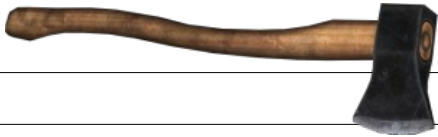



Long and blunt:

Axe	
Kind:	two handed, hammers/axes
Cost:	70 \$
Damage:	Swing: 2 D3 + ((ST + AG) :2) + 3 Thrust: 2 D3 + ((ST + AG) :2) + 1
AP Costs:	Swing: 5 AP + Handicap Thrust: 4 AP + Handicap
Size category:	Very big
Rarity:	Very common
Minimal strength:	3
Weight:	10 pounds
Special rule:	None.
Description:	A typical lumberjack's axe. Mass produced before the Great War, they are still used in the Wasteland to split wood and people as dumb as wood.

Baseball bat	
Kind:	two handed, truncheon
Cost:	60 \$
Damage:	Swing: 2 D3 + ((ST + AG) : 2) + 3 Thrust: 2 D3 + ((ST + AG) : 2) + 1
AP Costs:	Swing: 4 AP + Handicap Thrust: 3 AP + Handicap
Size category:	Big
Rarity:	Very common
Minimal strength:	3
Weight:	6 pounds
Special rule:	None.
Description:	Once upon a time, the most important tool in the most boring sport of the world – excuse me, the America's most beloved past time. Now, it's nothing but another implement used to bring pain.

Super-Sledge	
Kind:	Two handed, hammers/axes
Cost:	1000 \$
Damage:	Swing: 1 D6 + (AG :2) + ST + 6 Thrust: 1 D6 + (AG :2) + ST + 1
AP Costs:	Swing: 5 AP + Handicap Thrust: 4 AP + Handicap
Size category:	Very big
Rarity:	Very rare
Minimal strength:	3
Weight:	25 pounds
Special rule:	None.
Description:	A tool that utilizes very modern pre War technology, to store the kinetic energy used to swing it, to release it all when hitting. It was quickly put to use by the military and American power armored soldiers brought horrible fear into the ranks of their Chinese foes with these hammers.



Sledge hammer	
Kind:	two handed, hammers/axes
Cost:	100 \$
Damage:	Swing: 1 D6 + ((AG +ST) :2) + 5 Thrust: 1 D6 + ((AG +ST) :2) + 3
AP Costs:	Swing: 5 AP + Handicap Thrust: 4 AP + Handicap
Size category:	Very big
Rarity:	Very common
Minimal strength:	3
Weight:	20 pounds
Special rule:	None.
Description:	A really big, heavy, hammer. Obliberating your enemies with this is one hammer of an idea.

