


Short and blunt:


Hatchet	
Kind:	one handed, Hammers/axes
Cost:	\$ 30
Damage:	Swing: 2 D3 + ((ST + AG) : 3) + 3 Thrust: 2 D3 + ((ST + AG) : 3) + 6
AP Costs:	Swing: 2 AP + Handicap Thrust: 3 AP + Handicap
Size category:	Medium
Rarity:	Very common
Minimal strength:	4
Weight:	6 pounds
Special rule:	None.
Description:	A small, handy axe. Always useful in the wilderness. Cleave firewood or heads, hammer tent pegs or skulls...

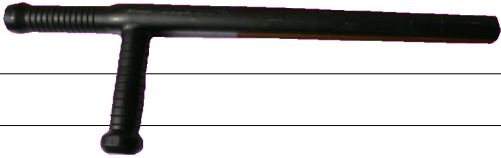


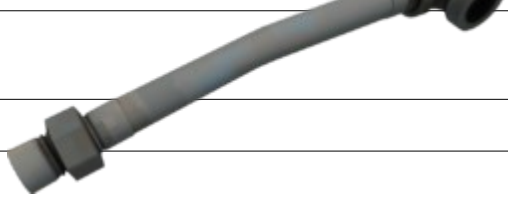
Crowbar	
Kind:	one handed, truncheon
Cost:	\$ 30
Damage:	Swing: 2 D3 + ((ST + AG) : 3) + 2 Thrust: 1 D3 + ((ST + AG) : 3) + 2
AP Costs:	Swing: 3 AP + Handicap Thrust: 2 AP + Handicap
Size category:	Medium
Rarity:	Very common
Minimal strength:	4
Weight:	6 pounds
Special rule:	None.
Description:	Once they were mostly used to open closed doors, numerous crowbars in the Wasteland are now used to open closed heads. Interestingly, both was and is usually done against the will of the owner of said door or head.





Kali Sticks		
Kind:	one handed, Truncheon	
Cost:	\$ 30	
Damage:	Swing: 2 D3 + ((ST + AG) : 3) + 3 Thrust: 2 D3 + ((ST + AG) : 3) + 1	
AP Costs:	Swing: 3 AP + Handicap Thrust: 2 AP + Handicap	
Size category:	Medium	
Rarity:	Very common	
Minimal strength:	4	
Weight:	2 pounds	
Special rule:	None.	
Description:	Originally invented in the Caribbean, numerous tribes of the Wasteland have discovered for themselves a very similar style to what has once been called “Eskrima”. Two wooden sticks can do massive damage.	

Club		
Kind:	One handed, truncheon	
Cost:	\$ 5 and more	
Damage:	Swing: 1 D3 + ((ST + AG) : 3) Thrust: 1 D3 + ((ST + AG) : 3)	
AP Costs:	Swing: 3 AP + Handicap Thrust: 3 AP + Handicap	
Size category:	Medium	
Rarity:	Very common	
Minimal strength:	4	
Weight:	starting at 2 pounds	
Special rule:	Clubs may vary widely depending on agreement with the master , thereby enabling many improvements. Nails for more damage when thrusting for example, or a grip that negates some handicap.	
Description:	A piece of wood or metal or something like that. Between 40 and 60 cm in length. Basically the pocket knife of truncheons.	

Truncheon		
Kind:	one handed, truncheon	
Cost:	\$ 70	
Damage:	Swing: 2 D3 + ((ST + AG) : 2) Thrust: 2 D3 + ((ST + AG) : 3)	
AP Costs:	Swing: 4 AP + Handicap Thrust: 3 AP + Handicap	
Size category:	Medium	
Rarity:	Quite common	
Minimal strength:	3	
Weight:	2 pounds	
Special rule:	If the last attack was a thrust, the handicap for parrying against all swings is reduced by half.	
Description:	A police issue night stick. Before the War, a very popular tool for beating up minorities and students. In the wasteland it's used quite a bit more versatile, due to a great lack of students.	

Steel pipe		
Kind:	one handed, truncheon	
Cost:	\$ 30	
Damage:	Swing: 2 D3 + ((ST + AG) : 2) + 2 Thrust: 2 D3 + ((ST + AG) : 3) + 1	
AP Costs:	Swing: 4 AP + Handicap Thrust: 3 AP + Handicap	
Size category:	Medium	
Rarity:	Quite common	
Minimal strength:	3	
Weight:	4 pounds	
Special rule:	None.	
Description:	Pipes, often from lead instead of steel, are extremely dangerous melee weapons. Their weight makes each hit very dangerous. Furthermore, they can be used to lay water lines in the bathroom. Like we said: very dangerous.	

Telescope-Baton	
Kind:	one handed, truncheon 
Cost:	\$ 30
Damage:	Swing: 2 D3 + ((ST + AG) : 2) Thrust: 2 D3 + ((ST + AG) : 3)
AP Costs:	Swing: 4 AP + Handicap Thrust: 3 AP + Handicap
Size category:	Very small
Rarity:	Common
Minimal strength:	1
Weight:	1 pound
Special rule:	None.
Description:	Collapsed, the telescoping truncheon is not bigger than a pistol magazine and fits easily into any pant's pocket. Just shake your wrist once and you're holding 50 cm of truncheon in your hand, instantly ready to confront the uncivilized hordes. Or the civilized hordes, depending on which horde you prefer.

Tomahawk	
Kind:	one handed, hammers/axes 
Cost:	\$ 30
Damage:	Swing: 2 D3 + ((ST + AG) : 2) + 3 Thrust: 2 D3 + ((ST + AG) : 2) + 5
AP Costs:	Swing: 4 AP + Handicap Thrust: 3 AP + Handicap
Size category:	Small
Rarity:	Common
Minimal strength:	1
Weight:	1 pound
Special rule:	None.
Description:	Mostly used by wild tribes. A small axe that makes a handy weapon, too.

Cattle prod	
Kind:	one handed, truncheon
Cost:	\$ 300
Damage:	Thrust: ((ST + AG) : 4) + (4 D3 Electrical)
AP Costs:	Swing: 3 AP + Handicap Thrust: 4 AP + Handicap
Size category:	Small
Rarity:	Common
Minimal strength:	1
Weight:	2 pounds
Special rule:	The hit person must perform a <i>body control</i> test. If he fails the test, the character is unconscious for 1 D3 rounds.
Description:	Cattle prods are electrical shockers meant to make stubborn cows (or brahmin) move on. Every farmer, that uses a cattle prod, knows, that one should only jab for short durations of time ... every raider that uses a cattle prod, knows that longer is better.



Carpenter's hammer	
Kind:	one handed, hammers/axes
Cost:	\$ 60
Damage:	Swing: 2 D3 + ((ST + AG) : 3) + 1 Thrust: 2 D3 + ((ST + AG) : 3) + 3
AP Costs:	Swing: 3 AP + Handicap Thrust: 4 AP + Handicap
Size category:	Medium
Rarity:	Very common
Minimal strength:	2
Weight:	2 pounds
Special rule:	None.
Description:	A carpenter's hammer, also called a claw hammer, since it has a claw that's great to grab nails and pull them from the wood (it's also great to give a brain a taste of fresh air).

