Weapons D6 / Zap Rod



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

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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