

Weapon:

Base Factors for Attack:
Minimum Physique:
Surplus Physique:
Range/Effective Length:
Location:
Room Needed:
Special:

Base Factors for Parry:
Minimum Agility:
Surplus Agility:
Breakage/Loss Code:
Ready Time:
Dense Formation Factors:

Favored? No Yes

Damage:
Base Damage:
Bonus/Penalty for Parry:

Agility Reduction:

Weapon:

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Minimum Physique:
Surplus Physique:
Range/Effective Length:
Location:
Room Needed:
Special:

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Minimum Agility:
Surplus Agility:
Breakage/Loss Code:
Ready Time:
Dense Formation Factors:

Favored? No Yes

Damage:
Base Damage:
Bonus/Penalty for Parry:

Agility Reduction:

Weapon:

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Dense Formation Factors:

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Damage:
Base Damage:
Bonus/Penalty for Parry:

Agility Reduction:

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