

Name: Zap Rod Type: Melee Weapon Scale: Character Skill: Melee combat: Zap Rod Cost: 475 credits Availability: 2, F, R or X Difficulty: Moderate Damage: Baton: STR+1D (max: 4D), Stunning Shock 5D

Weapons D6 / Zap Rod



Description: A zap rod was a melee weapon used by prison guards at the Narkina 5 Imperial Prison Complex. The zap rod was capable of delivering an electric shock when an individual is touched by one end. During the Uprising on Narkina 5, escaping prisoners used zap rods to attack prison guards.

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