



Close combat weapons


The weapons are sorted by theme and within their kind alphabetical.


Instead of listing the weapons that belong to several kinds double, the Bowie Knife further down for example, they are listed once. The index lists them all.

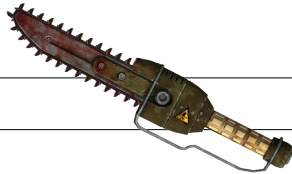
Knives:


Bowie Knife	
	
Kind:	Knife, Bladed weapon, short sword, one handed
Cost:	starting at 50 \$
Damage:	Swing: 1 D3 + ((ST + AG) : 3) + 4 Thrust: 1 D3 + ((ST + AG) : 2) + 4
AP Costs:	Swing: 3 AP + handicap Thrust: 4 AP + Handicap
Size category:	Medium
Rarity:	Common
Minimal strength:	3
Weight:	5 pounds
Special rule:	None.
Description:	The knife that won the West. David Bowie, one of the legendary Wild West fighters that died at the Alamo, is said to have had four requirements for his knives: sharp enough to shave with, heavy enough to hack wood, wide enough to row a small boat with and long enough to serve as a short sword.


Ka-Bar		
Kind:	Knife, Bladed weapon, one handed	
Cost:	40 \$	
Damage:	Swing: 1 D3 + ((ST + AG) : 3) + 2 Thrust: 1 D3 + ((ST + AG) : 3) + 4	
AP Costs:	Swing: 3 AP + handicap Thrust: 4 AP + Handicap	
Size category:	Small.	
Rarity:	Common.	
Minimal strength:	1	
Weight:	3 pounds	
Special rule:	None.	
Description:	Back when there still were US Marines, this was their knives. Universally applicable to stab communists or pound tent pegs into the floor, the Ka-Bar saw combat in every war from World War I forward.	

NCRR Combat knife (Field Utility & Combat Knife)		
Kind:	Knife, Bladed weapon, one handed	
Cost:	50 \$	
Damage:	Swing: 1 D3 + ((ST + AG) : 3) + 4 Thrust: 1 D3 + ((ST + AG) : 3) + 3	
AP Costs:	Swing: 3 AP + handicap Thrust: 2 AP + Handicap	
Size category:	Small.	
Rarity:	Common.	
Minimal strength:	1	
Weight:	3 pounds	
Special rule:	None.	
Description:	We will probably never know, what made the bureaucracy of the Rangers call their knife the Field Utility & Combat Knife. Everyone in Junktown however has seen recruits that dared to abbreviate the name and have been “tenderly corrected” by their Drill Sergeants. Usually they were seen on the way to the hospital.	

Radscorpion's Sting	
	
Kind:	Knife, one handed
Cost:	100 \$
Damage:	Thrust: $1 D3 + ((ST + AG) : 3) + 1$
AP Costs:	Thrust: 2 AP + Handicap
Size category:	Small
Rarity:	Rare
Minimal strength:	1
Weight:	2 pounds
Special rule:	The first two uses poison just like a big radscorpion would, unless they were successfully parried.
Description:	A dagger mostly used by wild tribes. The “blade” is not made of metal, but is the poison sting of a big radscorpion, usually still filled with the poison. Since there is no edge, a swinging attack makes no sense.

Ripper	
	
Kind:	Knife, bladed weapon, one handed
Cost:	500 \$
Damage:	Swing: $2 D6 + ((ST + AG) : 2)$ Thrust: $1 D6 + ((ST + AG) : 2) + 4$
AP Costs:	Swing: 3 AP + Handicap Thrust: 4 AP + Handicap
Size category:	Medium
Rarity:	Very rare
Minimal strength:	3
Weight:	4 pounds
Special rule:	Small energy cell needed. After 15 attacks, it must be reloaded for 2 AP.
Description:	Some people call the ripper the “hand chain saw”. An edge with two pairs of teeth that open and close very fast, rips through anything they come in contact with.

Stiletto		
Kind:	Knife, Bladed weapon, one handed	
Cost:	50 \$	
Damage:	Swing: 1 D3 + ((ST + AG) : 3) + 2 Thrust: 1 D3 + ((ST + AG) : 3) + 3	
AP Costs:	Swing: 2 AP + Handicap Thrust: 3 AP + Handicap	
Size category:	Very small.	
Rarity:	Common	
Minimal strength:	3	
Weight:	1 pound	
Special rule:	None.	
Description:	A long and thin dagger. Beautifully hideable under the clothes wherever people have a long, straight place. (not THERE! But at the arms, legs, back and so on).	

Pocket knife		
Kind:	Knife, one handed	
Cost:	various	
Damage:	Swing: 1 D3 + ((ST + AG) : 4) Thrust: 1 D3 + ((ST + AG) : 4)	
AP Costs:	Swing: 2 AP + Handicap Thrust: 2 AP + Handicap	
Size category:	Very small up to small	
Rarity:	Very common	
Minimal strength:	1	
Weight:	1 pound or varying	
Special rule:	None.	
Description:	Pocket knives come in the most diverse variations. Instead of making up rules for everything from the small hunting knife over the Swiss Army knife to scalpels, here is one for all of them.	