

STARCLUSTER 2

STARCLUSTER 2 WEAPON DESIGN GUIDE

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Flying Mice Games

Evolve or Die



Weapons in the StarCluster universe, as well as in games Powered by StarCluster, tend to be very generic - one Auto Pistol is as good as another. This isn't so, measurably isn't so, in the real world, but for game purposes, it's close enough - because a knife can kill a person just as dead as a COGAR given the proper circumstances. The problem here is, there is very little flavor in such a solution, logical though it may be. The Weapons Design Guide is a way to put that flavor back into your game, while still retaining the inherently balanced nature of StarCluster weapons.

HOW IT WORKS

In this guide, the weapons you create are variations on the standard types, which have varying parameters which you control. These parameters can be modified, so long as any increase is covered by an equal decrease in the other parameters collectively. Here are the basic weapon parameters.

BASIC WEAPON PARAMETERS:

RANGE:

Range is how far the effective strike zone is from the weapon

Category	Step Cost
Point Blank	0
Short	1
Medium	5
Long	10
Far	30
Very Far	60

When moving from one category to the next, the steps gained or lost are the greater of the two step costs listed. Moving from Medium to Long is +10 steps, while moving from Far to Long is -20 steps. Moving more than one category gains or loses the total from each intervening category. Moving from Short to Long costs +5 to move to Medium, then +10 to move from Medium to Long.

CONCEALABILITY:

Concealability is the percentage chance to miss noticing the weapon when carried with normal dress. Each step is a 1% difference in Concealability. Lowering Concealability is a negative step, while raising Concealability is a positive step.

DAMAGE:

Damage is an additive or subtractive modifier to the Quality of Success roll. Each step is a +1 difference in the damage modifier. Lowering the Damage is a negative step, while raising the Damage is a positive step.

COST:

Cost is the monetary price for buying the weapon.

Each step is 10% of the base cost. Lowering the Cost is a negative step, while raising the cost is a positive step.

MODE

Mode is the measure of how many strikes are made with the weapon with each actuation - i.e. each swing, each pull of the trigger, etc.

Category	Step Cost	Definition
Throw-Away	0	Not reloadable.
Single-Shot	5	Must be reloaded after each actuation.
Semi-Automatic	5	Strike once each time the weapon is actuated
Burst Fire	15	Strike three times each time the weapon is actuated
Full Automatic	50	Strike ten times each time the weapon is actuated

When moving from one category to the next, the steps gained or lost are the greater of the two step costs listed. Moving from Semi-Automatic to Burst Fire is +15 steps, while moving from Semi-Automatic to Single Shot is -5 steps. Moving more than one category gains or loses the total from each intervening category. Moving from Throw Away to Semi-Automatic costs +5 to move to Single Shot, then +5 to move from Single Shot to Semi-Automatic.

Adding other Modes to switch to acts as a multiplier for each mode. Two Modes doubles the number of steps, Three modes triples the number of steps, etc.

SKILLS REQUIRED

Skills Required is a measure of the complexity of the weapon in use and maintenance.

The more complex a weapon is, the higher the skill needed to control and maintain it. If a weapon exhibits characteristics of more than one weapon type, the appropriate different skill types are needed to handle it.

Category	Step Cost
+5	40
+4	20
+3	10
+2	5
+1	5
+0	0

When moving from one category to the next, the steps gained or lost are the greater of the two step costs listed. Moving up from +1 to +2 is -5 steps, while moving down from +3 to +2 is +10 steps. Moving more than one category gains or loses the total from each intervening category. Moving from +1 to +3 costs -5 to move to +2, then -10 to move from +2 to +3.

The number of different skills needed is a multiplier on the total number of steps gained. Adding a second skill requirement doubles the step cost, and adding a third skill triples the point cost. Example: Moving from Beam+2 to Beam+2, Gun+2 costs -5 to move from Gun+0 to Gun+1, and -5 to move from Gun+1 to Gun+2, doubled for a total of 20 steps.

AMMO COST

Ammo Cost is a more effective limiter than Weapon Costs, because it is a per use charge, rather than a one-time cost.

Projectile Weapons:

Each credit difference is worth 5 steps. Each tenth of a credit is worth a half step. Raising Ammo Cost is a positive step, while lowering Ammo Cost is a negative step.

Energy Weapons:

Category	Step Cost	Note
Armpak 10	30	Any Hit
MTSC (M/AM) Pellet	20	Guaru Weapons Only
Armpak 9	20	Any Hit
Armpak 8	15	Laser & Electric Only
Battery 8	15	Laser & Electric Only
Armpak 7	10	Electric Hit only
Battery 7	5	Electric Hit only
Battery 6	0	Electric Hit only

When moving from one category to the next, the steps gained or lost are the greater of the two step costs listed. Moving from Battery 8 to Armpak 8 is +15 steps, while moving from Armpak 7 to Battery 7 is -5 steps. Moving more than one category gains or loses the total from each intervening category. Moving from Battery 6 to Armpak 7 costs +5 to move to Battery 7, then +10 to move from Battery 7 to Armpak 7.

ACCURACY

Accuracy will give a bonus or penalty to the Chance of Success. Increasing the Accuracy gains positive steps, while decreasing the Accuracy gains negative steps.

Each +1% gains +5 steps. Each -1% gains -5 steps.

HIT TABLES

Use the most appropriate Hit Table, preferably the original. There is no cost to change Hit Table, though, if it should be changed.

MODIFYING A BASIC WEAPON

Select the basic weapon from the list in the book. Let us use, as an example, Auto Pistol. From the book, an Auto Pistol's parameters are:

Range:	Medium
Concealability:	Estimated at 30%
Damage:	+15
Cost:	5 cr
Mode:	Semi-Automatic
Skills Required:	Gun+1
Ammo Cost:	0.1 cr
Accuracy:	+0

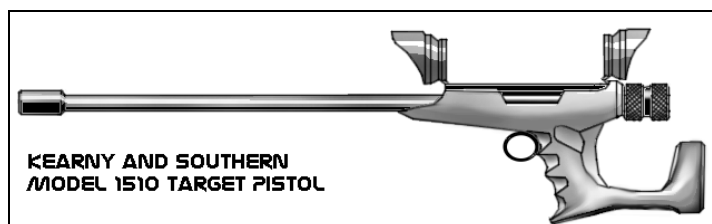
The first Variation we will make is Kearny and Southern's Model 1510 Target Pistol. First we decide a target pistol would be more accurate, so we give the pistol a +5% to Chance of Success (To Hit) gaining +25 steps. We also feel that the pistol should be accurate over a longer distance, so we increase the range from Medium to Long. That gains +10 steps.

Our improvements have gained us +35 steps. We have to balance that by changing other parameters in accord with our concept of what the weapon is. We would be lengthening the barrel, so that would logically decrease Concealability. We decide to decrease Concealability to 15%, for -15 steps.

We still have 20 steps to lose before we are back in balance. Let's take the Mode down to Single Shot - logical for a target pistol. That gains us 5 steps, so our balance is now +15 steps. We can increase the cost. -15 steps would add 150% of the base cost of 5cr. 150% of 5 is 7.5 cr increase, plus the base of 5 cr equals 12.5 cr. We are back in balance.

KEARNY AND SOUTHERN'S MODEL 1510 TARGET PISTOL

Range:	Long
Concealability:	15%
Damage:	+15
Cost:	12.5 cr
Mode:	Single Shot
Skills Required:	Gun+1
Ammo Cost:	0.1 cr
Accuracy:	+5
Hit Table:	Kinetic



Kearny and Southern are a well known design house on Mickey's Birthday, and their designs are well respected throughout Mickey's Birthday's area of influence. Their Model 1510 is a popular product, light, accurate, and long ranged. The trademark extra long 9mm barrel and cannon breach mechanism make it very recognizable, if a bit bulky, and the flip up telescopic sight is a welcome addition. These pistols, of local manufacture from Kearny and Southern plans, are available throughout Guarú space.

A SOMEWHAT DIFFERENT EXAMPLE

Our next project is a variation on the Laser Pistol. The generic Laser Pistol Parameters are:

Range:	Medium
Concealability:	15%
Damage:	+15
Cost:	10 cr
Mode:	Semi-Automatic
Skills Required:	Beam+1, Gun+1
Ammo Cost:	Armpak 8
Accuracy:	+0

This is to be the Sister Waffenwerk (SWW) Model 21A Ganglaser. We'll be changing the Mode and the Damage as our desired increases. Let's change the Mode to be switchable between Burst and Semi-Automatic and the damage to be +25. That's +15 for the Semi-Automatic to Burst Fire change, doubled because it's an addition, for a total of +30. Going from +15 to +25 Damage is +10 Steps. That is +40 Steps we have to balance.

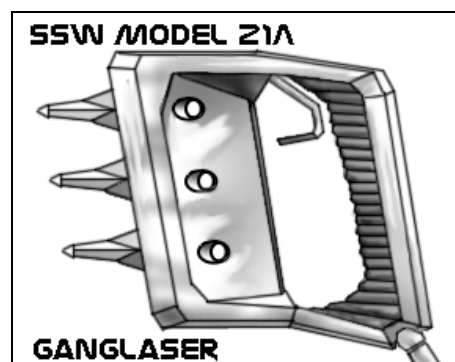
Since the laser emitters need time to charge up, we can assume it uses three ganged emitters which it cycles through, like a laser gatling gun. This sucker is heavy! Let's drop the Accuracy down by -3 for -15 Steps.

Next, we can increase the Ammo Cost by switching to the more powerful Armpak 9 for -20 Steps. That leaves 5 steps, which we can put into the cost, for a 2.5 cr increase.

The new parameters:

SISTER WAFFENWERK (SWW) MODEL 21A GANGLASER

Range:	Medium
Concealability:	15%
Damage:	+25
Cost:	12.5 cr
Mode:	Semi-Automatic/Burst Mode Switchable
Skills Required:	Beam+1, Gun+1
Ammo Cost:	Armpak 9
Accuracy:	-3
Hit Table :	Energy



SWW designs are intended for military as opposed to civilian use, but a number of these beasts are available on the Black and Gray Markets, due to theft as well as military sell offs. The Model 21A Ganglaser was standard issue for the SaVaHuTa Marines for many years, and for several large planetary armies as well. The 21A Ganglaser's high rate of fire and powerful emitters have made it a mob favorite.

SAMPLE WEAPONS

GROSSFELD UND SCHIMMER SNIPER VIPER

Sniper Rifle -> Grossfeld und Schimmer Sniper Viper		
Range:	Far -> Very Far	+60 Steps
Concealability:	5% -> 0%	-5 Steps
Damage:	+25 -> +30	+5 Steps
Cost:	100 cr	-10 Steps
Mode:	Single Shot	+0 Steps
Skills Required:	Gun+5	+0 Steps
Ammo Cost:	0.1 cr -> 10.1 cr	-50 Steps
Accuracy:	+0	+0 Steps
Hit Table :	Kinetic	

Grossfeld und Schimmer developed the Sniper Viper as an anti-sniper sniper weapon. The DC Army bought thousands of them, but the weapon didn't work out in the field, being a bit too delicate for Army work. It dumped all its Sniper Vipers to military hardware wholesalers, whence it found its way into the private market. Here it found its ultimate calling as a superb assassin's tool.

The Sniper Viper has holographic 100X zoom targeting gear, an extra-long barrel for higher muzzle velocity, and a marvelous two stage cartridge, the first packing a standard rifle charge, the second being a discarding sabot with a venturi rocket thrust so the round accelerates even after leaving the muzzle.

SEVEN SONS MODEL 22-8 REVOLVER "THE REAPER"

Revolver -> Seven Sons Design Bureau Model 22-8		
Range:	Medium -> Long	+5 Steps
Concealability:	30% -> 15%	-15 Steps
Damage:	+15 -> +35	+20 Steps
Cost:	7 cr	+0 Steps
Mode:	Semi-Automatic	+0 Steps
Skills Required:	Gun+4	-35 Steps
Ammo Cost:	0.1 cr	+0 Steps
Accuracy:	+0 -> +5	+25 Steps
Hit Table :	Energy	

Seven Sons of Warren developed this bizarre revolver primarily for export. The 22-B uses pre-loaded cylinders which can be swapped in and out as fast as an automatic clip. The cylinders us pre-packed caseless ammunition of .50 caliber. The 60 cm rifled barrel allows the bullet to develop enormous velocity. The great weight and powerful recoil demand a high degree of skill to handle.

RISING SUN SPIKED CHAKRAM

Dagger -> Spiked Chakram		
Range:	Short -> Medium	+5 Steps
Concealability:	50% -> 40%	-10 Steps
Damage:	+0 -> +15	+15 Steps
Cost:	1.0 -> 1.3 cr	-5 Steps
Mode:	Semi-Automatic	+0 Steps
Skills Required:	Blade+1 -> Blade+2	-5 Steps
Ammo Cost:	0	+0 Steps
Accuracy:	+0	+0 Steps
Hit Table :	Energy	

The Rising Sun Company of Ki-Rin designed their Spiked Chakram for simplicity and operator safety. Like all chakra, it is a flattened torus 120mm in diameter with a blunt inner edge. Unlike a traditional chakram, the Spiked Chakram has no sharpened edge. The damage comes from eight spring-loaded sharpened spikes which spin out of grooves in the outer edge under the centrifugal force of the spinning disk.

HUSSEINI MAMBA TUBE

Sting Pistol -> Hussein Viper Tube		
Range:	Short	+0 Steps
Concealability:	30% -> 80%	+50 Steps
Damage:	Drug	+0 Steps
Cost:	10 cr -> 0cr	+10 Steps
Mode:	Semi-Auto -> Throw-Away	-10 Steps
Skills Required:	Gun+2 -> Gun+3	-10 Steps
Ammo Cost:	0.1 cr -> 5cr	-30 Steps
Accuracy:	+0 -> -2%	-10 Steps
Hit Table:	Sting	

The Hussein Mamba Tube is a small 50mm X 10mm insulated plastic tube containing a tiny battery, a charge of compressed air, and a single frozen drug (Sting) shot. The battery keeps the drug charge frozen until it is used. The compressed air charge is punctured by the trigger button, and expels the Sting shot through the front of the tube. The tube is discarded after use. The drug used in the Sting shot is up to the user. The Mamba Tube is sold containing no Sting charge, and the user must inject the drug desired into the vacant cavity.

The Mamba Tube can be stored empty indefinitely, and can be stored filled if refrigerated for the duration of the drug's useful life, but the battery will freeze the charge and keep it solid only for approximately 24 hours once engaged, thus the proper procedure is to store it empty - or filled and refrigerated - and only activate the battery within 24 hours of its intended use. The Hussein Mamba tube is commonly available at any Thieve's World, as the Hussein design firm is located on Scope Up, a Thieves World. The Mamba Tube is highly illegal almost everywhere else.

MAGMA INDUSTRIES CERABLADE 4000

Light Sword -> Magma Industries Cerablade 4000 Range: Point Blank Concealability: 00% -> 20% +20 Steps Damage: +50 -> +30 -20 Steps Cost: 150 cr -> 75 cr +5 steps Mode: Semi-Automatic Skills Required: Blade+3, Beam+2 -> Blade+2, Beam+1-30 Steps Ammo Cost: Armpak 10 Accuracy: +0 -> +5% +25 Steps Hit Table: Energy
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Magma Industries of Cogito has developed their own variant technology, the Cerablade. The Cerablade 4000 has a sharp, transparent ceramic blade half a meter long with a heavily insulated hilt. The ceramic used has a high resistance value, heating up until it glows a bright cherry red. The ceramic used does not retain heat, and cools quickly when power is removed. Wounds dealt by any cerablade weapon are very painful, but self-cauterizing. Without power, the Cerablade 4000 functions as a short sword. Each heating uses up 1% of an Armpak 10's charge.

SEVEN SONS DESIGN BUREAU PEACEMAKER

Baton -> Seven Sons Design Bureau Peacemaker Range: Short Concealability: 20% -> 80% +60 Steps Damage: +0 -> +20 +20 Steps Cost: 20cr -> 75cr -35 Steps Mode: Semi-Automatic Skills Required: Melee+1 -> Melee +3 -15 Steps Ammo Cost: 0cr -> Battery 8 -30 Steps Accuracy: +0 Hit Table: Bash

Seven Sons of Warren designed the Peacemaker as a law enforcement aid, marketed to police and other law enforcement agencies on Warren, but many manufacturers on other worlds market the Peacemaker as a personal defence tool. It appears to be nothing more than a small rod with dumbbell-like bulges on either side, just big enough to hold in the fist, but under thought command, it lengthens and becomes a "T" shaped baton with one end of the T's top bar lengthened to a full meter of foamed plasteel with a weighted end, with the base of the T very short. The device will not work in a vacuum, as it takes outside air in as it foam-extrudes to its second shape. The Peacemaker can be spun in a circle about the base of the T, moving out to strike and back along the lower arm to block, like a ton-fa. Each shape-change uses up 5% of the battery's charge.

MODES

THROW AWAY

Throw Away weapons are single use items, such as grenades, disposable tube rocket launchers, throwing knives, and the like. These can sometimes be recycled after use, like throwing knives, but some cannot.

SINGLE SHOT:

When using single shot mode, one strike is possible for each actuation, but the weapon needs reloading after each shot. This is treated as a normal strike. Bows, hunting rifles, and target pistols are Single Shot weapons.

SEMI-AUTOMATIC:

In Semi-Automatic Mode, each actuation causes one strike attempt, but reloading is only necessary at the end of the round, if at all. Most weapons, including all weapons which do not use missiles or energy, are considered Semi-Automatic.

BURST FIRE:

With burst fire, the weapon fires three rounds with each pull of the trigger. This gives the best compromise between ability to hit and damage. One roll of the dice is made. The first round is at -20% to hit, the second at -40%, and the third at -60%.

For example: Bob hits skin at 85%. He rolls a 35. The target number of 85 is dropped 20 for the first round for a result of 65, which is higher than the roll, so the first round hits. The second round fired is at -40, resulting in a target number of 45, which again is higher than the roll of 35. so the second round also hits. The third round is at -60, resulting in a target number of 25, which is lower than the roll of 35, so the third round misses. Assault rifles, submachineguns, and ganglasers can use Burst Fire.

FULL AUTOMATIC FIRE

Full automatic fire is generally used to pin down the enemy in heavy cover, giving them substantial penalties in firing - see Suppressive Fire. It is primarily a defensive option, but if the fire happens to hit an unprotected human, the results are generally lethal. For example, a machine gun is pinning down a small group of three in a rock pile. They are safe as long as they stay under cover. If one of the three breaks cover, a roll to hit is made by the machine gunner. On a hit, 1d10 rounds hit the target. If full automatic fire is used against unsuspecting targets out in the open, cover rules are not used for the first round.

MANEUVERS

VOLLEY FIRE

Volley Fire is a group of people firing into a small general area rather than selecting individual targets. If Volley Fire is not suppressive - see Suppressive Fire - in nature, being used against a mass of opponents generally, roll one Quality of Success for all participants. Each target in the volley area needs to roll over the average chance of success or the quality of success roll is applied to their Constitution.

SUPPRESSIVE FIRE

A successful suppressive fire pins down the opponent so he can't move without risking being hit. A Quality of Success roll for the suppression can be directly applied to the opponent as a negative modifier on his Chance of Success. Suppressive Fire can be from a single individual with automatic weapons, or can be from Volley Fire

For example: a machinegun is being used to suppress fire from three enemies using rifles. The suppression is successful, and the machinegunner makes a Quality of Success roll of 45. The three enemies have a negative modifier of 45 on their attempts to hit this turn.

NOTES

STARCLUSTER SUBMACHINEGUNS

The generic Submachinegun in StarCluster was designed before Burst Fire rules were laid out, and assumed two hits out of three hits in the damage modifier. For use with these rules, reduce the damage to +15 from each bullet which hits. A Submachinegun is basically a pistol with Burst Fire and Full Automatic Modes.

THE WRITE UP

A full writeup after the stats are decided upon - or before, you can always make the stats reflect the write up - is a necessity. The write up is where you present the features, as well as the compromises made to achieve the features. You use the write up to describe the new weapon, who designed it, where it was designed, what was the intended purpose, what was the eventual disposition, what are it's features, and what are its drawbacks. With the Write Up, the weapon is complete.

BASIC WEAPON SUPPLEMENTAL PARAMETERS

WEAPON	DAMAGE	SKILLS REQ	HIT TABLE	RANGE	MODES	CONCEAL.
Arc Knife	+20	blade+2	electric	short	S.A.	30%
Arc Sword	+30	blade+3	electric	point blank	S.A.	15%
Auto Pistol	+15	gun+1	kinetic	medium	S.A.	30%
Auto Rifle	+25	gun+2	kinetic	long	S.A.	5%
Baton	+0	melee+1	bash	short	S.A.	40%
Cattleprod	+20	melee+1, blade+1	electric	point blank	S.A.	30%
Chm Grenad	drug	melee+1	N/A	short	S.S.	65%
Cogar	+50	beam+5	energy	long	S.A.	5%
CombatKnife	+10	blade+1	cut	short	S.A.	80%
Dart	+0	melee+1	arrow	short	T.A.	95%
Dart Rifle	drug+15	gun+3	arrow	long	S.S.	5%
Electric Stars	+15	melee+4	electric	short	T.A.	95%
Electric Whip	+30	melee+4	electric	short	S.A.	15%
Flare Pistol	+40	Gun+1, gyrojet+3	kinetic	short	S.S.	30%
Flare Rifle	+40	gun+1, gyrojet+3	kinetic	medium	S.S.	05%
Grenad Lnchr	See Grenades	gyrojet+3	See Grenade	long	S.S.	0.5%
Gyro Pistol	+20	gun+1, gyrojet+1	kinetic	medium	S.A.	30%
Gyro Rifle	+30	gun+1, gyrojet+1	kinetic	long	S.A.	05%
Hand Cogar	+40	beam+4	energy	short	S.A.	40%
Hatchet	+15	melee+1	cut	short	S.A.	30%
Laser Pistol	+15	beam+1, gun+1	energy	medium	S.A.	15%
Laser Rifle	+30	beam+3, gun+1	energy	long	S.A.	5%
Light Sword	+50	blade+3, beam+2	energy	point blank	S.A.	0%
Machete	+20	blade+1	cut	point blank	S.A.	20%
Mag Rifle	+30	gun+2, beam+2	cut	long	F.A.	0%
Molec Swrd	+40	blade+5	cut	point blank	S.A.	20%
Revolver	+15	gun+1	kinetic	medium	S.A.	30%
Shrapnel Grenade	+40	melee+1	Sting	short	T.A.	65%
Smoke Grenade	smoke	melee+1	N/A	short	T.A.	65%
Sniper Rifle	+25	gun+5	kinetic	far	T.A.	5%
Sonic Pistol	+10	gun+1	energy	short	S.A.	20%

WEAPON	DAMAGE	SKILLS REQ	HIT TABLE	RANGE	MODES	CONCEAL.
Sonic Rifle	+20	beam+1, gun+1	energy	medium	S.A.	5%
Sting Pistol	drug	gun+2	sting	short	S.A.	30%
Sting Rifle	drug	gun+3	sting	medium	S.A.	10%
Stun Pistol	stun	gun+1	energy	short	S.A.	10%
Stungun	stun	beam+1, gun+1	energy	medium	S.A.	0%
Submach.gun	+15	gun+1	kinetic	short	S.A. B.F. F.A.	20%
Unarmed	(varies)	unarmed+1	unarmed	point blank	S.A.	100%
Volt Pistol	stun	gun+2	electric	medium	S.A.	30%
----- Archaic Weapons -----						
Axe	+30	melee+2	cut	point blank	S.A.	20%
Bolo	+20	melee+3	bash	medium	S.A.	40%
Brass Knuckles	+5 to unarmed	melee+1	unarmed	point blank	S.A.	95%
Broadsword	+25	blade+2, STR 8+	bash	point blank	S.A.	0%
Crossbow	+40	bow+1, gun+2	arrow	long	S.S.	0%
Cudgel	+0	melee+1	bash	short	S.A.	70%
Cutlass	+15	blade+1	cut	point blank	S.A.	30%
Dagger	+0	blade+1	cut	short	S.A.	75%
Daikyu	+30	bow+4	arrow	long	S.S.	0%
Flail	+15	melee+3	bash	point blank	S.S.	25%
Foil	+10	blade+4	cut	point blank	S.A.	60%
Foot Bow	+50	bow+5	arrow	far	S.S.	0%
Halberd	+40	melee+3, STR 10+	cut	short	S.A.	0%
Hand Crossbow	+15	bow+1, gun+1	arrow	short	S.S.	20%
Handaxe	+15	melee+1	cut	short	S.A.	30%
Katana	+50	blade+5	cut	point blank	S.A.	5%
Light Crossbow	+25	bow+1, gun+1	arrow	medium	S.S.	0%
Longbow	+40	bow+4	arrow	long	S.S.	0%
Mace	+20	melee+1	bash	point blank	S.A.	30%
Nunchaku	+20	melee+4	bash	point blank	S.A.	50%
Pellet Bow	+10	bow+1	bash	medium	S.S.	25%
Rapier	+30	blade+4	cut	point blank	S.A.	30%
Recurved Bow	+25	bow+4	arrow	long	S.S.	10%
Short Bow	+15	bow+1	arrow	medium	S.S.	25%
Shortsword	+15	blade+1	cut	point blank	S.A.	70%
Shuriken	+0	melee+3	cut	short	T.A.	95%

WEAPON	DAMAGE	SKILLS REQ	HIT TABLE	RANGE	MODES	CONCEAL.
Singlesticks	+15	blade+1	bash	short	S.A.	80%
Sling Bullet	+10	melee+2	bash	medium	S.S.	95%
Sling Stone	+0	melee+2	bash	medium	S.S.	95%
Spear	+15	blade+1, melee+1	cut	short	S.A.	0%
Staff	+10	melee+1	bash	point blank	S.A.	0%
Sword	+15	blade+2	cut	point blank	S.A.	15%
Throwing Knife	+15	blade+2, melee+2	cut	short	T.A.	75%
Two Hander	+40	blade+2, STR 10+	bash	point blank	S.A.	0%
Wakizashi	+20	blade+2	cut	point blank	S.A.	20%
Warhammer	+30	melee+4	bash	short	S.A.	10%
Whip	+15	melee+3	bash	short	S.A.	60%

T.A. Throw Away
 S.S. Single Shot
 S.A. Semi-Automatic
 B.F. Burst Fire
 F.A. Full Automatic