

## Phaser-I (Hand Phaser)

A small, relatively low-powered back-up device, which may be carried discretely. The weapon does no knockback on any setting.



Setting	Damage	Range	Charges	Notes
Stun	5d6N	40m	1	STUN damage only
Wide-angle stun	4d6N	20m Thin Cone	4	STUN damage only
Kill	2d6-1	40m	4	Does no STUN
Total Charges: 32				

## Phaser-II (PhaserPistol)

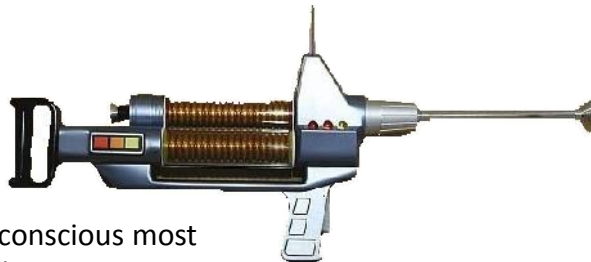
The standard Star Fleet sidearm. It will usually render a target unconscious with a single stun shot, and will often kill with a single shot. No setting does knockback.



Setting	Damage	Range	Charges	Notes
Stun	8d6N	100m	1	STUN damage only
Wide-angle stun	6d6N	40m Thin Cone	4	STUN damage only
Kill	3d6-1	100m	4	Does no STUN
Total Charges: 64				

## Phaser Rifle

An uncommon weapon issued only to security personally under extreme circumstances. The phaser rifle will kill or render unconscious most humanoid targets with a single shot



Setting	Damage	Range	Charges	Notes
Stun	10d6N	300m	1	STUN damage only
Wide-angle stun	8d6N	40m Thin Cone	4	STUN damage only
Kill	3d6+1	300m	4	Does no STUN
Total Charges: 125				

## Communicator

The communicator sends and transmits radio signals with a range of up to 60,000 kilometres (perfectly sufficient for surface to high orbit on a typical Class M planet). It may be jammed.



The communicator also acts as a lock for transporters.

## Science Tricorder

The science tricorder is designed to scan for life forms, energy, and mineral and chemical composition. It can be used in two modes: a 120-degree directional scan takes 1 full turn. A 360-degree scan takes 2 full turns.

A skilled operator may substitute his Systems Operation skill for the tricorder's Detect skill.

While science tricorders can distinguish between different life forms and chemicals, they do not provide as much information as medical tricorders

### Game ratings

Detect 11-

Discriminatory, Increased Arc of Perception.

Four large classes: Life Forms, Energy Sources, Chemical Composition, Mineral Composition



## Medical Tricorder

The medical tricorder is designed to scan for and analyse life forms and chemical composition. It can be used in two modes: a 120-degree directional scan takes 1 full turn. A 360-degree scan takes 2 full turns.

A skilled operator may substitute his Systems Operation skill for the tricorder's Detect skill.

While medical tricorders are not as versatile as science tricorders, they provide more details about life forms and chemicals they scan. Detailed analysis may only be carried out at short range (less than 1m), using the handheld scanner.

### Game ratings

Detect 11-

Discriminatory, Analyse, Increased Arc of Perception.

Two large classes: Life Forms, Chemical Composition.



## Klingon Disruptor

The standard Klingon sidearm is a large, intimidating and brutal weapon which uses sonic blasts to disintegrate a target



Setting	Damage	Range	Charges	Notes
---------	--------	-------	---------	-------

Kill	3d6	150m	1	
------	-----	------	---	--

Total Charges: 32

## Laser Pistol

An obsolete weapon that fires beams of coherent light



Setting	Damage	Range	Charges	Notes
---------	--------	-------	---------	-------

Kill	2d6	150m	1	
------	-----	------	---	--

Total Charges: 32