

Gladiators Weapons Table

Weapon	Class	Throw Bonus	P/D Bonus	Crit. Bonus	Weight (Lb.)	Special	Cost Per Rank
Quarter Staff	A		+2		4	2 Handed Weapon.	1
Hammer	A	+1		+2	5		1
Foil	A		+2		3		2
Whip	A	N/A	*		3	Count all P/D as SHIELD. Called Attack: Disarm (rules p14).	2
Dagger	A	+1			1		1
Shurikin	A	+2			1	Must be thrown.	2
War Dart	A	+2		+2	2	Must be thrown.	1
Stiletto	A			+3	2	20% extra damage for signature move.	2
Cleaver	A	+2		+1/+3	3	+3 Criticals if thrown.	2
Chain	A/B			+1/+3	5	1 Handed = A Weapon. 2 Handed = B Weapon, +3 Crits.	1
Brawling	B	N/A	-2*		0	2 Handed weapon. -2 P/D after brawling (if using P/D).	1
Bo Stick	B		+2		8	2 Handed weapon.	1
Spear	B	+1			5		1
Cat-O-Nine-Tails	B	N/A	*		7	*Count all P/D as SHIELD.	2
Rapier	B		+2		5		2
Club	B			+3	14		1
Tri-Sectional Staff	B		+3		7	2 Handed weapon	2
One Handed Axe	B	+2		+1/+3	6	+3 Criticals if thrown.	2
Short Sword	B			+1	6		1
One Handed Maul	B	+1		+0/+1	7	+1 Criticals if thrown.	1
Broad Sword	B			+4	8		2
Boomerang	B	+2			2	Possible catch on whiff. Roll RETRIEVE - 2 dice. Roll a 6.	2
Razor Disk	B	+1			2	Must be thrown.	1
Javelin	B	+3			3	Must be thrown	2
Katana	B/C		+1	+0/+1	8	1 Handed = B Weapon. 2 Handed = C Weapon, +1 Crits.	2
Studded Gauntlets	C	N/A	-2 *		2	2 Hand weapon. -2 P/D after gauntlet attack (if using P/D).	1
Two Handed Scyth	C			+3	12	2 Handed weapon.	1
Pole Arm	C		+2		10	2 Handed weapon.	1
Morning Star	C			+3	10		2
Ball and Chain	C			+2	14		1
Scimitar	C		+2		7		2
Battle Axe	C	+3		+1/+4	11	+4 Criticals if thrown.	2
Khopesh	C	+2		+2	7		2
Long Sword	C			+1	9		1
Harpoon	C	+2			7	Must be thrown. +2 RETRIEVE WPN.	1
Battle Javelin	C	+3		+1	5	Must be thrown.	2
Combat Boomerang	C	+2			2	Possible catch on whiff. Roll RETRIEVE - 2 dice. Roll a 6.	2
Executioner's Sword	C			+5	17	2 Handed weapon.	2
Bastard Sword	C/D			+0/+3	12	1 Handed = C Weapon. 2 Handed = D Weapon, +3 Crits.	2
Two Handed Sword	D		+2	+1	13	2 Handed weapon.	1
2 Handed Battle Axe	D	+3		+2/+5	15	2 Handed Weapon. +5 crits if thrown.	2
Thor's Axe	D		+2	+1	10	1 handed weapon	2
Warhammer	D	+2		+2	12	1 Handed Weapon.	2
Two Handed Maul	D	+1		+1/+3	15	+3 Criticals if thrown. 2 Handed weapon.	1
Widowmaker	D	+2		+2	7	Must be thrown.	1
Claymore	D		+2	+5	21	2 Handed Weapon.	1