



Firearms

A Web Enhancement for the “Star Trek Roleplaying Game”

Credits

Writer: Neale Davidson

Editor: Shayna Davidson

Based on *Star Trek: The Roleplaying Game* by Christian Moore and Steven Long from Last Unicorn Games, inc. *Star Trek* is a registered trademark of Paramount Pictures, Inc. and CBS Television productions.

The Trigger, When Pulled

Ensign Marks couldn't keep in his scowl at their predicament. His captain was already unconscious, the blood loss having taken its toll. The magnetic storm above had cut off contact from the Resolute, and most of the rest of the landing party had already been killed. It was sheer luck that the hail of bullets had missed him, but luck was beginning to run out.

Ambassador T'Kan looked over his own wound a moment before impassively looking towards the young ensign with him. “Logically, we must surrender,” he offered coolly. “Your captain requires medical attention, and we are grossly outnumbered.”

“They're terrorists,” Marks responded firmly. “They're here specifically to kill us, Ambassador.” He drew in a breath, looking over the handful of supplies that his group had retained. In the middle were the handful of ‘local’ weapons that they had beamed down with, simple and crude gunpowder weapons. “You can bet that the Klingons supplied them with their guns as well.”

T'Kan nodded knowingly and began loading one of the revolvers. “If this is true, then, logically, we must counter-attack and disrupt this plot. Perhaps buy us enough time to contact the Resolute for assistance.”

“Let's just make sure that there's someone left for them to help,” Marks responded flatly, standing again. He raised the weapon, looked down its barrel, and waited for one of their pursuers to come.

The Firearm Catalog

It's probably impossible to have a fully-comprehensive list of all firearms throughout the ages. Earth, alone, has had thousands of designs of these weapons ranging from the primitive Gonne to the



modern-day Phasers. What follows is not an attempt to be a comprehensive source, but instead give Narrators an overall guide for using various weapon types in their campaigns.

It should be noted that various cultures may adopt their own alterations to the basic weapons illustrated below. One culture, for instance, may use larger-bore weapons which produce slightly more damage, while another culture may have focused on increasing the range of their weapons. The Narrator should feel free to alter the specifics of any weapon based on the needs of his campaign as well as the culture he's describing.

PROJECTILE WEAPONS

For the most part, the projectile weapons described here are basically the gunpowder weapons of the industrial and pre-industrial era. These weapons make use of chemical explosives to propel its shell into its target, delivering physical-impact damage. Though most modern powers have relegated these weapons to history, it will not be uncommon for Star Fleet personnel to find them in common use in pre-warp worlds.

It should be noted that even on Earth there are many variations of each weapon type. For example, while most revolvers may indeed be six-shooters, five, seven, and even nine-shooter revolvers were not unheard of. Many clip-fed weapons would adopt clips of non-standard size either for portability or simply just to have more ammunition available before reloading, and so on.

A narrator should feel free to alter or 'tweak' the numbers of any given weapon to better suit the needs of the campaign, or to more accurately model a specific weapon.

AUTOMATIC FIRE

Though it's not common in Star Trek to deal with many battles involving numerous automatic weapons, it can happen at times. In these situations the regular rules for handling automatic fire may bog down the game session. As a suggestion, a Narrator may wish to use the rules listed below instead.

Burst Mode: For some automatic and semi-automatic weapons, it's possible to open fire with multiple shells at once. The result is a much higher potential for damage, as well as the rapid-use of the weapon's ammunition.

Rather than roll separately the to-hit and damage rolls for each shell in a burst, the attacker will simply roll to-hit once and roll damage once for the entire burst (listed in the weapon's description). While this isn't as statistically accurate, it will make for greatly-increased game-play when these weapons are used.

Strafing Mode: At the cost of increasing the difficulty of an attack by two points, a weapon capable of burst mode can be used to attack a group of targets standing close together. The attacker rolls the damage for his entire burst and then divides the total damage by the number of intended targets. He then rolls to-hit separately for each intended target applying the divided damage.

Assault Carbine (.30 Caliber)

An assault carbine, otherwise known as an 'assault rifle' is a short-version of a rifle that's designed primarily for use by infantry in close-quarters fighting. This comes at a tradeoff for extended range and offensive power.

Flintlock Blunderbuss

The blunderbuss is, effectively, an early shotgun with a flared muzzle. It was, for its time, a relatively lightweight and effective weapon for soldiers in the field, particularly those who were mounted on horseback.

The weapon was rendered obsolete by the invention of the carbine rifle primarily due to the length of time it required reloading between firings. It takes two combat rounds to reload a blunderbuss once it has been fired.

Infantry Rifle (.30 Caliber)

The infantry rifle represents the late industrial-age long-

Projectile Weapon	Range	Ammunition	Damage and Effects	Burst Fire	Size and Mass
Assault Carbine	15/60/120/240	15 or 30 round magazine	6+4d6 / 10+5d6 Burst	8	90cm length, 2.4kg
Flintlock Blunderbuss	5/8/15/30	1 Poured Shot	3+4d6	N/A	74cm length, 2.1kg
Infantry Rifle	20/50/100/300	8 round magazine	6+4d6 / 10+5d6 Burst	8	110cm length, 4.3kg
Light Machine Gun	5/10/25/50	32 round mag or belt-fed	8+2d6 / 5+4d6 Burst	8	125cm length, 12kg
Palm Pistol	5/10/20/30	2 barrel	2+3d6	N/A	12cm length, 0.3kg
Revolver (.38 Caliber)	5/10/25/50	6 round chamber	4+2d6	N/A	32cm length, 1.3kg
Semi-Automatic Pistol	5/10/25/50	7 round magazine	2+3d6	N/A	21cm length, 1.1kg
Submachine Gun	5/20/50/100	50 rd drum or 20 rd mag	2+3d6 / 6+4d6 Burst	8	81cm length, 5kg

rage combat rifle found in many militaries. With some alterations over its lifespan, this type of weapon would be the mainstay military weapon until the advent of smart-weapons and energy-weapons in the modern age.

Light Machine Gun (.303 Caliber)

The light machine gun is a gas-powered weapon which can throw out large number of shells at its target, riddling it with bullets. While each shell may not cause a great deal of damage, burst fire for numerous could easily kill a group of men.

Palm Pistol (.41 Caliber)

This weapon, also known as a 'holdout gun' or a 'derringer' (after the most famous model of the weapon) is a very small pistol designed for concealment and light carry. While it still packs enough punch to potentially kill an opponent, it significantly lacks in range due to its relative lack of barrel-length.

Revolver (.38 Caliber Police Special)

One of the first types of 'semi-automatic' firearms, the revolver works by rotating its chamber to bring in a new shell upon each firing. Revolvers typically contain six shells when full, and will take two rounds to reload. These weapons are introduced in the early industrial era and can remain a mainstay up until the advent of energy weapons to a culture.

Semi-Automatic Pistol (.45 Caliber)

The semi-automatic pistol can fire one bullet with each pull of the trigger. The mechanism of the pistol causes it to automatically load another shell into its chamber each time it's fired, up until the attached magazine runs out of bullets. The reliability and versatility of the weapon makes it a mainstay once it's introduced to a militarized culture.

Submachine Gun (.45 Caliber)

Also known as the 'Tommy Gun', or 'Tom-Tom' after the original Terran brand of the weapon, the submachine gun was a

heavily favored weapon in the late industrial era. Police, soldiers, and criminals alike made use of the weapon thanks to its compact size and substantial punching power.

The weapon can also be, and usually is, fired in 'burst' mode which will cause greater damage at the expense of more ammunition. Firing in burst will use five bullets each.

ENERGY WEAPONS

With the advent of affordable high-yield energy, many societies begin to move away from simple chemically-propelled weapons to direct thermal or kinetic transfer through energy weapons. Most major powers in the galaxy make use of energy weapons of various types, with disruptors being the most common. Different types of energy weapons are described below:

Microcells

Microcells are the standard power cell for Federation side arms and rifles. Each cell is rated in a number of charges which can then be used to power weaponry (and other devices). Each energy weapon is listed with a number of charges that each firing will drain from a standard microcell.

Electromagnetic Plasma Weapons

In the early days of Terra's extra-solar exploration, Earth Fleet's personnel relied on the use of EM Plasma weaponry. These weapons fired short bursts of highly-charged plasma to instill damage into its targets.

The pistol version of the weapon, the EM-33, was the standard sidearm of the time and required two charges from its microcell for each firing. The rifle version, the EM-36 would be deployed where hostile action would be expected, and required a massive eight charges from its microcell.

Though promising, the weapon design fell out of use with the advent of more advanced technology by the early 23rd century.

Laser Pistol (Star Fleet Issue)

Though now considered obsolete, the Star Fleet Laser Pistol was the main weapon of choice for Federation officers through 2256, where it was finally replaced by Phaser MK I. Many of these weapons remain in service, however, and private ownership is not uncommon, particularly within the Federation frontier.

Laser Pistols have three primary settings (using 1, 3, and 5 charges per discharge, respectively). Higher settings can provide greater damage, but will do so by draining more energy from the weapon's Microcell.

Laser Rifle (Star Fleet Issue)

The laser rifle is a more powerful and longer-range version of the Star Fleet laser pistol. As with the pistol, the weapon was rendered obsolete with the introduction of the hand phaser in 2256. Despite this, the rifle can commonly be found in the Federation frontier within civilian populations, though not usually legally.



Laser Pistols have three primary settings (using 3, 5, and 7 charges per discharge, respectively). Higher settings can provide greater damage, but will do so by draining more energy from the weapon's Microcell.

Particle Weapons

Particle weapons utilize high-energy particles delivered through a 'stream' or 'beam' to deliver a high-level kinetic impact towards its target. Particle weapons thusly cut through their targets light a high-yield low-profile projectile.

Though Federation worlds have made use of particle weapons in the past, the advent of Phaser technology (itself a much-refined version of a particle weapon) has rendered most of these weapons effectively obsolete.

Phase Weapons

With the discovery and ability to harness the power of the nadian particle, the Phase Pistol was introduced in 2151, effectively replacing the older EM weapon designs. In addition to more efficient damage, phase weapons could also be set to stun their targets for a short time.

Though effective the weapon designs would not see their full potential realized. The outbreak of the Romulan war put these expensive and (at the time) exotic weapons into the background while the easier-to-manufacture and EM pistols would be pressed back into service in large numbers. Experiments would continue with phase weapons for some time, however, eventually resulting in the modern Phaser.

Plasma Weapons

Plasma weapons make use of firing toroids of plasma towards their target. These bolts deliver large amounts of thermal damage to its target, and can be quite capable of killing an opponent or smelting down an enemy installation. Plasma weapons were heavily in use by Terrans through the later twenty-first and twenty-second centuries, where they were replaced by the more efficient EM Plasma weapons.

Though plasma weapons can be impressive, they're consid-



ered somewhat energy inefficient. As with most other forms of beam weaponry, plasma weapons are considered obsolete with the advent of the Phaser.

Sonic Disruptor

The sonic disruptor fires a focused beam of high-frequency sound at its target. The vibration of acoustic energy causes sonic disruption which can stun or kill the affected target. Though sonic disruptors can prove effective on planet-side missions, they're worthless in space or where there is limited atmosphere to carry the disrupting sound-waves to its target.

Sonic disruptors use one charge for each stun attack, and four charges for each disruption attack.

Energy Weapon	Range	Ammunition	Charges	Damage and Effects	Size and Mass
EM Plasma Pistol	4/15/40/65	50 Charge Microcell	2	8+3d6	25cm length, 0.8kg
EM Plasma Rifle	8/40/120/210	150 Charge Microcell	8	12+4d6	75cm length, 1.8kg
Laser Pistol	5/10/25/50	50 Charge Microcell	1 / 3 / 5	10+2d6 / 12+3d6 / 14+4d6	25cm length, 0.6kg
Laser Rifle	10/50/100/200	25 Charge Microcell	3 / 5 / 7	12+3d6 / 14+4d6 / 16+5d6	70cm length, 1.8kg
Particle Pistol	5/15/45/75	50 Charge Microcell	1 / 2	4+2d6 / 6+3d6	25cm length, 0.6kg
Particle Rifle	15/60/120/240	25 Charge Microcell	2 / 4	6+3d6 / 8+4d6	70cm length, 1.8kg
Phase Pistol	5/15/45/75	50 Charge Microcell	1 / 3	(2+2d6) Stun / 10+2d6	20cm length, 0.8kg
Phase Rifle	15/60/120/240	25 Charge Microcell	2 / 4	(4+4d6) Stun / 12+2d6	45cm length, 1.3kg
Plasma Pistol	4/15/40/65	20 Charge Microcell	1	2+2d6	25cm length, 0.8kg
Plasma Rifle	8/40/120/210	40 Charge Microcell	5	6+3d6	75cm length, 1.8kg
Sonic Disruptor	5/10/25/40	25 Charge Microcell	1 / 4	(2+2d6) Stun / 10+2d6	25cm length, 0.6kg