KLINGON DAGGERS

KLINGON KOV-REE DAGGER
Knife (DX-5 or Shortsword-3); Type cut. Dam sw-2, Reach C. Type imp, Damage thr+1, Reach C.1. Cost $45. Weight 1#. Min ST 8. Notes: Sharp point, short cutting edge; can also disarm.

The "spring out" guard blades are locked against the main blade when in the sheath and are released by a thumb catch. This is often considered to be "the" Klingon dagger (due to overpopularization by sensationalized Tri-video productions), but is only one of many types; cheap copies are sold as souveniers. The blade is badly balanced and effective use of this weapon requires a different skill than most other Klingon knives. Opening or closing the guard blades takes 1 turn and can be attempted as a ‘Quick Draw’ action.

ZOOLIE “CLAW” DAGGER
Knife (DX-4); Type cut. Damage sw-2, Reach C,1; Type imp, Dam thr, Reach C; Cost $30; Weight 0.5#. Min ST 5. Notes: Throwable, ‘Fine’ quality, +1 to Climbing skill.

This is a very unusual dagger, often carried by scouts, and known for that reason as the “Zoolie Dagger” even though it has never been confirmed that it originated with that race. Cheap copies are sold as souveniers. The unusual “hooks” on the back part of the blade can be used in climbing. Someone skilled with this dagger will get a +1 to Climbing rolls.

KLINGON ENGINEER DAGGER
Knife (DX-4); Type cut. Damage sw-2, Reach C,1. Cost $30; Weight 0.5# Min ST 5. Notes: ‘Fine’ quality, +1 to Engineer (Combat) skill when used in field.

This knife is most often used by combat engineers. The tip is flat and can function as a chisel or scraper. The saw teeth can cut through metal, wood, bone etc. The notch is used for cutting cord and wire. The tips of the cross guards are ground to form the Klingon equivalent of screwdrivers. The hollow handle contains various small tools, some of which snap into holes in the blade or handle. The holes in the blade correspond to the most common Klingon bolt sizes. While any tool-using humanoid could utilize this knife, obviously someone more familiar with it would be better at it. Klingon combat engineers should automatically be considered to be skilled in the use of this knife.

KLINGON SANGFROID DAGGER
Knife (DX-4). Type cut. Damage sw-2, Reach C, 1. Type imp, Dam thr, Reach C, 1; Cost $30; Weight 0.25#. Min ST 5. Notes: Throwable, ‘Fine’ quality; can be used to disarm. This knife is known as “the female dagger,” as this is the weapon of choice carried by many Klingon women. It features a smaller grip (the hands of Klingon women are smaller than those of Klingon men) and the 'traps' formed by the crossbar and tang are more suited to the "twisting" combat style preferred by Klingon women.

SLIRDARIAN PUSH-DAGGER
Knife (DX-4); Type cut. Damage sw-2, Reach C. Type imp, Dam thr+2, Reach C. Cost $55. Weight 1.5#. Min ST 10. Notes: Sharp point, short cutting edge.

An unusual design favored by Slirdarians and those with larger-sized hands. The hand grips the slanting bar and straps attached to the "prongs" (or sometimes a complete metal sleeve) go around the arm to stabilize the knife and protect the wrist. This dagger is designed to push through body armor. Penalty -2 for unfamiliarity; 20 hours practice reduces this to -1 and 45 hours eliminates it. This weapon cannot be thrown.

HILIDARIAN CLAW DAGGER
Knife (DX-4); Type cut. Damage sw-2, Reach C,1; Type imp, Dam thr, Reach C, 1; Cost $30; Weight 1#; Min ST 8. Notes: Not Throwable, ‘Fine’ quality.

Favored by the Hilidarians, who hold it with the point curving down and use it in stabbing attacks rather than slashing. The grip is designed for the Hilidarian three-fingered hand, but versions have been made for other races.

DUNKAR SLASHING WHEEL
Knife (DX-4), Type cut. Damage thr+2, Reach C. Cost $60, Weight1#. Min ST 5. Notes: Often used in pairs, ‘Fine’ quality, Gives +1 to parry rolls.

These round metal blades have a cutting edge around most of the piece with a section of the circle covered in a grip material and an oval slot in the middle. They can be used with the Knife or Main-Gauche skill; however, an unfamiliar user is at a -4 until he spends a day practicing with them. Used defensively, slashing wheels provide a +1 for parrying rolls.

KLINGON BAYONET
Knife (DX-4); Type cut. Damage sw-2, Reach C,1; Type imp, Dam thr, Reach C, 1; Cost $30; Weight 1#; Min ST 8. Notes: Throwable, ‘Fine’ quality.

Many versions of this weapon exist to be fitted to phaser rifles, disruptor rifles, and similar weapons. In theory, any Klingon bayonet will fit any Klingon Empire long weapon, but in practice this is true only 90% of the time.