

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.

Stats by FreddyB, Descriptive Text from WookieePedia.

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