



Hirogen Hunting Rifle

The Hirogen Hunting Rifle is an extremely large and heavy weapon and as such players equipped with the rifle are subject to a 1 dice movement roll penalty. The rifle has an in built targeting scope, providing a +1 accuracy bonus and allowing targeting of cloaked players without penalty. Attack strength is 5D and the weapon may not be overcharged or set to overload.

4	A	ENERGY
3	M	
2	O	
1		
5D		



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4	A	ENERGY
3	M	
2	O	
1		
5D		



Federation Isomagnetic Disintegrator

Shoulder-mounted, large calibre energy weapon.

The Isomagnetic Disintegrator fires a large energy pulse, causing a significant amount of damage over a small area. It inflicts 6D damage to the target for a successful hit and 3D if the firer misses, but rolls at least half the required score (rounded up).

3	A	ENERGY
2	M	
1	O	
6D		



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Shoulder-mounted, large calibre energy weapon.

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3	A	ENERGY
2	M	
1	O	
6D		



Jem'Hadar Pistol

The Jem'Hadar standard issue disruptor pistol.

The Jem'Hadar pistol is an energy weapon and inflicts 2D damage in standard mode or an extra ammo charge can be expended to increase the damage to 3D.

6	A	ENERGY
5	M	
4	O	
3		
2		
2D		



Jem'Hadar Pistol

The Jem'Hadar standard issue disruptor pistol.

The Jem'Hadar pistol is an energy weapon and inflicts 2D damage in standard mode or an extra ammo charge can be expended to increase the damage to 3D.

6	A	ENERGY
5	M	
4	O	
3		
2		
2D		



Jem'Hadar Pistol

The Jem'Hadar standard issue disruptor pistol.

The Jem'Hadar pistol is an energy weapon and inflicts 2D damage in standard mode or an extra ammo charge can be expended to increase the damage to 3D.

6	A	ENERGY
5	M	
4	O	
3		
2		
2D		



Jem'Hadar Pistol

The Jem'Hadar standard issue disruptor pistol.

The Jem'Hadar pistol is an energy weapon and inflicts 2D damage in standard mode or an extra ammo charge can be expended to increase the damage to 3D.

6	A	ENERGY
5	M	
4	O	
3		
2		
2D		



Jem'Hadar Rifle

The Jem'Hadar standard issue disruptor rifle.

The Jem'Hadar rifle is an energy weapon and inflicts 2D damage in standard mode or an extra ammo charge can be expended to increase the damage to 3D.

6	A	ENERGY
5	M	
4	O	
3		
2		
3D		



Jem'Hadar Rifle

The Jem'Hadar standard issue disruptor rifle.

The Jem'Hadar rifle is an energy weapon and inflicts 2D damage in standard mode or an extra ammo charge can be expended to increase the damage to 3D.

6	A	ENERGY
5	M	
4	O	
3		
2		
3D		



Jem'Hadar Rifle

6		
5	A	
4	M	
3	M	
2	O	
1		

The Jem'Hadar standard issue disruptor rifle.

The Jem'Hadar rifle is an energy weapon and inflicts 2D damage in standard mode or an extra ammo charge can be expended to increase the damage to 5D.

**3D**

**ENERGY**



Klingon Bar'Leth

UNLIMITED	A	
	M	
	M	
	M	
	O	

The infamous Klingon blade.

This weapon may be used for close combat only, so has a range of only 1 square, inflicting damage equal to the current health stat of the attacker +2D.

**Health+2D**

**BLADE**



Klingon Bar'Leth

UNLIMITED	A	
	M	
	M	
	M	
	O	

The infamous Klingon blade.

This weapon may be used for close combat only, so has a range of only 1 square, inflicting damage equal to the current health stat of the attacker +2D.

**Health+2D**

**BLADE**



Klingon Bar'Leth

UNLIMITED	A	
	M	
	M	
	M	
	O	

The infamous Klingon blade.

This weapon may be used for close combat only, so has a range of only 1 square, inflicting damage equal to the current health stat of the attacker +2D.

**Health+2D**

**BLADE**



Klingon D'k'tagh

UNLIMITED	A	
	M	
	M	
	M	
	O	

The most commonly carried Klingon knife.

This weapon may be used for close combat only, so has a range of only 1 square, inflicting damage equal to the current health stat of the attacker +1D.

**Health+1D**

**BLADE**



Klingon D'k'tagh

UNLIMITED	A	
	M	
	M	
	M	
	O	

The most commonly carried Klingon knife.

This weapon may be used for close combat only, so has a range of only 1 square, inflicting damage equal to the current health stat of the attacker +1D.

**Health+1D**

**BLADE**



Klingon D'k'tagh

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	M	
	M	
	M	
	O	

The most commonly carried Klingon knife.

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**Health+1D**

**BLADE**



Klingon Disruptor

6		
5	A	
4	M	
3	M	
2	O	
1		

The Klingon standard issue hand-held disruptor.

The disruptor is an energy weapon and inflicts 3D damage.

**3D**

**ENERGY**



Klingon Disruptor

6		
5	A	
4	M	
3	M	
2	O	
1		

The Klingon standard issue hand-held disruptor.

The disruptor is an energy weapon and inflicts 3D damage.

**3D**

**ENERGY**



Klingon Disruptor

6		
5	A	
4	M	
3	M	
2	O	
1		

The Klingon standard issue hand-held disruptor.

The disruptor is an energy weapon and inflicts 3D damage.

**3D**

**ENERGY**



Klingon Disruptor

6		
5	A	The Klingon standard issue hand-held disruptor.
4	M	The disruptor is an energy weapon and inflicts 3D damage.
3	M	
2	O	
1		
		3D
ENERGY		



Klingon Disruptor

6		
5	A	The Klingon standard issue hand-held disruptor.
4	M	The disruptor is an energy weapon and inflicts 3D damage.
3	M	
2	O	
1		
		3D
ENERGY		



Klingon Tetryon Gatling Gun

6		
5	A	The Tetryon Gatling gun has multiple pre-fire chambers giving a rapid maximum rate of fire. The weapon can be fired in standard mode twice per turn for 3D per shot, each shot requiring an ammo charge. Alternatively both ammo charges can be expended in a single 6D blast, however the extreme recoil from this prevents the firer moving this turn.
4	M	
3	M	
2	O	
1		
		3D
ENERGY		



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6		
5	A	The Tetryon Gatling gun has multiple pre-fire chambers giving a rapid maximum rate of fire. The weapon can be fired in standard mode twice per turn for 3D per shot, each shot requiring an ammo charge. Alternatively both ammo charges can be expended in a single 6D blast, however the extreme recoil from this prevents the firer moving this turn.
4	M	
3	M	
2	O	
1		
		3D
ENERGY		



Orion Syndicate Bomb

This bomb is placed covertly and is played as though dropping a weapon. It may also be added to a weapons cache dropped when a player is fragged. As soon as any player investigates the dropped weapons cache, the bomb explodes, causing a standard 5D attack. This attack is not stopped by energy shields. You score a point for any Frag caused.

NOTE: If a player scans the discarded weapons pile with the engineering tricorder then they may choose not to take a weapon and if so do not set off the bomb.

5D

EXPLOSIVE



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NOTE: If a player scans the discarded weapons pile with the engineering tricorder then they may choose not to take a weapon and if so do not set off the bomb.

5D

EXPLOSIVE



Federation Photon Grenade

	A	The Photon Grenade inflicts 5D damage to the target and 2D damage to the adjacent squares.
	M	The maximum range that a grenade may be thrown is equal to D6 times your current health stat. This should be rolled AFTER the standard Accuracy roll is made. If either fail then the grenade is off target and causes no damage.
	M	
2	O	
1		
		5D
GRENADE		



Federation Photon Grenade

	A	The Photon Grenade inflicts 5D damage to the target and 2D damage to the adjacent squares.
	M	The maximum range that a grenade may be thrown is equal to D6 times your current health stat. This should be rolled AFTER the standard Accuracy roll is made. If either fail then the grenade is off target and causes no damage.
	M	
2	O	
1		
		5D
GRENADE		



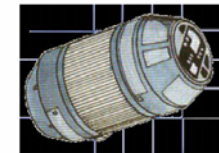
Federation Heavy Infantry Photon Rifle

This Federation heavy rifle launches micro-photon torpedo rounds, inflicting 7D damage to the target and 4D damage to each adjacent square. The rifle also inflicts 4D damage if the firer misses, but rolls at least half the required score (rounded up).

Reloading the rifle requires both an Ammo and an Energy Recharge card. The Rifle cannot be Overcharged or set to Overload.

7D

ENERGY/PROJECTILE



Federation Stun Grenade

The Stun Grenade causes no damage to the target, but incapacitates them, causing them to miss their next turn.

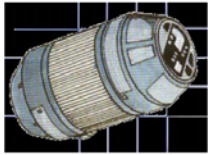
The maximum range that a grenade may be thrown is equal to D6 times your current health stat. This should be rolled AFTER the standard Accuracy roll is made. If either fail then the grenade is off target.

2

1

GRENADE

STUN



### Federation Stun Grenade

The Stun Grenade causes no damage to the target, but incapacitates them, causing them to miss their next turn.

The maximum range that a grenade may be thrown is equal to D6 times your current health stat. This should be rolled AFTER the standard Accuracy roll is made. If either fail then the grenade is off target.

2

1

STUN

GRENADE



### Stun Stick

The Stun Stick causes no damage to the target, but is capable of incapacitating them, causing them to miss their next turn. The Stun Stick can be used in close combat only, so has a range of just 1 square.

The standard strength of the attack is 3D, with the target being stunned on any result that would normally cause injury. If the player has 2 or more attacks available this turn they may combine them into a single roll of (3xNumber of Attacks)D

4

3

2

1

STUN 3D

ENERGY



### Stun Stick

The Stun Stick causes no damage to the target, but is capable of incapacitating them, causing them to miss their next turn. The Stun Stick can be used in close combat only, so has a range of just 1 square.

The standard strength of the attack is 3D, with the target being stunned on any result that would normally cause injury. If the player has 2 or more attacks available this turn they may combine them into a single roll of (3xNumber of Attacks)D

4

3

2

1

STUN 3D

ENERGY



### Federation TR-116 Projectile Rifle

The TR-116 fires titanium projectiles propelled by a chemical explosion.

The rifle inflicts only 2D damage if fired whilst moving, or 4D if the firer remains stationary for the duration of his turn in order to take aim at the target. Aiming also adds a +2 die bonus to any accuracy roll.

6

5

4

3

2

1

2D/4D

PROJECTILE



### Federation TR-116 Projectile Rifle

The TR-116 fires titanium projectiles propelled by a chemical explosion.

The rifle inflicts only 2D damage if fired whilst moving, or 4D if the firer remains stationary for the duration of his turn in order to take aim at the target. Aiming also adds a +2 die bonus to any accuracy roll.

6

5

4

3

2

1

2D/4D

PROJECTILE



### Federation Type II Phaser

The Federation's standard issue hand phaser.

The Type II Phaser is an energy weapon and inflicts 2D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 4D damage.

4

3

2

1

2D

ENERGY



### Federation Type II Phaser

The Federation's standard issue hand phaser.

The Type II Phaser is an energy weapon and inflicts 2D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 4D damage.

4

3

2

1

2D

ENERGY



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4

3

2

1

2D

ENERGY



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4

3

2

1

2D

ENERGY



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4

3

2

1

2D

ENERGY



Federation Type II Phaser Rifle

6		The Federation's standard issue phaser rifle.
5	A	The Type II Phaser Rifle is an energy weapon and inflicts 2D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 4D damage.
4	M	
3	M	
2	O	
1		2D
		ENERGY



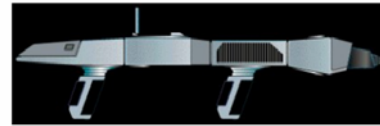
Federation Type II Phaser Rifle

6		The Federation's standard issue phaser rifle.
5	A	The Type II Phaser Rifle is an energy weapon and inflicts 2D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 4D damage.
4	M	
3	M	
2	O	
1		2D
		ENERGY



Federation Type II Phaser Rifle

6		The Federation's standard issue phaser rifle.
5	A	The Type II Phaser Rifle is an energy weapon and inflicts 2D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 4D damage.
4	M	
3	M	
2	O	
1		2D
		ENERGY



Federation Type II Phaser Rifle

6		The Federation's standard issue phaser rifle.
5	A	The Type II Phaser Rifle is an energy weapon and inflicts 2D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 4D damage.
4	M	
3	M	
2	O	
1		2D
		ENERGY



Federation Type III Phaser Rifle

6		The Federation's light compression phaser rifle.
5	A	The Type III Phaser Rifle is an energy weapon and inflicts 3D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 5D damage.
4	M	
3	M	
2	O	
1		3D
		ENERGY



Federation Type III Phaser Rifle

6		The Federation's light compression phaser rifle.
5	A	The Type III Phaser Rifle is an energy weapon and inflicts 3D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 5D damage.
4	M	
3	M	
2	O	
1		3D
		ENERGY



Federation Type III Phaser Rifle

6		The Federation's light compression phaser rifle.
5	A	The Type III Phaser Rifle is an energy weapon and inflicts 3D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 5D damage.
4	M	
3	M	
2	O	
1		3D
		ENERGY



Federation Type IV Phaser Rifle

6		The Federation's heavy compression phaser rifle.
5	A	The Type IV Phaser Rifle is an energy weapon and inflicts 3D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 6D damage.
4	M	
3	M	
2	O	
1		3D
		ENERGY



Federation Type IV Phaser Rifle

6		The Federation's heavy compression phaser rifle.
5	A	The Type IV Phaser Rifle is an energy weapon and inflicts 3D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 6D damage.
4	M	
3	M	
2	O	
1		3D
		ENERGY



Federation Type IV Phaser Rifle

6		The Federation's heavy compression phaser rifle.
5	A	The Type IV Phaser Rifle is an energy weapon and inflicts 3D damage in standard mode or can be overcharged inflicting an additional 1D of damage for each extra ammo point expended, up to a max 6D damage.
4	M	
3	M	
2	O	
1		3D
		ENERGY