

Whips:

Bull whip		
Kind:	One handed, whips	
Cost:	80 \$	
Damage:	Swing: 1 D6 + ((AG + ST) : 2) + 2	
AP Costs:	Swing: 4 AP + Handicap	
Size category:	Medium	
Rarity:	Very common	
Minimal strength:	2	
Weight:	4 pounds	
Special rule:	1.) Range of a bull whip is up to 6 cm. 2.) A critical hit will have the whip wrap around the hit body part. If an additional, simple test on strength is done, the character with the whip can throw the critically hit character to the ground.	
Description:	A bull whip, post war models are usually made of brahmin leather, is an up to two meter long piece of leather, the end of which is accelerated up to the speed of sound by a series of quick, agile movements. It makes an unmistakable sound and can easily shatter skin when it hits.	

Chain whip		
Kind:	One handed, whips	
Cost:	170 \$	
Damage:	Swing: 1 D6 + ((AG + ST) : 2) + 3	
AP Costs:	Swing: 4 AP + Handicap	
Size category:	Medium	
Rarity:	Quite common	
Minimal strength:	4	
Weight:	8 pounds	
Special rule:	1.) The range of a chain whip is up to 6 cm. 2.) Critical hits will have the whip wrap around the hit body part. If an additional simple test on strength is done, the character with the whip can throw the critically hit character to the ground.	
Description:	A long, heavy chain with a firm grip at one end. Chain whips really are not toys. Being hit by a massive, steel chain that moves nearly at the speed of sound is no joyous occasion. Not even for masochists.	

Cat o'Nine Tails		
Kind:	One handed, whips	
Cost:	65 \$	
Damage:	Swing: 1 D6 + ((AG + ST) : 2) + 3 (with razor blades + 6)	
AP Costs:	Swing: 4 AP + Handicap	
Size category:	Small	
Rarity:	Very common	
Minimal strength:	4	
Weight:	3 pounds	
Special rule:	If thrust, it acts like a normal club.	
Description:	A cat o' nine tails is whip with several (usually nine) small leather straps on one grip. If one sticks to simple leather straps, one hits a larger area at once. But numerous users of cats o' nine tails have attached razor blades to the end of the straps or other pain inducing implements.	

Mace		
Kind:	One handed, whips	
Cost:	200 \$	
Damage:	Swing: 1 D6 + ((AG + ST) : 2) + 5	
AP Costs:	Swing: 4 AP + Handicap	
Size category:	Big	
Rarity:	Quite common	
Minimal strength:	5	
Weight:	13 pounds	
Special rule:	If thrust, it acts like a normal club.	
Description:	A long, heavy chain with a firm grip at one end and a large, metal ball on the other end. The ball is often spiked, to inflict even more damage.	