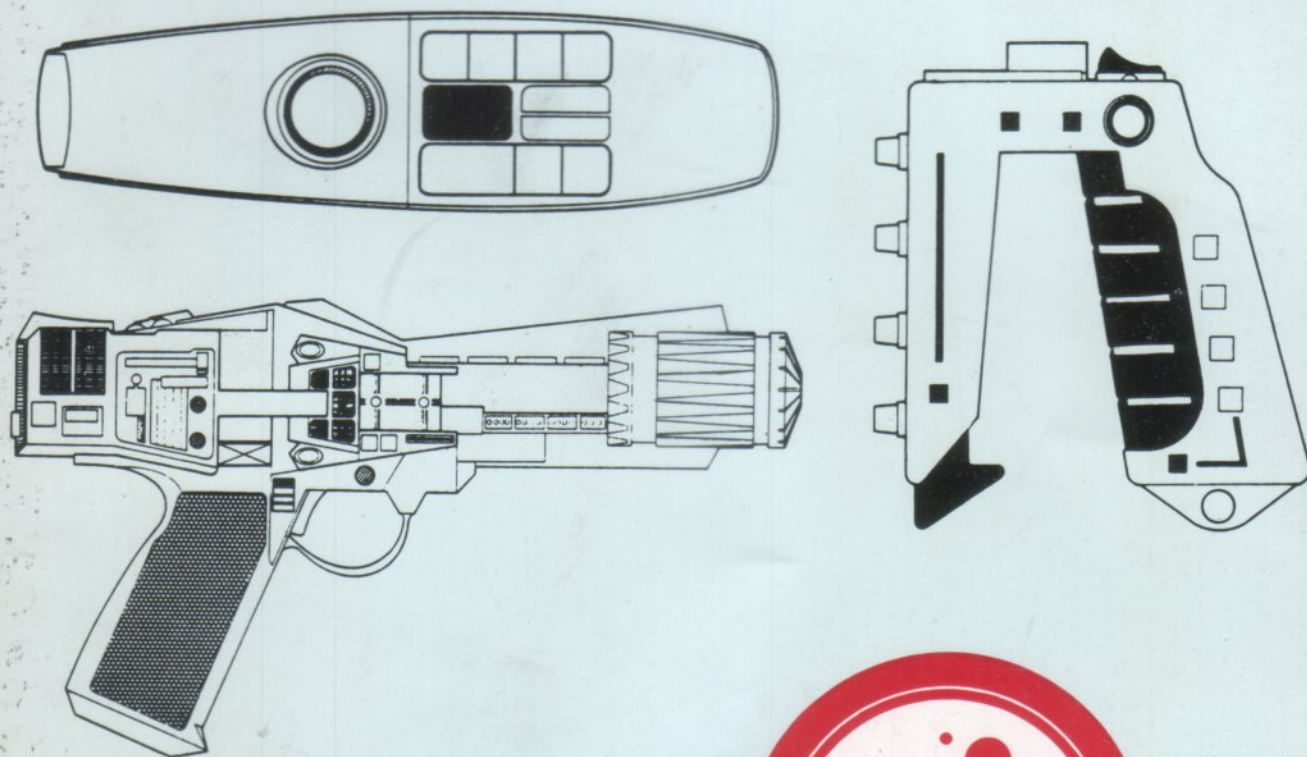


# **WEAPONS**

AND FIELD EQUIPMENT  
TECHNICAL REFERENCE

# **MANUAL**



THE NORON GROUP

- **FIRST BOOK OF ITS KIND EVER PUBLISHED**
- **EIGHTY PAGES OF ACCURATE, DETAILED PLANS FROM THE BEST OF SF FILM AND TV**
- **PERFECT FOR COSTUMERS AND REPLICIA BUILDERS**

**LAYOUT AND ILLUSTRATIONS BY  
SHANE JOHNSON**

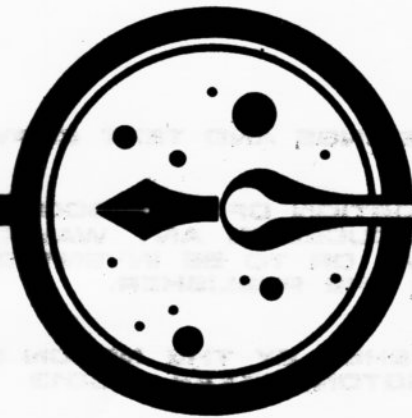
**\$11.95**



# WEAPONS AND FIELD EQUIPMENT TECHNICAL REFERENCE MANUAL

STEVE MCELLEIN  
KYLE CAREW  
SPECIAL ACKNOWLEDGEMENTS  
BOB BURRIS  
BARRY SMITH  
MARK BURRO  
JAMES CHAMBERS  
DAVID MERRIMAN  
BET MARTIN  
LARRY ABCHILMAN  
DAVID HOLT  
ALAN BECKER  
TRACY  
GEORGE HANFORD  
DAVID HOLT

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**LAYOUT AND ILLUSTRATIONS BY  
SHANE JOHNSON**  
**RESEARCHED AND COMPILED BY  
SHANE JOHNSON  
AND KATHY JOHNSON**

**ADDITIONAL MATERIAL**

**STEVE McCLELLAN  
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**SPECIAL ACKNOWLEDGEMENTS**

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**SHAUN JOHNSON**

**ALAN BECKNER**

**TRACY**

**GEORGE HALVORSON**

**DAVID HOLT**

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**6. MOONBASE ALPHA 65**  
COMMLOCK  
STUNGUN

**7. JUPITER 2 MISSION 71**  
LASER PISTOL TYPE I  
TYPE II  
LASER RIFLE

# PREFACE

---

*It has been said that a given society's weapons technology is the most accurate indicator of its social development. Seldom if ever is a scientific or technological advancement made that is not applied to weaponry in one form or another.*

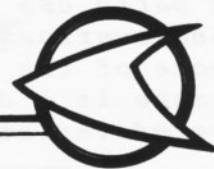
*The weaponry and equipment displayed in this book represents technology beyond that of modern day Earth. These devices also represent many different cultures, widespread throughout the galaxy. Most of these weapons were designed to be defensive in nature; others, created by more "aggressive" societies, aid in furthering the conquest and submission of weaker peoples.*

*We hope that this text will aid the reader in understanding the design and function of the devices represented here. Those who wish to recreate these weapons as three-dimensional mock-ups will find this an invaluable reference; others may gain an insight into the cultural standards and technological status of some of the most popular societies of media science fiction.*

*Enjoy!*

*The Noron Group*

**STAR FLEET**





# PHASER ONE

## SHORT RANGE BEAM WEAPON

The advent of phaser technology in 2198 opened a new era in Starfleet defense. Lasers, while powerful and quite adequate in battle situations, gave no provision for the capture of individuals, as does phaser stun; any laser strike was considered lethal. In ship-to-ship combat, destruction of enemy vessels usually resulted from atmosphere loss or fuel detonation following the piercing of hull layers; lasers lacked the disintegration capability of phasers.

Transtator physics allowed the creation of phaser weaponry on a personal scale, and the phaser rifle soon followed. Miniaturization of all weapon elements resulted in the evolution of a basic version that was smaller still-- Phaser One.



Phaser One is a multi-setting weapon ideally suited for landing party use when discretion is desired. While its range and overload detonation radius are considerably less than those of the phaser rifle, its small size and light weight make it a desirable field weapon. Phaser One-B, a low-powered variation, features the stun setting only.

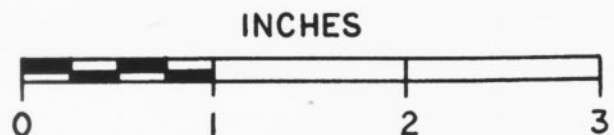
Phaser One also serves as the core of Phaser Two, a mount which extends both range and beam force.

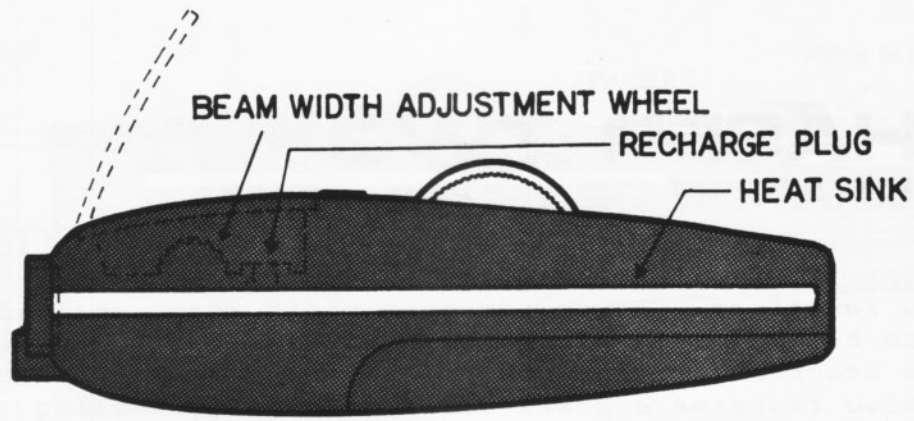
Effective ranges in feet:

Stun (S).....	95
A (light) B (medium) C (heavy)	
Disrupt (D).....	70
A (heat) B (neural breakdown)	
C (frequency resonance)	
Dematerialize (DM).....	45
Overload Detonation Radius.....	125

Colors:

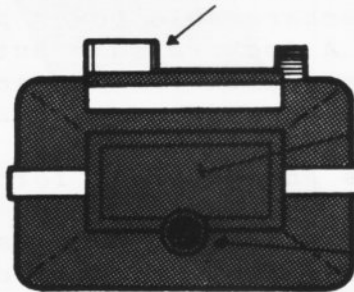
	Black (gloss)
	Silver





**SIDE**

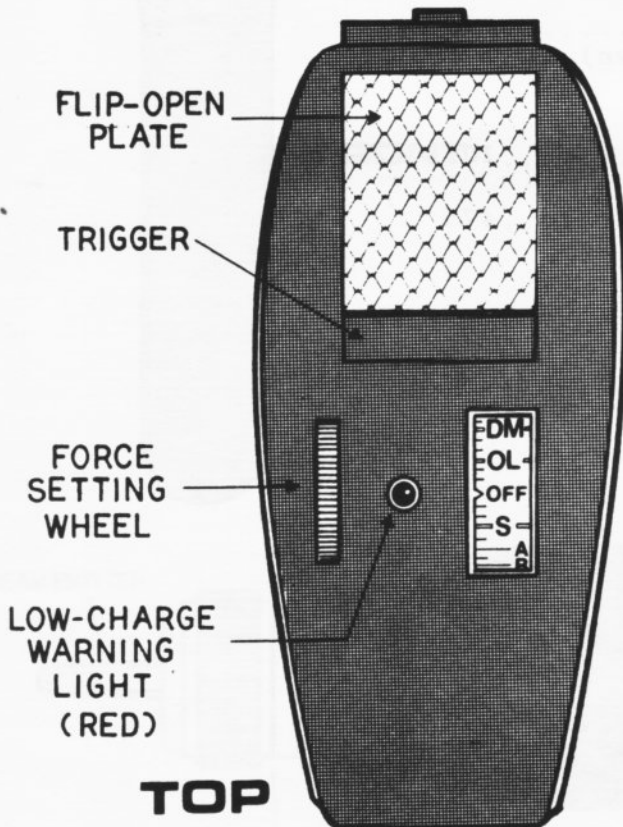
FORCE INDICATOR



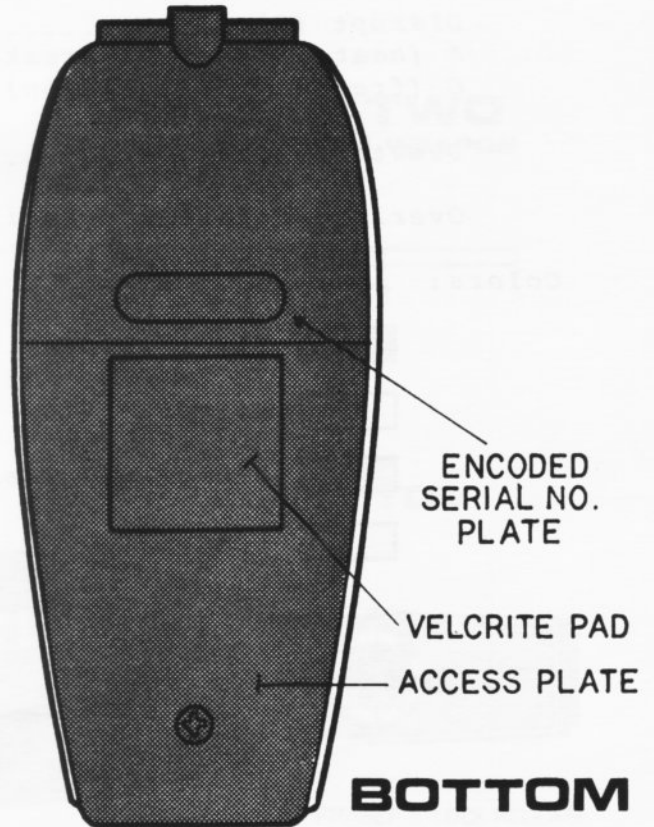
PHASER II  
PATCH-IN PLATE

BEAM EMITTER

**FRONT**



**TOP**



**BOTTOM**

# PHASER TWO

## MIDRANGE BEAM WEAPON

*Phaser Two is a multi-setting hand weapon, capable of many functions. A refined beam width adjustment allows it to be used as a micro-scale cutting torch, an ultra-wide stunner for riot control, a tunnelling tool, etc. It also features a power drainage plate, enabling the unit's stored energy to be transferred to other devices.*





*An interchangeable, rechargeable power pack serves as the unit's handgrip. A lock release button on Phaser Two's left side releases both forward and rear lockplates so that Phaser One can be removed. NOTE: Phaser One must be locked on for unit to function. Unit's force setting knob overrides Phaser One's force setting wheel.*

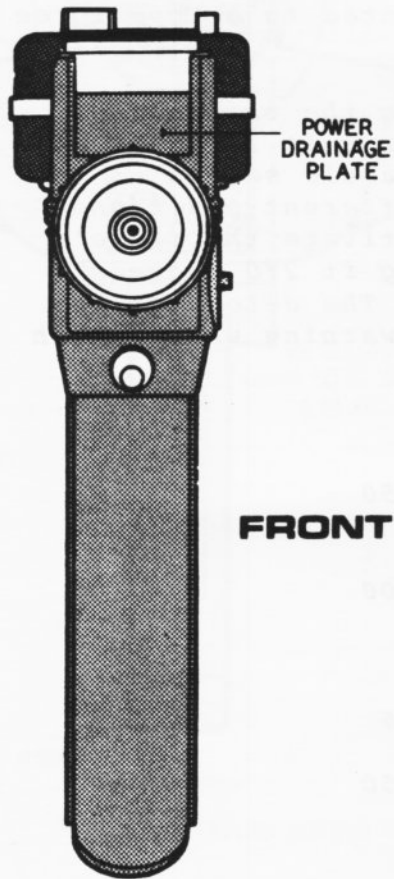
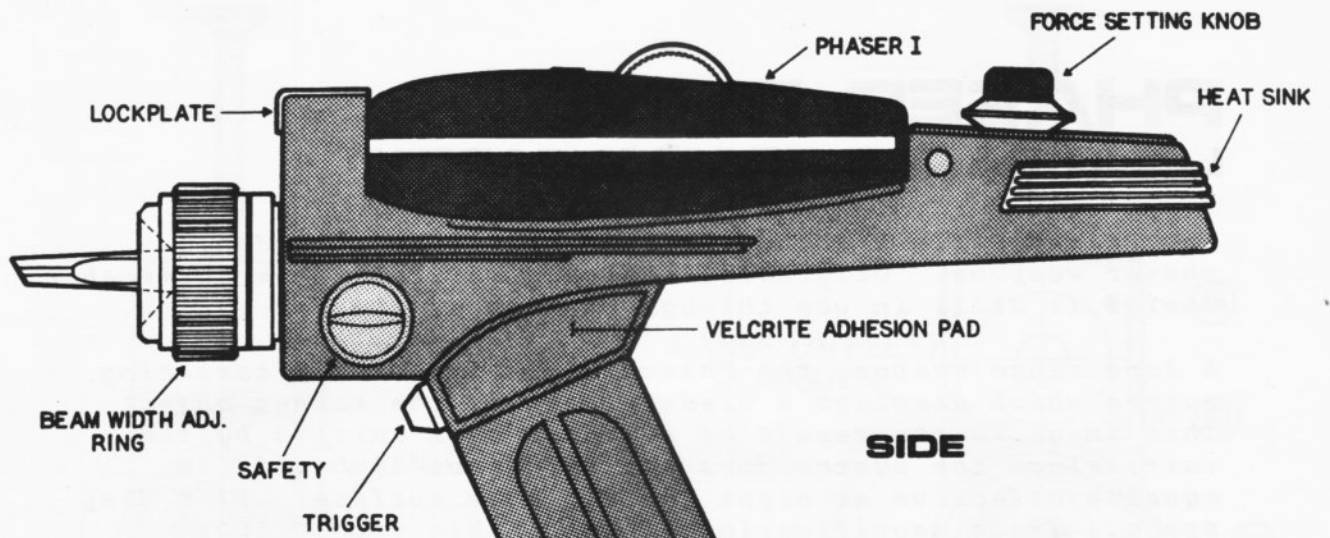
*Phaser Two is useful for landing parties when a visible show of arms and/or a greater range is desired.*

*Effective ranges in feet:*

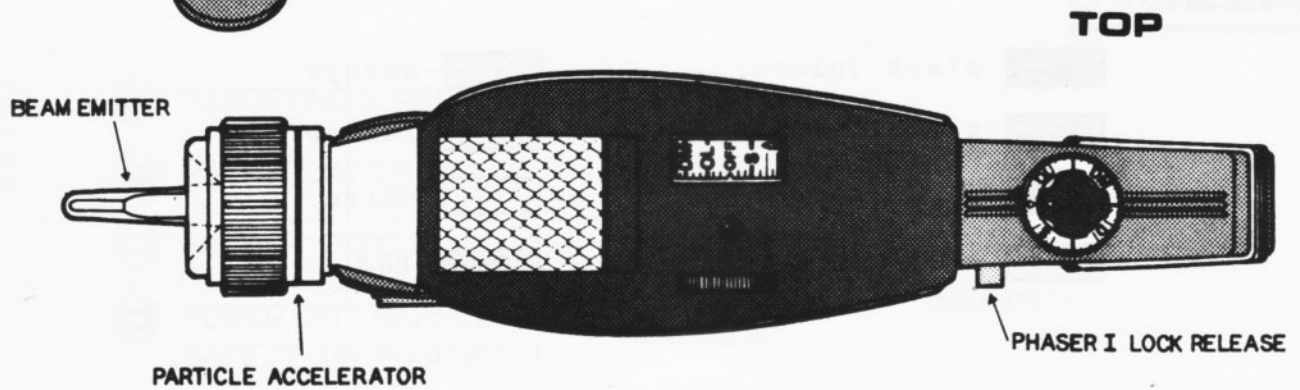
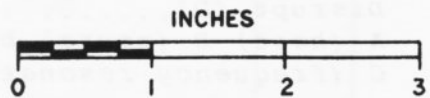
Stun (S).....	320
A (light) B (medium) C (heavy)	
Disrupt (D).....	210
A (heat) B (neural breakdown)	
C (frequency resonance)	
Dematerialize (DM).....	105
Overload Detonation Radius.....	475

*Colors:*

	Black (gloss)
	Silver
	Bluegray (gloss)
	Brass



**PHASER TWO**  
MIDRANGE BEAM WEAPON



# PHASER RIFLE

## LONG RANGE BEAM WEAPON

The Phaser Rifle was the first of Starfleet's handheld phaser weapons. Originally designed in 2208, this formidable device is still in use throughout much of the Federation.

A long range weapon, the Phaser Rifle features a targeting screen which displays a visual image of the target object. This image is the result of a sensor beam emitted by the unit; since the system does not rely upon light, it is equally effective at night (on a planet surface) or in deep space. Image magnification is adjustable from 0-500x. For long range use, the rifle may be mounted to a Type Three tripod.

Beam force is chosen by manually rotating the tri-chamber force selection assembly. Once the power unit is inserted into the rear of the Phaser Rifle, its handle serves as the safety for the unit by rotating it to different positions. The power unit handle also is used to activate the rifle's overload detonation sequencer by rotating it 270 degrees clockwise from the safety-off position. The detonator has a three-minute timed delay, and emits a warning whine which rises in pitch.

Effective ranges in feet:









Stun (S).....1450  
A (light) B (medium) C (heavy)

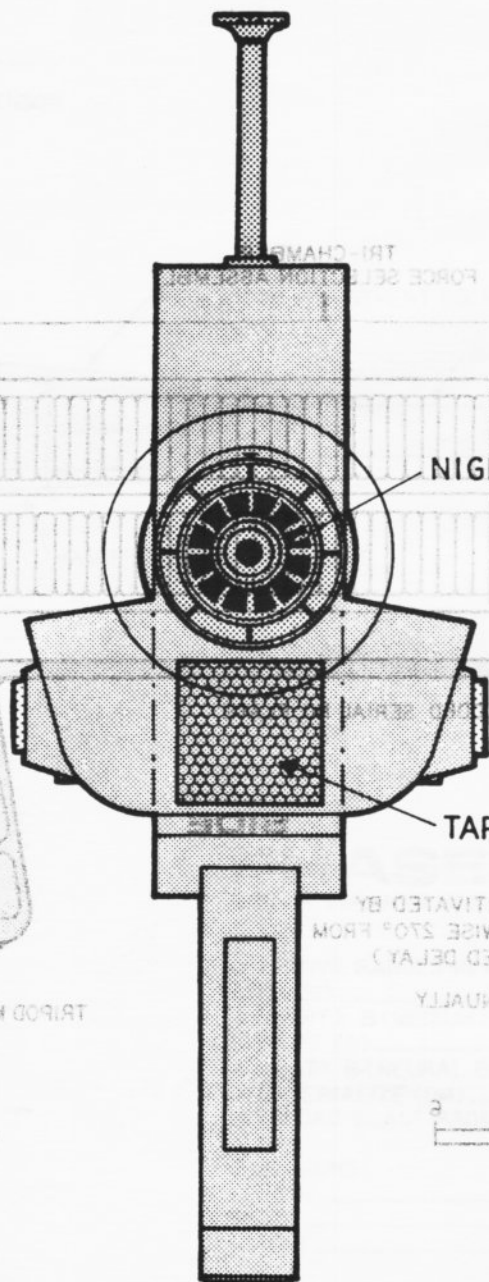
Disrupt (D).....1200  
A (heat) B (neural breakdown)  
C (frequency resonation)

Dematerialize (DM).....975

Overload Detonation Radius.....1750

Colors:

	Black (gloss)		Orange
	Silver		Yellow
	Bluegray (gloss)		White
	Brass		Red

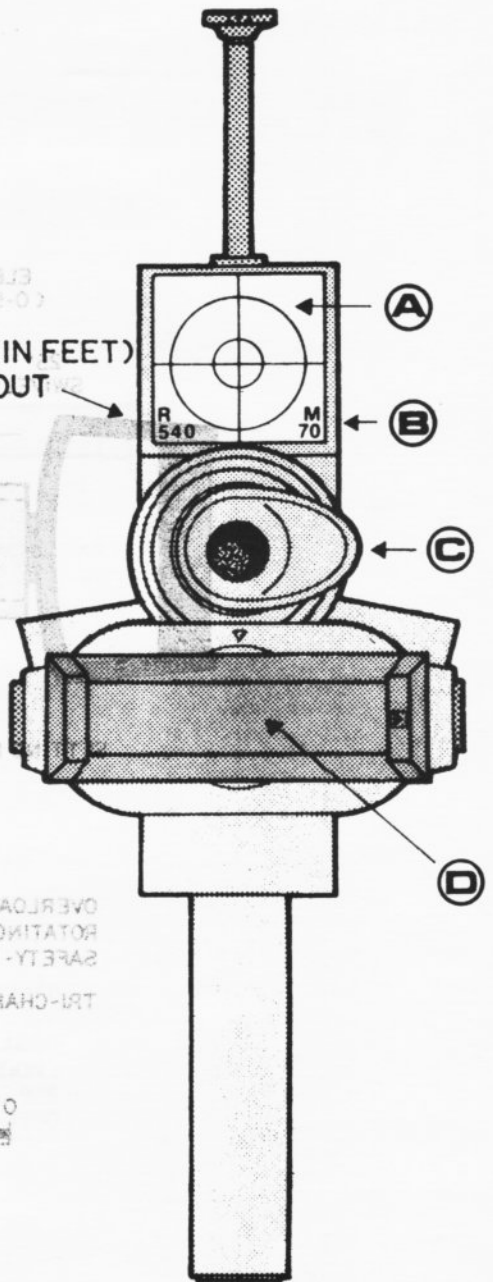
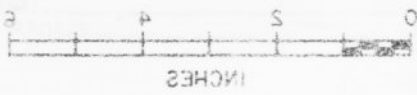


ELECTRONIC NIGHTSCOPE  
 (0-500X MAGNIFICATION)

RANGE (IN FEET)  
 READOUT

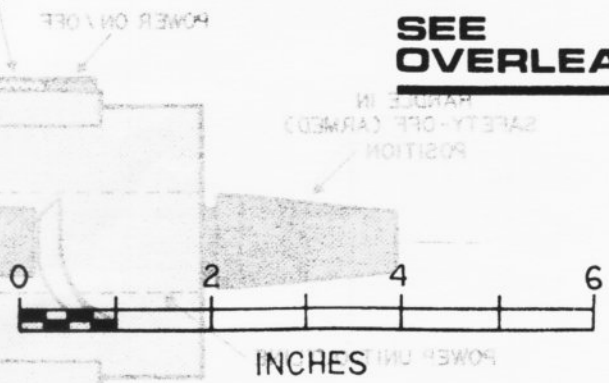
NIGHTSCOPE TARGETING  
 SENSOR

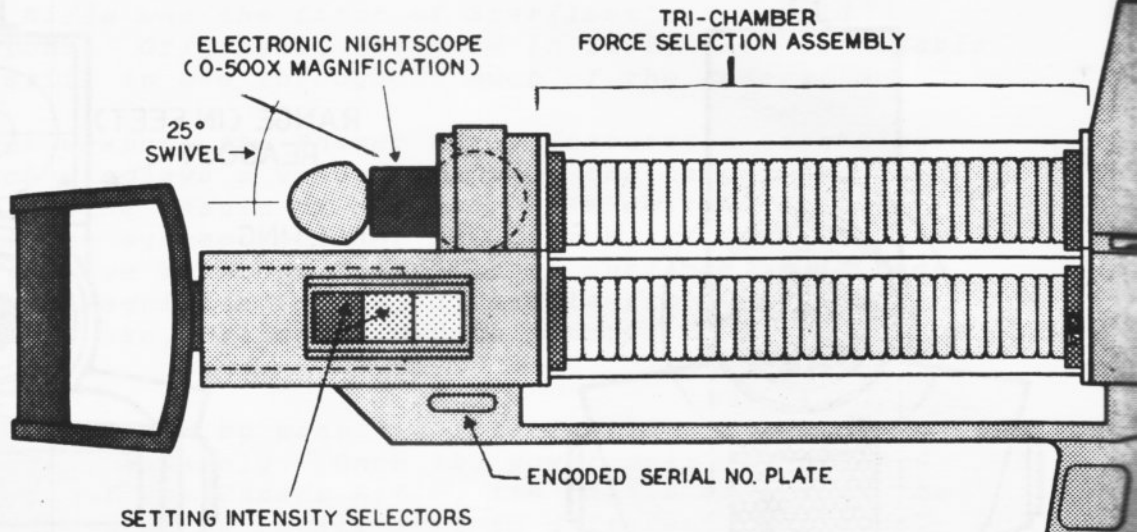
TARGETING SENSOR  
 MATRIX



**SEE  
 OVERLEAF**

- (A)** TARGETING SCREEN
- (B)** MAGNIFICATION READOUT
- (C)** RUBBER EYECUP
- (D)** POWER UNIT HANDLE  
 (SAFETY-ON POSITION)

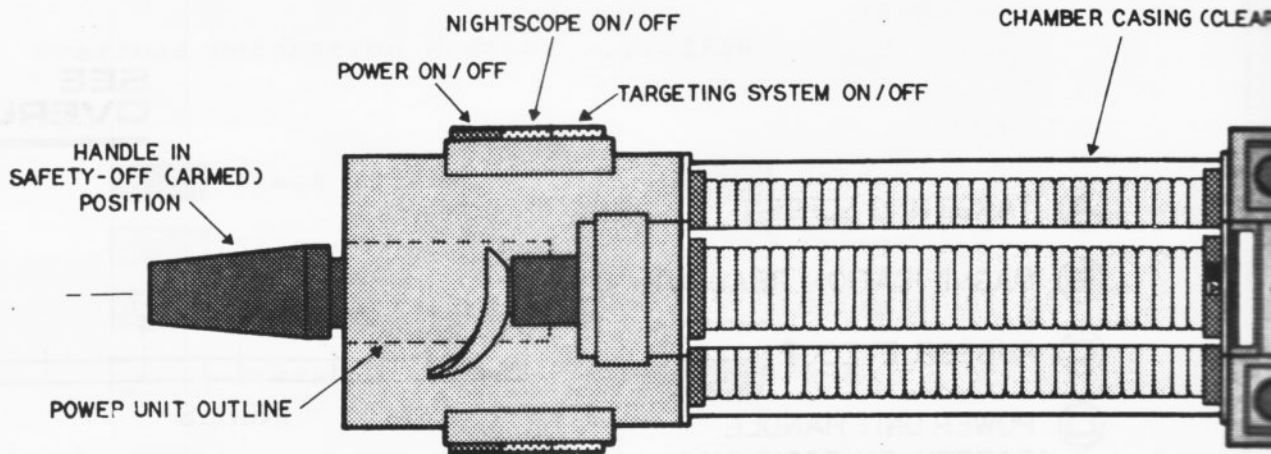
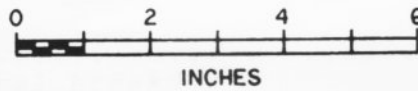




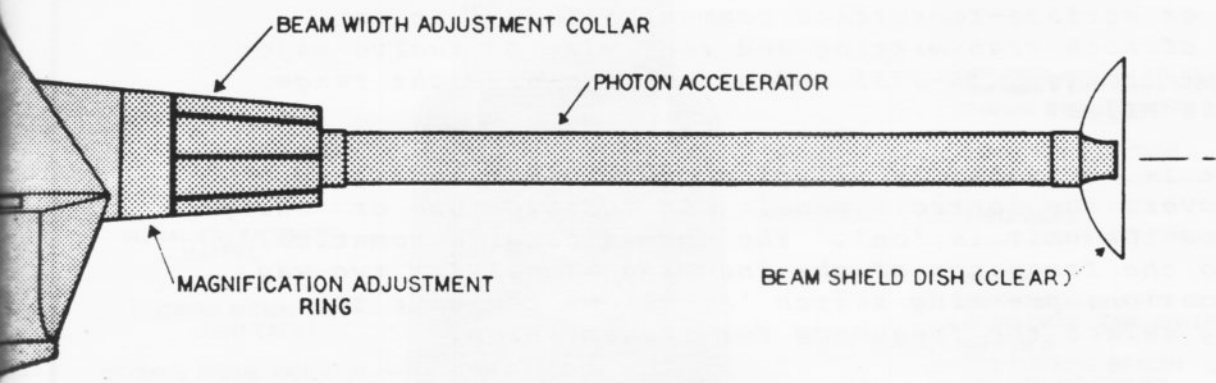
**SIDE**

OVERLOAD DETONATION SEQUENCER ACTIVATED BY  
 ROTATING POWER UNIT HANDLE CLOCKWISE 270° FROM  
 SAFETY-OFF POSITION (3 MINUTE TIMED DELAY)  
 TRI-CHAMBER ASSEMBLY ROTATES MANUALLY

TRIPOD MOUNTING



RANGING SENSOR



TRIGGER

# PHASER RIFLE

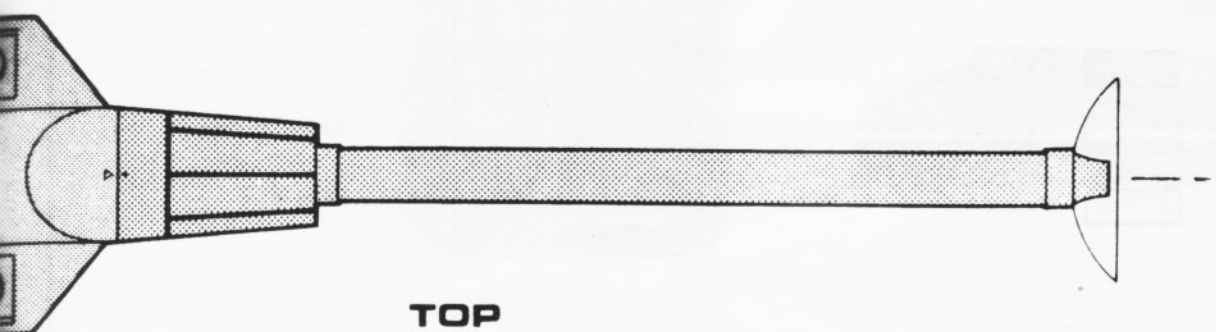
LONG RANGE BEAM WEAPON

EFFECTIVE RANGES IN FEET :

STUN (S)	_____	1450
A (LIGHT) B (MEDIUM) C (HEAVY)	_____	
DISRUPT (D)	_____	1200
A (HEAT) B (NEURAL BREAKDOWN) C (FREQ. RESONATION)	_____	
DEMATERIALIZATION (DM)	_____	975
OVERLOAD BLAST RADIUS	_____	1750

DIMENSIONS:

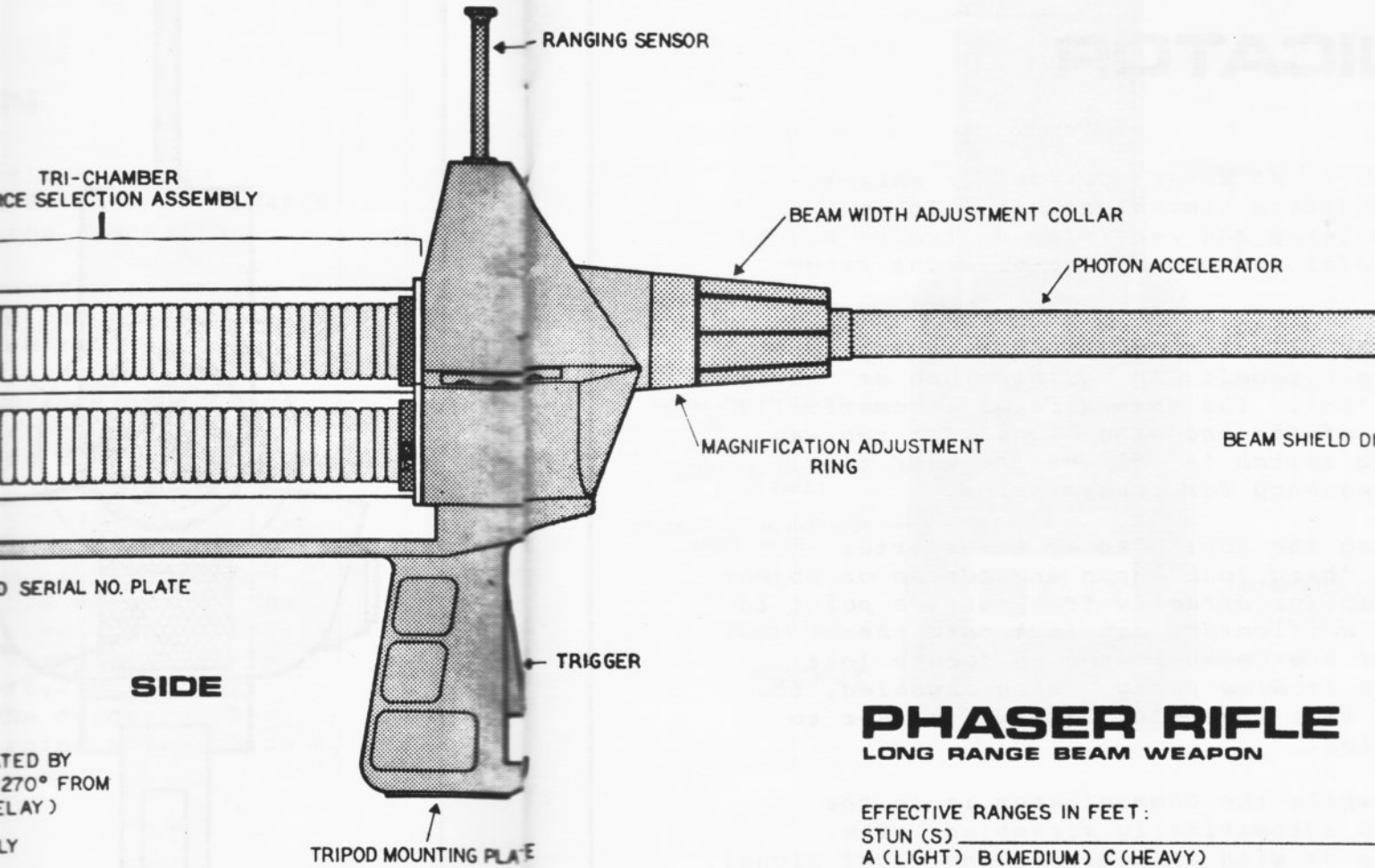
LENGTH	_____	2' 11.1"
WIDTH	_____	5"
HEIGHT	_____	1' 1.25"



TOP

FUNCTION INDICATOR LIGHTS





**SIDE**

# PHASER RIFLE

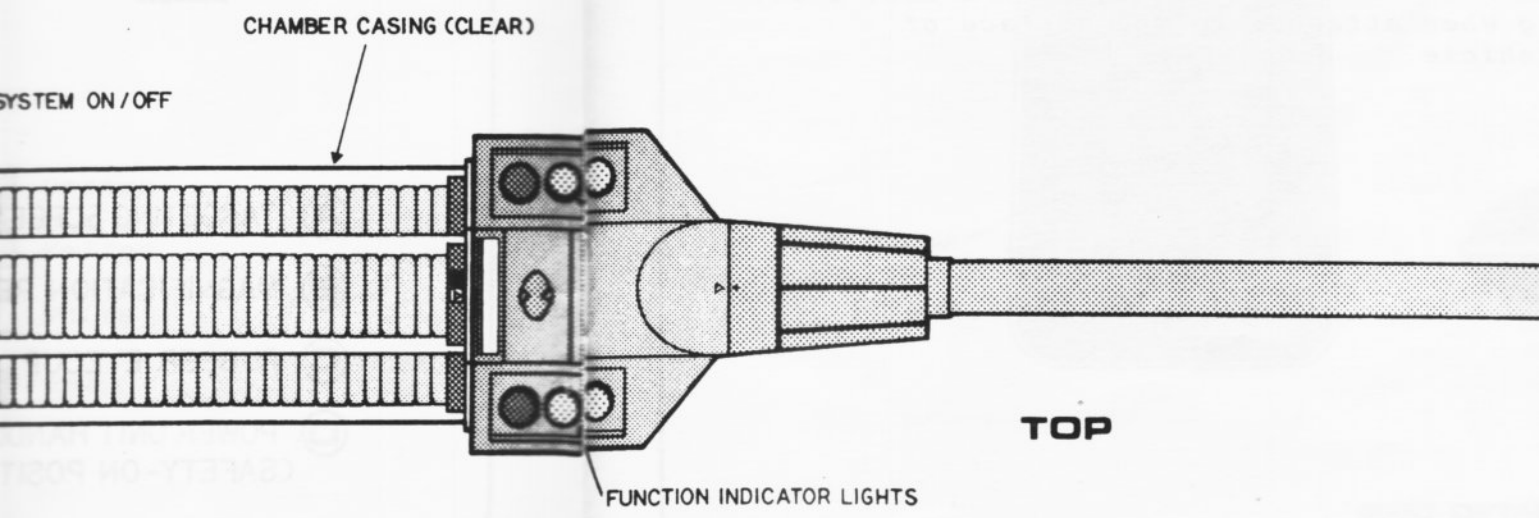
## LONG RANGE BEAM WEAPON

EFFECTIVE RANGES IN FEET:

- STUN (S) \_\_\_\_\_
- A (LIGHT) B (MEDIUM) C (HEAVY)
- DISRUPT (D) \_\_\_\_\_
- A (HEAT) B (NEURAL BREAKDOWN) C (FREQ. RESONANCE)
- DEMATERIALIZER (DM) \_\_\_\_\_
- OVERLOAD BLAST RADIUS \_\_\_\_\_

DIMENSIONS:

- LENGTH \_\_\_\_\_ 2' 11.1"
- WIDTH \_\_\_\_\_ 5"
- HEIGHT \_\_\_\_\_ 1' 1.25"



**TOP**

# COMMUNICATOR

The Communicator is Starfleet's main device for ship-to-surface or surface-to-surface communications. It is capable of both transmitting and receiving on twelve major Starfleet channels (A-J75) and has a line-of-sight range of 16,460 miles.


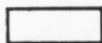

The unit is activated by flipping open the antenna grid which covers the controls panel. An audible tone or 'chirp' indicates the unit is 'on'. The Communicator automatically tunes to the frequency of the incoming signal for two-way communication; pressing switch 'A' allows the user to manually select the frequency for transmission.

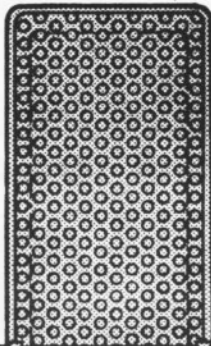
The Communicator is also the tool used by transporter systems to establish a 'hard lock' upon any person or object to be beamed aboard ship (or directly from surface point to surface point). Also, a tricorder can lock onto the transtator circuitry of the Communicator to locate lost or injured members of a landing party. When signaled, the Communicator emits two soft 'beeps' to alert its user to the incoming transmission.

Any transmission made while the Communicator is in the distress beacon mode is automatically scrambled. The beacon, broadcast alone or with an accompanying vocal signal, activates a warning light on the bridge of most Federation vessels (or an audible tone otherwise), and also activates the 'distress beacon on' light on other landing party communicators.

Three magnetic studs on the rear of the unit allow the Communicator to be secured to control panels or walls for 'hands off' or zero-gravity use. In this way it can also serve as a 'bug' for tracking when attached to the surface of a spacecraft or land vehicle.

## Colors:

-  Black
-  Silver
-  Brass



← ANTENNA GRID (OPEN)

# COMMUNICATOR

FIELD EQUIPMENT ITEM

RANGE (LINE OF SIGHT)  
\_\_\_\_\_ 16,460 MILES

FREQ. RANGE  
\_\_\_\_\_ STARFLEET CHANNELS A-J 75

SWITCH A :  
(PUSH) MANUAL FREQ. SEL. OVERRIDE  
(TURN) MAN. GAIN CONTROL  
SWITCH B :  
(P) DISTRESS BEACON  
(T) VOLUME CONTROL

SIGNAL ENHANCEMENT MATRIX

DISTRESS SIGNAL ON LIGHT (RED)

INCOMING SIGNAL INDICATOR LIGHT (BLUE)

SPEAKER / MIC

**FRONT**

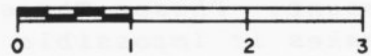
HINGEWHEEL

TRANSPORTER LOCK CONFIRMATION LIGHT (AMBER)

SWITCH B

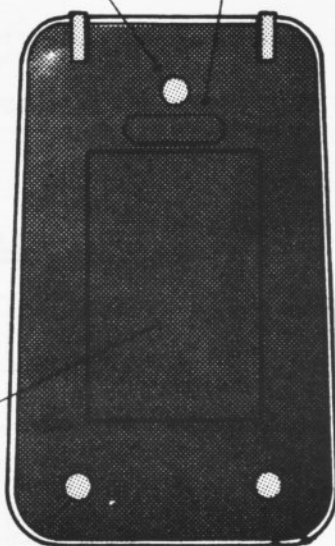
SWITCH A

INCHES



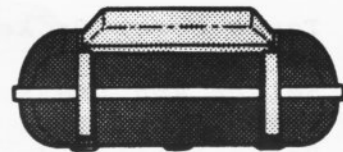
SERIAL NO. PLATE

MAGNETIC STUD



VELCRITE PAD

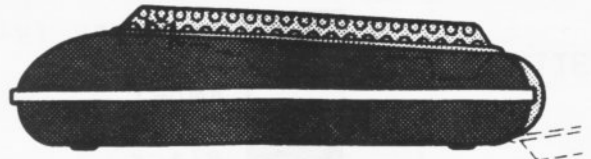
**REAR**



HEAT SINK

**TOP\***

**SIDE**



\*GRID DETAIL OMITTED FOR CLARITY

# PHASER THREE

## TANDEM MIDRANGE BEAM WEAPON

Phaser Three represents a breakthrough in phaser technology. It is a tandem unit, with beam emission units at either end (one of these operates when Phaser Three is used alone; the other functions as the beam emitter for Phaser Four when the unit is snapped onto that mount).

A micro-computer (DC-5709 type) within the unit interprets setting commands punched into the touchkey panel, and monitors all phaser systems.




Pressing all three power setting keys simultaneously and touching the 'enter' key activates the unit's overload circuitry. A vocal warning of "overload system activated" is sounded by the computer, followed by a vocal countdown every ten seconds. The overload system cannot be deactivated after T-minus fifteen seconds.

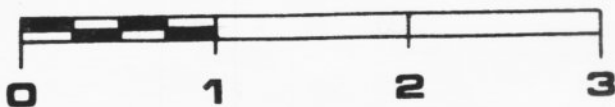
As a safety feature, the Phaser Four beam emitter is covered by an automatic shutter when not in use. This shutter drops instantly as the unit is snapped onto the Phaser Four pistol mount. Phaser Three contains a protective override which makes it impossible to activate the covered emitter until after the shutter has dropped.

Activation sequence is as follows:

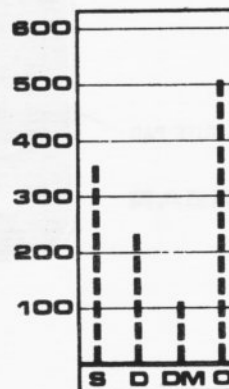
1. Touch Power On key. (Keys light when active)
2. Activate Safety.
3. Select and press force setting key (S, D, DM)
4. Press Enter key.
5. Press Setting Intensity Selector key to choose A, B, or C intensity (by audible tone).
6. Select beam width.
7. Deactivate Safety.
8. Press Trigger to fire.

Colors:

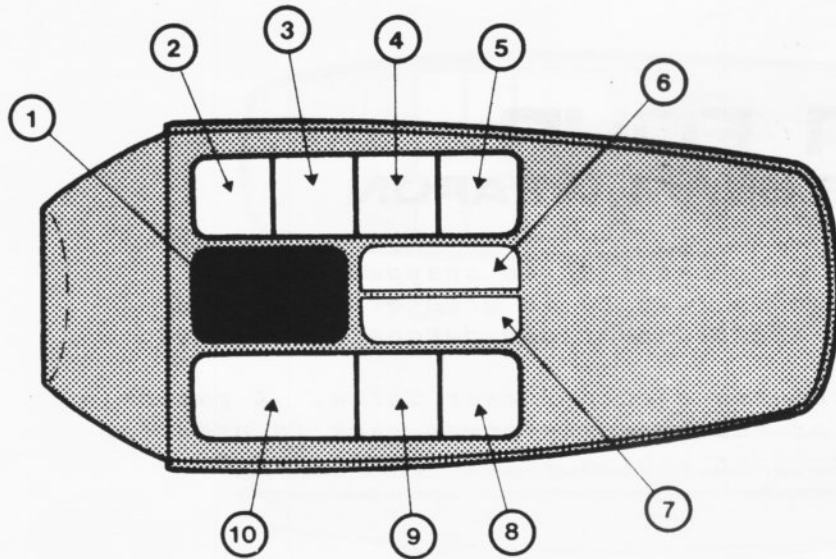
	Bluegray (gloss)
	Amber
	Black



EFF. RANGES IN FEET:

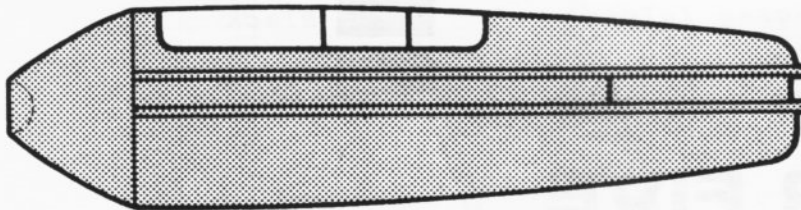


O-OVERLOAD BLAST RADIUS

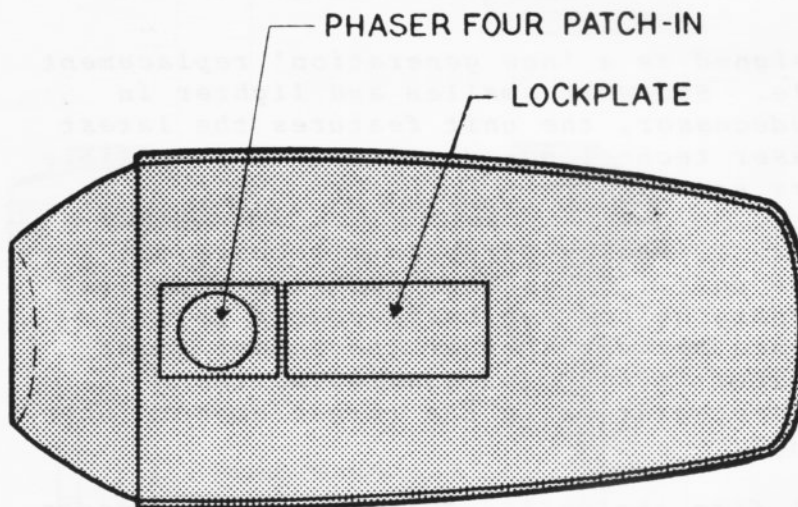


## TOP

- ① PHASER THREE TRIGGER
- ② ENTER KEY ( TWICE FOR CLEAR )
- ③ DEMATERIALIZER ( DM ) SELECT
- ④ DISRUPT ( D ) SELECT
- ⑤ STUN ( S ) SELECT
- ⑥ NARROW BEAM SELECT
- ⑦ WIDE BEAM SELECT
- ⑧ SETTING INTENSITY SELECT
- ⑨ POWER ON / OFF
- ⑩ SAFETY

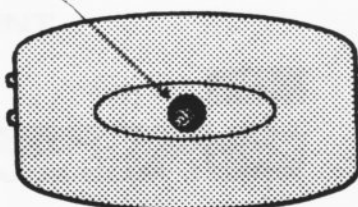


## SIDE

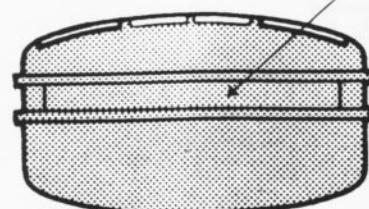


## BOTTOM

BEAM EMITTER **FRONT**



**REAR** SHUTTER



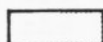
# PHASER FOUR

## LONG RANGE BEAM WEAPON

*Phaser Four consists of Phaser Three snapped onto a pistol mount; this union results in greater range and beam force, and an enlarged overload detonation radius.*

*Pressing the lock release ejects Phaser Three. A patch-in plug at the bottom of the handgrip/power pack is used for recharging the unit; just behind it is the Phaser Five patch-in plate.*

Colors:



Bluegray (gloss)



Black



Amber



Pearl

# PHASER FIVE

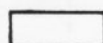
## TWO-HANDED TRI-BEAM WEAPON

*Phaser Five was designed as a 'new generation' replacement for the Phaser Rifle. Somewhat smaller and lighter in weight than its predecessor, the unit features the latest developments in phaser technology--developments impossible until only two years ago.*

*Once snapped into place, Phaser Three/Four becomes the brain center for the unit. Three beam emission clusters fire in synch, discharging ten sub-beams spaced to avoid frequency interference between them at the impact point. This results in greater 'punch' and quadruples the volume of matter disintegration in the target object (when using the DM setting).*

*Either trigger will fire the unit. Twin targeting sensors produce a three-dimensional image on the targeting screen for ease in determining impact points at great distances. As with the Phaser Rifle, Phaser Five can be mounted onto the Type Three tripod.*

Colors:



Bluegray (gloss)



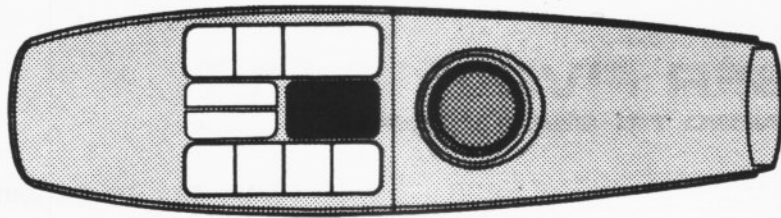
Black



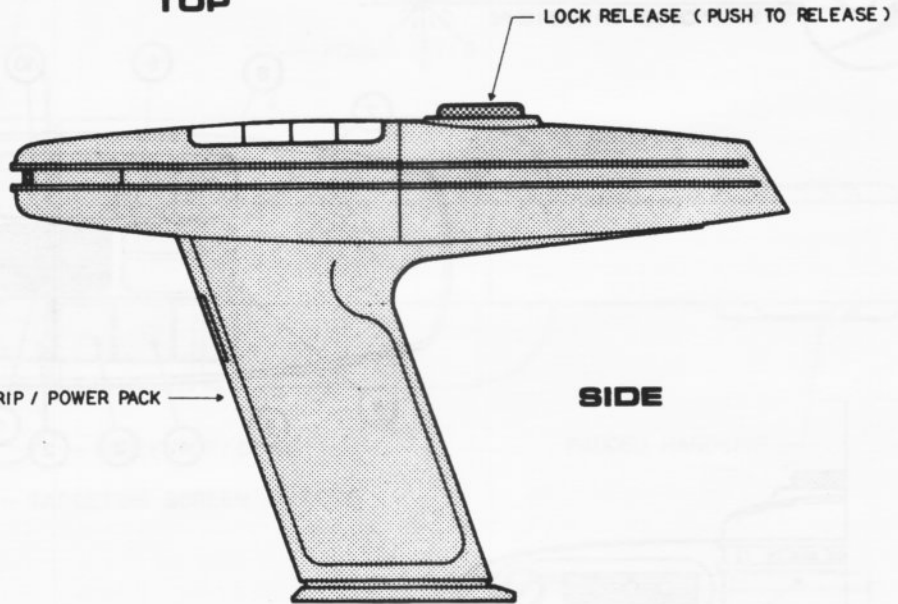
Amber



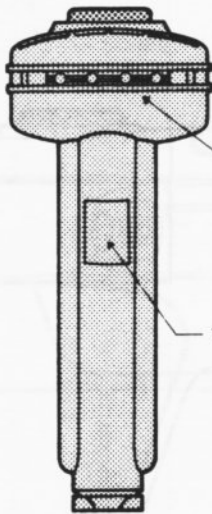
Pearl



**TOP**



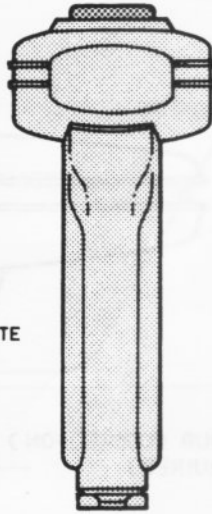
**SIDE**



BEAM EMITTER

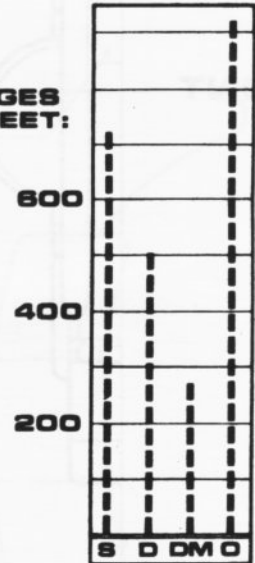
TRIGGER PRESSURE PLATE

**FRONT**



**REAR**

**RANGES IN FEET:**

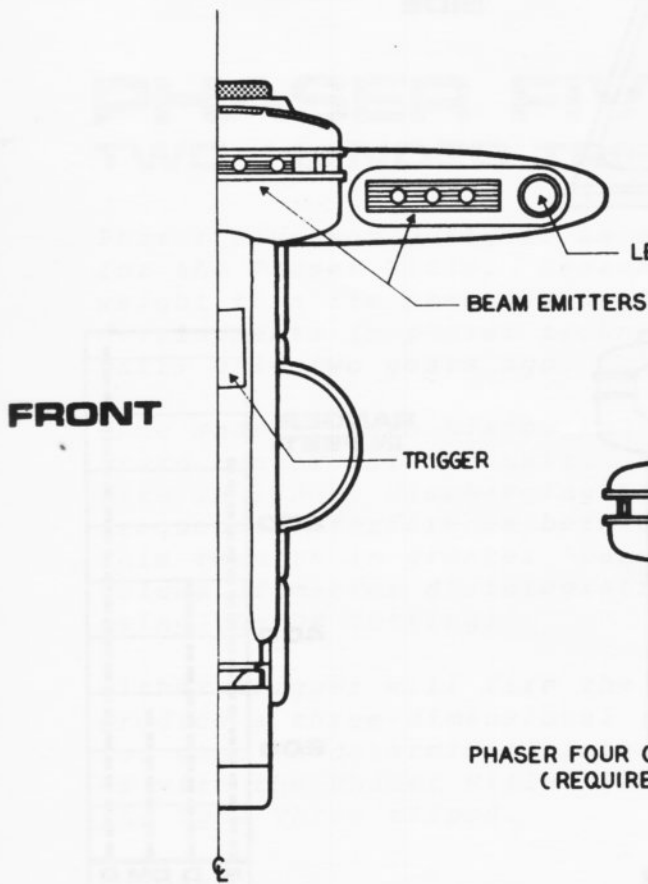
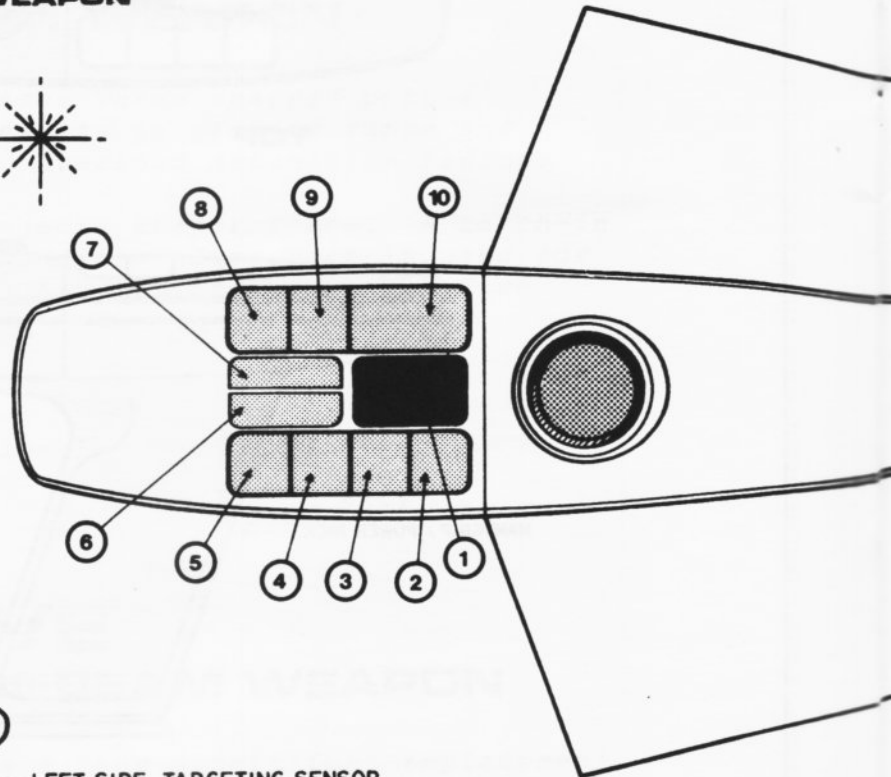


**PHASER FOUR**  
LONG RANGE BEAM WEAPON



# PHASER FIVE

## TWO-HANDED TRI-BEAM WEAPON

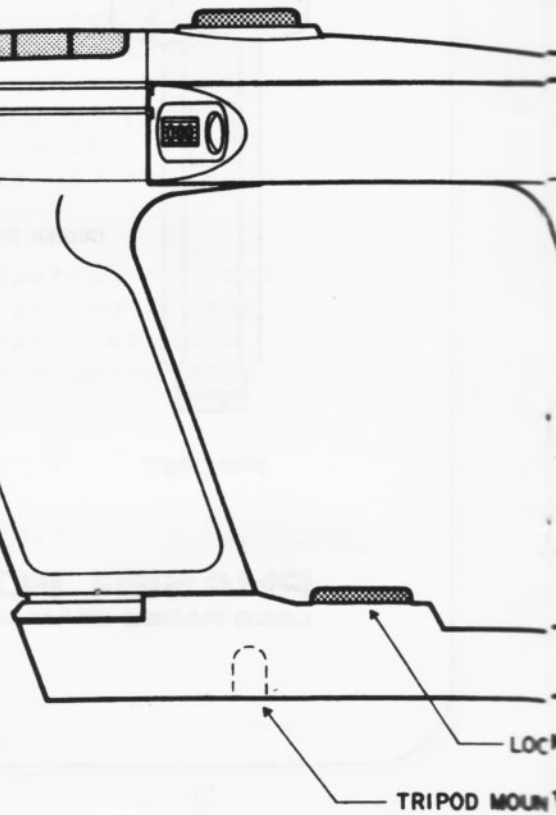


LEFT-SIDE TARGETING SENSOR

PHASER FOUR (LOCKED-ON)  
(REQUIRED)

### TOUCHKEY FUNCTIONS

- ① — PHASER THREE TRIGGER
- ② — ENTER KEY (TWICE FOR CLEAR)
- ③ — DEMATERIALIZER (DM) SELECT
- ④ — DISRUPT (D) SELECT
- ⑤ — STUN (S) SELECT
- ⑥ — NARROW BEAM SELECT
- ⑦ — WIDE BEAM SELECT
- ⑧ — SETTING INTENSITY SELECT
- ⑨ — POWER ON / OFF
- ⑩ — SAFETY





EFF. RANGES IN FEET:

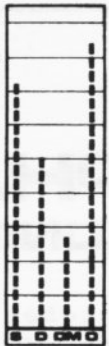
(X 100)

20

15

10

5



0-OVERLOAD BLAST RADIUS

**TOP**

TARGETING SCREEN (3-D IMAGE)

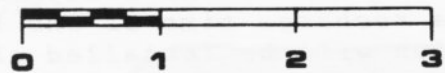
MAGNIFICATION CONTROLS

POWER CELLS

SCREEN UP / DOWN

TARGETING SCREEN ON / OFF

PADDLED HANDGRIP



**INCHES**

SCREEN (UP POSITION)

REAR TRIGGER

**SIDE**

LOCK RELEASE

OUNT

# PHASER ONE (MARK II)

## LONG RANGE BEAM WEAPON

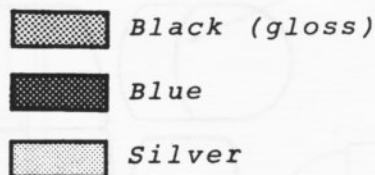
October 2219 marked the tenth anniversary of Starfleet's use of Phasers One and Two. Useful and reliable allies, these pioneer weapons of phaser technology made possible the expansion of Federation boundaries during the past decade of discovery.

Following the discovery of Transtator II physics three years ago, the Federation Security Council determined by majority vote that these basic arms should be updated. As a result, the Mark II series (at the time of this writing) is currently entering the final developmental stages at the Sestra Weapons Facility, Alpha Centauri VII.

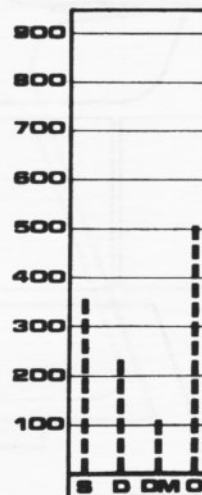
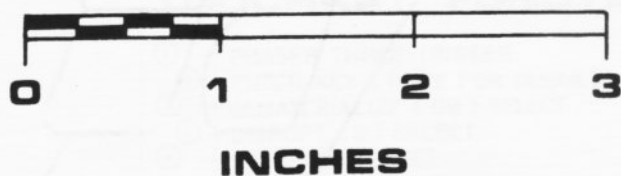
Phaser One (Mark II) features the same basic functions as its predecessor, with several important improvements. Range has been increased dramatically, and power pack duration (per charge) has been extended by 80%. New recharge consoles (to be installed aboard all Starfleet vessels assigned the weapon) will accommodate up to forty Phaser One and sixty Phaser Two units simultaneously with a recharge time of one hour. Smaller recharge consoles will be installed aboard shuttlecraft and smaller vessels.

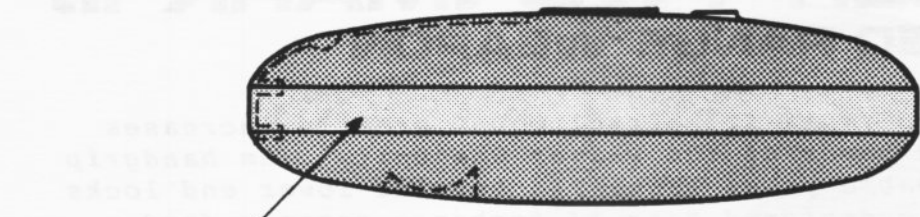
There is little doubt that the original Phasers One and Two will remain in use throughout parts of the Federation for some time to come. With their retirement, however, the torch has been passed to a capable new generation of Federation weapons technology.

Colors:



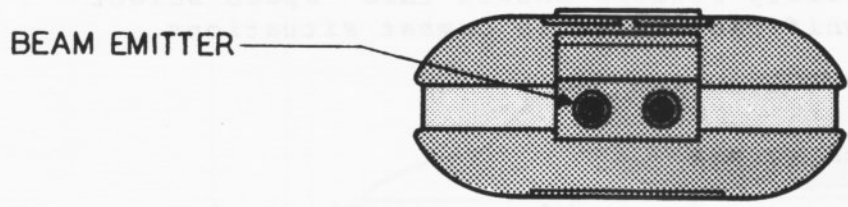
EFF. RANGES IN FEET:





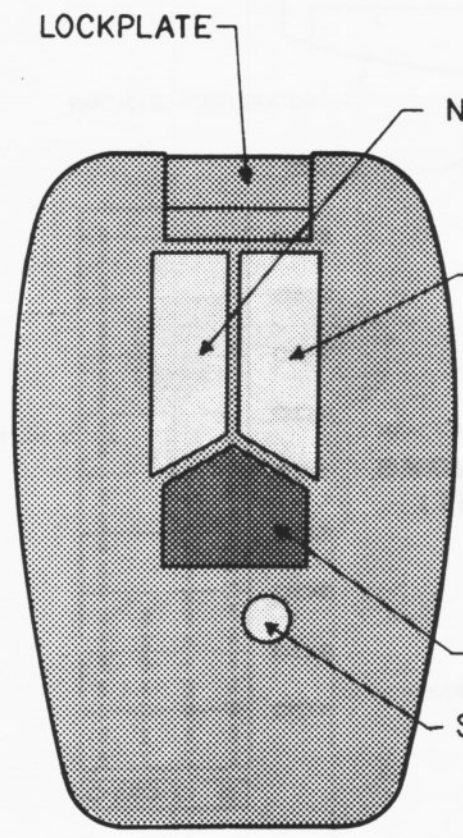
HEAT SINK

**SIDE**



BEAM EMITTER

**FRONT**



LOCKPLATE

NARROW BEAM  
SELECT

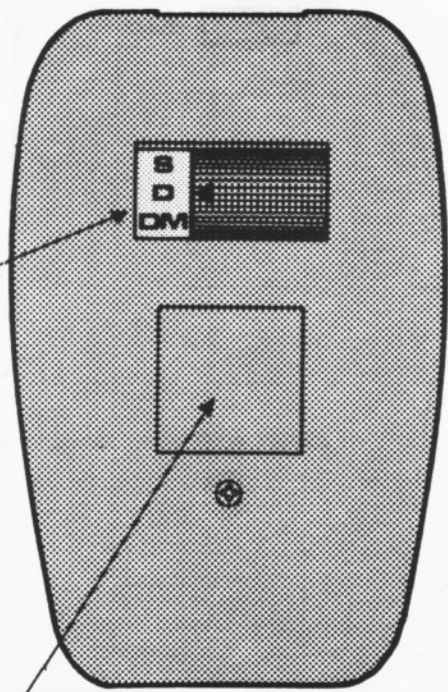
WIDE  
BEAM  
SELECT

FORCE  
SELECT

TRIGGER

SAFETY

**TOP**



S  
D  
DM

VELCRITE  
PAD

**BOTTOM**




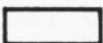

# PHASER TWO (MARK II)

## EXTENDED RANGE WEAPON

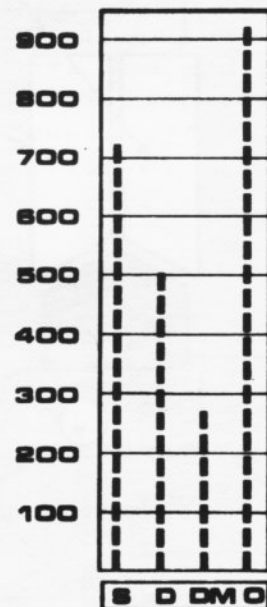
The Phaser Two (Mark II) pistol mount greatly increases the range and power of the Phaser One unit. The handgrip is a rechargeable power pack; its beveled lower end locks into the newly designed Mark II recharge console (and reaches full charge in one hour).

Stun, Disrupt, and Dematerialize settings are preset, sacrificing the setting intensity option for one-touch simplicity. Feasibility studies showed this 'speed select' system to be of significant value in combat situations.

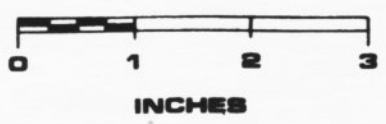
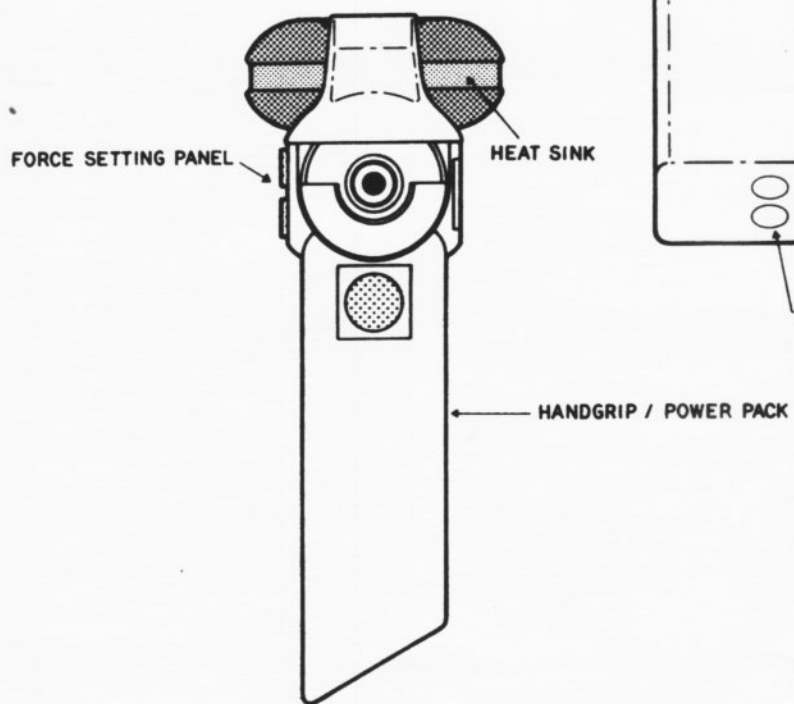
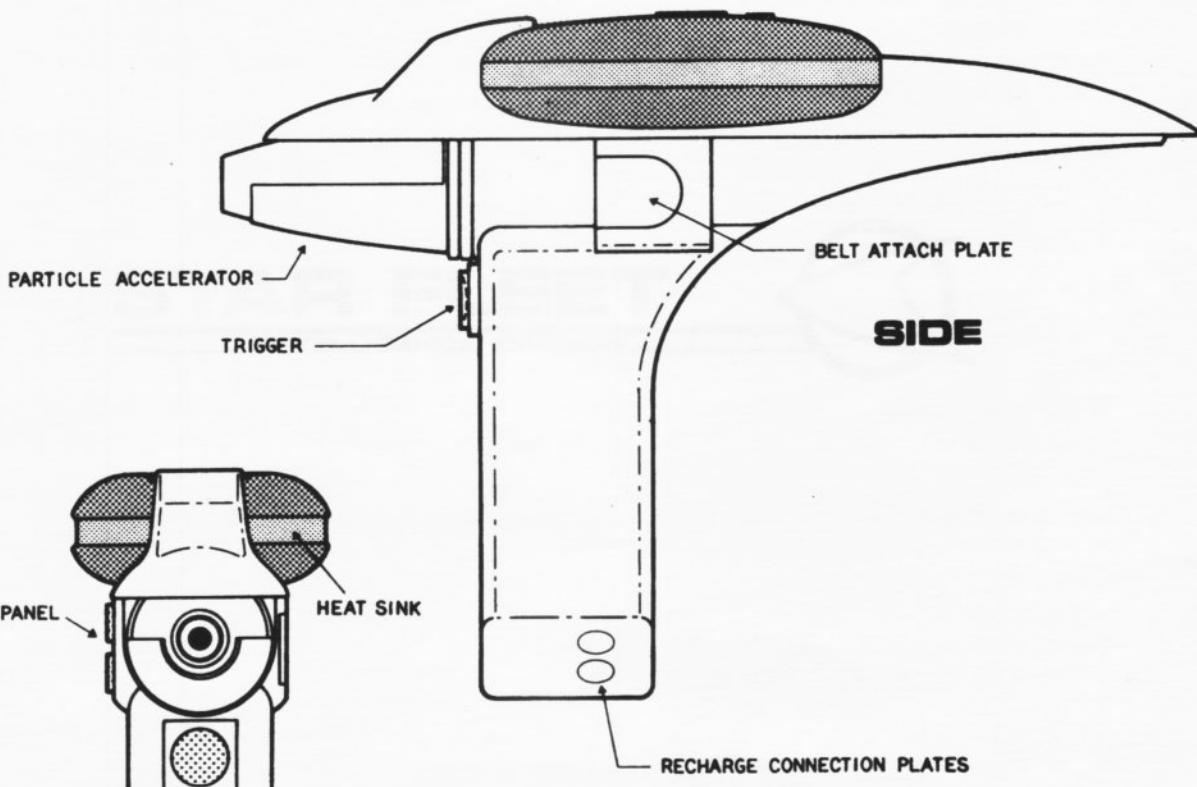
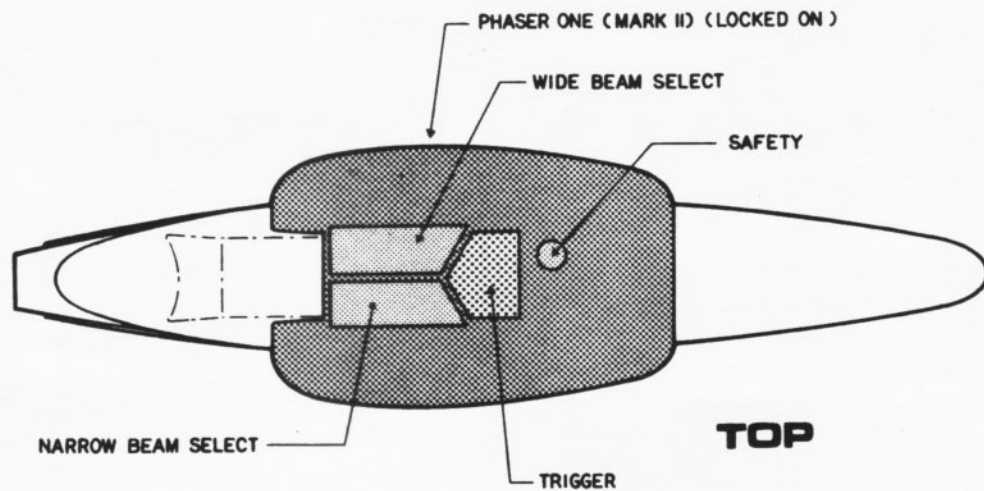
Colors:

-  Black (gloss)
-  Blue
-  Silver
-  Gunmetal Gray
-  Tan

**EFF. RANGES  
IN FEET:**



**O-OVERLOAD BLAST RADIUS**



# KLINGON DISRUPTOR

The Klingon Disruptor is the most advanced of Klingon weapons. It is designed to disrupt the Klingon Disruptor's ability to function. The Klingon Disruptor is a highly advanced weapon that is capable of disrupting the Klingon Disruptor's ability to function. The Klingon Disruptor is a highly advanced weapon that is capable of disrupting the Klingon Disruptor's ability to function.

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## STAR FLEET

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INTELLIGENCE DIVISION



# 'BEATHSTING' SIDELARM

The 'Beathsting' Sidelarm is a highly advanced weapon that is capable of disrupting the Klingon Disruptor's ability to function. The 'Beathsting' Sidelarm is a highly advanced weapon that is capable of disrupting the Klingon Disruptor's ability to function. The 'Beathsting' Sidelarm is a highly advanced weapon that is capable of disrupting the Klingon Disruptor's ability to function.

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Black (unclassified)   
White (classified)

# KLINGON DISRUPTOR

The Klingon capacity for destruction is well known; equally as established in the minds of other races is the Klingon talent for getting maximum results with minimum output of energy. This line of thinking deemed phasers too inefficient for battle use, for Klingon technology, while quite advanced, lacks the keystone to efficient energy use discovered by Federation science--the transtator.

Disruptors held the solution. Requiring less energy than phasers, disruptors combine particle beam weaponry with frequency resonance. This has a 'shattering' effect upon the target, capable of damaging shields, hulls, and ground troops. Disruptors are equally as effective in space or in planet atmosphere.

Colors:



Dark gray



Silver



Light gray

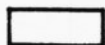
## 'DEATHSTING' SIDEARM

On Stardate 7966.4, routine sensor readings by the U.S.S. Hood revealed small vessel wreckage on an asteroid of the Tellun star system. Investigation revealed a Klingon shuttlecraft, which was largely intact although severe hull rupture had allowed total pressure loss. Remains of the three-man crew were still within.

Log entries showed that the craft, a D67 long-range shuttle, had been operating under radio silence. Their mission is unknown. The wreckage had occurred five solar days earlier.

The craft's weapons racks contained the sidearm shown. This is the first evidence of Klingon phaser technology ever found; we do not know if this represents an Empire-wide conversion from disruptor to phaser weaponry. This device, though rudimentary (non-transtator), is lethal, with a range equal to that of Phaser Two.

Colors:

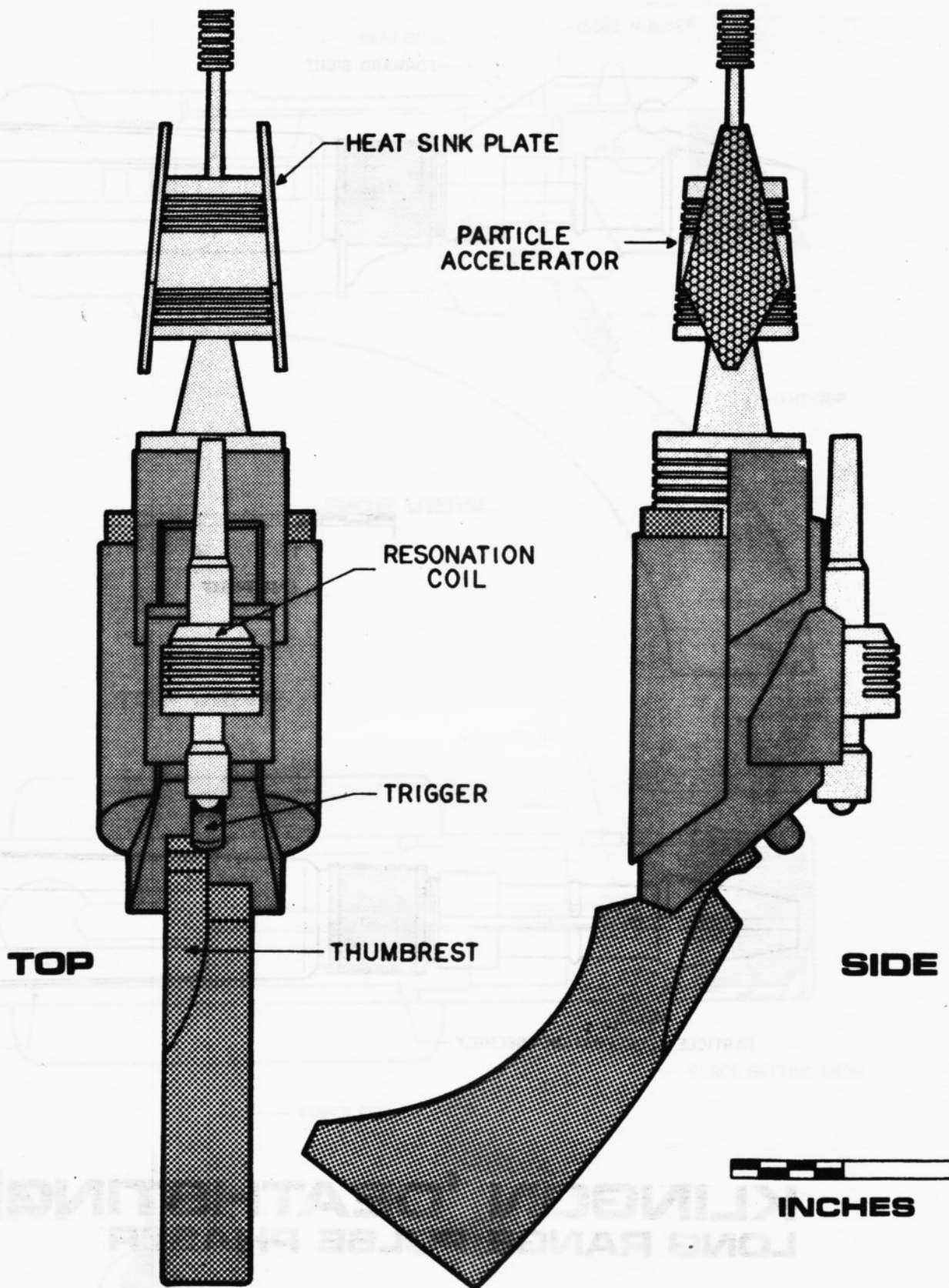


Black (gunmetal)

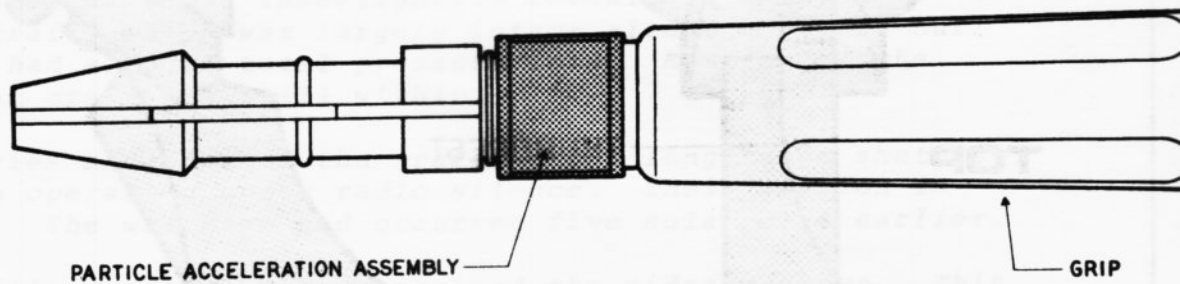
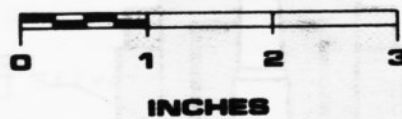
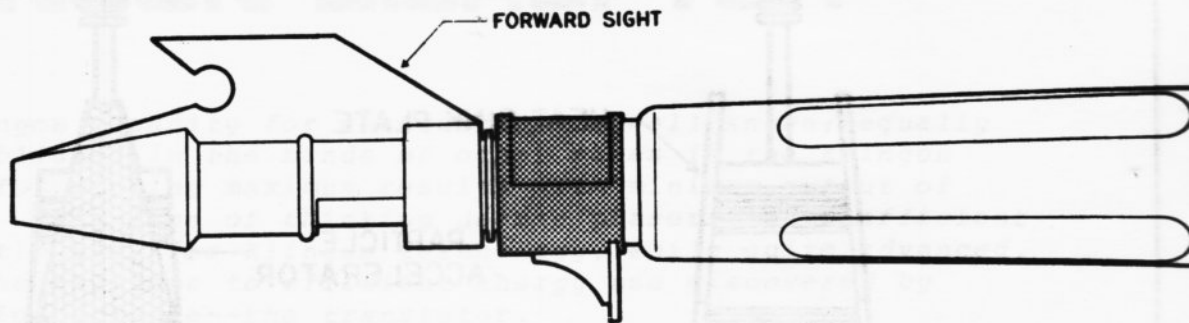


Bronze

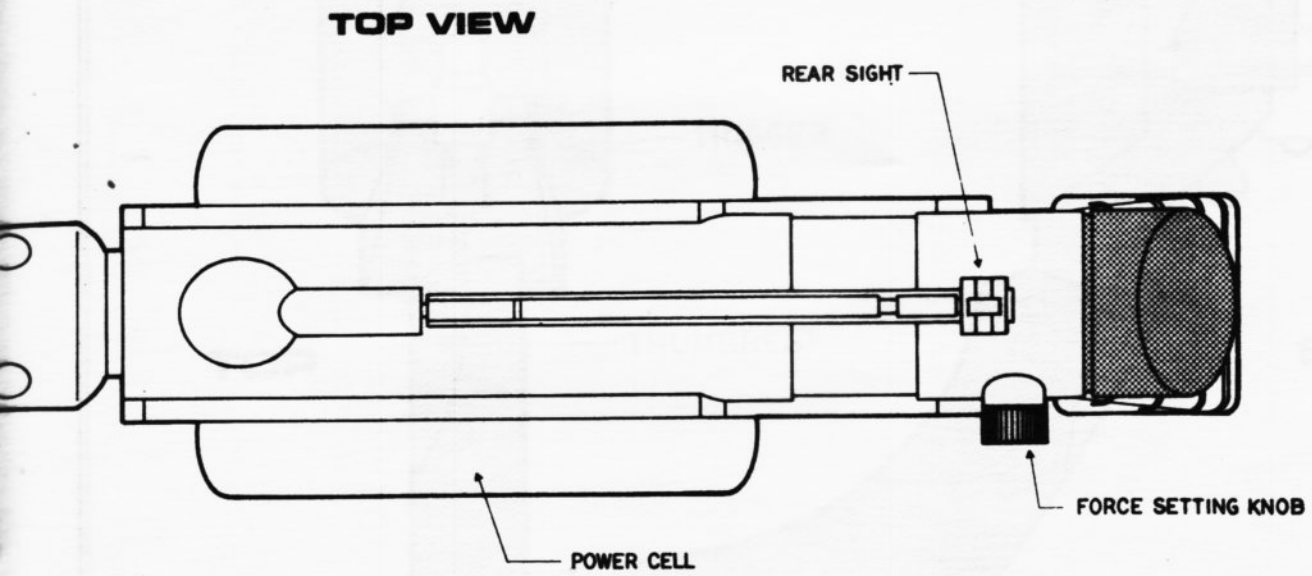
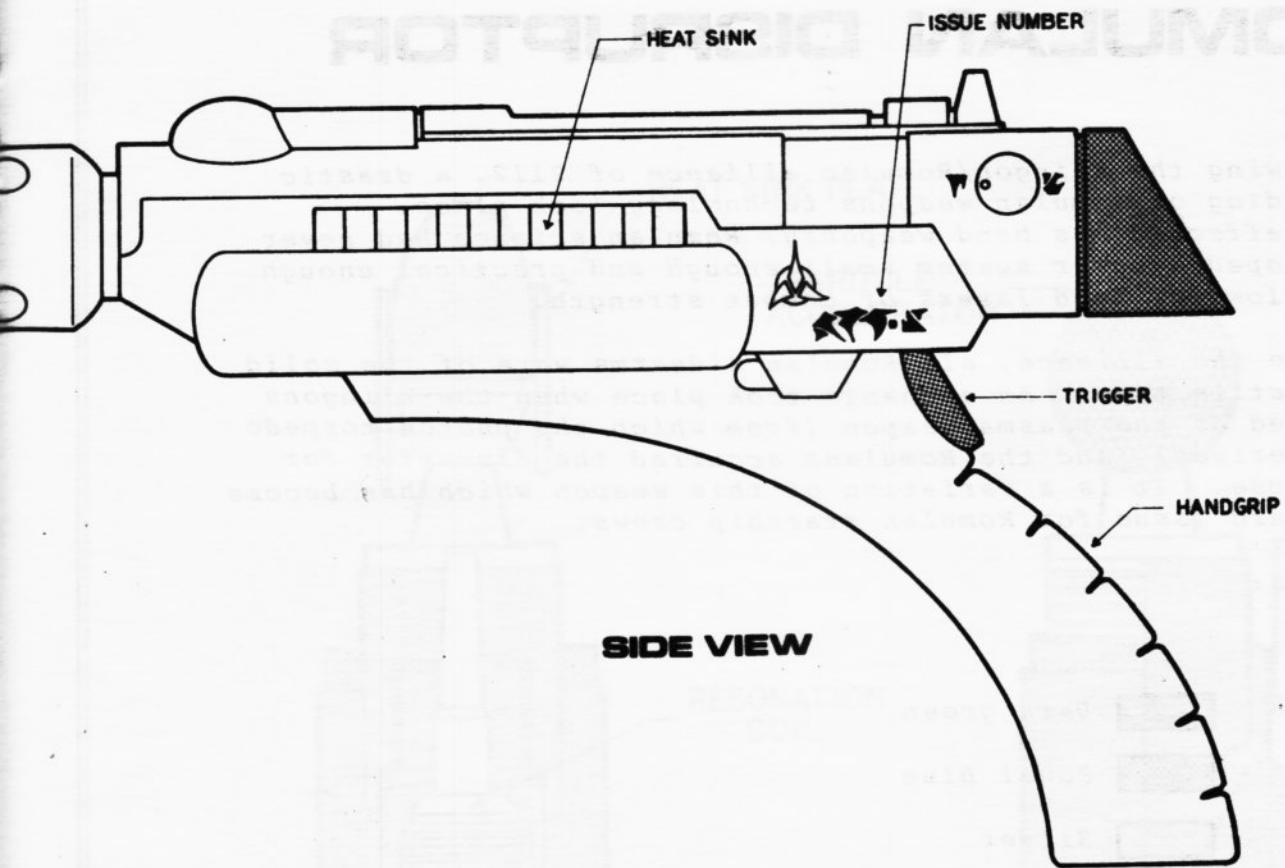
SEE OVERLEAF







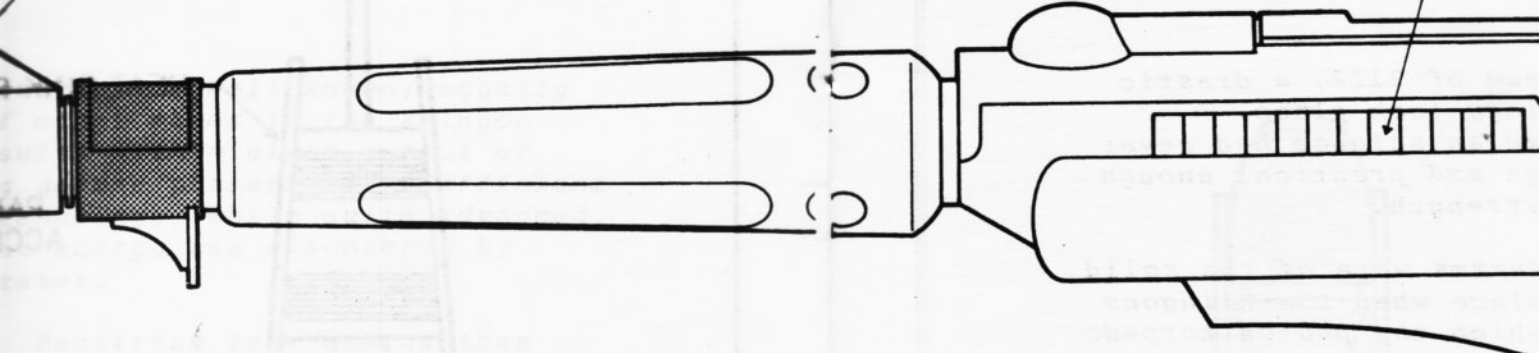
# KLINGON 'DEATHSTING' SIDEARM LONG RANGE PULSE PHASER



**EARM**

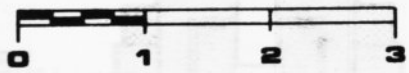


FORWARD SIGHT



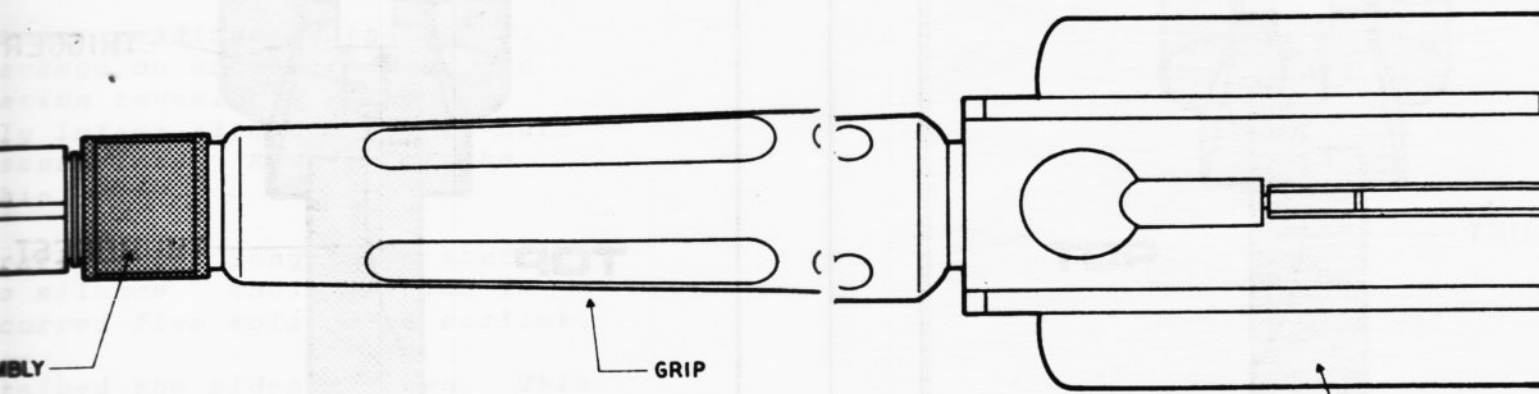
HEAT

SIDE



INCHES

TOP VIEW



ASSEMBLY

GRIP

POWER CELL

# 'DEATHSTING' SIDEARM PULSE PHASER

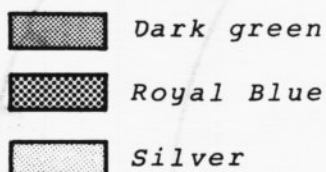


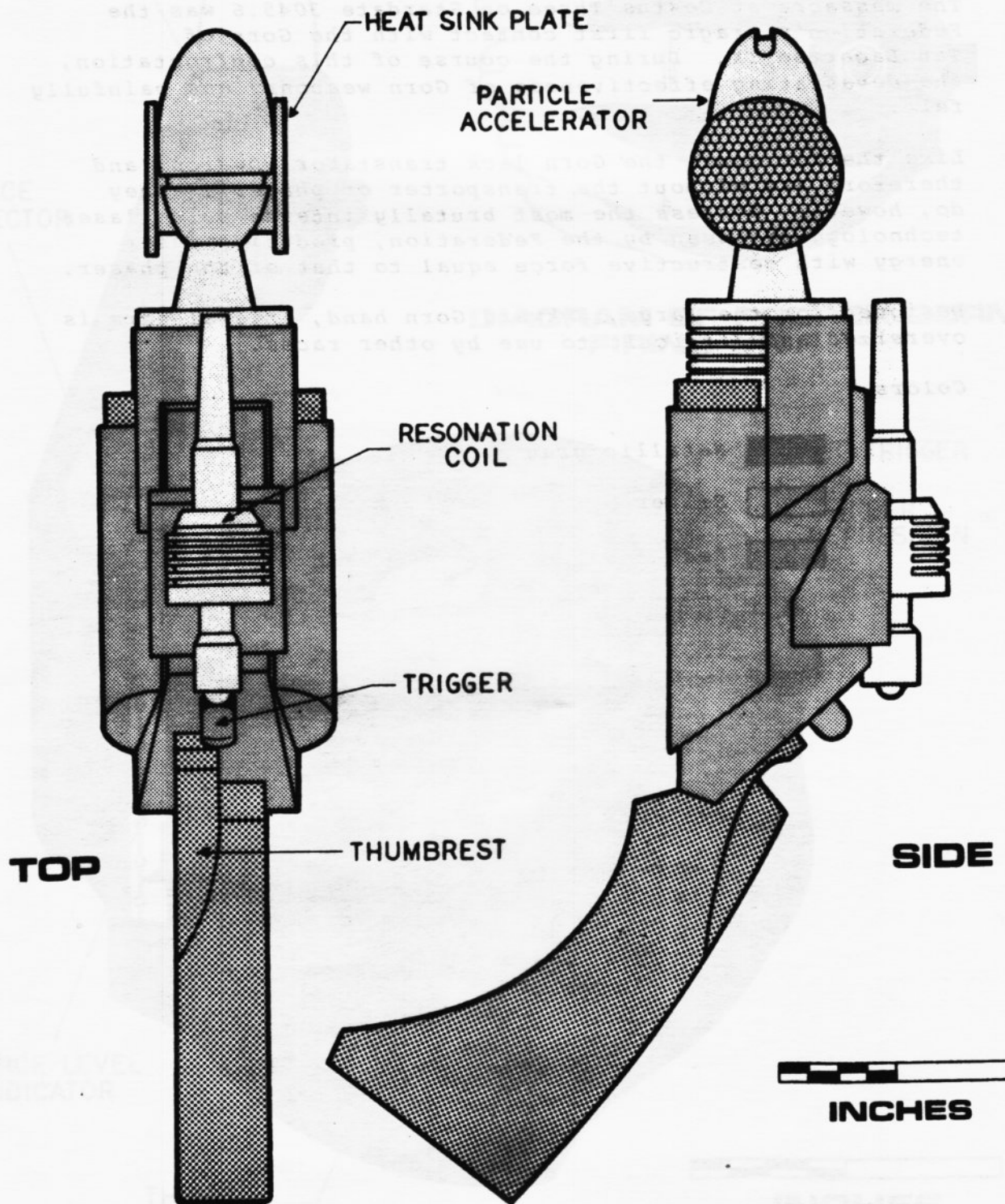
# ROMULAN DISRUPTOR

Following the Klingon/Romulan alliance of 2112, a drastic upgrading of Romulan weapons technology took place. Most affected was hand weaponry; Romulan science had never developed a power system small enough and practical enough to allow for hand lasers of combat strength.

Before the alliance, all Romulan sidearms were of the solid projectile type. An exchange took place when the Klingons learned of the plasma weapon (from which the photon torpedo was derived), and the Romulans acquired the disruptor for hand use. It is a variation of this weapon which has become standard issue for Romulan starship crews.

Colors:





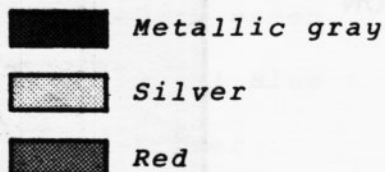
# GORN LASER

The massacre at Cestus Three on Stardate 3045.6 was the Federation's tragic first contact with the Gorn of Tau Lacertae IX. During the course of this confrontation, the devastating effectiveness of Gorn weaponry was painfully felt.

Like the Klingons, the Gorn lack transtator physics (and therefore are without the transporter or phaser). They do, however, possess the most brutally intense pulse laser technology yet seen by the Federation, producing laser energy with destructive force equal to that of the phaser.

Designed for the large, awkward Gorn hand, this sidearm is oversized and difficult to use by other races.

Colors:

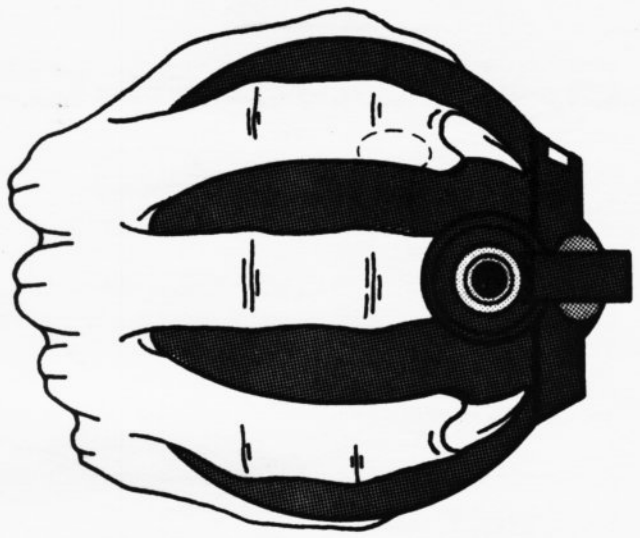


EMITTER  
ASSEMBLY

FORCE  
SELECTOR

FORCE LEVEL  
INDICATOR

THUMB  
DEPRESSION



**DIAGRAM OF PROPER GORN  
FIRING GRIP**

FIRING TRIGGER

FINGER  
DEPRESSION



**INCHES**

EMITTER ASSEMBLY

FORCE SELECTOR

FORCE LEVEL INDICATOR

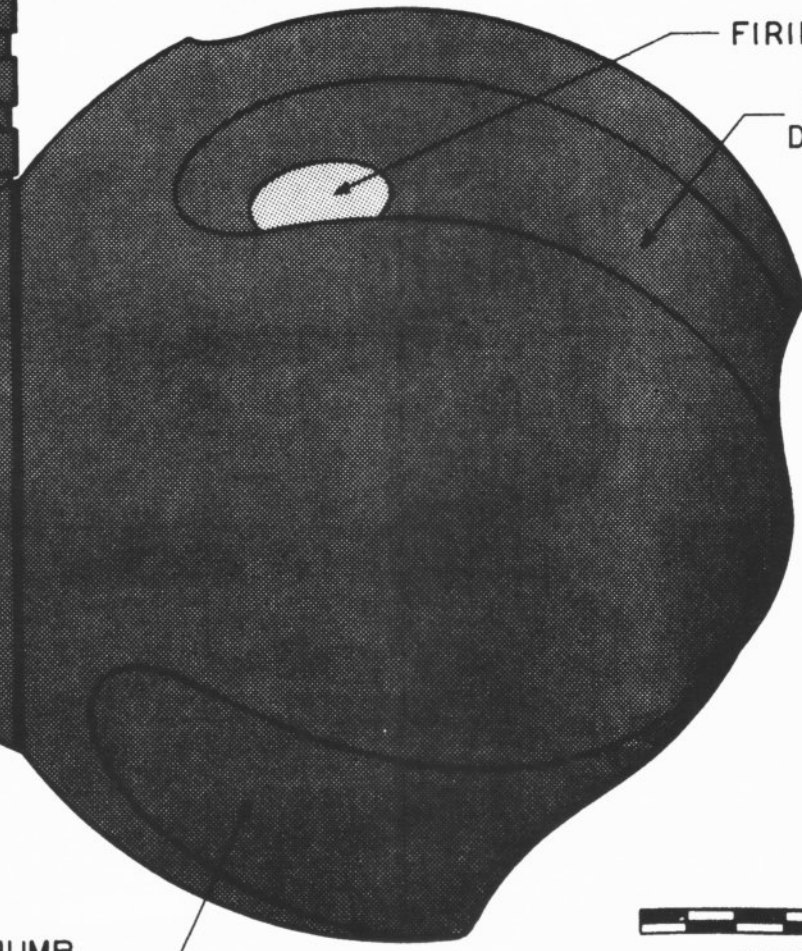
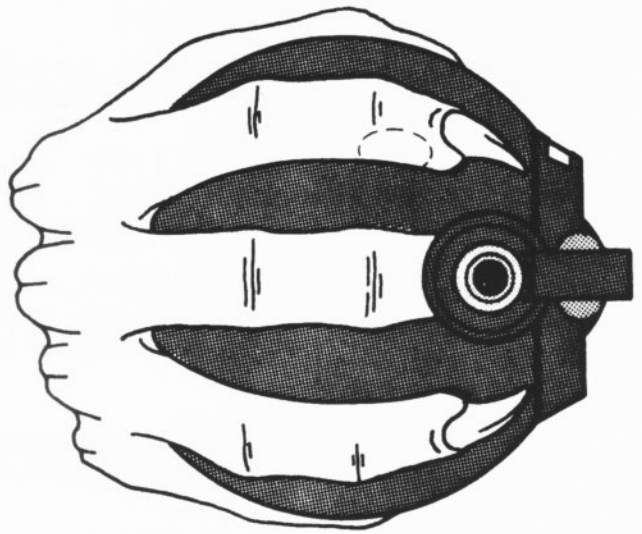
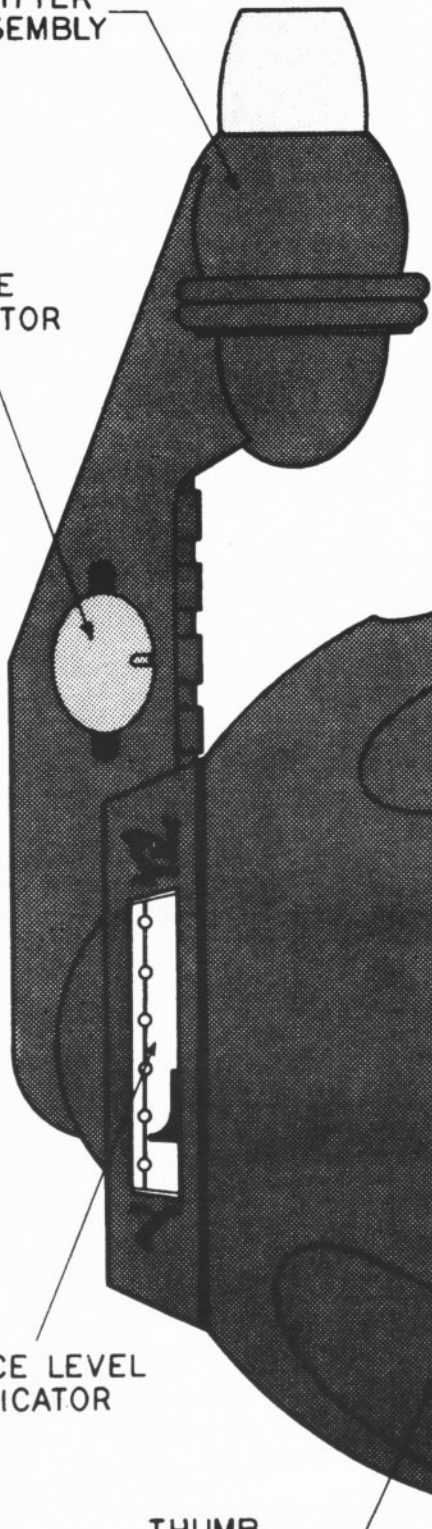
THUMB DEPRESSION

DIAGRAM OF PROPER GORN FIRING GRIP

FIRING TRIGGER

FINGER DEPRESSION

INCHES







# **COLONIAL FORCES**

# PULSE LASER PISTOL




*The Colonial Laser Pistol is a hand-held adaptation of the laser cannons used on Colonial fighter spacecraft. Designed and built at the Caprican Weapons Development Plant, Deltherna, Caprica, this weapon has served the defense of the twelve colonies since the Third Cylon War.*

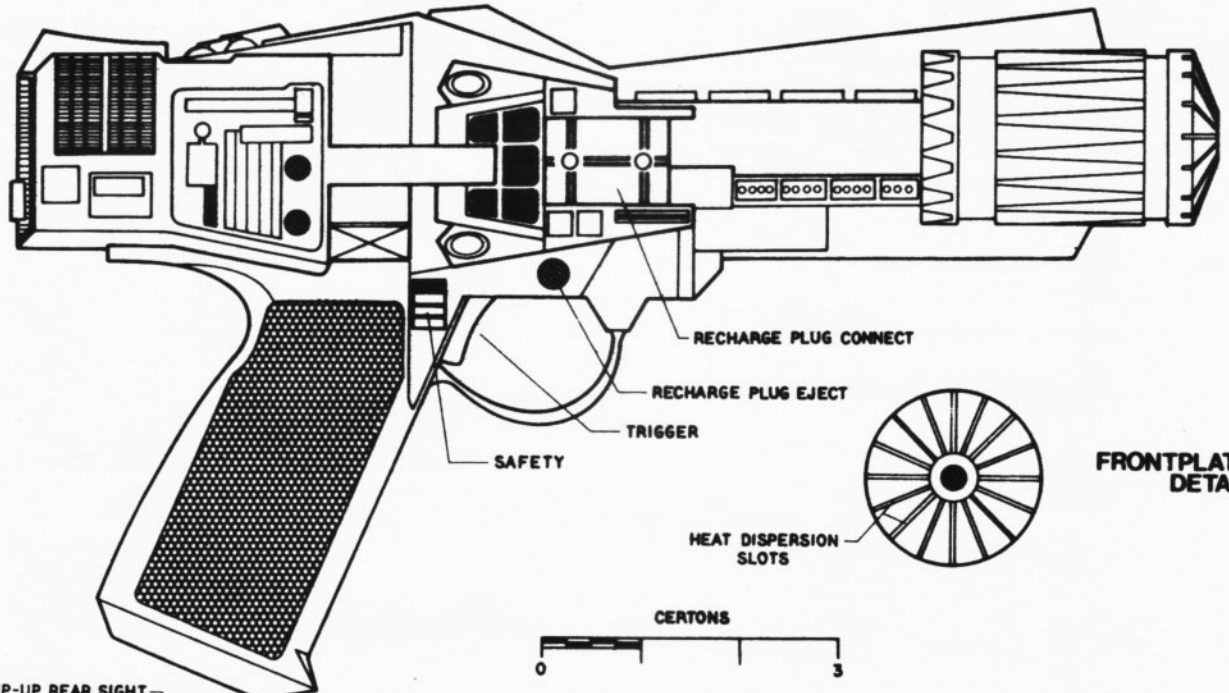
*Two rechargeable power cells, snapped into the rear of the gun body, provide buildup energy for the unit. Each charge is good for fifty shots, and recharge time is two hours. The pistol can be set to overload (for grenade use) by pressing the two overload switches on the left side of the unit. Detonation radius is one hundred feet.*

*All internal systems can be monitored and/or checked for malfunction by using the electronic analysis patch-in panels below the main barrel in conjunction with shipboard computer analysis stations. Power level indicators atop the weapon record the number of shots fired/remaining.*

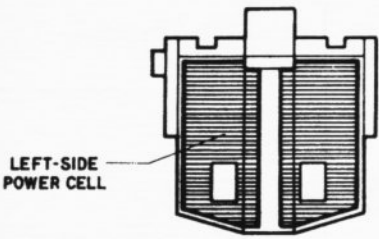
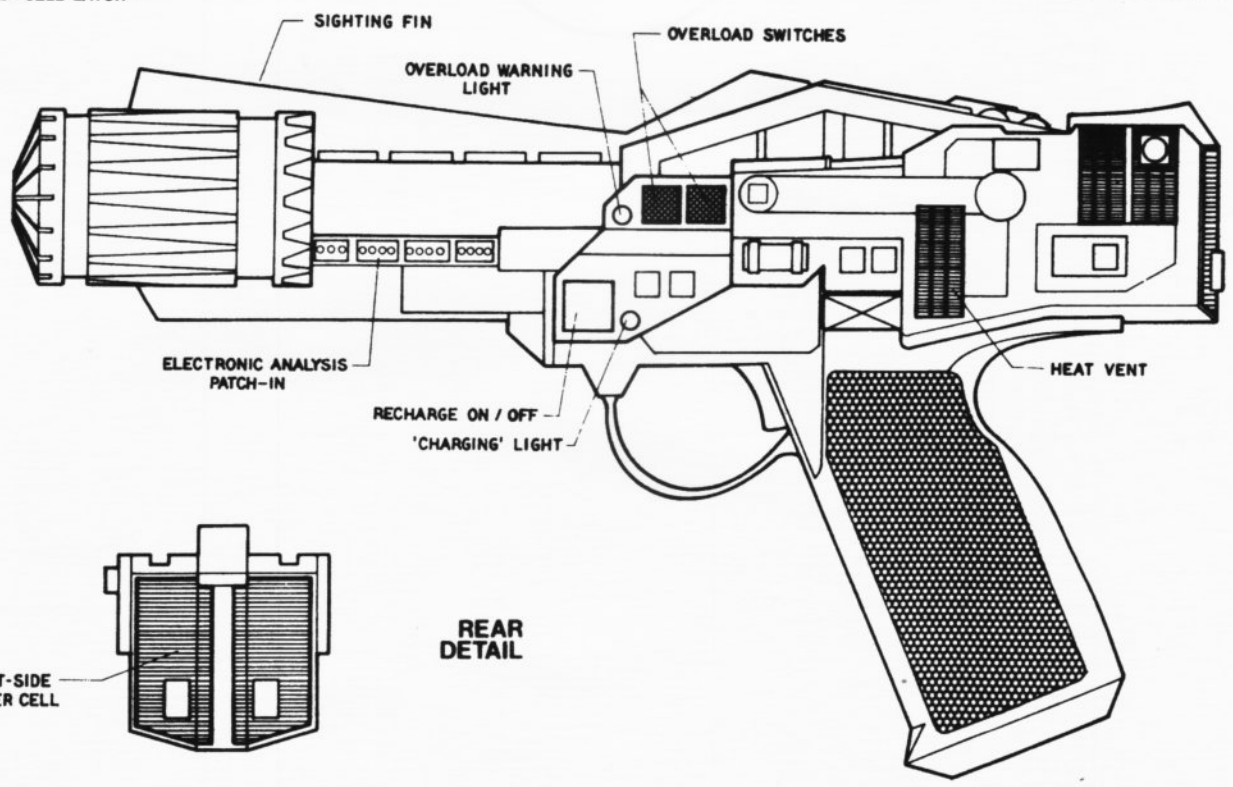
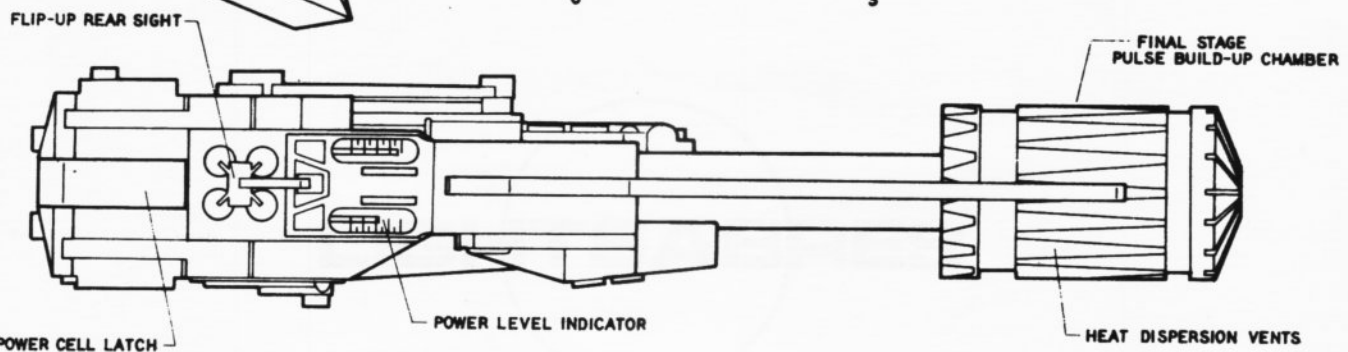
*Effective range is 450 feet. A flip-up rear sight aids in long-distance firing.*

*Colors:*

-  *Black (gloss)*
-  *Red*
-  *Brown (textured)*



**FRONTPLATE  
 DETAIL**

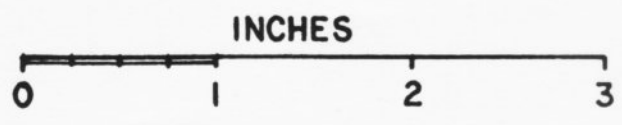
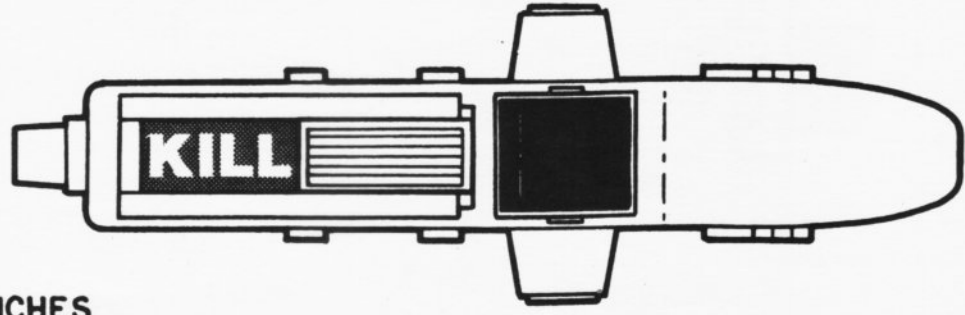
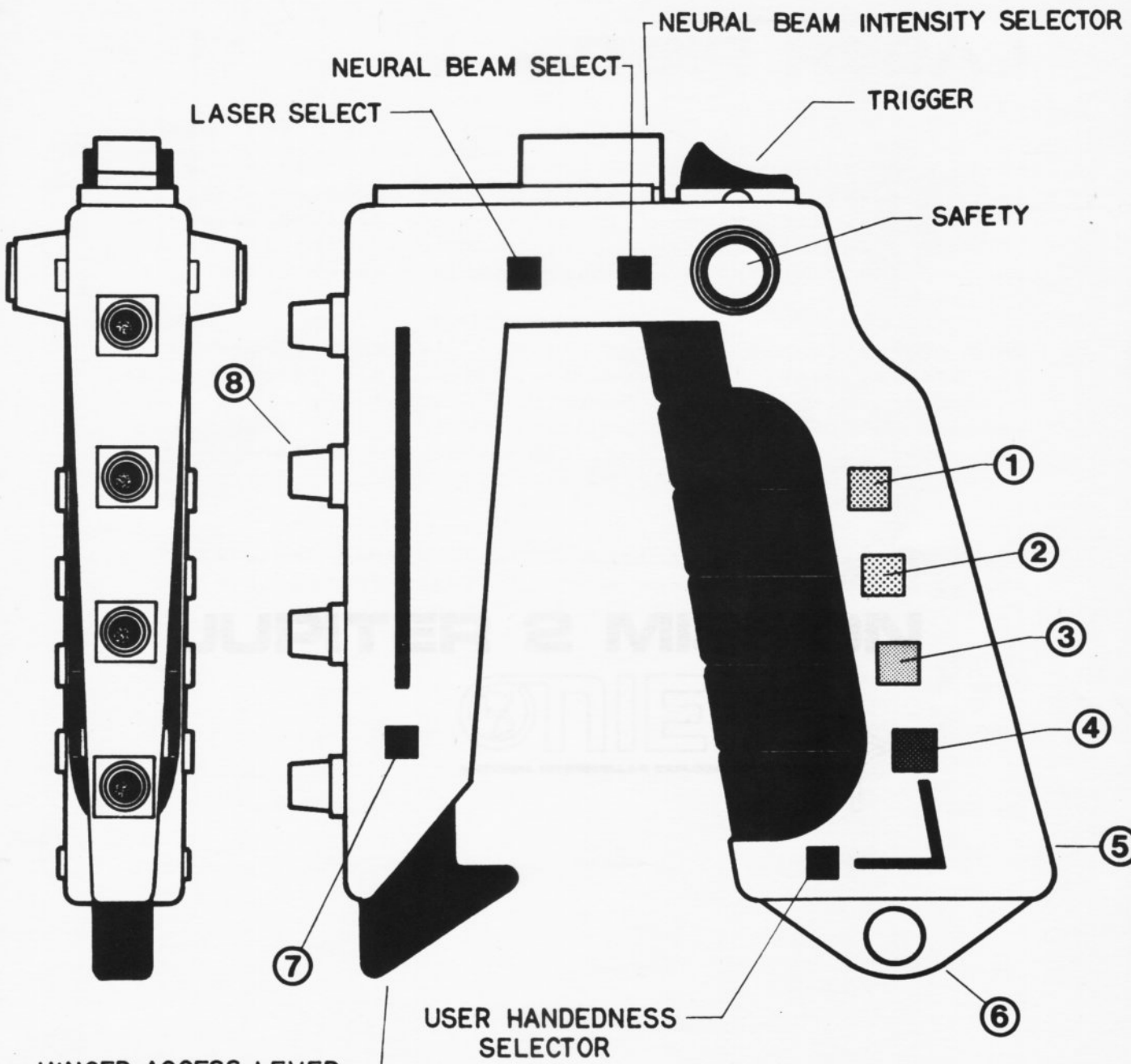


**REAR  
 DETAIL**

**ALPHA**



**MOONBASE**



# STUNGUN

The Stungun is the primary defensive weapon of Moonbase Alpha. Small and easy to carry, it provides a strong deterrent for security personnel and others requiring personal defense.

The weapon is actually a dual unit, providing two types of energy in beam form. By pressing the neural beam selector switch, the user can fire a beam of coherent energy. This energy, tuned to interfere with the voluntary nerve impulses of the human body, has an effect of temporarily 'stunning' the target person, rendering him unconscious. This beam can be set to override the involuntary nervous system as well, killing the victim.







Pressing the laser selector switch allows the user to fire a variable laser beam. This beam can be used as a heavy defensive weapon for ground-to-air (low altitude) use, a medium-intensity heating tool, or an infrared fine-width cutting or welding laser. This function is determined by pressing the appropriate laser intensity selector switch.

The stungun can be used equally well by both right and left-handed personnel. Pressing the user handedness selector activates the control switches on that side of the unit, while deactivating those on the opposite side. Each side of the unit mirrors the other.

A rechargeable power cell can be accessed by removing the black handgrip cushion on the unit.

A lower-powered Type II unit is available for security use. This weapon is capable of neural stun only, and does not feature the 'kill' setting of the unit described above.

## Colors:

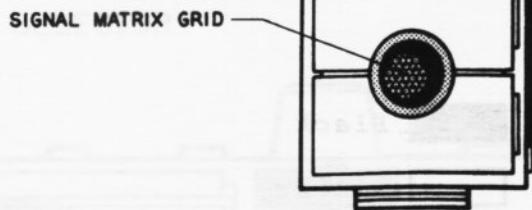
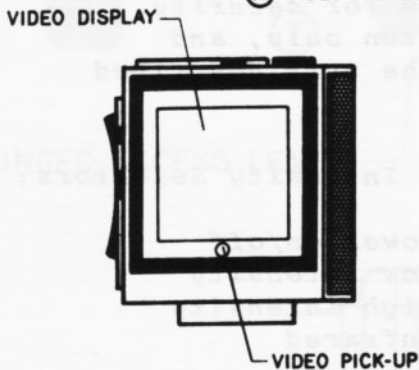
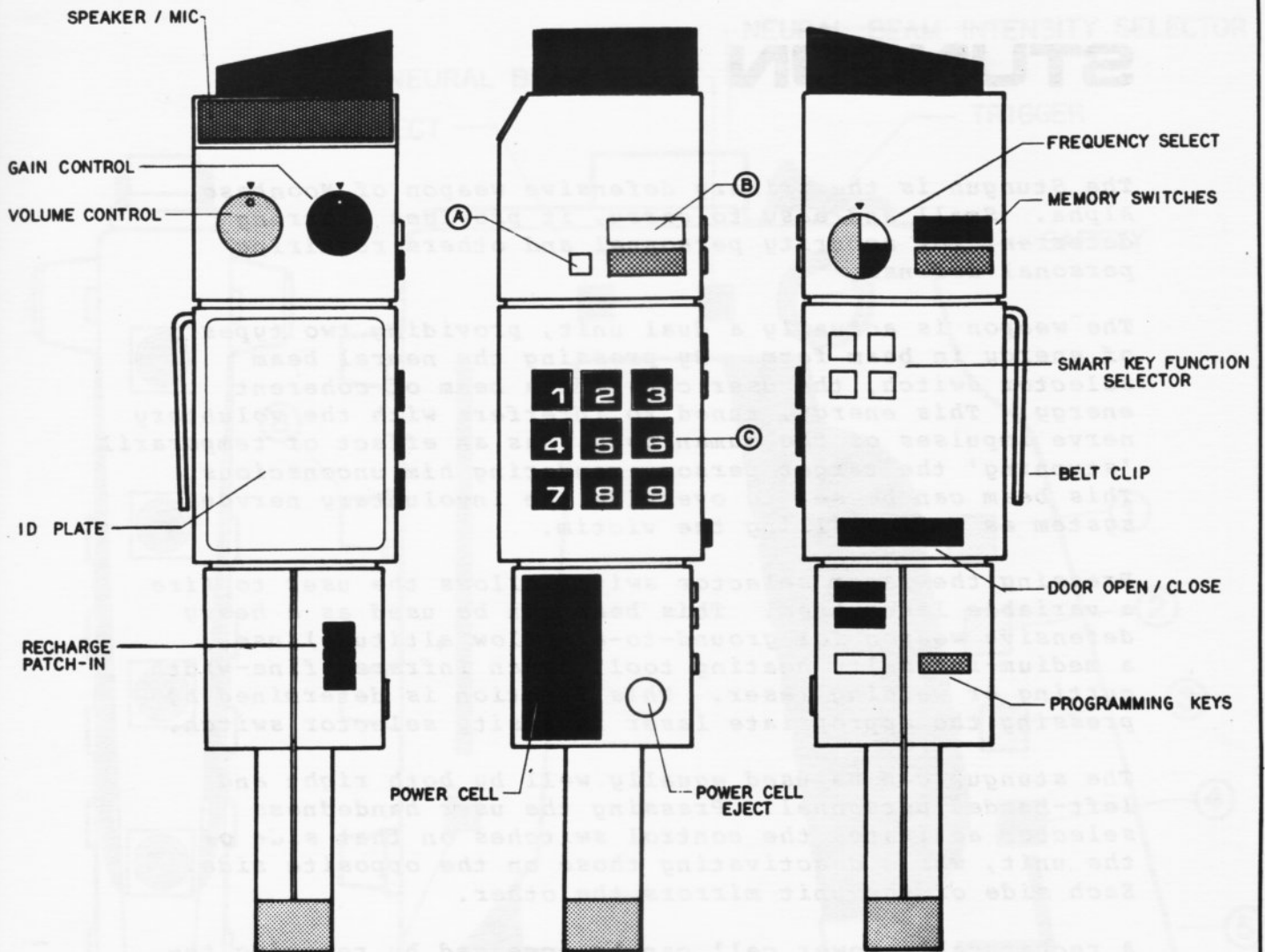
	Black
	Silver
	Red
	Yellow
	Green
	Blue

## Laser Intensity Selectors:

- (1) Power on/off
- (2) Low intensity
- (3) High intensity
- (4) Infrared

## Features:

- (5) Handgrip/power cell
- (6) Rack mount
- (7) Access lever release
- (8) Emitter barrel




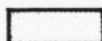


# COMMLOCK

The Commlock is a multi-function tool provided for use by Moonbase personnel. A key piece of equipment, it provides constant interface with Alpha's main computer.

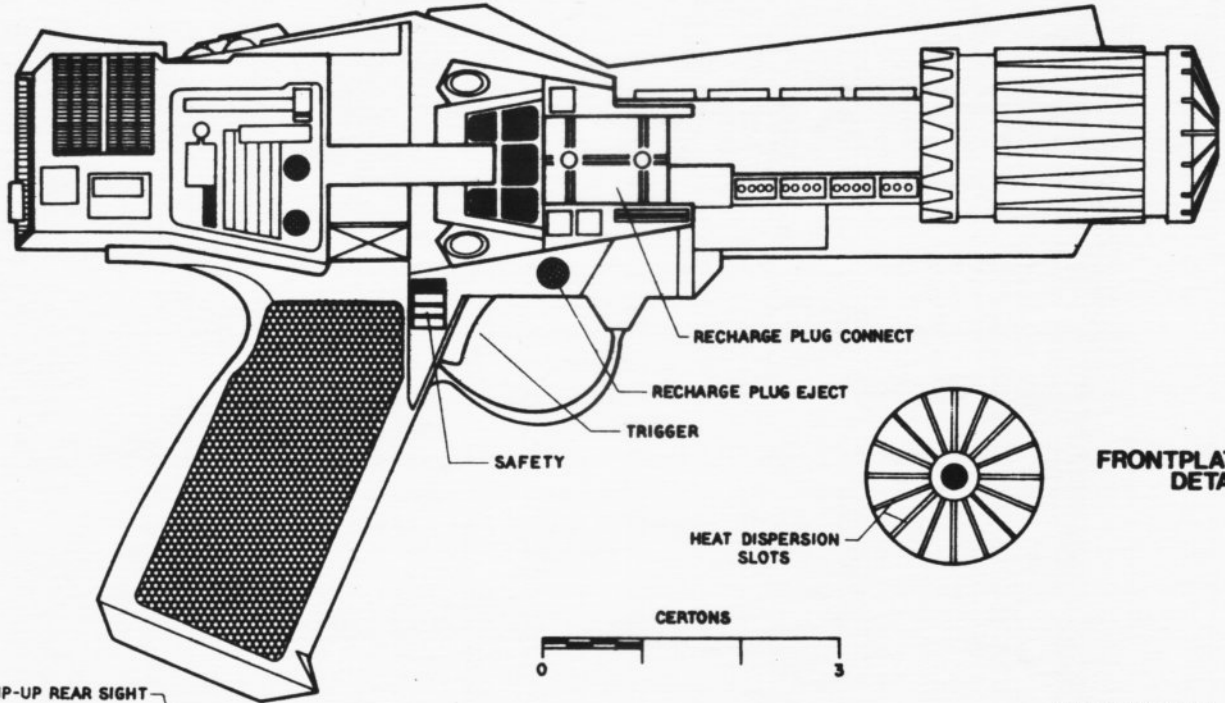
Activating various touchkeys determine which function(s) is/are active at any given time. While in Communications Mode, the unit is a two-way audiovisual communicator which provides contact with any other Commlock or communications device within its range. This mode also (after pressing appropriate smart keys) allows the user to directly access any visual or audible memory data stored in the main computer. While in Logic Mode, the Commlock functions as a calculating device and field computer which utilizes the video screen as a data display.

Each Commlock is specifically programmed for the needs of its assigned user, said needs determined by the user's rank and technical function. An ID plate on the exterior of the unit bears the name, ID number, and photo of its user for positive visual identification. A door open/close rocker switch on the side of the Commlock is attuned (through the main computer) to give access only to those sections of Alpha allowable to the assigned user.

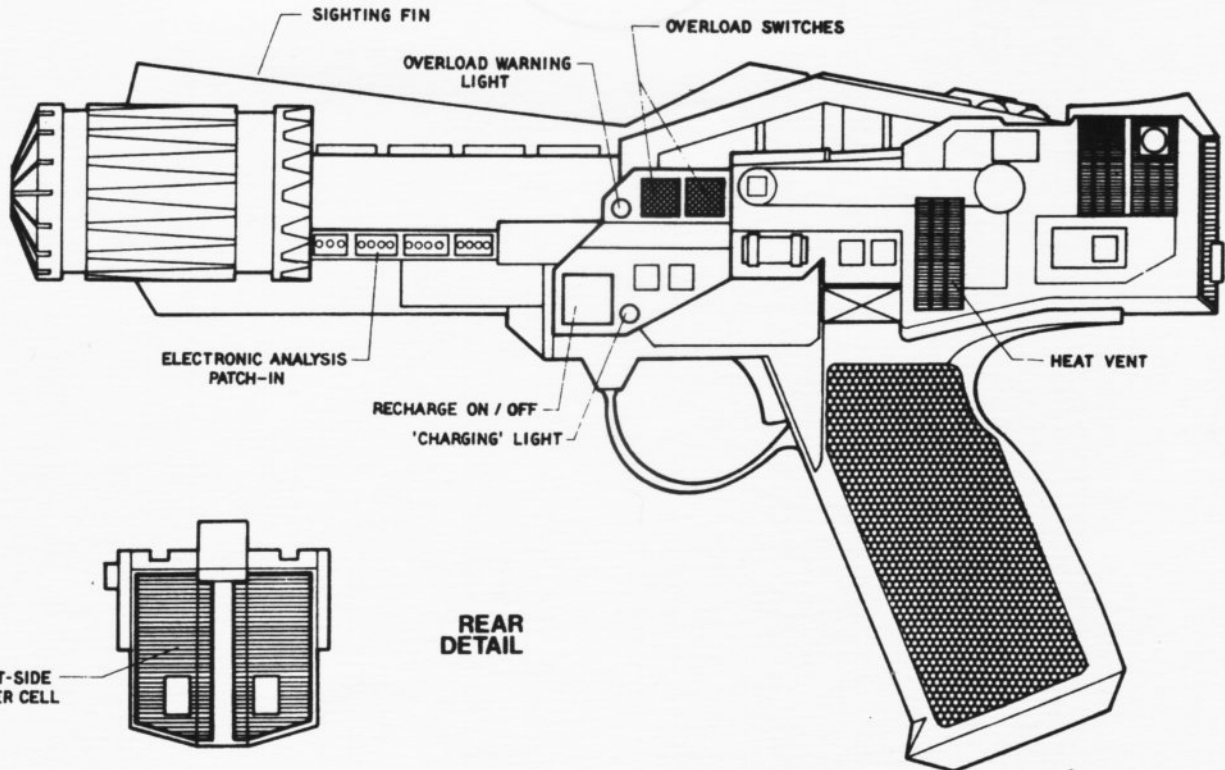
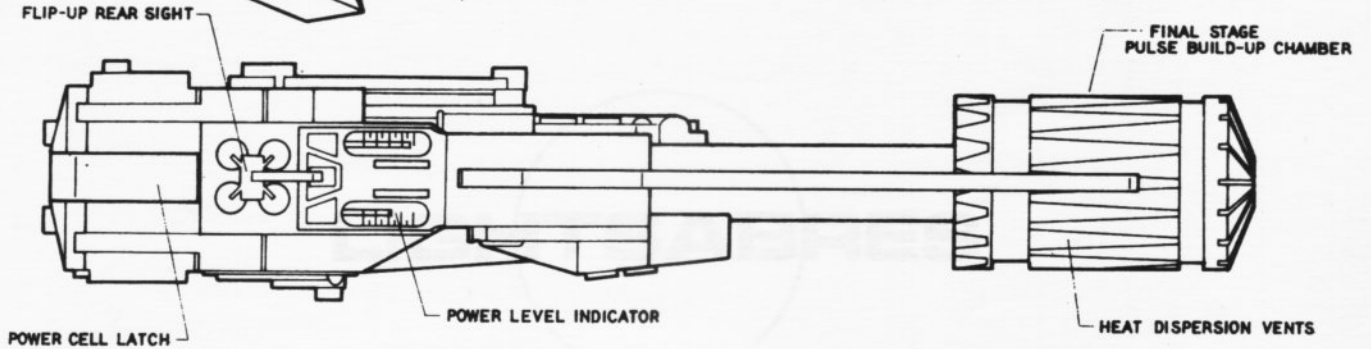
Colors:

-  Black
-  Silver
-  Light gray
-  Red





FRONTPLATE  
 DETAIL



REAR  
 DETAIL

LEFT-SIDE  
 POWER CELL

# PULSE LASER PISTOL

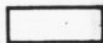


*The Colonial Laser Pistol is a hand-held adaptation of the laser cannons used on Colonial fighter spacecraft. Designed and built at the Caprican Weapons Development Plant, Deltherna, Caprica, this weapon has served the defense of the twelve colonies since the Third Cylon War.*

*Two rechargeable power cells, snapped into the rear of the gun body, provide buildup energy for the unit. Each charge is good for fifty shots, and recharge time is two hours. The pistol can be set to overload (for grenade use) by pressing the two overload switches on the left side of the unit. Detonation radius is one hundred feet.*

*All internal systems can be monitored and/or checked for malfunction by using the electronic analysis patch-in panels below the main barrel in conjunction with shipboard computer analysis stations. Power level indicators atop the weapon record the number of shots fired/remaining.*

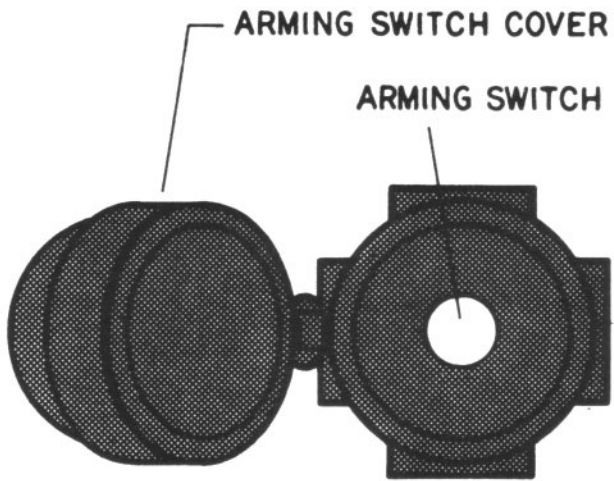
*Effective range is 450 feet. A flip-up rear sight aids in long-distance firing.*

*Colors:*

-  *Black (gloss)*
-  *Red*
-  *Brown (textured)*



# COLONIAL FORCES

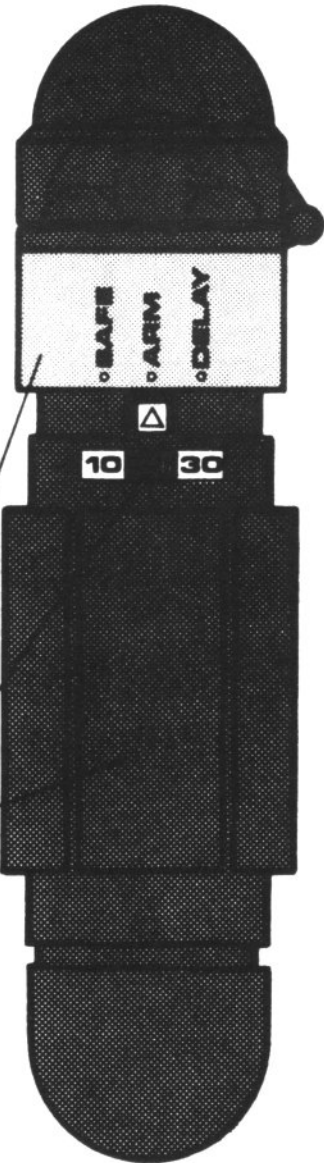


**TOP VIEW**

DETONATION SELECTOR

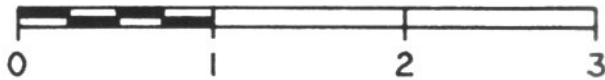
TIME SELECTOR

MAGNETIC PLATE



**SIDE VIEW**

INCHES



THE NORON GROUP

