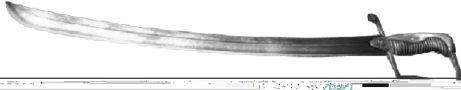
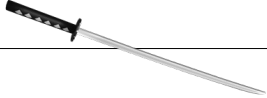



Swords:

Saber		
Kind:	Bladed weapon, one handed, long sword	
Cost:	250 \$	
Damage:	Swing: 2 D3 + 3 ((ST + AG) : 2) Thrust: 2 D3 + 1 ((ST + AG) : 2)	
AP Costs:	Swing: 4 AP + Handicap Thrust: 3 AP + Handicap	Parry: 0 AP + Handicap Parry versus different kind: 0 AP + Handicap * 2
Size category:	Big	
Rarity:	Quite common	
Minimal strength:	5	
Weight:	6 pounds	
Special rule:	None.	
Description:	Sabers are the weapon of choice for cavalry: the blade is usually slightly curved and long enough to be used from horseback. For this reason many mounted NCR Ranger use a saber even in the late 23 rd century.	

Katana	
Kind:	Bladed weapon, one handed, long sword 
Cost:	300 \$
Damage:	Swing: 2 D3 + 4 + ((ST + AG) : 2) Thrust: 2 D3 + 2 + ((ST + AG) : 2)
AP Costs:	Swing: 4 AP + Handicap Thrust: 3 AP + Handicap Parry: 0 AP + Handicap Parry versus different kind: 0 AP + Handicap * 2
Size category:	Big
Rarity:	Quite common
Minimal strength:	5
Weight:	7 pounds
Special rule:	None.
Description:	Like the Wakizashi short sword, the Katana is not just popular with certain gangs, but enjoys a great popularity with many a martial arts enthusiast in the Wasteland.

Shocksword	
Kind:	Bladed weapon, one handed, long sword 
Cost:	1000 \$
Damage:	Swing: 2 D3 ((ST + AG) : 2) Normal + 6 Electrical Thrust: 2 D3 ((ST + AG) : 2) Normal + 12 Electrical
AP Costs:	Swing: 3 AP + Handicap Thrust: 4 AP + Handicap Parry: 0 AP + Handicap Parry versus different kind: 0 AP + Handicap * 2
Size category:	Big
Rarity:	Very rare
Minimal strength:	5
Weight:	8 pounds
Special rule:	None.
Description:	The Shocksword is a modified, Chinese, Jian: a double edged long sword that has been in use in China for millenia. In addition to it's extremely sharp edge, it also gives the target a strong, electrical shock.