Here for perusal by only the boldest of warriors is a catalog of some of the most common weapons used in the Empire. Among these listed here one will not find the Dk'tagh, Bat'leth, or Mek'leth, however. As these weapons have already been documented elsewhere.

For information on equipping warriors with these weapons, it is wise to consult the *Decipher Star Trek Roleplaying game Player’s Guide*, pages 184-185.

The weapons listed here are other weapons often found in a warrior's arsenal.

Choose your weapons wisely, arm yourselves well – *Qapla’*!!

**RANGED WEAPONS**

**Ding-Pach**

*The Ding-Pach*

A weapon of the Honor Guard, seldom seen outside the Empire and for good reason. A weapon with it's destructive power would be outlawed in The Federation.

**Specifications:** 27.94cm x 17.78cm x 2.54cm; 1.36kg mass  
**Description:** The Ding-Pach is a Klingon weapon that is often used by members of the Honor Guard when they require a range weapon that is not a complex energy rifle. The Ding-Pach are a type of wrist launcher that are attached to the arm and fire razor sharp disc's that deal deadly damage to those that are hit by these somewhat "primitive" weapons.  
**Rules:** Fired using Ranged Weapons (Firearms / Ding-Pach) skill. Holds one disc as ammo and takes 1 round to reload. Ding-pach discs spin causing their cutting edge to deliver very deadly laceration wounds, and they carry a small explosive charge that may be detonated by hitting a control on the center of the Ding-pach device, usually emblazoned with a red Klingon symbol. Once fired, if not ignited a Ding-pach disc will return to the launcher unless it becomes lodged in a target, or otherwise made unable to return. The disc will return to the launcher in 1d6 rounds after impacting its first target. Once a Ding-pach impacts a target if a hit is scored with a superior or extraordinary success the Ding-pach disc becomes lodged in the target and continues to deliver full damage once per round until the target is killed or the disc destroyed.  
**Damage:** 2d6+4 (bladed disc). 4d6+12 (detonated disc – *Blast Radius*; 6m, *Drop-off*; -4/m).  
**Duration / Energy:** 1 shot (disc). 500-shot power cell.  
**Range:** 5 / 20 / 50 / 100 +10

**Bach’hich assault disruptor**

*The Bach’hich*

A high-powered assault rifle, easily the equivalent of Starfleet’s Type-III B & Type-IV Phaser rifles.

**Specifications:** 75cm long, 2.5L volume; 2.3kg mass  
**Description:** The Bach'Hich assault disruptor is a heavier Disruptor rifle that is more capable in combat. The weapon possesses a secondary fire mode that can deal a great deal of damage to enemy targets through disintegration. However, they do consume the weapon’s energy cells far quicker.  
**Rules:** Fired using Ranged Weapons, and Energy Weapons skills with Disruptor Rifle specialties.  
**Settings:** 1, 3, 5, 7, 9, 12, 14, 16  
**Duration / Energy:** 3300 charges  
**Range:** 5 / 50 / 100 / 200 +50

**SithHar**

*The SithHar Blaster*

A favored sidearm of the Honor Guard, the magazine canister atop the unit can be launched as a grenade for additional destructive power.

**Specifications:** 23cm long, 0.9L volume, 0.9kg mass  
**Description:** A long-barreled disruptor that fires a charged particle beam called a blaster-bolt. The energy to produce the beam is stored in a canister-like cartridge mounted atop the weapon. And this cartridge can be launched as a grenade if necessary to devastating effect.  
**Rules:** Used with Ranged Weapon skills and specialties in Disruptors, Disruptor Pistols, and a specialty with the weapon itself (SithHar Blaster). The discharged cartridge canister does 6d6+20 damage upon detonation.  
**Settings:** 4, 5, 7, 9, 15  
**Duration / Energy:** 650 charges  
**Range:** 5 / 20 / 50 / 100 +20 (pistol fire). Discharged cartridge: *Blast radius*; 20m / *Drop-off*; -20/m

**CLOSE COMBAT WEAPONS**

**Qis**

*The Qis (pronounced “Kris”)*

A dangerous Klingon dagger with a curved handle favored as a sidearm by Be'Tor of the House of Duras.

**Specifications:** 25cm long, 0.7kg mass  
**Description:** A short-bladed knife, easily concealed on one's person. The Qis is a favored hold-out weapon for Rogues and Thieves. Also used by assassins. The weapon has a curved handle making it easier to hold onto in close combat and an intricately divided blade, causing it to deliver as much damage as a larger dagger such as a Dk'tagh.  
**Rules:** Used with Klingon Weapon armed combat skills and specialties.  
**Parry Modifier:** -1  
**Damage:** 1d6+2
**Tajtiq**

The Tajtiq

Another dagger with a rough, jagged blade.

**Specifications:** 31cm long, 0.9kg mass

**Description:** A dagger with a long, curved blade that is wielded one-handed but also used more like a short sword. The serrated edge on the blade is used to deliver more damage when the weapon is removed from the wound.

**Rules:** Armed Combat skills, with Klingon Weapons specialties are used to attack and defend with this weapon. The Tajtiq inflicts additional 1d6+1 damage when removed forcefully from a fresh wound.

**Parry Modifier:** -1

**Damage:** 1d6+2

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**Qutluch**

The Qutluch

The weapon of a Klingon assassin. A deadly serrated blade not considered an honorable weapon due to its use in “sneak attack” murders.

**Specifications:** 23cm long, 0.3kg mass

**Description:** A short knife with a jagged edge designed to inflict additional injuries when yanked or pulled forcefully from a wound. Usually used by Klingon assassins, and often used to deliver lower-body or back wounds.

**Rules:** Used with Klingon Weapon armed combat skills. And assassin making a “sneak attack” gains an affinity from Stealth (Sneak) skill.

**Parry Modifier:** -2

**Damage:** 1d6+2 (additional 1d6+2 when removed, forcibly from a wound)

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**QhonDoq**

The QhonDoq

Another favored weapon of the House of Duras, since the 22nd century.

**Specifications:** 31cm length, 0.7kg mass

**Description:** Another dagger, with a slightly longer blade than the Qutluch. The blade is cut into the shape of a jagged claw, like a large bird might have. This weapon is as deadly as a Dk'tagh, although easier to wield. Favored by the House of Duras since the 22nd century, also in use by many Klingon soldiers in the late 23rd century.

**Rules:** Used with Armed Combat (Klingon Weapons) skill.

**Parry Modifier:** -2

**Damage:** 1d6+2

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**'Alngegh**

The 'Alngegh

A single-bladed battle-axe originally introduced to the lexicon of Klingon armory by the House of Toragh

**Specifications:** 40.64cm blade, 50.8cm handle; 11.34kg mass

**Description:** A single-bladed axe weapon with a long, curved blade traditionally forged of a type of alloy that comes out of the forge with a slight bluish hue to the metal. The handle is traditionally fitted with a long thong, that, when worn around the wrist of the wielder is used to swing the weapon. The spiral pattern in the handle is characteristic of House of Toragh construction and improves the grip when holding the shaft.

**Rules:** Used to effect with Klingon Weapons armed combat skill, but any skill using a battle-axe can wield the ‘alngegh.

**Parry Modifier:** +1

**Damage:** 2d6+4

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**Jey'naS**

The Jey'naS

A double-bladed battle-axe, or Great Axe introduced a half-century prior to the Bat'leth. A favored weapon of the Honor Guard.

**Specifications:** 39.37cm x 30.48cm (blades) / 71.12cm length (handle). 1.54kg mass.

**Description:** A double-bladed version of the Toragh ‘alngegh. Forged of the same type of bluish titanium-alloy, the blades are virtually unbreakable but can be melted by phaser or disruptor energy.

**Rules:** Again, used to best effect with Klingon Weapon armed combat skills, but also able to be used with skill in wielding a Battle Axe or Great Axe from any Terran/Medival type culture.

**Parry Modifier:** +1

**Damage:** 3d6+2

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**Aqleh**

The Aqleh (half-Bat'leth)

The chief weapon of the Monks of Boreth, used very similarly to a Bat'leth.

**Specifications:** 218.44cm length (blade = 60.96cm). 2.27kg mass.

**Description:** A long halberd-type weapon used by the Clerics at the Klingon monastery on Boreth. This is a very deadly, but very easily wielded weapon. The predecessor to the Bat'leth the Aqleh is sometimes referred to as the “half-Bat'leth”.

**Rules:** Armed Combat (Klingon Weapons) skill will suffice to use this weapon for attack, or as a defensive weapon.

**Parry Modifier:** +/- 0

**Damage:** 2d6+4