

### Non exploding thrown weapons:

| <b>Sharpened stick</b> |   |
|------------------------|---|
|                        |                 |
| Cost:                  | 10 \$   |
| Damage:                | 1 D6 + ((AG + ST) : 2) + 1  |
| Range:                 | ST + PE + 12  |
| AP Costs:              | 4 AP  |
| Armor modification:    | None  |
| 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. |

| <b>Piston spear</b> |  |
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| Cost:               | 350 \$   |
| Damage:             | 1 D6 + ((AG + ST) : 2) + 5   |
| Range:              | ST + PE + 12   |
| AP Costs:           | 4 AP   |
| Armor modification: | -5 to the target's armor   |
| Size category:      | Big  |
| Rarity:             | Very rare  |
| Minimal strength:   | 4  |
| Weight:             | 6 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. |

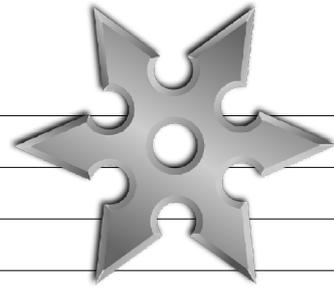
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| <b>Snake spear</b>  |  |  |
| Cost:               | 130 \$   |  |
| Damage:             | 1 D6 + ((AG + ST) : 2) + 3 + poison  |  |
| Range:              | ST + PE + 12   |  |
| AP Costs:           | 4 AP   |  |
| Armor modification: | None   |  |
| Size category:      | Big  |  |
| Rarity:             | Rare   |  |
| Minimal strength:   | 2  |  |
| Weight:             | 8 pounds   |  |
| Special rule:       | It poisons for the first two uses. Afterwards it only does the normal amount of damage, until the poison is reapplied to the weapon. Poison damage depends on the used poison.                                   |  |
| 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. |  |

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| <b>Spear</b>        |  |  |
| Cost:               | 100 \$   |  |
| Damage:             | 1 D6 + ((AG + ST) : 2) + 3   |  |
| Range:              | ST + PE + 12   |  |
| AP Costs:           | 4 AP   |  |
| Armor modification: | None   |  |
| 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. |  |

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| <b>Barbed spear</b> |   |  |
| Cost:               | 100 \$  |  |
| Damage:             | 1 D6 + ((AG + ST) : 2) + 5  |  |
| Range:              | ST + PE + 12  |  |
| AP Costs:           | 4 AP  |  |
| Armor modification: | None  |  |
| 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 is a very difficult to remove.   |  |

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|-----------------------|--|--|
| <b>Throwing knife</b> |  |  |
| Cost:                 | 35 \$  |  |
| Damage:               | 1 D3 + ((AG + ST) : 3) + 3   |  |
| Range:                | ST + PE + 12   |  |
| AP Costs:             | 3 AP   |  |
| Armor modification:   | None   |  |
| Size category:        | Very small   |  |
| Rarity:               | Rare   |  |
| Minimal strength:     | 3  |  |
| Weight:               | 0.5 pounds   |  |
| Special rule:         | If one uses a throwing knife in melee combat (that is, without letting it fly) they count as <b>pocket knives</b> .  |  |
| Description:          | A specially balanced knife, that, no matter how it is thrown, always flies with the tip pointing forward. Throwing knives are easy to hide. They do not cause a lot of damage by themselves, but most people depending on them, usually carry more than one. |  |

| <b>Throwing star</b> |  |
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| Cost:                | 45 \$  |
| Damage:              | 1 D3 + ((AG + ST) : 3) + 2   |
| Range:               | ST + PE + 12   |
| AP Costs:            | 2 AP   |
| Armor modification:  | None   |
| Size category:       | Very small   |
| Rarity:              | Common   |
| Minimal strength:    | 1  |
| Weight:              | 0.3 pounds   |
| Special rule:        | None   |
| Description:         | A star shaped object with several tips. They are aerodynamic and since there is a tip at all ends, it's impossible to hit something without it being hit by a tip. |



| <b>Improvised throwing weapons</b> |   |
|------------------------------------|---|
| Cost:                              | Varying   |
| Damage:                            | 1 D3 + ((AG + ST) : 3) + 1  |
| Range:                             | ST + PE + 12  |
| AP Costs:                          | 3 AP  |
| Armor modification:                | None  |
| Size category:                     | Small   |
| Rarity:                            | Very common   |
| Minimal strength:                  | 2   |
| Weight:                            | 1 pound   |
| Special rule:                      | None  |
| Description:                       | A piece of stone, granite for example. Neither aerodynamic nor in any way special. Or a coffee cup. Or an empty or full NukaCola bottle. Or a rat. It's something that is currently at hand, weighs around 1 pound and can be thrown after a fashion. |