






Staffs and spears:


	
Sharpened stick	
Kind:	Two handed, staffs and spears
Cost:	10 \$
Damage:	Thrust: $1 D6 + ((AG + ST) : 2) + 1$
AP Costs:	Thrust: 4 AP + Handicap
Size category:	Big
Rarity:	Very common
Minimal strength:	2
Weight:	6 pounds
Special rule:	None.
Description:	A long, straight piece of wood, sharpened on one end. Not really the peak of weapon's technology.

	
Piston spear	
Kind:	Two handed, staffs and spears
Cost:	350 \$
Damage:	Thrust: $1 D6 + ((AG + ST) : 2) + 5$
AP Costs:	Thrust: 4 AP + Handicap
Size category:	Big
Rarity:	Very rare
Minimal strength:	4
Weight:	10 pounds
Special rule:	Ignores 5 points of armor.
Description:	On first glance, a common spear. But it has a spring loaded surprise at the ready. On contact, the spring launches the forward half another thirty centimeters forward, thereby helping a lot with surpassing the armor.

Snake spear		
Kind:	Two handed, staffs and spears	
Cost:	130 \$	
Damage:	Thrust: $1 D6 + ((AG + ST) : 2) + 3 + \text{Poison}$	
AP Costs:	Thrust: 4 AP + Handicap	
Size category:	Big	
Rarity:	Rare	
Minimal strength:	2	
Weight:	8 pounds	
Special rule:	If a poison is applied, this weapon will poison the target for one dose of poison. Afterwards, the poison has to be reapplied. The poison damage is, of course, dependent on the poison used.	
Description:	The snake spear looks a bit like a broom. The tip is made of metal and contains poison in small cavities. Next to it are a bundle of smaller tips, mostly made of wood, that often are tipped in poison as well.	

Spear		
Kind:	Two handed, staffs and spears	
Cost:	100 \$	
Damage:	Thrust: $1 D6 + ((AG + ST) : 2) + 3$	
AP Costs:	Thrust: 4 AP + Handicap	
Size category:	Big	
Rarity:	Rare	
Minimal strength:	2	
Weight:	8 pounds	
Special rule:	None.	
Description:	A handmade spear, probably from one of the wild tribes. The tip is made of steel, the shaft from wood.	

Staff	
Kind:	Two handed, staffs and spears
Cost:	40 \$
Damage:	Swing: 1 D6 + ((AG +ST) :2) + 4 Thrust: 1 D6 + ((AG +ST) :2) + 2
AP Costs:	Swing: 5 AP + Handicap Thrust: 4 AP + Handicap
Size category:	Big
Rarity:	Rare
Minimal strength:	2
Weight:	8 pounds
Special rule:	None.
Description:	A long, hard wooden staff without a tip. Best made of mutated Hickory Oak, instead of that soft poplar wood. Else, that damn bastard won't feel it...

Barbed spear	
Kind:	Two handed, staffs and spears
Cost:	150 \$
Damage:	Thrust: 1 D6 + ((AG +ST) :2) + 5
AP Costs:	Thrust: 4 AP + Handicap
Size category:	Big
Rarity:	Rare
Minimal strength:	2
Weight:	8 pounds.
Special rule:	Removing it out of a living human requires a <i>body control</i> test by this human and does 1 D10 damage (when he removes it himself). When others remove it, they can do so without causing damage, with a successful test on <i>doctor</i> .
Description:	A spear with barbs. Makes pretty ugly damage and is very difficult to remove.