

PIRATE DISRUPTOR RIFLE

Settings: 1-4

Range: 50/110/240/480

Size: 0.8 meters long, 1.4 l in volume

Mass: 1.0 to 1.6 kg

Energy: 400

Damage: Use the Pirate Disruptor damage table (*Star Trek: Deep Space Nine Raiders, Renegades and Rogues* sourcebook, page 78).

A variation on cobbled-together “pirate disruptor” pistol. It is, in essence, an oversized pistol capable of greater range but with less capable energy capacity. Power is provided by a “shell” which plugs into the rear of the unit.

Due to their lower energy storage capability pirate rifles are rarely set on the higher damage settings unless multiple power shells are readily available. Similar to their smaller cousins, the pirate disruptor rifles can fire only in continuous-beam mode.

A mix of scavenged parts and components most often encountered in the frontier sectors. Not usually used aboard vessels, and not standard issue to shore parties due to the difficulty in concealing their greater bulk. One or two members of a shore raiding party may carry these weapons in case the need of greater range than what is capable by the smaller pistols.

As with the pistols, these weapons are illegal in most jurisdictions. Those encountered carrying one of these rifles will most likely be members of a raiding party.

