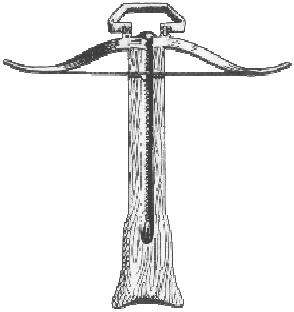


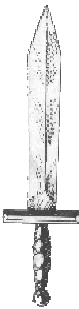
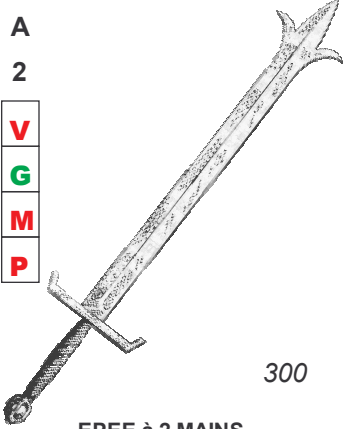
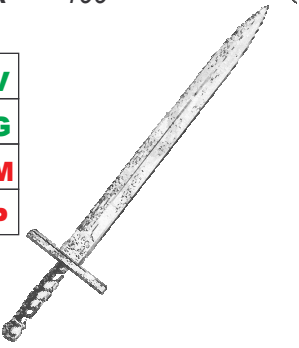

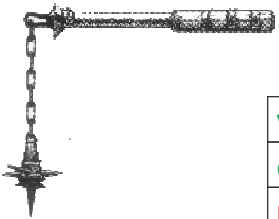
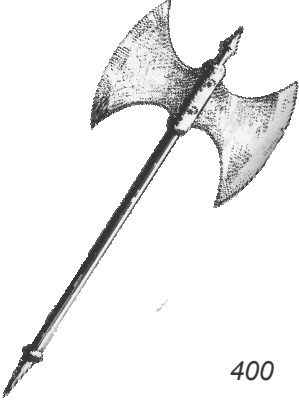
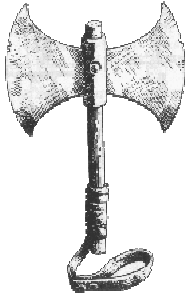
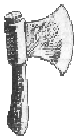
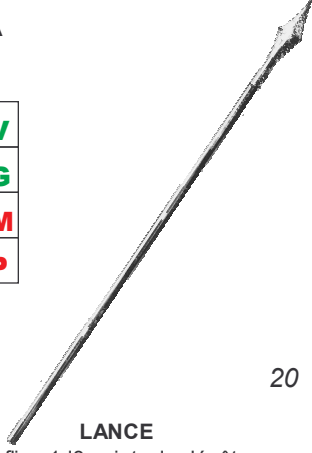
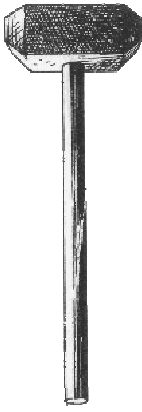

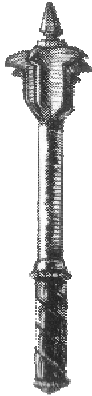
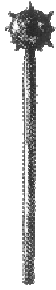


<p>A 2</p> <p>500</p> <p>V G M P</p>  <p>ARBALETE Inflige les dégâts de la flèche +3</p>	<p>A 2</p> <p>50</p> <p>V G M P</p>  <p>ARC Inflige les dégâts de la flèche</p>	<p>A 3</p> <p>V G M P</p>  <p>COUTEAU Inflige 1d4+1 points de dégâts</p>	<p>A 30</p> <p>V G M P</p>  <p>EPEE NORMALE Inflige 1d6 points de dégâts</p>
<p>A 2</p> <p>V G M P</p>  <p>EPEE à 2 MAINS Inflige 1d10 points de dégâts</p> <p>300</p>	<p>A 100</p> <p>V G M P</p>  <p>EPEE LONGUE Inflige 1d8 points de dégâts</p>	<p>A 15</p> <p>V G M P</p>  <p>DAGUE Inflige 1d4+1 points de dégâts</p>	<p>A 150</p> <p>V G M P</p>  <p>FLEAU D'ARME Inflige 1d8 points de dégâts</p>
<p>A 2</p> <p>V G M P</p>  <p>HACHE DE GUERRE Inflige 1d10 points de dégâts</p> <p>400</p>	<p>A 120</p> <p>V G M P</p>  <p>HACHE DE COMBAT Inflige 1d8 points de dégâts</p>	<p>A 20</p> <p>V G M P</p>  <p>HACHETTE DE LANCER Inflige 1d4+2 points de dégâts</p>	<p>A 20</p> <p>V G M P</p>  <p>LANCE Inflige 1d8 points de dégâts</p>
<p>A 2</p> <p>V G M P</p>  <p>MARTEAU DE GUERRE Inflige 1d8+2 points de dégâts</p> <p>350</p>	<p>A 3</p> <p>V G M P</p>  <p>MASSUE Inflige 1d6-1points de dégâts</p>	<p>A 2</p> <p>V G M P</p>  <p>MASSE D'ARME LOURDE Inflige 1d10 points de dégâts</p> <p>280</p>	<p>A 25</p> <p>V G M P</p>  <p>MASSE D'ARME LEGERE Inflige 1d6 points de dégâts</p>