*	4,000*	2	L/O	+2	+1	1d10+5 ^A	-	70	130	180	1 per 1	Skewer (s)	
Expert	H	4	6	50*	4,000*	2	L/O	+4	+2	1d12+6 ^A	-	80	140	180	1 per 1	Skewer (s/m)	
Master	H	4	6	50*	4,000*	2	L/O	+6	+4	2d6+8 ^A	2d4+8 ^A	90	150	180	1 per 1	Skewer (s/m) +Death (s)	
Grand Master	H	4	6	50*	4,000*	2	A/O	+8	+6	2d8+10 ^A	2d6+10 ^A	100	160	180	1 per 1	Skewer(s/m) + Death (s/m)	
^A means Added																	
* means using the formula provided in DM199:96 to calculate the result																	
Note: Unless the Target saves vs Death Ray, the ballistae's heavy bolt remains stuck with the Target. Target needs to make Str check to remove it or it will cause 1d6 damage each round the Target moves.																	
Note: Death (s/m) means small or medium sized creatures need to make save vs Death Ray or HP reduces to 0.																	

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Siege Weapons Table																	
Item Name	Size	AC	HP	Cost (GP)	Enc. (cn)	Fire Crew	Target (P/S)	AR Bonus vs P	AR Bonus vs S	Damage vs P	Damage vs S/O	Range (in ft)			Fire Rate per Round	Notes	Reference
												S	M	L		Special	
Catapult, Heavy	H	0	27	250	18,000	8	L/O	-	-	½(1d10+10)	-	250	325	400	1 per 6	-	DM199:98 RC72, 124 GAZ10:D34
Basic	H	0	27	250	18,000	8	L/O	-	-	1d10+10	-	250	325	400	1 per 6	-	
Skilled	H	0	27	250	18,000	8	L/O	+2	+1	1d12+12	-	270	335	400	1 per 6	Stun(s/m)	
Expert	H	0	27	250	18,000	8	L/O	+4	+2	2d8+12	-	290	345	400	1 per 6	Stun(all)	
Master	H	0	27	250	18,000	8	L/O	+6	+4	2d12+12	2d10+12	310	355	400	1 per 6	Stun(all), KO(s/m)	
Grand Master	H	0	27	250	18,000	8	L/O	+8	+6	3d10+12	4d6+10	330	365	400	1 per 6	Stun(all), KO (all)	
Catapult, Light	H	4	18	150	12,000	6	L/O	-	-	½(1d8+8)	-	200	250	300	1 per 5	-	DM199:98 RC72, 124 GAZ10:D34
Basic	H	4	18	150	12,000	6	L/O	-	-	1d8+8	-	200	250	300	1 per 5	-	
Skilled	H	4	18	150	12,000	6	L/O	+2	+1	1d10+9	-	210	260	300	1 per 5	Stun(s/m)	
Expert	H	4	18	150	12,000	6	L/O	+4	+2	2d6+9	-	220	260	300	1 per 5	Stun(all)	
Master	H	4	18	150	12,000	6	L/O	+6	+4	2d8+10	1d12+11	230	270	300	1 per 5	Stun(all), KO(s/m)	
Grand Master	H	4	18	150	12,000	6	L/O	+8	+6	2d10+12	2d8+12	240	270	300	1 per 5	Stun(all), KO (all)	
Trebuchet (Catapult, Giant)	H	0	27	400	24,000	12	L/O	-	-	½ (1d12+13)	-	250	375 ^T	500	1 per 6	-	DM199:98 RC72, 124
Basic	H	0	27	400	24,000	12	L/O	-	-	1d12+13	-	250	375 ^T	500	1 per 6	-	
Skilled	H	0	27	400	24,000	12	L/O	+2	+1	2d8+14	-	280	390	500	1 per 6	Stun (s/m)	
Expert	H	0	27	400	24,000	12	L/O	+4	+2	2d10+15	-	320	410	500	1 per 6	Stun(all)	
Master	H	0	27	400	24,000	12	L/O	+6	+4	2d12+16	2d10+16	360	430	500	1 per 6	Stun(all), KO(s/m)	
Grand Master	H	0	27	400	24,000	12	L/O	+8	+6	5d6+16	3d10+12	400	450	500	1 per 6	Stun(all), KO (all)	
^T In RC, it's 400' but in DM199:96, it's 375'																	
KO means the Target needs to make save vs Death Ray or he is knocked unconscious for 1d100 rounds.																	
Stun means the Target needs to make save vs Death Ray or he is stunned. Stunned creature can move at 1/3 MV, cannot attack or cast spells, suffers +2 penalty to AC and -2 penalty to saving throws.																	

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Vehicle (Airship) Table											
Name	Cost (GP)	Hull Point	AC	Air Speed		MF	Cargo Capacity (cn)	Cargo Capacity Used	Crew		Reference
				Miles/ Day	Feet/Round				Crew	Marine	
Great Airship	200,000	70-90	9	80	120				5 Gnome Engineers	50 Gnomes	DM181:49
Small Airship	20,000	20-40	9	120	180		5,000		1 Gnome Engineer	5 Gnomes	DM181:49

Vessel (Flying) Table												
Name	Cost (GP)	Hull Points	AC	Air Speed	MF	Tonnage (tons)	Cargo Capacity (tons)	Cargo Capacity Used	Crew			Reference
				Miles/Day					Rowers	Sailors	Marines	
Sloop		24-36	6	140' (70')	½	70-100	25-40		-	25-50	20-40	CoM:DM5
Schooner		36-72	6	120' (60')	½	100-200	50-100		-	30-60	30-60	CoM:DM5
Brigantine		60-108	6	120' (60')	½	170-400	100-240		-	50-100	50-100	CoM:DM5
Clipper		144-384	6	160' (80')	½	400-1200	300-900		-	40-60	-	CoM:DM5
Man-of-War		240-528	5	120' (60')	½	700-1500	175-375		-	100-200	200-400	CoM:DM5
Phase ships		40-60	8	120' (70')			0.4		-	6	-	M1:30
Princess Ark		500	6		½	1500	16		-	101	-	CoPA:HoPA69

Vessel (Plane) Table													
Name	Cost (GP)	HP	AC	Forward Air Speed Ft/Round	MF	Type	Tank Capacity	Bomb Bay Capacity	Crew	Weaponry			Reference
										Top Wing	Middle Wings/Cockpit	Propeller	
MK IIa Tomcat		105	3	450'	2	Bi-Plane	220,000'	-	2	Heavy Ballista	Lightning Gun	Spike Gun	PC2
											Auxiliary Heavy Crossbow		
Mk VI Polecat		85	2	480'	3	Tri-Plane	190,000'	-		Fireball Gun	Synchronised Crossbows	Caltrop Cannon	
Pfanger-Skyratchet		110	4	360' (w/o bomb load)	1	2-Seater Plane	360,000'	6 Bombs @ ≥250 cn	2	Synchronised Crossbows	Snooze Gun,	Caltrop Cannon	
Mk VII Fighter-Bomber					2			6 Bombs @ <250 cn			Lightning Gun		
Smurfri-Lodestar		135	4	400' (-5'/Passenger)	1	11-Seat Biplane	500,000'	-	11		Synchronised Twin-Propeller Spike Guns		
F3F Cloud-Clipper											Crossbow Box		
Note: MF means Manoeuvring Factor (i.e. how many manoeuvres can be done in 1 Round). 1 ton = 20,000cn													

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Vessel (Sailing) Table																									
Name	Cost (GP)	Construction Time	Mast	AC	Hull Points	Ship Value								MV						Cargo Capacity (cn)	Food Storage	Crew			Reference
						Total	Artillery			Exceptional Crew: Captain	Fortifi - cations	Ram	Misc inc. Magic or other bonuses	Miles/ Day		Ft/ Round		Hex				Rowers	Sailors	Marines	
							A	B	H/L					R	S	R	S	R	S						
Boat, River	4,000	7-14 days	-	8	20-40	0	-	-	-	0	0	-	0	-	36	-	60	-	3	40,000		8	2	-	RC71
Note: Add 1,000gp for wooden roof for protection from weather																									
Boat, Sailing	2,000	7-14 days	-	8	20-40	1	-	-	-	1	0	-	0	-	72	-	120	-	6	20,000		-	1-2	-	RC71
Canoe	50	2-4 days	-	9	5-10	0	-	-	-	0	0	-	0	-	18	-	60	-	3	6,000		-	1-2	-	RC71
Note: can be carried by 1 person (1,000cn) or by 2 persons (600cn each)																									
Fireship	48,000	60+ 1d8 weeks	-	3	200	12	-	26	1L	1	5	3	1 Crushing Device	-	60	-	100	-	5	80,000		-	20	50	GAZ4:33
Galley, Large	30,000	33+	1	7	100-120	4	√		2L	1	1	0	-	18	72	90	120	4	6	60,000	10-20 days	180	20	50	RC71
	40,000	1d8 weeks				5	√					1	-												
	43,000					5	√					3L	1												
Galley, Small	10,000	25+	1	8	80-100	2	-	-	2L	1	0	0	-	18	90	90	150	4	7	40,000	10 days	60	10	20	RC71
	13,333	1d8 weeks				3						1	-												
	16,333					3						3L	1												
Galley, War	60,000	40-50+	2	7	120-150	8	√	1	3L	1	2	1	1	12	72	60	120	3	6	80,000	20 days	300	30	75	RC71
	63,000	1d8 weeks				8	√	1	4L																
Note	If Sailing Ship, Small converts to Transport then it can house 25 Marines. Conversion costs ⅓ more gold																								
	If Sailing Ship, Large converts to Transport then it can house 50 Marines. Conversion costs ⅓ more gold																								
	For each Artillery (Catapults, Ballistae and Archers), add 1 Ship Value																								
	For each Ram, add 1 Ship Value																								
	For each exceptional crew (Captain), add 1 Ship Value																								
	For each tower/fortification, add 1 Ship Value																								
	Add 1 Ship Value if the ship has powerful magic																								
A	Archery																								
B	Ballista																								
H/L	H = Heavy Catapult; L = Light Catapult																								
R	Rowing																								
S	Sailing																								

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Vessel (Sailing) Table																									
Name	Cost (GP)	Construction Time	Mast	AC	Hull Points	Ship Value								MV						Cargo Capacity (cn)	Food Storage	Crew			Reference
						Total	Artillery			Exceptional Crew: Captain	Fortifications	Ram	Misc inc. Magic or other bonuses	Miles/Day		Ft/ Round		Hex				Rowers	Sailors	Marines	
							A	B	H/L					R	S	R	S	R	S						
Harbour Town Trader	35,700	20+	2	7	170	4	√	1	-	1	1	-	-	-	72	-	120	-	6	300,000	2-3 months	-	20	50	GAZ9:D25
	38,700	1d8 weeks				5	√	1	1L	1	1	-	-												
Note: 1 additional artillery on privateers and naval vessels; Sailors count as Marines																									
Harbour Town Trader	42,800	22+	3	7	170	5	√	1	-	1	1	-	1	-	84	-	140	-	7	300,000	2-3 months	-	35	30	GAZ9:D25
	45,800	1d8 weeks				6	√	1	1L	1	1	-	1												
Note: 1 additional artillery on privateers and naval vessels; Sailors count as Marines																									
Lifeboat, Ship's	1,000	4-7 days	1	9	10-20	0	-	-	-	0	0	0	0	-	18	-	30	1	1	15,000		-	-	-	RC71
Note: Carry up to 10 people. If carried by larger boat, it has 5,000cn. Large ships have 3-4 Lifeboats. Small ships have 1-2 Lifeboats.																									
Longship	15,000	20+	-	8	60-80	2	√	-	-	1	0	0	-	18	90	90	150	4	7	30,000	10 days	-	75	-	RC71
	20,000	1d8 weeks				3	√	-	1L																
Minroth Clipper	21,000	30+	3	7	100	3	√	1	-	1	0	0	-	-	72	-	120	-	6	100,000	1-2 months	-	25	25	GAZ9:D25
	24,000	1d8 weeks				4	√	1	1L																
Note: 1 additional artillery on privateers and naval vessels; Sailors count as Marines																									
Minroth Clipper	24,000	30+	4	7	100	3	√	1-2*	-	1	0	0	-	-	100	-	160	-	8	100,000	1-2 months	-	35	25	GAZ9:D25
	27,000	1d8 weeks				4	√	2	1L																
Note: 1 additional artillery on privateers and naval vessels; Sailors count as Marines																									
Note	For each type of Artillery (Catapults, Ballistae and Archers), add 1 Ship Value																								
	For each Ram, add 1 Ship Value																								
	For each exceptional crew (Captain), add 1 Ship Value																								
	For each tower/fortification, add 1 Ship Value																								
	Add 1 Ship Value if the ship has powerful magic																								
A	Archery																								
B	Ballista																								
H/L	H = Heavy Catapult; L = Light Catapult																								
R	Rowing																								
S	Sailing																								

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Vessel (Sailing) Table																									
Name	Cost (GP)	Construction Time	Mast	AC	Hull Points	Ship Value								MV						Cargo Capacity (cn)	Food Storage	Crew			Reference
						Total	Artillery			Exceptional Crew: Captain	Fortifications	Ram	Misc inc. Magic or other bonuses	Miles/Day		Ft/Round		Hex				Rowers	Sailors	Marines	
							A	B	H/L					R	S	R	S	R	S						
Outrigger	100	2-4 days	-	9	5-10	0		-		0	0	-	0	-	18	-	60	-	3	18,000		-	1-2	-	RC71
Rafts, Professional	1/ft²	2 days	-	9	5	0	-	-	-	0	0	0	-	-	12	-	30	-	1	10,000		-	-	-	RC71
Rafts, Built by PC		2 days	-	9	5	No. of PCs	-	-	-	No. of PCs	0	0	-	-	12	-	30	-	1	5,000		-	-	-	RC71
Small Sailing Ship	5,000	20-30+	1	8	60-90	3	-	-	2L	1	1	0	-	-	90	-	150	-	7	100,000	1 month	-	10	-	RC71
	8,000	1d8 weeks							3L																
Large Sailing Ship	20,000	40-60+	3	7	120-180	4	-	-	2L	1	2	0	-	-	72	-	120	-	6	300,000	2-3 months	-	20	-	RC71
	23,000	1d8 weeks				5			1H 2L																
Seahome Schooner	14,400	5+ 1d6 weeks	2	8	80	4	√	1-3	-	1	-	0	Magic	-	84	-	140	-	7	40,000	3-4 weeks	-	10	10	GAZ9:D25
Note: Sailors count as Marines																									
Troop Transport	30,000	50+ 1d8 weeks	3	7	160-220	1	√	-	-	1	0	0	-	-	60	-	90	-	4	600,000	4-6 months	-	20	100	RC71
Note	If Sailing Ship, Small converts to Transport then it can house 25 Marines. Conversion costs ⅓ more gold																								
	If Sailing Ship, Large converts to Transport then it can house 50 Marines. Conversion costs ⅓ more gold																								
	For each type of Artillery (Catapults, Ballistae and Archers), add 1 Ship Value																								
	For each Ram, add 1 Ship Value																								
	For each exceptional crew (Captain), add 1 Ship Value																								
	For each tower/fortification, add 1 Ship Value																								
	Add 1 Ship Value if the ship has powerful magic																								
A	Archery																								
B	Ballista																								
H/L	H = Heavy Catapult; L = Light Catapult																								
R	Rowing																								
S	Sailing																								

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Vessel (Underwater) Table																				
Name	Cost (GP)	Construction Time	AC	Hull Points	Ship Value								MV			Cargo Capacity (cn)	Food Storage	Crew		Reference
					Total	Artillery			Exceptional Crew: Captain	Fortifi - cations	Ram	Misc. bonuses inc. Magic	Miles/ Day	Ft/ Round	Hex			Driver	Passengers	
						A	B	H/L												
Large Boat	25,000		0	80									40	100		30,000		1	11	PC3:37,63
Small Boat	10,000		0	60									60	120		5,000		1	3	PC3:37, 63
Note																				
A	Archery																			
B	Ballista																			
H/L	H = Heavy Catapult; L = Light Catapult																			

Vessel (Underwater Vehicle) Table																	
Name	Cost (GP)	Construction Time	Mast	AC	Hull Points	Fire Rate/ Round	Harpoon			Damage	MV			Cargo Capacity (cn)	Food Storage	Crew	Reference
							S	M	L		Miles/ Day	Ft/ Round	Hex				
Giant Chariot				0	80	1/4	140	230	360	2d10+6						6	PC3:63
Heavy Chariot				0	80	1/2	100	200	300	1d10+6						4	PC3:63
Light Chariot				0	80	1/1	60	120	180	1d8+4						2	PC3:63

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Reference and Acknowledgements			
	Name	Author	Notes
Added		Francis Au Yeung, BECMI2.0	
B	Basic Set	Frank Mentzer, TSR	
X	Expert Set	Frank Mentzer, TSR	
C	Companion Set	Frank Mentzer, TSR	
M	Master Set	Frank Mentzer, TSR	
RC	Rules Cyclopaedia	Aaron Allston, TSR	
BBR	Black Box Rulebook	TSR	
CoM	Champion of Mystara	Ann Dupuis, TSR	
CoM:DM	Champion of Mystara: Designer's Manual	Ann Dupuis, TSR	
CoM:HoPA	Champion of Mystara: Heroes of the Princess Ark	Ann Dupuis, TSR	
DM	Dragon Magazine	TSR	
HWR2	Kingdom of Nithia	Blake Mobley with Newton Ewell, TSR	
HWR3	The Milenian Empire	Anthony Herring, TSR	
GAZ2	The Emirates of Ylaruam	Ken Rolston, TSR	
GAZ4	The Kingdom of Ierendi	Ann Gray McCready, TSR	
GAZ5	The Elves of Alfheim	Steven Perrin, TSR	
GAZ6	The Dwarves of Rockhome	Aaron Allston, TSR	
GAZ9	The Minrothad Guilds	Deborath Christian & Kim Eastland, STR	
GAZ10	The Orcs of Thar	Bruce Heard. TSR	
GAZ11	The Republic of Darokin	Scott Haring, TSR	
GAZ12	The Golden Khan Ethengar	Jim Bambra, TSR	
GAZ13	The Shadow Elves	Carl Sargent & Gary Thomas, TSR	
GAZ14	The Atruaghin Clans	William W. Connors, TSR	
M1	Into the Maelstrom	Bruce and Beatrice Heard, TSR	
PC3	Creature Crucible – The Sea People	Jim Bambra, TSR	
TR6	Rag of the Rakasta	William W. Connors, TSR	
UCC1	Unofficial Cyclopaedic Compendium Volume 1	CAB Division and Maganshire Chronicles	
X4	Master of the Desert Nomads	David Cook, TSR	
X10	Red Arrow, Black Shield	Michael S. Dobson, TSR	
Family Crest	Coat of Arms Maker	Francis Au Yeung, BECMI2.0	Using the Coat of Arms Maker www.coamaker.com

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About the Author

That's all folks. We at Project BECMI2.0 are a non-profit organisation which we spend time researching on Mystara and also BECMI rules so as to revive the game.

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