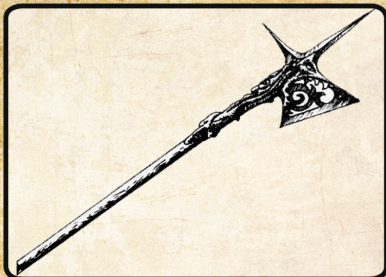


ALABARDA



 **F+D8**

 **7,5**

 - Alcance 1
 - 2 Manos

CIMITARRA

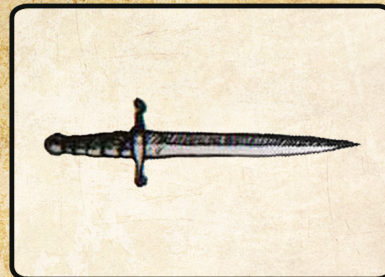


 **F+D8**

 **4**



DAGA



 **F+D4**

 **0,5**






DOBLE HOJA

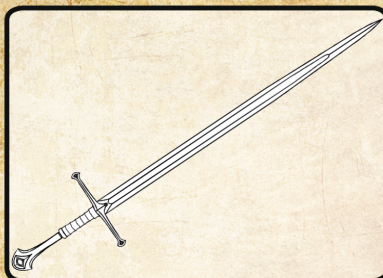



 **F+D6**

 **6**

 - Parada +1
 - 2 Manos
 - Puede realizar un segundo ataque con un -2

ESPADA ANCHA

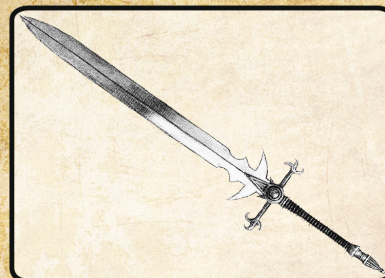


 **F+D6+2**

 **3**



 - PA 2

ESPADA BASTARDA

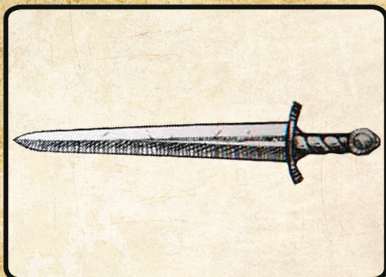


 **F+D8**

 **5**

 - Parada -1
 - Usarla a 2 manos +1 Daño

ESPADA CORTA

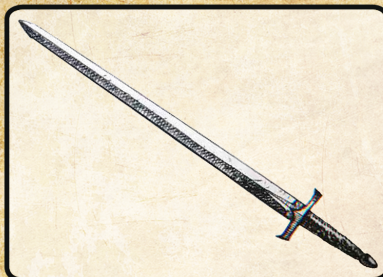


 **F+D6**

 **2**



ESPADA LARGA

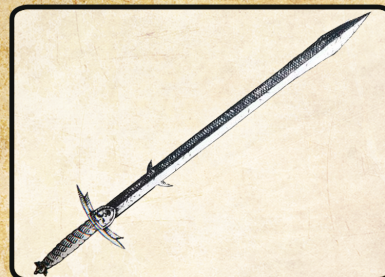


 **F+D8**

 **4**



ESPADÓN

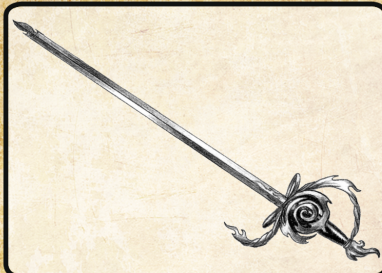


 **F+D10**

 **6**


 - 2 Manos
 - Parada -1

ESTOQUE

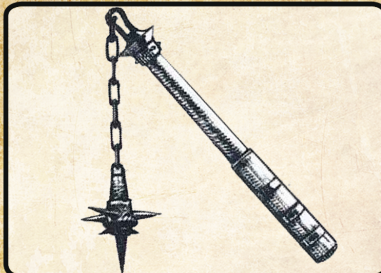


 **F+D4**

 **1,5**



 - Parada +1

GRAN MANGUAL

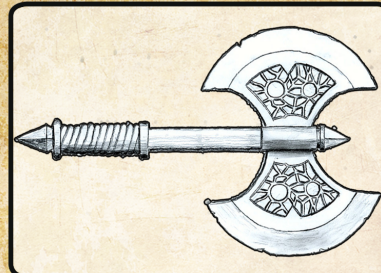


 **F+D8**

 **12,5**

 - Parada -1 - 2 Manos
 - PA 2 contra armadura rígida
- Ignora bonus de Parada por escudo/arma/cobertura

HACHA DE BATALLA

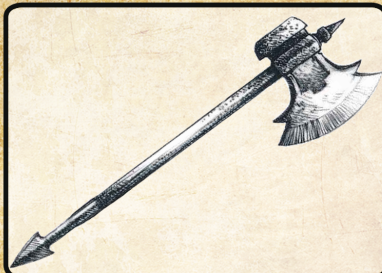


 **F+D8**

 **5**





HACHA A DOS MANOS



 **F+D10**

 **7,5**

 - PA 1 - Parada -1
 - 2 Manos

HACHA

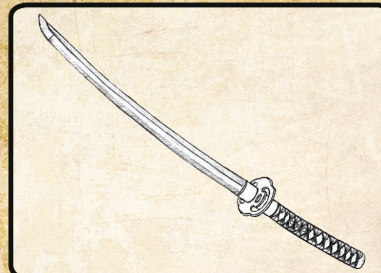



 **F+D6**

 **1**



KATANA

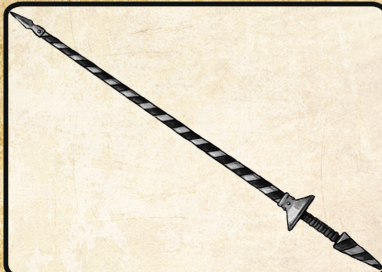


 **F+D6+2**

 **3**


 - PA 2

LANZA DE TORNEO

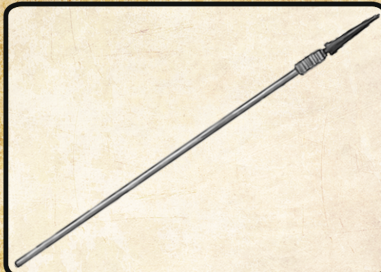


 **F+D8**

 **5**



 - Alcance 2
- PA 2 cuando carga
- Solo en combate montado

LANZA

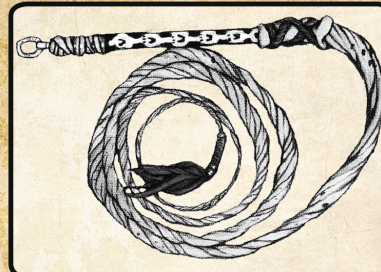


 **F+D6**

 **2,5**


 - Alcance 1 - Parada +1
 - 2 Manos

LÁTIGO

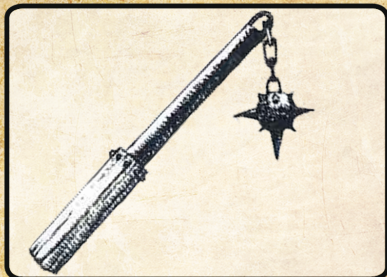


 **F+1**

 **1**


 - Alcance 1
- +1 intentos Desarmar
- El portador se considera atacante desarmado

MANGUAL LIGERO

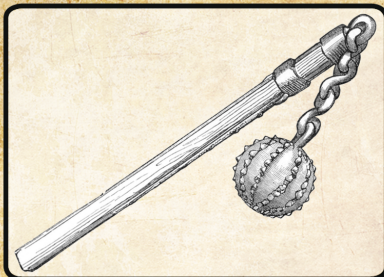


 **F+D4**

 **3**


 - -1 al bonus de Parada por escudo/arma/coertura

MANGUAL

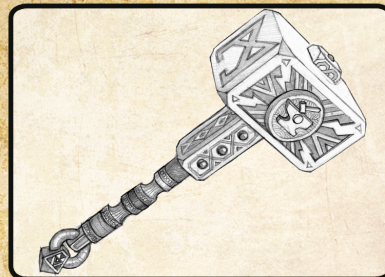


 **F+D6**

 **4**


 - Ignora bonus de Parada por escudo/arma/coertura

MARTILLO DE GUERRA

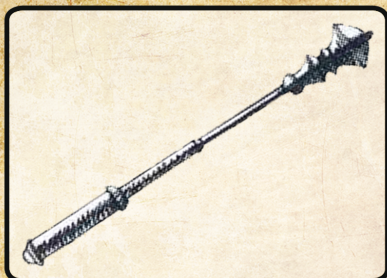


 **F+D6**

 **4**


 - PA 1 contra armaduras rígidas (coraza y placas)

MAZA



 **F+D8**

 **10**


 - Parada -1
- 2 Manos
- PA 2 contra armaduras rígidas (coraza y placas)

PICA

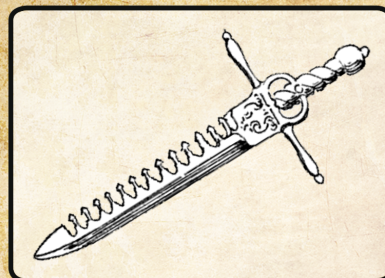


 **F+D8**

 **12,5**

 - Alcance 2
- 2 Manos

ROMPE ESPADAS

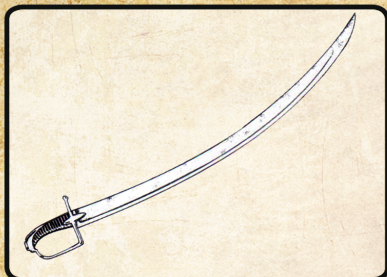


 **F+D4**

 **2**

 - +2 intento desarmar

SABLE DE CABALLERÍA

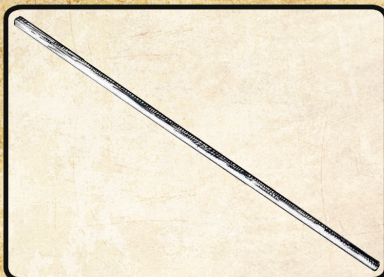


 **F+D6**

 **2**




VARA

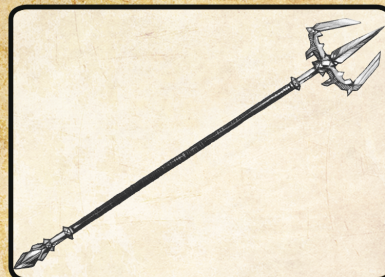


 **F+D6**

 **4**

 - Alcance 1 - Parada +1
- 2 Manos

TRIDENTE



 **F+D6**

 **2,5**

 - 1 mano: Alcance 1
- 2 manos: Alcance 1 y Parada +1