Weapons D6 / Combat Knife



COMBAT KNIFE

"When all else fails...gut'em like a fish! Pig! Cow! Whatever farm animal you sing about when no one's around! Just kill'em, an' make it messy!"
-Anonymous UNSC Army Drill Instructor, on the finer points of close quarter combat.

The Combat Knife, occasionally referred to as the Close Quarters Combat Weapon System, is a multi-purpose knife used by the United Nations Space Command

Model: UNSC Close Quarters Combat Weapon System (CQCWS)
Type: Combat knife; utility tool/last resort weapon
Scale: Character
Skill: Melee Combat: Knife
Cost: N/A (usually issued, very cheap)
Availability: 1
Range: N/A (Can be thrown)
Damage: Str+1D

GAME NOTES: N/A (It's a knife!)

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DESIGN DETAILS

The UNSC's multi-purpose combat knife has a 20 centimetres (7.9 in) blade made of high carbon steel, an anti-flash non-reflective titanium carbide coating, edge coated for corrosion resistance and is 43.3 centimetres (1 ft 5.0 in) when sheathed. All UNSC troops are issued a combat knife for field and utility uses, as well as a backup weapon for desperate close combat situations. It is also balanced for throwing.

HISTORY

Knives have been used in battle almost since the dawn of warfare, first as a sharp piece of rock, and then when metal proved effective during a period of time where projectile weapons were not readily available. Even after the invention of the firearm, knives were still used as bayonets for close-quarters-combat and in the event of an enemy's cavalry charge. As more modern times came about during the 21st century, combat knives became almost

exclusively used for utility purposes in the field, and were only used as a weapon during desperate situations, simply due to the fact that they were impractical for use during combat in most situations due to firearms and other advanced weaponry.

By 2553, the UNSC still uses knives in their operations, showing that such an easily accessible and created weapon and tool still runs strong even thousands of years later.

TRIVIA
-Frederic-104 possesses particular skill with combat knives, and is rather fond of their use.
-When performing an assassination (Halo: Reach), a second knife spawns out of nowhere. This can be seen in Theater: despite using a knife to assassinate your opponent, it still appears sheathed on your chest.
-In Halo wars a combat knife was used to kill the Arbiter.

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