Equipment D6 / Stuncuffs



Model: Stuncuffs
Type: Restraining Devices
Cost: 100
Availability: 2, R
Damage: 6D (Stun)
Game Notes: The cuffs can be remotely activated to stun, or if the captive pulls on them, resisting too much, they will emit a stun charge.

Description: Stuncuffs, also known as binders, restraints, or manacles, were devices designed to restrict the movement of an individual's limbs, primarily their hands. Many versions were designed with the ability to shock the wearer if they struggled, particularly versions intended to be used on Force users. Some stormtroopers carried stuncuffs in case they needed to conduct arrests.

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