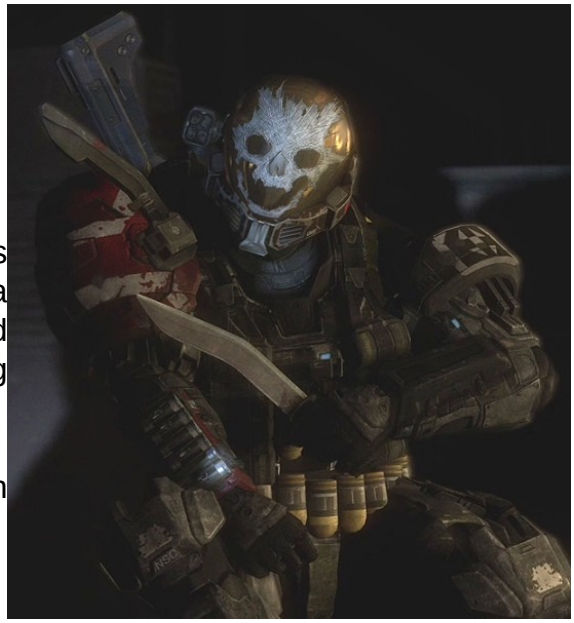
Weapons D6 / Kukri (Heavy Bladed Knife, Em



KUKRI (HEAVY COMBAT KNIFE, EMILE TYPE)

"Why do you carry such a large....no, wait, nevermind!"
-Anonymous UNSC Navy Lieutenant.

While many soldiers carry standard combat knives as part of their field equipment, some prefer something with a little extra weight behind it...just shy of being a full-fledged sword, but heavy enough to skin an animal or something else roughly equal in size.

Model: UNSC Heavy 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, see below)
Damage: Str+1D+2

GAME NOTES:

-OFF BALANCE: This weapon, while ideal for melee combat and close quarter assassinations, it is awkward and unbalanced to throw at a target, even if they are well within throwing range for the one doing so. Any Thrown Weapon skill rolls with this weapon will be at -2D.

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DESIGN DETAILS

This weapon's blade is much larger and heavier than the standard UNSC combat knife, which is obvious from view alone. The blade, like the standard issue, is made of high carbon steel, an anti-flash non-reflective titanium carbide coating, and edge coated for corrosion resistance. Not allll UNSC troops are issued this sort of bladed weapon, however some troops are physically ideal for using it, especially Spartan commandos who possess superior physical strength and dexterity compared to normal humans, making good use of this sort of weapon. However, it is not as well balanced as the standard combat knife, and is not ideal for throwing (see Game Notes, above).

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