

STAR TREK ROLEPLAYING GAME

NEW EQUIPMENT & WEAPONS

NEW EQUIPMENT

Edoan Elisiar

Specifications: 1.52m across x 1.13m tall x 45.72cm wide. 227.12L volume. 144Kg mass

Description: The Edoan Elisiar, clearly constructed for the unique external anatomy of the Edoan people. Consisting of a tripple-keyboard with the keys laid out in a configuration very similar to a Terran organ as well as a type of vibrophone made of a bone-like material twisted into a mobius shape and perched atop the main body of the instrument above the uppermost keyboard. The Elisiar is large, but it is surprisingly light-weight, and able to be moved from place to place by a single human adult. The elisiar produces an exotic, pleasing type of music.

Rules: The Elisiar can be played using Entertain (Elisiar) skill. The absence of this skill, and the Elisiar is still useable by someone with at least Entertain (Organ, Vibrophone) +7.

Duration / Energy: The elisiar contains a rechargeable power-cell that can be recharged from a standard power-terminal aboard a starship, starbase, or other fascility. A fully charged elisiar power cell can maintain the instrument for 14 hours of continuous playing.

Emotion Chip

Specifications: Very small. c. 3mm-1cm x 3mm-1cm x 2mm-1cm. Negotiable mass of no more than 0.010 grams.

Description: A removable data-storage device and micro-memory chip with pre-installed software designed to allow an Android, or other artificial lifeform fitted with such a chip to experience, in theory, the full range of humanoid emotions through an elaborate series of sub-routines designed to synthesize emotional responses to outside stimuli.

Rules: Installation of an emotion chip will automatically remove the penalties of the Emotionless flaw. However, deactivating the chip is, at first, very difficult and requires a Stamina test at TN 20. Subsequent successful deactivations of the chip reduce the difficulty of this test by -3. Once TN 10 or lower is reached, difficulty is reduced at -5 per successful attempt. Once the TN is reduced to 0, the chip may be activated and deactivated at will (*Computer Use TN 5*). It may also be removed, and reinstalled safely after the Stamina TN to deactivate has been lowered to 0.

Duration / Energy: Powered from the same source that powers the Android, or other being in which the chip has been installed.

Isolation Suit

Specifications: Folded; approx. 10 liters, 15kg mass

Description: An isolation suit is a type of stealth clothing used by the Federation Starfleet in the 24th century. The suit is equipped with technology which makes the person wearing it practically invisible. It is possible to see through the invisibility when a person wearing the suit is viewed through a screen in a "duck blind" monitoring station. Starfleet uses isolation suits when observing pre-warp civilizations in order to prevent

cultural contamination, in accordance with the Prime Directive.

Rules: Detecting a person wearing an isolation suit is virtually impossible with the named eye (*Observe (Spot) – TN30*). Using a tricorder or other scanning device can improve the chances to detect the wearer (TN reduced to 25, with standard +5 bonus for tricorder use). But only viewing the wearer through a Duck Blind Screen can make them visible – *TN5 to detect*. Duration: 25 hours of power. Rechargeable.

Integrated Speech-Band

Specifications: 5.1cm wide, 3.2mm thick; fits a head 12.7-38.1cm in diameter (adjustable). 0.142kg mass

Description: A headband made of a durable, light-weight material that is very elastic and flexible. Worn around the head so that a small, disc-shaped transceiver roughly 5.84cm in diameter rests in the center of the wearer's forehead. The headband can be designed in any color, or decorative style the wearer desires. But the transceiver is always of a black, metallic appearance.

Rules: Designed to enable mute people (or people who's spoken language is impossible for most humanoids to understand, or for the Universal Translator to translate) to communicate by typing text onto a PADD. Typing of most basic phrases takes 1-3 actions, but there is no penalty for going beyond one's action-limits when typing on a PADD. It takes the device ½ round to convert the typed text into sound. Then, the vocal synthesis device in the disc on the band will transmit the sound in whatever voice the user has programmed the band to "speak" in so that the typed words are heard by anyone in hearing range of the band's speaker.

The band must be integrated with a PADD to translate typed text to synthesized speech, and it can only translate the text typed onto a PADD it has been synched with.

Duration / Energy: The band is equipped with a powercell designed for 27 hours of continuous use. And the cell can be recharged in 5 hours time.

Mobile Emitter (Autonomous Self-Sustaining Mobile Holographic Emitter, aka the Portable Emitter)

Specifications: 7.6cm x 3.8cm x 1cm, 0.03kg

Description: Originally a piece of 29th century technology retrieved from Earth, in the 1990s, by the crew of the USS Voyager. By 2385, Mobile Emitters are available to most holograms used aboard Federation starships. These emitters are based on a design reverse engineered from the original prototype brought back by Voyager in 2378. The Mobile Emitter is capable of containing one complete holographic program, with some room for expansion of the program on the fly, or for data storage.

Rules: Once a Hologram is downloaded into a Mobile Emitter they may activate and deactivate their projection form the emitter at will. Other personnel attempting to control the emitter must make a Systems Operations (Holosystems) test (TN 10) with an affinity for Computer Use. (See the expanded *Artilect* rules above, for information on the use and vulnerability of a Mobile Emitter in combat)

Duration / Energy: The emitter contains a micro-powercell with a charge capable of sustaining a holographic projection for

1,700 hours of continued use. The emitter can be recharged from any power-port, and recharge time is 2-3 hours. (See the expanded *Artilect* rules above, for information on the use and vulnerability of a Mobile Emitter in combat)

Occular Implants

Specifications: Generally, the size of the natural eyes they replace as a prosthesis. Also, virtually weightless, as they are designed to be as comfortable to “wear” as biological eyes, and thus unnoticeable, with respect to weight or mass, once implanted.

Description: A medical device designed to replace or augment a damaged or missing visual organ. A common medical prosthesis in the United Federation of Planets as early as the 2360s. Similar in appearance to the normal humanoid eye, these implants are distinguished by a vibrant blue color with mechanized detail on the irises and pupils. Offering similar advantages (and disadvantages) as the VISOR, the implants allow for telescopic vision and heat-detecting infrared capabilities. Side effects included the occasional headache.

Rules: Provides Night Vision & Skill Focus (Keen Sight) edges, doubled (+4 modifiers), as well as a +5 to general *Perception* tests, as per the VISOR. Also increases visual range in increments of 20/40/60/80 +20 (Perception attribute test, -2 per range increment above 20. Success means the range is increased, no penalty to *Observe (Spot)*, or *Perception* tests). Occular Implant users also suffer headaches, but not to the severity of the VISOR. A character with Occular Implants can use their implants for a length of time equal to their Vitality attribute + their Stamina modifier x2 in hours. After this time, they must make a Stamina test. Failure results in a headache, roughly half the severity of the headaches suffered by a VISOR user (see below).

Duration / Energy: Occular Implants contain a self-restoring micro-generator that automatically re-powers the implants when they are not in use (such as when the wearer is sleeping).

Quince Drug

Developed by an unknown intelligence in the mid 23rd century, and used by “intergalactic troublemaker” Coriolanus Quince to disrupt the Pomplance Conference between the Federation, the Romulans, and the Klingon Empire held c.2267 to decide the mining rights of Star WWB7. Possibly developed for Quince on Demostonies IV in exchange for enhancing the planet's agricultural output. Something Quince failed to accomplish.

Type: Ingested

Onset: 1d6 rounds

Potency: +4 TN

Treatment: +2 TN (success negates effect after 1d6 rounds)

Effect: Anyone under the effect of the Quince Drug is forced to tell the absolute truth, often speaking their innermost thoughts. The drug is a very effective “truth serum”, and has no lasting negative side-effects.

Secondary Effects: -1 to all Savvy reactions while under the drug's effects.

Trident Scanner

Specifications: 45.72cm x 7.62cm. 1.3L volume. 1.4kg mass

Description: An engineering tool used during the 23rd century. Discontinued in favor of an Engineer's Tricorder by 2312. A large scanning device consisting of a metallic “box” with two thick, cylindrical antennae extending from the top of the device. The interface is similar to a Tricorder. But, the scanning sensors contained within are specially calibrated to analyze damaged

systems, and equipment, directing a tech or engineer as to what needs to be repaired to the most minute detail.

Rules: Provides a +5 bonus to all Engineering tests made to scan damaged systems to determine the nature of damage and the necessary repairs required. Used as a portable scanner if on-board engineering scanners are unavailable. Is more precise than a tricorder, but is only useable to scan damaged systems and equipment and is used with Engineering skills and not Systems Operations skills.

Duration / Energy: The powercell of the scanner can provide 800 hours of intermittent use or roughly 28 hours of continuous use.

Range: 5 / 20 / 250 / 1500 +0

VISOR (Visual Instrument & Sensory Organ Replacement)

Specifications: 10 x 6 x 0.2 cm, 0.02 kg

Description: A medical device used in the Federation to aid patients who have suffered loss of eyesight or who were born blind. The VISOR detects electromagnetic signals across the entire EM spectrum between 1 Hz and 100,000 THz and transmits those signals to the brain through neural implants in the temples of the individual via delta-compressed wavelengths. The result is a vastly different visual acuity, with VISOR-wearers able to see in the infrared and ultraviolet ranges and beyond. To normal Human eyes, the images relayed through the VISOR could seem disorienting and unfamiliar. The VISOR is worn over the eyes, like an old-fashioned pair of spectacles or sunglasses, so that it can connect to the temple-mounted neural implants, and also so that it's field of vision will replicate a sighted person's field of vision.

Rules: Provides Night Vision & Skill Focus (Keen Sight) edges, and +5 to general *Perception* tests (but not to tests with skills based on Perception). Extended use can cause severe headaches. A character may use a VISOR for a length of time equal to their Vitality attribute + their Stamina modifier in hours. After which time, they must make a *Stamina* test. Failure results in a headache, similar to a migraine.

Duration / Energy: The VISOR can be used for several days without recharging, and can be recharged overnight, while the wearer is sleeping.

The VTSSD (Verbal Transmission and Speech Synthesis Device)

Specifications: 12 x 9 x 6cm, length; 0.13kg, mass

Description: Given above in detail. In short, the VTSSD is a cybernetic device similar to the VISOR that provides a neural interface allowing someone who cannot speak, or communicate verbally to do so through voice synthesis, as well as a direct link into the communications systems of a Starship, or through a direct link to the ship's computer, for transmitting data from the device to a PADD, view text, or a combadge via synthesized verbal communication or signal code.

Duration / Energy: The VTSSD can be used for several days without charging (usually the equivalent of 8 Earth solar days). And it can be recharged while the wearer sleeps (5-7 hours charging time), using a power interface supplied with the device.

Range: Artificial Verbal Communication range is equal to the standard voice range of an adult human. Communication through interlinked com-systems, or data transfer systems, such as a PADD are limited to the transmission range of the connecting network (eg. a Starship's data transfer network, or communications system)

Rules: This device generally does not require a skill roll to use,

as anyone wearing one will be fully versed on how to use the device during post-installation therapy. In a tense situation, such as a VTSSD user is trying to transmit information under fire, etc., a Perception roll (TN 10) might be required, at the discretion of the Narrator, to make sure the information is transmitted properly.

Extended use can cause severe headaches. A character may use a VTSSD for a length of time equal to their Vitality attribute + their Stamina modifier in hours. After which time, they must make a Stamina test. Failure results in a headache, similar to a migraine.

Knowledge Cartridge

Specifications: 6cm, length; 0.03kg mass

Description: Small cylindrical rods containing an isolar memory chip with a maximum capacity of 1.8 kiloquads of data storage available. Any information stored on the chip in a Knowledge Cartridge may be accessed by the wearer of the VTSSD, using the device's neural interface. This information can also be transmitted using the VTSSD's ability to interface with a PADD, or with communications equipment.

Duration / Energy: 100 hours

Rules: "Downloading" data from a Knowledge Cartridge directly into one's brain, via the VTSSD's neural interface is very tricky, and a bit dangerous. Any attempt to download information this way requires a Stamina reaction test at TN 15. If the test fails, the subject not only is unable to acquire the knowledge, but they then must make a second reaction test, also at TN 15, or fall unconscious for 1d6x10 minutes. When they regain consciousness, they will have a severe migraine-like headache.

Knowledge acquired in this fashion is only able to be retained for a duration equal to the VTSSD user's Intellect attribute + Stamina modifier in hours.

Data transmitted from a Knowledge Cartridge into a computer database, or onto a PADD has no effect on the character, as it the information is being transmitted using the VTSSD's systems, bypassing the neural interface and synaptic connections.

NEW WEAPONS

Type III Phaser Rifle "Riot Gun"

Specifications: 58 cm long, 1.6L in volume; 1.1 kg (with Type II phaser attached) / 33 cm long, 1.1L in volume; 1 kg (without Type II phaser attached)

Description: Actually an attachment for the standard "cobra" or "broomhandle" Type II phaser that increases the weapon's range and effectiveness. The unit comes with its own self-contained power-cell, and independent phase emitters. It is attached to a Type-II phaser, by sliding the unit over the muzzle of the Type-II and clicking it into place (a single 1-round action).

Settings: 1 – 16

Duration / Energy: 1,250 charges

Range: 5/40/80/160/ +40 meters

TR-116 Projectile Rifle

Specifications: 61 cm long, 1.4L in volume; 1.3kg mass

Description: The TR-116 rifle is a hand-held rifle-type weapon, a projectile weapon developed by Starfleet Security for use in dampening fields or radiogenic environments where conventional energy weapons would be useless. The rifle fires a chemically propelled tritium bullet. A working prototype of the weapon was developed, but Starfleet opted not to produce the weapon after the advent of the regenerative phaser. The

TR-116 could be operated by both right and left-handed shooters.

Damage: 3d6+4

Duration / Energy: 15 - 20 shots, depending on the size of clip used.

Range: 10/50/100/200/ +50 meters

Exographic Targeting Sensor

Specifications: A headband-type design 3cm wide by 0.25mm thick; fitted with a lens 5.08cm in diameter.

Description: An exographic targeting sensor is a head-mounted sensor capable of visually penetrating almost any surface allowing its user to literally see through walls. Its range can be adjusted to allow the user to see up to only a certain point.

Rules: It takes one action to acquire a specific target and achieve a target lock. The lock last until the target moves behind an object and obstructs the line of sight. While tracking remains active, the shooter gains a +2 bonus to his Projectile Weapons attack tests. The targeting sensor also reduces all penalties for firing a weapon in darkness, or near-darkness by 1/2.

Duration / Energy: The targeting module is fitted with a battery containing 30 power charges. And 1 charge is expended per round of continuous use.

Range: Equal to that of the weapon

Starfleet "Thundergun" Anti-shielding Weapon

Specifications: 74cm in length. 1.6L, volume. 2.1kg mass

Description: A large rifle-like weapon designed along a similar principal to the Type-II Phaser Rifle, but built to fire cartridges, or shells, containing small, jagged bits of shrapnel-type shot.

Rules: Used with Projectile Weapons (Shotgun) skills, or with a specialty with the use of the Thundergun. The weapon takes one action to pump, and then it can fire two rounds before having to be pumped again. The shot fired by the Thundergun is made of bits of tritium coated with a stable calcium oxide compound that detonates on contact with forcefields including Borg shielding.

Damage: 2d6+3 (3d6+3 at PB) – shot detonates on contact with forcefields and shielding, rendering the shielding useless for 5d6 rounds.

Duration / Energy: Each Thundergun holds a load of 24 shells, expending one each time it is fired.

Range: 3 / 15 / 45 / 90 +15

"Lost Era" Phasers

The *Lost Era* is a colloquial term used to describe the period between the 2290s and the 2350s. This period, although eventful as far as both Federation and Starfleet history is concerned, often goes undocumented aside from very basic mission-specific and personal logs.

The phaser weapons of this era, while not as powerful as phasers used in the late 24th century, were more powerful than those in use during the 2250s, and 60s.

Starfleet phasers in this period were still built on the design used in the 2260s. However they had a very different emitter-array for the actual phaser beam built into the Type-II weapon. This new emitter caused the phaser-energy to be discharged in a series of narrow beams that coalesced on the target as a concentrated, more powerful single beam using the same energy output configurations of the phasers designed in the mid-23rd century.

PHASER I (Type-I)

Specifications: 11 cm long, 0.26L in volume; 0.2kg

Settings: 1, 2, 3, 5, and 7

Duration / Energy: 125 charges

Range: 5 / 10 / 20 / 40 +10

PHASER II (Type-II)

Specifications: 22cm long, 0.8L in volume; 0.7kg

Settings: 1, 2, 3, 5, 7, and 11

Duration / Energy: 625 charges

Range: 5 / 20 / 40 / 90 +20

PHASER III (Type-III)

Specifications: 70cm long, 2.5L in volume; 1.7kg

Settings: 1, 2, 3, 5, 7, 11, and 14

Duration / Energy: 1250 charges

Range: 5 / 50 / 80 / 160 +50

Concussive Beam – a unique feature of phasers of this era, at Type-II or heavier. When fired on setting 5, these weapons can produce a “knockback” effect. This effect reduces the actual damage of the weapon, on setting 5, to that of Heavy Stun.

It also causes the target to be subjected to a significant concussion force that can throw a large Klingon warrior off his feet, and even send a target the size of most humanoid adults flying, or tumbling a distance equal to the power output of the weapon (8 charges) in meters.

This can cause damage equal to a fall of that distance (2d6+3).

ANDORIAN WEAPONS

Andorian Dosalnar

Specifications: 70cm (blade), 14cm (hilt), 5.5kg mass

Description: Many Andorians fear this sword-like weapon, and justly so, for it can cause horrible, jagged wound which leave scars even after modern medical treatment. A heavy, straight blade projects from its grip and hilt. About 18 cm above the hilt, the blade curves outward and becomes saw-toothed. Part of the hilt curves downward to protect the hand, becoming a second, smaller, saw-toothed blade. The razor-sharp teeth of a dosalnar can cut through most armor with ease.

Parry Modifier: +1

Damage: 2d6+5

Rules: Used with Armed Combat / Andorian skills. Any wound caused by a dosalnar is treated with a +2 to any Medical Test TNs. Any armor struck by the dosalnar has its damage resistance reduced by a factor of 2.

Andorian Kal'hris

Specifications: 75-180cm (haft), 15-28cm (main blade), 10-25cm (spike); 1.8-4.9kg mass

Description: The kal'hris is a battle-axelike weapon with a spike projecting backward from the top of the blade allowing the wielder to make short, jabbing attacks from unusual angles or use the spike to help climb ice cliffs. The variety of different blade shapes available is staggering; similarly, the length of the haft varies tremendously (some versions are so long they are technically pole-arms).

As its name, “beautiful weapon”, indicates, Andorians often elaborately decorate or engrave their kal'hrisni.

Parry Modifier: +1

Damage: 2d6+4 (axe blade), 1d6+1 (spike)

Rules: Used with Armed Combat / Andorian skills. The pole-arm variety does 2d6+5 damage for the axe-blade, and 1d6+3 for the spike.

Andorian Varchuk

Specifications: 30-75cm (chain), 20-30cm (hafts), 20-30cm (blades), 1.9-2.9kg mass

Description: A varchuk is an unusual weapon consisting of two wooden shafts, connected by a length of chain at one end of each, with slender, extremely sharp blades projecting from each shaft at the other end – in essence, two dagger-like weapons connected by a chain.

A warrior can hold one “dagger” in each hand and use the chain to block, or hold one dagger and spin the other in the hope of hitting the opponent with the spinning end (which can strike with over 1,000 pounds of foot pressure on the point of impact).

A varchuk's blades are designed for speed and to slice through armor easily, not to block; the chain is used to block enemy blows. Some varchuk fighters prefer a longer chain for better blocks and easier swinging. With a long enough chain, a fighter can use a varchuk to strangle an opponent in the right circumstances.

Parry Modifier: +2

Damage: 2d6+2

Rules: Used effectively with Armed Combat / Andorian skills, and Varchuk specialization. Damage inflicted by a hit from a swinging varchuk blade is 3d6+5 + Stamina reaction at TN15, or the opponent is rendered unconscious for 2d6 minutes. The chain can be used to disarm an opponent (TN10), or grapple (normal grappling attack, but attack test made using Varchuk skill).

BAJORAN PHASERS

Bajoran phasers resemble Federation models in function and effectiveness, although their design relies on slightly different technological principals: they use a tight focusing beam to “direct” the larger, damaging energy discharge.

Bajorans equip some of their rifles with targeting discriminators to prevent discharge against anyone carrying a specially coded biogenic transponder (Bajoran resistance fighters used these devices to reduce friendly fire casualties).

Bajoran Phasers have the same settings in regard to damage as Type-II and Type-III Federation models.

Bajoran Phaser Pistol

Specifications: 22cm long, 1.4L in volume, 1.0kg mass

Description: A hand-held weapon with more physical resemblance to a Romulan disruptor pistol than a Starfleet phaser but operating on a similar principal. The standard sidearm for Bajoran personnel serving aboard Deep Space Nine.

Settings: 1-16

Duration / Energy: 400

Range: 5 / 20 / 50 / 100 +20

Bajoran Phaser Rifle

Specifications: 50cm long, 1.5L in volume, 1.1kg mass

Description: More similar in design to its Starfleet equivalent than its pistol counterpart. This is the standard personal small arm issued to members of the Bajoran militia.

Settings: 1-16

Duration / Energy: 500

Range: 5 / 40 / 80 / 150 +40

CARDASSIAN PHASERS

Cardassian phasers are similar to Bajoran phasers, but possess only two settings – a Stun setting equivalent to Heavy Stun (setting 3) on a Federation phaser, and a lethal setting equivalent to Heavy Disrupt A (setting 13) on a Federation phaser.

Cardassian phasers use isotolinium ampules for power; if accidentally released in a single burst these ampules can vaporize four cubic meters of tritanium. Fortunately, Starfleet has never recorded such an accidental discharge.

Cardassian Phaser Pistol

Specifications: 23cm long, 0.5L in volume, 0.5kg mass

Description: A hand-held weapon, carried as a sidearm by Cardassian soldiers, Starship Officers, and other official personnel. Built on a design similar to Bajoran phasers, and likely constructed by the same designer, or manufacturer early in the weapons' manufacturing history.

Settings: 3, 13

Duration / Energy: 800

Range: 5 / 20 / 50 / 100 +20

Cardassian Phaser Rifle

Specifications: 50cm long, 1.5L in volume, 1.1kg mass

Description: A heavy small arm used by Cardassian soldiers, and Starship officers on organized maneuvers, to put down riots, or during boarding actions against enemy starships.

Settings: 3, 13

Duration / Energy: 1,250

Range: 5 / 40 / 80 / 150 +40

JEM'HADAR WEAPONS

Starfleet has extensively studied captured Jem'Hadar energy pistols and rifles. Unlike Federation, Klingon, and other Alpha Quadrant weapons, Jem'Hadar weapons are not configurable – they have a single lethal setting. They fire a phased polaron beam; the shooter can add chemical enhancements (such as nerve gasses, or osteosolvents) to the energy stream to further disable the target.

The Jem'Hadar rifle can be fired in automatic mode; holding down the trigger causes it to keep shooting bolts of energy (up to 10 per round). If a character uses automatic fire on a single target he hits with one bolt if his Attack test succeeds exactly, and with another bolt for every 2 points by which the test result exceeds the original Difficulty of the Attack (normally, the target's Defense).

If a shooter rolls a 12 to hit a target with a defense of 10 then he hits with two bolts. Each bolt inflicts damage separately.

Alternately, a character may use automatic fire against multiple

targets. To do so he declares how many shots he will fire, up to 10. All targets must be within a 90-degree arc in front of the character, and he must fire at all individuals within that area – he cannot skip over allies to target only enemies.

The shooter makes a separate Test to hit each target based on each target's Defense, modified for range, with +1 to the TN for each target after the first. Starting on one side of the arc, he sweeps the gun across the arc, rolling to hit each target as he goes, until he reaches his declared number of shots.

Jem'Hadar Pistol

Specifications: 25cm long, 0.7L in volume, 0.7kg mass

Description: The hand-held variety of the Jem'Hadar's powerful energy weapon. Carried as a side-arm by all Jem'Hadar warriors.

Damage: 4d6+15 (20 charges / shot)

Duration / Energy: 1,250

Range: 5 / 20 / 50 / 100 +20

Jem'Hadar Rifle

Specifications: 23cm long, 0.5L in volume, 1.1kg mass

Description: A The standard weapon of a Jem'Hadar soldier. A long, wide-barreled rifle with an appearance of black, and chromed steel with some gold or brass electroplating. Of course, these elements are not necessarily used in manufacturing Jem'Hadar weapons. This is merely an approximation for descriptive purposes.

Damage: 6d6+18 (25 charges / shot)

Duration / Energy: 1,750

Range: 5 / 40 / 80 / 150 +40

Jem'Hadar "Houdini" Mines

Specifications: 50cm radius sphere, 2kg mass

Description: "Houdini" mines were designed to stay hidden once emplaced; they do so by floating in a subspace location correlating to a place in normal space. This makes them extremely difficult to detect; only tricorders configured to read a particular band of subspace can find them. When a Houdini "pops" out of subspace, it explodes, injuring whomever or whatever is close by.

In 2375, Captain Benjamin Sisko turned the tables on the Dominion at the siege of AR-558 by extracting their Houdinis from subspace and moving them in the way of oncoming Jem'Hadar troops.

Blast Radius: 5 meters

Drop-off: -10 / meter

Damage: 8d6+20

Duration / Energy: 1 charge, per mine

KLINGON DISRUPTORS

Klingon disruptors would seem to be the standard by which most disruptor weapons are measured. Generic disruptors often have a decidedly Klingon design, and function similarly. However, the wide variety of disruptor weapons available in the civilian marketplace usually have a more restricted power-outlay profile and provide a more narrow range of settings.

Klingon disruptors are made for military use, and function accordingly.

Klingon Disruptor Pistol

Specifications: 27cm long, 0.9L in volume, 0.8kg mass

Settings: 1 – 12

Duration / Energy: 1,200 charges

Range: 5 / 20 / 50 / 200 +20

Klingon Disruptor Rifle

Specifications: 45cm long, 1.8L in volume, 1.3kg mass

Settings: 1 – 14

Duration / Energy: 1,200 charges

Range: 5 / 40 / 80 / 160 +40

23rd Century Klingon Disruptors

Specifications: 25cm long (pistol) | 40cm long (rifle), 0.7 in volume (pistol) | 1.5L in volume (rifle), 0.3kg (pistol) | 1.0kg (rifle)

Settings: 1, 2, 5, 7 (pistol) | 1, 2, 5, 7, 10 (rifle)

Duration / Energy: 300 charges (pistol) | 500 charges (rifle)

Range: 5 / 20 / 40 / 80 +20 (pistol) | 5 / 50 / 100 / 200 +50 (rifle)

ROMULAN WEAPONS

The Romulans use a wide variety of weapons, for both ranged and hand-to-hand combat. Their disruptor-weapons are designed on a similar principal to Klingon disruptors. Some design specifications may have been shared between the two cultures during their brief period of alliance.

Romulan melee weapons seem to have evolved from Vulcan weapons for the most part.

Romulan Disruptor Pistol

Specifications: 20cm long, 0.7L in volume, 0.6kg mass

Settings: 1 – 12

Duration / Energy: 1,200 charges

Range: 5 / 20 / 50 / 200 +20

Romulan Disruptor Rifle

Specifications: 30cm long, 1.1L in volume, 1.2kg mass

Settings: 1 – 14

Duration / Energy: 1,200 charges

Range: 5 / 40 / 80 / 160 +40

Romulan Kailune

Specifications: 12.5cm long by 7cm wide and just under 1cm thick. .25kg mass

Description: Resembling to human eyes something like a small metal profile of a bat in flight, the kailune is a throwing blade which Romulans once used to hunt for food or sport. It is sharp on all edges, the better to increase the chance of inflicting a wound on a target. Although it is generally not powerful enough to kill a humanoid adult, some masters have demonstrated a lethal pinpoint accuracy with it. On rare occasions a kailune's ability to kill will be increased by coating it with poison.

Damage: 1d6+1

Range: 5 / 20 / 50 / 100 +10

Rules: Able to be used to efficiency with Ranged Weapon / Primitive skill, and a specialty with the Kailune, or a general

specialty with Thrown weapons at skill +3 or higher.

Romulan Lirash

Specifications: 150cm long, 4.6kg mass

Description: Scholars believe this weapon is descended from the Vulcan Lirpa. It is a heavy fighting staff with a crescent-shaped blade on one end. It can be used either like a staff or a large club, or something like a polearm. A master combines both uses of the weapon into a fluid, deadly fighting style.

Parry Modifier: +3

Damage: 2d6+3 (with either the blade, or club)

Rules: A lirash can be used ether with Armed Combat (Romulan Weapons) and the lirash specialty, or with Vulcan Weapon (Lirpa) +4 or higher.

Romulan Vrelnec

Specifications: 110 – 120cm long, c.2.2kg mass

Description: The vrelnec is the traditional Romulan sword. Although throughout Romulan history there have been dozens, if not hundreds of sword designs, this one is the most popular and influential. It consists of a straight, single-edged blade that curves outward slightly at the tip. The hilt is similar to a basket-hilt on an Earth sword; it protects the hand and is often elaborately decorated. Overall, the vrelnec is similar to an Earth saber, or cutlass; but ti's blade tends to be even heavier, increasing the damage it does but also preventing long duels (the wielder's arm tends to tire quickly). The traditional art of "fencing" with one of these swords is usually known as vrelnecrek.

Parry Modifier: +2

Damage: 2d6+5

Rules: A character with skill Armed Combat / Simple Weapons (Cutlass), or Simple Weapons (Saber) can use a vrelnec with equal skill. Skill with the vrelnec can also be acquired as a specialty of Romulan Weapons skill in the same skill group. Skills and specialties pertaining to fencing may also be applied to the use of the vrelnec.

VULCAN WEAPONS

Vulcan Khaiya

Specifications: 150cm long, 0.9kg mass

Description: The Khaiya is a finely made Vulcan longbow. This weapon's asymmetrical staves recall the Japanese longbows developed on Terra. The khayia is elaborately strung so that it possesses many of the characteristics of an advanced compound bow. Although the bow normally has a 40kg pull, when fully drawn it only requires 15kg of pull to hold it drawn. Designed for use by highly trained Vulcans in peak physical form, most Humans have difficulty using this weapon.

The art of Khaiya-tal has much in common with the discipline of Zen archery, where archers attempt to find a mystical unity between themselves, the bow, and the target. Masters of Khaiya-tal learn the art of hitting targets in total darkness, guided only by their keen hearing and a subtle telepathic awareness of the target.

Damage: 2d6+4

Range: 10 / 20 / 40 / 100 +20

Rules: The Khaiya can be used with either Ranged Weapons; Archaic Weapons, with either a basic Longbow specialty, or a specialty with the Khaiya it's self. A Strength of 8+ is required to use the weapon at all. And a Strength score of 10+ is required to use it without incurring a -1 penalty to the attack test. Using

the art of Khaiya-tal requires a Telepathy skill of 4+ with a Khaiya-tal specialty, and a skill of at least 4+ with the weapon it's self. When using against non-visible targets, a Khaiya-tal master will take a temporary -2 penalty to his attack test.

Vulcan Trillpa

Specifications: 120cm long with an extremely thin 2m wide blade. 1.1kg mass

Description: The trillpa is the standard Vulcan sword. Its design has remained almost unchanged for thousands of years. It consists of a long, straight, double-edged blade and a hilt with a single-edged crescent-shaped blade for a guard.

This scythe-guard helps make the trillpa a superb parrying and blocking weapon. The finest modern trillpa are hand-made using highly advanced metallurgical techniques. Today, most trillpa are made of a laminated composite of duranium and tritanium.

Parry Modifier: +2 (+3 when used two-handed)

Damage: 2d6+4 (2d6+5 when used two-handed)

Rules: A trillpa can be used as either a one- or two-handed weapon and is extremely lightweight. Trillpa fighting involves many elegant, circular movements, using a mixture of slashes, and thrusts which is both beautiful and deadly. If the user performs a punch while holding the sword, the bladed guard adds +1 point of damage to the blow.

A trillpa can be used with Armed Combat / Vulcan skills, and specialties using the Trillpa. Key traits applicable to fencing can apply to the use of the Trillpa (see pp. 20-21 of the *Starfleet Operations Manual*).

Brass Knuckles

Specifications: Variable size (based on the hand-size of the user). Between 0.23 and 1.4 kg mass.

Description: Sometimes called knuckles, knucks, brass knucks, or knuckledusters. Weapons used in hand-to-hand combat. Brass knuckles are pieces of metal, usually steel despite their name, shaped to fit around the knuckles. Designed to preserve and concentrate a punch's force by directing it toward a harder and smaller contact area, they result in increased tissue disruption, including an increased likelihood of fracturing the victim's bones on impact

Parry Modifier: +/- 0 (use Unarmed Combat / Block)

Damage: User's normal Unarmed Combat damage, doubled (including Strength modifiers)

Rules: Brass Knuckle fighting can be a specialty of Armed Combat / Simple Weapons, or Unarmed Combat / Brawling. If Brass Knuckles are considered a specialty under Armed Combat then fighting with them should receive a +1 affinity with Unarmed Combat / Brawling or Boxing skills.

Nunchaku

Specifications: 71.12cm (full length), 30.5cm (per stick/handle), Mass depends on material used to make the weapon – usually between 0.2 and 0.7kg.

Description: A traditional Okinawan weapon, often referred to as “Chucks” or “Num-chucks”, consisting of two sticks connected at their ends with a short chain or rope. The two halves of the nunchaku are connected by either rope himo or chain kusari. The top of each handle is called the kontoh and if there is a hole for rope to go through that is called the ana. The upper area of the handle is the jukon-bu, the center is the chukon-bu, the lower part of the handle is called the kikon-bu,

the bottom of the handles are the kontei.

Parry Modifier: +/- 0

Damage: 2d6+1 (wooden), 2d6+3 (metal)

Rules: Used with Armed Combat / Simple Weapons, Armed Combat / Chinese, or Armed Combat / Japanese skills. Nunchaku use also has a +1 affinity with all Terran Asian fighting styles. Especially Karate, Ninjutsu, Kung-fu, or Anbo-Jyitsu. Nunchaku can be used to disarm an opponent by wrapping the chord or chain between the two handles around a weapon and yanking it from its user's hand. This is done at a -3 attack penalty and can only be done by someone with +4 or higher skill in using the Nunchaku. The reason Nunchaku do as much damage as they do is because when properly wielded a Nunchaku stick moves so rapidly it has a much harder impact than a standard club.

Klingons have a similar weapon called a *puv'niH* – featuring spiked metal handles (*2d6+4 damage*), and Andorians have a nunchaku-like weapon with a longer chain or chord between the club-handles that can inflict 2d6+3 damage. This weapon is called an *Abo*. And an *Abo* only receives a -2 penalty when being used to disarm an opponent due to the longer chord allowing easier ensnaring of the opposing weapon.