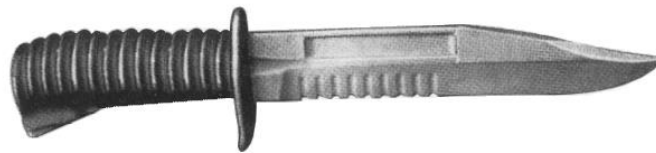


**MELEE WEAPONS**

<b>Weapon</b>	<b>Range factor</b>	<b>Rate of fire</b>	<b>Attack factor</b>	<b>Effect area</b>	<b>Detection effect</b>	<b>Cost</b>
Bayonet	0	S	2	None	0	2
Buzzsaw	0	S	3	None	0	3
Chainsaw	0	S	3	None	0	3
Chainsword	0	S	3	None	0	3
Combat blade	0	S	2	None	0	2
Entrenching tool	0	S	2	None	0	2
Force sword	0	S	6	None	0	6
Improvised weapon	0	S	1	None	0	0
Knife	0	S	1	None	0	1
Lightsword	0	S	5	None	2	5
Power axe	0	S	4	None	0	4
Powerfist	1	S	3	None	0	3
Powerglove	0	S	2	None	0	2
Sword	0	S	2	None	0	2
Two-handed sword	0	S	3	None	0	3



**Handicap when attempting to fire a weapon while engaged in melee combat**

<b>Firearm size</b>	<b>Factor</b>
Small (pistol)	0
Light	-1
Medium	-2
Heavy	-3
Magnum	-4
Ultra	-5