

Name: Light

Scimitar

Type: Melee Weapon

Scale: Character

Skill: Lightsaber; Light Scimitar

Cost: Unavailable for sale

Availability: 4, X

Difficulty: Moderate

Damage: 5D+1

Description: Light Scimitars are a variant of the standard lightsaber, and although they do marginally more damage than the lightsaber they have not proved to be as popular. The curve in the blade is produced by a weak gravity field generator in the handle which is enough to produce this slight kink in the end of the blade. This creates a larger area to

impact on targets which accounts for the extra damage done by this weapon, however Light Scimitars drain their power supplies much faster than light sabers because of the extra drain of this gravity field generator, although this is usually considered to be no disadvantage when power generators are always near for a recharge, it can be when out in the field, perhaps the reason why this variant sword never became hugely popular.



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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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