

CHOP

+2

Requires **Weapon**. Can not be used with **Spear**.

CRITICAL HIT

+3

Can be used instead as a **Rend** for any weapon

KICK

2

Does not add to **Weapon**. Can be used without **Weapon**. Cannot be added to **Special Attack**.

PUNCH

1

Does not add to **Weapon**. Can be used without **Weapon**. Cannot be added to **Special Attack**.

SHIELD BASH

3

Does not add to **Weapon**. Can be used without **Weapon**. Cannot be added to **Special Attack**. Cannot be **Disarmed**.

SLASH

+1

Requires **Weapon**.

THRUST

+1

Requires **Weapon**. Can not be used with **Axe** or **Two Handed Axe**. Not reduced by **Mail**.

BLOCK

Requires **Shield**.

DISARM

Requires **Shield** or **Weapon**. Disarms **One Handed Weapons**. Not against **Shield Bash**.



# SPECIAL-ATTACK



Requires **Weapon**. May use **Special Attack**. Not usable with **Punch, Kick** or **Shield Bash**.

## AXE



2



Special Attacks: **Hook, Charge, Flurry of Blows, Disembowelling**. May not **Thrust**.

## DAGGER



1



Special Attacks: **Flurry of Blows, Disembowelling**. +1 damage with **Thrust**. +1 attack with **Flurry of Blows**.

## SCRAMASAX



2



Special Attacks: **Charge, Flurry of Blows, Disembowelling**. +1 damage with **Chop**.

## SPEAR



2



Special Attacks: **Charge, Flurry of Blows, Disembowelling**. +1 damage with **Thrust**. Can not be **Dodged**. Can not **Chop**.

## TWO HANDED AXE



3



Special Attacks: **Charge, Hook, Rend, Disembowelling**. Can not **Thrust**. *Counts against Hand Limit.*

## TWO HANDED SWORD



3



Special Attacks: **Charge, Flurry of Blows, Rend, Disembowelling**. *Counts against Hand Limit.*