**NOTE**: Damage for melee weapons is assumed to be ballistic unless otherwise stated.

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| --- | --- | --- | --- | --- |
| **Onehanded (2 AP)** | | | | |
| Name | Damage | Properties | Weight | Cost |
| 9 Iron | 1d6 | Finesse, Light, Versatile (1d8) | 3 | 14 |
| Assaultron Stealth Blade | 3d6 | Light, Versatile (3d8), Special | 3 | 50 |
| Baton | 1d4 | Light | 2 | 15 |
| Combat Knife | 1d4 | Finesse, Light | 1 | 15 |
| Hand Axe | 2d6 | Finesse, Light, Thrown (20/40) ft. | 2 | 38 |
| Heavy Knife | 1d6 | Light | 1.5 | 25 |
| Javelin | 1d6 | Light, Thrown (20/40) ft. | 2 | 15 |
| Knife | 1d4 | Finesse, Light | 0.5 | 3 |
| Lead Pipe | 1d6 | Light | 3 | 15 |
| Machete | 2d6 | Light | 2 | 25 |
| Meat Hook | 1d6 | Light, Special | 2 | 23 |
| Proton Throwing Axe | 3d8 energy | Finesse, Light, Thrown (20/40) ft. | 1 | 30 |
| Ripper | 4d4 | Automatic, Light, Special | 6 | 50 |
| Tire Iron | 1d6 | Light | 2 | 9 |
| Throwing Knife | 1d4 | Finesse, Light, Thrown (30/60) ft. | 0.1 | 3 |
| Shishkebab | 3d8 fire | Automatic, Light, Versatile (3d10) | 3 | 100 |
| Wrench | 1d6 | Light | 2 | 30 |

**Critical Hit Modifier: x3**

Assaultron Stealth Blade: This weapon has a bonus +1 multiplier to critical hits from stealth.

Ripper: This weapon consumes Fuel as ammunition in order to make attacks.

Meat Hook: On a hit, the target is grappled. This weapon is also considered an unarmed weapon.

Shishkebab: This weapon consumes Fuel as ammunition in order to make attacks.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Twohanded (3 AP)** | | | | |
| Name | Damage | Properties | Weight | Cost |
| Baseball Bat | 2d8 |  | 3 | 25 |
| Bumper Sword | 4d8 | Heavy, Reach | 12 | 115 |
| Chainsaw | 8d6 | Automatic, Heavy, Special | 20 | 157 |
| Fire Axe | 3d8 |  | 8 | 101 |
| Knife Spear | 2d8 | Reach | 3 | 18 |
| Mr. Handy Buzz Blade | 4d6 | Automatic, Reach | 10 | 50 |
| Nail Board | 3d8 |  | 3 | 20 |
| Pole Hook, Fishing | 2d8 | Reach, Special | 7 | 32 |
| Proton Axe | 4d10 energy |  | 8 | 250 |
| Shovel | 1d8 |  | 3 | 13 |
| Sledgehammer | 4d8 |  | 12 | 40 |
| Super Fusion Sledge | Special | Special | 36 | Crafted |
| Super Sledge | 5d8 | Automatic, Heavy, Special | 20 | 180 |
| Rebar Club | 4d8 | Heavy | 15 | 133 |

**Critical Hit Modifier: x2**

Chainsaw: This weapon consumes Fuel as ammunition in order to make attacks. At the start of combat, each hostile creature that can see you must succeed a DC 12 Charisma saving throw or be frightened of you until the start of their next turn.

Mr. Handy Buzz Blade: This weapon consumes Fuel as ammunition in order to make attacks.

Pole Hook, Fishing: On a hit, the target is grappled.

Super Fusion Sledge: This weapon consumes Fuel as ammunition in order to make attacks (5 per attack) and deals 5d8 ballistic damage and 5d12 radiation damage on a hit.

Super Sledge: This weapon consumes Fuel as ammunition in order to make attacks.