
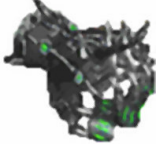






MELEE WEAPONS

(Look at GURPS 4ed. p271 for more info on other melee weapons.)

TL	Weapon		Damage	Reach	Parry	ST	Notes	Weight	Price
8	Power Fist		thr+2 cr	C	0	8	[1] [5]	1.25	1800
8	Mega Power Fist		thr+3 cr	C	0	8	[1] [5]	1.5	2200
7	Cattle Prod		1d-3 burn HT-3(0.5) aff	1	0	7	[2] [5] [6]	4	600
7	Super Cattle Prod		1d-2 burn HT-4 aff	1	0	8	[2] [5] [6]	5	1200
8	Ripper		sw+1d cut	C,1	-1	8	[3]	3	1500
8	Super Sledgehammer		sw+1d+2 cr	1,2*	0U	12‡	[4]	12	3750

For notes on reach, parry and ST, see GURPS 4ed p268-271.

[1]: Use with Brawling, Boxe or Karate skill or DX.

[2]: Use with Shortsword skill.

[3]: Use with Knife skill.

[4]: Use with Two Handed Axe/Mace skill.

[5]: Requires a Small Energy Cell. A cell will provide 25 hits.

[6]: If HT roll fails, victim is stunned 20-HT seconds (roll HT against the same difficulty to recover after that)