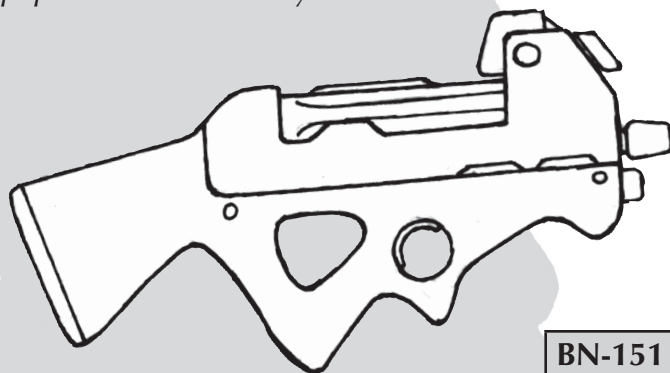


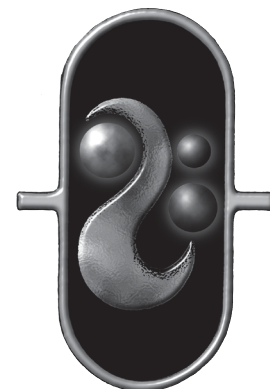
BN-151

Item Description:

The BN151 ACR is an unusual weapon design. It is light, compact, and can deliver a respectable amount of fire. The magazine is inserted butt-first and lays atop the weapon, along its receiver. There are virtually no metal parts in the BN151's construction, the entire weapon being made of strengthened polymer composites. Interestingly, no attempt was made to produce a caseless or semi-caseless ammunition for the weapon. The BN151 uses a plastic cased 4.2mm tungsten-cored round that can be easily produced in a replicator. It is gyrostabilized with an infrared range finder and heads-up electronic front sight. It is a common piece of equipment aboard many diud'chi craft



Diud 'Chi



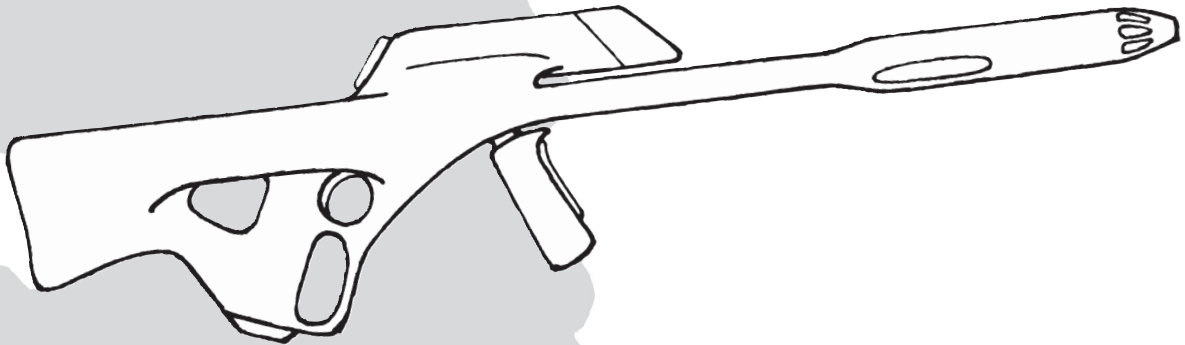
BN-151	
Cost:	30 AC
Weight:	2.6 kg
Length:	2.5"
Bulk:	5
Damage:	3d8
Penetration:	-4
Blast Radius	0
Radiation Damage	N/A
Shots:	10/10
Range	rifle
Signature:	+5
Skill:	Automatic Weapons - Diud 'Chi
Ammunition:	4.2 x 25 mm
Ammunition Cost:	1 AC
Ammunition Bulk:	2
Ammunition Weight:	.2 kg

CC4Z Gauss Rifle

Item Description:

The CC4Z Gauss Rifle is one of the finest slug throwers in the galaxy, and can be listed among the ranks of other outstanding weapons such as the DR33/DR33A2, the M55A1, and the 404G003. It is rarely carried however, as most diud'chi dislike its weight and bulk. Its most interesting feature is the grip safety in the forward grip. Thus, you must hold on to the weapon with both hands to fire it

Diud 'Chi



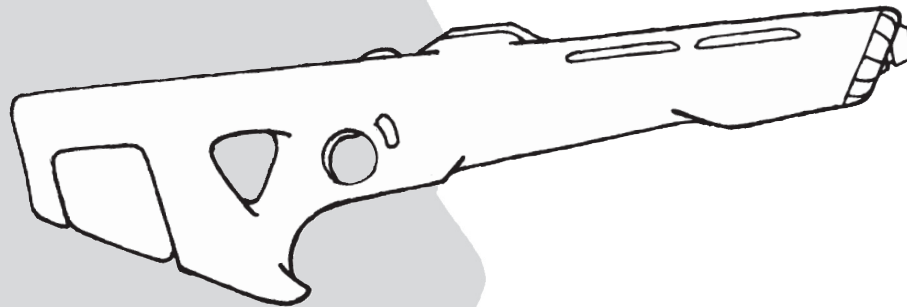
CC4Z Gauss Rifle	
Cost:	50 AC
Weight:	3.2 kg
Length:	3.6"
Bulk:	9
Damage:	4d8
Penetration:	-4
Blast Radius	0
Radiation Damage	N/A
Shots:	13/13
Range	Laser
Signature:	+1
Skill:	Automatic Weapons - Diud 'Chi
Ammunition:	2.1 x 20 mm needle
Ammunition Cost:	1 AC
Ammunition Bulk:	3
Ammunition Weight:	.5 kg

LN-303

Diud 'Chi

Item Description:

The LN-303 is the culmination of laser blaster and early disruptor technology. It is a powerful weapon but not terribly popular due to the need for protective clothing while firing it. As phased energy weapons develop, they become more difficult to miniaturize, and true disintegrator technology ends up replacing them. These rifles can still get a Nithe to notice you, however, and they pack quite a whallop.



Like the LN30 pistol, the rifle's phazer array is adjustable, allowing the user to set the weapon to do anywhere between 1 and 5 d12's of damage, with no change in weapon penetration or other characteristics. Each d12 uses one shot of the power pack's charge, so firing it set on 2d12 would use 2 shots, while firing it set on 5d12 would use 5 shots. It can still be fired twice in a combat round, it just uses more energy each time. It takes a combat round action to reset the weapon to a higher or lower setting. The LN303 has an integral Electronic sight. This weapon is an early disintegrator and does traveling damage.

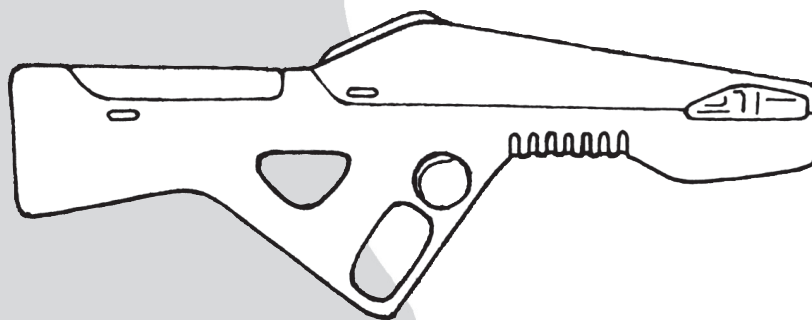
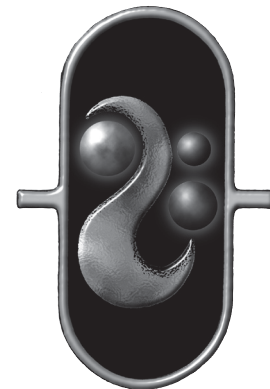
LN-303	
Cost:	110 AC
Weight:	3.7 kg
Length:	3'5"
Bulk:	8
Damage:	5d12 (adjustable)
Penetration:	-10
Blast Radius	traveling
Radiation Damage	1d8
Shots:	25/1
Signature:	+8
Range	Laser
Skill:	Energy Weapons - Diud 'Chi
Ammunition:	battery
Ammunition Cost:	6 AC
Ammunition Bulk:	2
Ammunition Weight:	0.3 kg

PR-55

Diud 'Chi

Item Description:

The PR55 is, along with its sister design, the PVN3, an ancient design. It can chuck a significant amount of energy around, and it doesn't weigh much, so it's still carried around. The main advantage to diud'chi laser weaponry is that they're fully automatic.



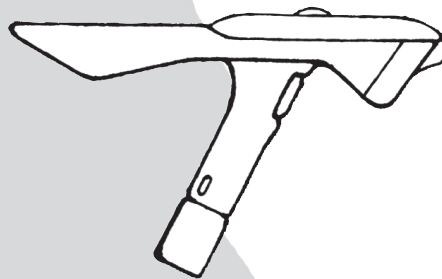
PR-55	
Cost:	15 AC
Weight:	1.9 kg
Length:	3'4"
Bulk:	7
Damage:	3d10
Penetration:	-5
Blast Radius	N/A
Radiation Damage	N/A
Shots:	18/4
Signature:	+2
Range	Laser
Skill:	Energy Weapon - Diud 'Chi
Ammunition:	battery
Ammunition Cost:	2 AC
Ammunition Bulk:	1
Ammunition Weight:	.1 kg

LN-30

Item Description:

The LN30 Phazer Pistol is the most commonly carried energy weapon in the Diud'chi Bureaucracy. While the arrangement of the internal components has changed very little over the last 50,000 years, the external design has undergone a great deal of revision in order to go better with a woman's clothing.

Diud 'Chi



In addition to the weapon's excellent handling characteristics, the phazer array is adjustable, allowing the user to set the weapon to do anywhere between 1 and 5 d12's of damage, with no change in weapon penetration or other characteristics. Each d12 uses one shot of the power pack's charge, so firing it set on 2d12 would use 2 shots, while firing it set on 5d12 would use 5 shots. It can still be fired twice in a combat round, it just uses more energy each time. It takes a combat round action to reset the weapon to a higher or lower setting. The LN30 has an integral laser sight. This weapon is an early disintegrator and does traveling damage.

LN-30	
Cost:	35 AC
Weight:	1.8 kg
Length:	14"
Bulk:	3
Damage:	5d12
Penetration:	-6
Blast Radius	traveling
Radiation Damage	1d8
Shots:	20/2
Signature:	+6
Range	SMG
Skill:	Energy Weapon - Diud 'Chi
Ammunition:	battery
Ammunition Cost:	5 AC
Ammunition Bulk:	1
Ammunition Weight:	0.1 kg

MRA-22

Item Description:

The MRA22 Gauss Pistol is a small, straightforward weapon of simple design. Due to its untroublesome size, it is an oft carried sidearm.

Diud 'Chi



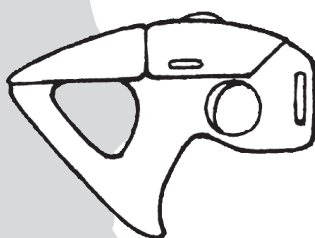
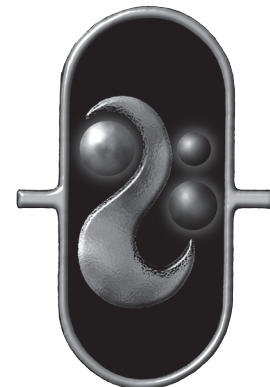
MRA-22	
Cost:	12 AC
Weight:	.6 kg
Length:	8"
Bulk:	1
Damage:	1d8
Penetration:	-2
Blast Radius	N/A
Radiation Damage	N/A
Shots:	8/8
Signature:	+1
Range	SMG
Skill:	Automatic Pistol
Ammunition:	2 x 10 mm needle
Ammunition Cost:	1 AC
Ammunition Bulk:	1
Ammunition Weight:	.01 kg

PN-V3

Item Description:

The PNV3 is an outdated energy weapon design, but is still commonly carried because of its small size. It also packs a respectable punch.

Diud 'Chi

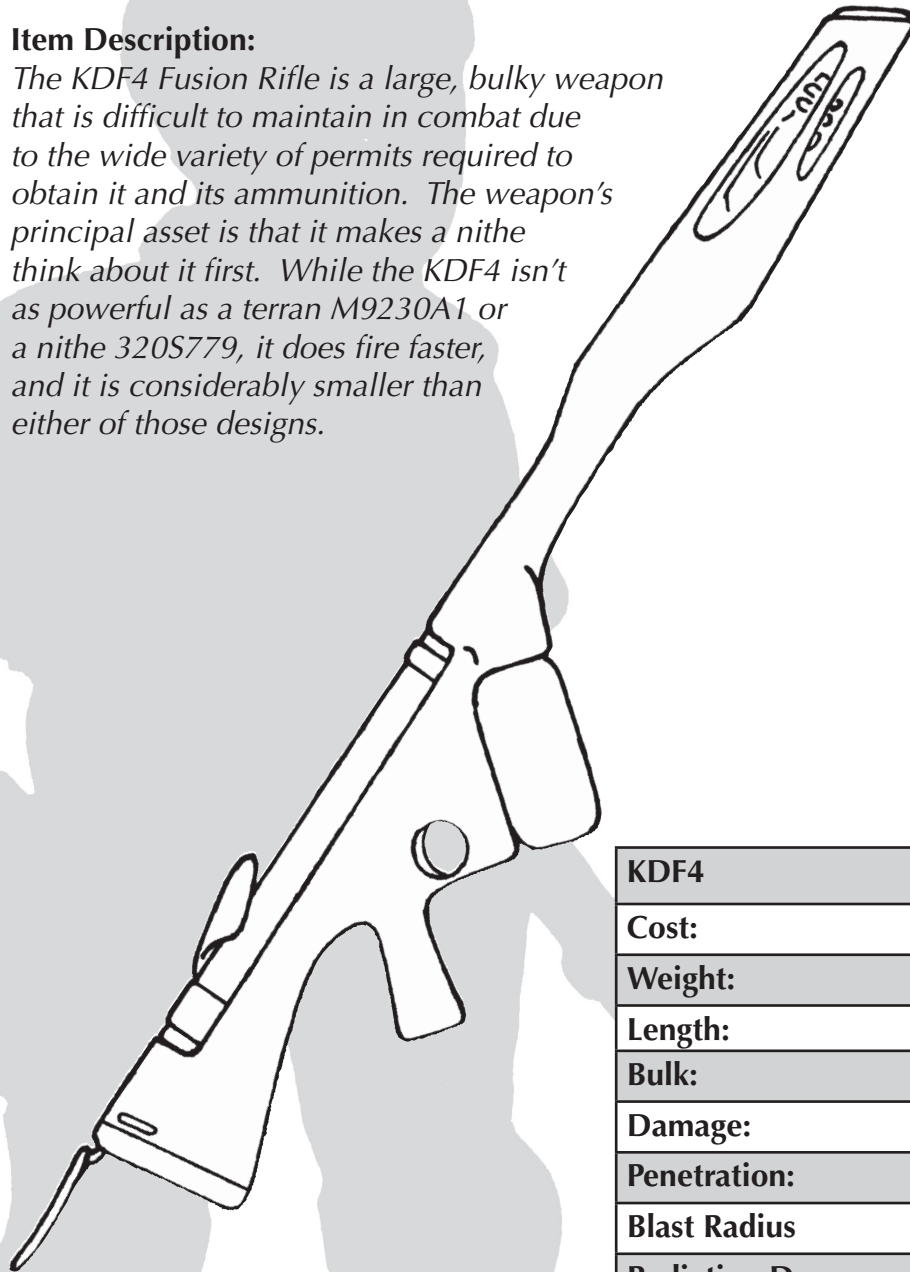


PN-V3	
Cost:	10 AC
Weight:	.7 kg
Length:	7"
Bulk:	2
Damage:	3d6
Penetration:	-5
Blast Radius	N/A
Radiation Damage	N/A
Shots:	20/4
Signature:	+2
Range	SMG
Skill:	Energy Weapon - Diud 'Chi
Ammunition:	battery
Ammunition Cost:	2 AC
Ammunition Bulk:	1
Ammunition Weight:	.01 kg

KDF4

Item Description:

The KDF4 Fusion Rifle is a large, bulky weapon that is difficult to maintain in combat due to the wide variety of permits required to obtain it and its ammunition. The weapon's principal asset is that it makes a nithe think about it first. While the KDF4 isn't as powerful as a terran M9230A1 or a nithe 320S779, it does fire faster, and it is considerably smaller than either of those designs.



Diud 'Chi



KDF4	
Cost:	230 AC
Weight:	8.4 kg
Length:	4'8"
Bulk:	10
Damage:	30 + 3d12
Penetration:	-18
Blast Radius	4 meters
Radiation Damage	2d8
Shots:	50/1
Signature:	+12
Range	Laser
Skill:	Energy Weapon - Diud 'Chi
Ammunition:	battery
Ammunition Cost:	15 AC
Ammunition Bulk:	4
Ammunition Weight:	2.0 kg

FB32-D

Item Description:

FB-32D is a marvel of micro-miniaturization, shrinking the basics of a starship's shielding into a device worn at the hip. When scanning, the FB32-D detects energy travelling into its half-meter detection radius. It then projects an energy screen in front of the intruder's path. The FB32-D screen generator takes the brunt of any damage the user might otherwise have received. Once the unit's capacity for protection has been exhausted, the unit is thrown away.

Diud 'Chi



An outgrowth of starship electromagnetic shielding, the FB32-D is a portable unit that hangs from the belt. When activated, it creates a strong electromagnetic deflector shield about half a meter from the wearer. This shielding provides fifty points of damage protection from heat, flame, and energy weapons fire, after which the unit is burned out and useless. While activated, it completely deflects all levels of radiation damage. The one thing it does not protect against is kinetic energy, so physical blows and projectile weapons pass through its field without any problem. Once expended, the unit cannot be repaired, but it can be linked into other systems to monitor its capacity for energy deflection while it is in use. PROT = 50 points Energy-based damage,

PDD	
Cost:	40 AC
Weight:	1.3 kg
Length:	8"
Bulk:	1
Technical Classification	E
Protection Points	50