

## CHAPTER 2.2: WEAPONS



As an adventurer in Hyrule, it's important to be fully armed! Weapons are categorized in two ways: Type, and Size.

The weapon's Type is divided into 4 types. Blunt and Edge are melee weapons. Missile weapons fire ammunition. Thrown weapons are hurled at the target, and can be used as long as they classify as Light or 1-Handed. It takes 2 actions to throw an Thrown item listed as 2-Handed.

The weapon's size determines who can use that weapon, and how. Consult the following chart for details. For example, the short sword, which is a Medium weapon, can be used by a Kokiri as a 2-handed weapon, by a Hylian one handed, or by a Goron as a light weapon. A light weapon changes it's type to Thrown, and deals ½ final damage.

For the purposes of this chart, Zoras and Gerudos are the same size as Hylians. And item that is outside of the normal range (a Small weapon in the hands of a Goron, for instance) cannot be used at all. It is either too big to be wielded, or too small to be put to effective use.

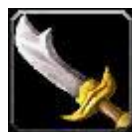
Size	Kokiri	Hylian	Goron
Tiny	Light	-	-
Small	1-H	Light	-
Medium	2-H	1-H	Light
Large	-	2-H	1-H
Huge	-	-	2-H



Dagger  
Type: Edge  
Size: Small  
Bonus: +3  
Damage: +0  
Cost: 30 Rupees



Short Sword  
Type: Edge  
Size: Medium  
Bonus: +3  
Damage: +1  
Cost: 60 Rupees



Scimitar  
Type: Edge  
Size: Medium  
Bonus: +2  
Damage: +3  
Cost: 75 Rupees



Long Sword  
Type: Edge  
Size: Large  
Bonus: +1  
Damage: +5  
Cost: 120 Rupees



Claymore  
Type: Edge  
Size: Large  
Bonus: +0  
Damage: +7  
Cost: 140 Rupees



Mace  
Type: Blunt  
Size: Medium  
Bonus: +3  
Damage: +1  
Cost: 60 Rupees



Great Sword  
Type: Edge  
Size: Huge  
Bonus: -2  
Damage: +10  
Cost: 200 Rupees



War Hammer  
Type: Blunt  
Size: Medium  
Bonus: +0  
Damage: +6  
Cost: 90 Rupees



War Axe  
Type: Edge  
Size: Medium  
Bonus: +0  
Damage: +6  
Cost: 90 Rupees



Wooden Maul  
Type: Blunt  
Size: Large  
Bonus: -1  
Damage: +8  
Cost: 140 Rupees



Double Axe  
Type: Edge  
Size: Large  
Bonus: -2  
Damage: +10  
Cost: 160 Rupees



Stone Hammer  
Type: Blunt  
Size: Large  
Bonus: -4  
Damage: +15  
Cost: 220 Rupees



Copper Maul  
Type: Blunt  
Size: Huge  
Bonus: -6  
Damage: +18  
Cost: 300 Rupees



Bow  
Type: Missile  
Size: Medium/Large/Huge  
Bonus: +2/+1/+0  
Damage: +5/+6/+7  
Ammo: Arrows  
Cost: 100/150/200 Rupees  
Note: Can only be used 2-Handed.



Slingshot  
Type: Missile  
Size: Small  
Bonus: +4  
Damage: +2  
Ammo: Bullets  
Cost: 60 Rupees  
Note: Can only be used 2-Handed.



Deku Nut  
Type: Thrown  
Size: Small  
Bonus: +5  
Damage: Stun  
Cost: 10 Rupees

Note: Deku Nuts do not actually harm the target. On a successful hit, the target is stunned and unable to move for 1 round per 5 over the Difficulty.



Boomerang  
Type: Thrown  
Size: Small  
Bonus: +2  
Damage: +2  
Cost: 50 Rupees

Note: The boomerang will return to you on the following action, assuming you beat the Difficulty by 5 or more. Catching it takes one action.



Bomb  
Type: Thrown  
Size: Medium  
Bonus: -5  
Damage: +20  
Cost: 25 Rupees

Note: Deals ½ damage to all within melee range of the target.