## FERENGI PLASMA WHIP

Energy Weapon

Setting(s): 3 (heavy stun only)

Range: 05/09/22/45 Size: 53 cm long Mass: 0.4 kg

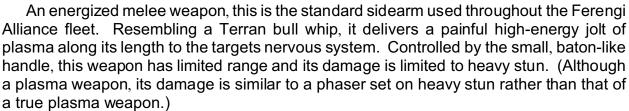
Energy: 80 charges

Damage: Use the Phaser damage table (Star Trek: Deep

Space Nine Roleplaying Game corebook, page 239).

Melee Weapon Accuracy: 7 Block: 0

**Damage:** 2d6+2



This weapon is falling into disuse; while still a common site, it is being found more and more only in the remote areas of the Alliance. Some, mostly independent raiders, still favor the weapon for its fear and shock value.

This weapon cannot be used untrained, and is a stand alone skill. Users of this weapon must poses "Ferengi Plasma Weapon (x)," in addition to "Primitive Weapon (Whip) x (x)."

