

# WARHAMMER FRP 4E

## Weapon Tables

Skill Group	Weapon	Price	Enc	Availability	Reach/Range (PB/S/M/L/Ex)	Damage	Qualities and Flaws
Basic	Hand Weapon	1 GC	1	Common		Average	+SB+4
	Improvised Weapon	NA	varies	NA		varies	+SB+1 Undamaging
	Dagger	16/-	0	Common		Very Short	+SB+2
	Knife	8/-	0	Common		Very Short	+SB+1 Undamaging
	Shield, Buckler	18/2	0	Common		Personal	+SB+1 Shield 1, Defensive, Undamaging
	Shield	2 GC	1	Common		Very Short	+SB+2 Shield 2, Defensive, Undamaging
	Shield, Large	3 GC	3	Common		Very Short	+SB+3 Shield 3, Defensive, Undamaging
	Cavalry Hammer	3 GC	3	Scarce		Long	+SB+5 2H, Pummel
	Lance	1 GC	3	Rare		Very Long	+SB+6* Impact, Impale
	Fencing	Foil	5 GC	1	Scarce		Medium
	Rapier	5 GC	1	Scarce		Long	+SB+4 Fast, Impale
Brawling	Unarmed	NA	0	-		Personal	+SB+0 Undamaging
	Knuckledusters	2/6	0	Common		Personal	+SB+2
Flail	Grain Flail	10/-	1	Common		Average	+SB+3 Distract, Imprecise, Wrap
	Flail	2 GC	1	Scarce		Average	+SB+5 Distract, Wrap
	Military Flail	3 GC	2	Rare		Long	+SB+6 2H, Distract, Impact, Tiring, Wrap
Parry	Main Gauche	1 GC	0	Rare		Very Short	+SB+2 Defensive
	Swordbreaker	1 GC 2/6	1	Scarce		Short	+SB+3 Defensive, Trap-blade
Polearm	Halberd	2 GC	3	Common		Long	+SB+4 2H, Defensive, Hack, Impale
	Spear	15/-	2	Common		Very Long	+SB+4 2H, Impale
	Pike	18/-	4	Rare		Massive	+SB+4 2H, Impale
	Quarterstaff	3/-	2	Common		Long	+SB+4 2H, Defensive, Pummel
	Bastard Sword	8 GC	3	Scarce		Long	+SB+5 2H, Damaging, Defensive
Two-Handed	Great Axe	4 GC	3	Scarce		Long	+SB+6 2H, Hack, Impact, Tiring
	Pick	9/-	3	Common		Average	+SB+5 2H, Damaging, Impale, Slow
	Warhammer	3 GC	3	Common		Average	+SB+6 2H, Damaging, Pummel, Slow
	Zweihander	10 GC	3	Scarce		Long	+SB+5 2H, Damaging, Hack
Blackpowder	Blunderbuss	2 GC	1	Scarce	2 10	<b>20</b> 40 60	+8 2H, Blast 3, Dangerous, Reload 2, Blackpowder, Damaging
	Hochland Long Rifle	100 GC	3	Exotic	10 50	<b>100</b> 200 300	+9 2H, Accurate, Precise, Reload 4, Blackpowder, Damaging
	Handgun	4 GC	2	Scarce	5 25	<b>50</b> 100 150	+9 2H, Dangerous, Reload 3, Blackpowder, Damaging
	Pistol	8 GC	0	Rare	2 10	<b>20</b> 40 60	+8 Pistol, Reload 1, Blackpowder, Damaging
	Elf Bow	10 GC	2	Exotic	15 75	<b>150</b> 300 450	+SB+4 2H, Damaging, Precise
Bow	Longbow	5 GC	3	Scarce	10 50	<b>100</b> 200 300	+SB+4 2H, Damaging
	Bow	4 GC	2	Common	5 25	<b>50</b> 100 150	+SB+3 2H
	Shortbow	3 GC	1	Common	2 10	<b>20</b> 40 60	+SB+2 2H
Crossbow	Crossbow Pistol	6 GC	0	Scarce	1 5	<b>10</b> 20 30	+7 Pistol, Reload 1, Blackpowder, Damaging
	Heavy Crossbow	7 GC	3	Rare	10 50	<b>100</b> 200 300	+9 2H, Damaging, Reload 2
	Crossbow	5 GC	2	Common	6 30	<b>60</b> 120 180	+9 2H, Reload 1
Engineering	Repeater Handgun	10 GC	3	Rare	3 15	<b>30</b> 60 90	+9 2H, Dangerous, Reload 5, Repeater 4, Blackpowder, Damaging
	Repeater Pistol	15 GC	1	Rare	1 5	<b>10</b> 20 30	+8 Dangerous, Pistol, Reload 4, Repeater 4, Blackpowder, Damaging
Entangling	Lasso	5/-	0	Common	NA NA	<b>SBx2</b> NA NA	- Entangle
	Whip	5/-	0	Common	NA NA	<b>6</b> NA NA	+SB+2 Entangle
Explosives	Bomb	3 GC	0	Rare	10% 50%	<b>SB</b> 200% 300%	+12 Blast 5, Dangerous, Impact
	Incendiary	1 GC	0	Scarce	10% 50%	<b>SB</b> 200% 300%	Ablaze Blast 4, Dangerous, +1SL Ablaze damage
Sling	Sling	1/-	0	Common	6 30	<b>60</b> 120 180	+6
	Staff Sling	4/-	2	Scarce	10 50	<b>100</b> 200 300	+7 2H
	Bolas	10/-	0	Rare	10% 50%	<b>SBx3</b> 200% 300%	+SB Entangle
Throwing	Dart	2/-	0	Scarce	10% 50%	<b>SBx2</b> 200% 300%	+SB+1 Impale
	Javelin	10/6	1	Scarce	10% 50%	<b>SBx3</b> 200% 300%	+SB+3 Impale
	Rock	-	0	Common	10% 50%	<b>SBx3</b> 200% 300%	+SB
	Throwing Axe	1 GC	1	Common	10% 50%	<b>SBx2</b> 200% 300%	+SB+3 Hack
	Throwing Knife	18/-	0	Common	10% 50%	<b>SBx2</b> 200% 300%	+SB+2
Ammunition	Weapon	Price	Enc	Availability	Range Modifier	Damage	Qualities and Flaws
Blackpowder	Bullet and Powder (12)	3/3	0	Common		Normal	+1 Impale, Penetrating
	Improvised Shot and Powder (12)	3/-	0	Common		-50%	+0 Blunderbuss Only
	Small Shot and Powder (12)	3/3	0	Common		Normal	+0 Blast +1, Blunderbuss Only
Bow	Arrow (12)	5/-	0	Common		Normal	+0 Impale
	Elf Arrow (12)	3 GC 12/-	0	Exotic		+50m	+1 Accurate, Impale, Penetrating
	Elf Arrow (1)	6/-	0	Exotic		+50m	+1 Accurate, Impale, Penetrating
Crossbow	Bolt (12)	5/-	0	Common		Normal	+0 Impale
Sling	Lead Bullet (12)	4d	0	Common		-10m	+1 Pummel
	Stone Bullet (12)	2d	0	Common		Normal	+0 Pummel
Qualities	Accurate	+10 on any Attack Tests					
	Blackpowder	Causes Broken on a failed +20 Cool Test					
	Blast (Rating)	Burst radius of (Rating) meters, affects all targets					
	Damaging	Use highest of SL or units dice for damage					
	Defensive	+10 on any Parry Defense Tests					
	Distract	Instead of Damage, can force the foe back 1m per SL, chosen before attack					
	Entangle	Successful strike causes Entangled condition					
	Fast	+10 Initiative, -10 to any Defense tests to guard against					
	Hack	Damage any armor or shield by 1 point, in addition to normal damage					
	Impact	Add the units dice to the damage total					
	Impale	Causes Critical hit on any multiple of 10, in addition to doubles					
	Penetrating	Non-metal armor is ignored, Metal armor counts as -1					
	Pistol	Can be used in Melee range					
	Precise	+1 SL on any Attack Test					
	Pummel	Opposed Strength/Endurance roll to Stun target on a hit to the Head					
	Repeater (Rating)	Automatically reloads (Rating) number of times before needing loading					
	Shield (Rating)	Adds (Rating) Armor Points on all locations when Block Defense is used					
Trap Blade	Critical Defense Rolls can Trap Blade, instead of normal benefits						
Unbreakable	Cannot break, corrode, or dull, without exceptional circumstances						
Wrap	-10 to any Melee Defense test to guard against						
Flaws	Dangerous	Any failed test including a 9 on either dice results in a fumble					
	Imprecise	-1 SL on any Attack Test					
	Reload (Rating)	Requires Extended Ranged Test to reload					
	Slow	-10 Initiative, +10 to any Defense tests to guard against					
	Tiring	Benefits of Impact and Damaging only apply during a round you charged					
	Two-Handed (2H)	Parry Defense suffers Disadvantage					
	Undamaging	All Armor Points are doubled, Minimum damage is 0 instead of 1					