

OTHER EQUIPMENT

by B.E. Barnett and Dale L. Kemper
MAGNOSPANNER

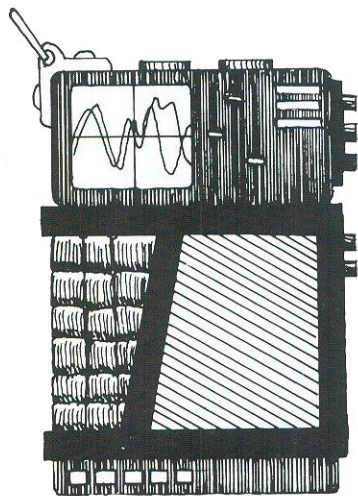
This engineering tool replaced all known types of wrenches, screwdrivers, socket sets, and many pneumatic, gravitic, and electrically driven tools. The Magnospanner comes in sizes from 1 mm (these are very rare) up to 2 meter units used in heavy mining operations. The standard Star Fleet issue is 10 cm long and 1 cm in diameter.

A Magnospanner uses strong magnetic fields along with ultrasonics phased together or against each other to allow manipulation of all ferrous and non-ferrous bolts and screws. Powered by a tiny magnetic fusion bottle, the unit generates enough energy to be used as an auxiliary power source for planetary encampments or during emergencies. The Magnospanner will also cut any known alloy if operated by a skilled engineering technician (*Astronautics Skill* greater than 20).

Because of the awesome power that can be applied to various engineering tasks by the Magnospanner, it is commonly called the 'stripper' among starship personnel.

COVOMM RECORDER

The Covomm recorder is similar to the standard issue Science Tricorder, but is specially designed to meet the needs of engineering officers and technicians. More sensitive energy flux reading sensors have been incorporated into the unit than is included in the tricorder, as well as a number of additional inputs for reading stress figures and calculating various engineering computations. These added abilities replace the normal tricorder functions of lifeform readings and planetary survey information. The Covomm recorder



itself has replaced specialized current meters AC and DC, oscilloscopes, volt-ohm meters, as well as the Magnameter Antimatter Phaseometer which preceeded it. As a specialized instrument used in the repair and maintenance of warp engines and impulse generators, the Covomm recorder has become almost irreplaceable in most starship engineer rooms. Model shown: #D-78-500, Manufactured by J.R. Draco, Interstellar Electronics Corporation. United Federation Manufacturing Permit #A(0)7894128.

DYLIGHT PROJECTOR

Dylight stands for dynamic light, a phrase that describes this unit very well. The Dylight Projector is a self-contained unit that starts a small sphere of Iridium 203 glowing with an almost incandescent light. With the use of the accompanying remote control device, the brightness and intensity of the Projector can be controlled up to 100 meters away from the unit. The small, 1 cm diameter sphere of Iridium will burn with the equivalent of 10 to 10,000 watts for an average of 2 to 4 Earth normal days (24 hour periods), depending on the intensity setting.

The Dylight Projector is used by engineers when they cut power to a system but still need light to work, as well as in prolonged exploration missions. Manufactured by J.R. Draco, UFP Permit #A(0)789944126.

BODY WATER REPROCESSING UNIT #7

B.W.R Units are used by exploration teams when they might encounter planetary conditions that will not provide them with the possibility of a replenishable water source (such as extended missions on desert or vacuum worlds where no permanent shelters have been constructed). Ranging in models from #1 to #14, depending on the race using it and the type of environmental conditions encountered (#7, for example, is for humans operating in desert or hot jungle conditions where no safe water source is available), the device is plugged into a surgically-implanted snap lock valve on the arm of the user. It then completely recycles all bodily fluids, excreting the waste chemicals in a gas or powder form. Thus the user will not desire water for extended periods of time. The unit also limits the amount of perspiration that the user's body would normally need to keep cool by the slow injection of Freon-23, a bodily coolant used in some cases of heat stroke. Model #D-3084997BW, Manufactured by J.R. Draco, UFP Permit #A(0)78449124.

EXPLORATION DISK

This one-man anti-gravity lift is battery-powered and will lift 600 pounds to an altitude of 60 feet for up to 48 hours of continuous use. The unit has a speed of 30 kph and will not tip or fall, due to built-in safety sensors. It is used as a transportation device in most extended planetary survey missions. Model #D-4047110008492Z8ET, Manufactured by J.R. Draco, UFP Permit #A(0)7998132.

FORCE CUFFS

The Force Cuff is a dark band of rubberlike substance. It comes in sizes of 1 meter to 10 meters, and from 1 mm to 5 cm in diameter. It can easily be bent into any shape desired, and, once this is done (usually to bind prisoners but sometimes used for jury-rig repairs), the serrated cap assembly is removed and the material becomes as hard as steel. This is achieved by the polarization of the rubbery material by a low frequency pulse emitted from the unit. This pulse causes a low hum when the device is activated.

If a prisoner wearing the Force Cuff should attempt to remove it, the low humming sound changes to a loud whine and the device discharges enough energy from its reserve to stun the wearer. The Force Cuff also constantly emits a location signal so that if the prisoner is able to get away he or she can be tracked. Model #D-78114FC, Manufactured by J.R. Draco, UFP Permit #A(0)7899345G.

N.U.D.S. PROBE

N.U.D.S. stands for Non-reusable Ultra Deep Space Probe, and is a state-of-the-art drone used by starships' Science Departments for extreme long-range sensor scans. The probe is three meters long and 80 cm in diameter. It weighs 220 kg. When a starship launches an N.U.D.S. Probe, it will accelerate up to Warp 10 and start transmission of data about the surrounding area on various sub-space frequencies. The N.U.D.S. will run at Warp 10 for one hour, after which it will self-destruct, leaving no trace of its activities. There have been some complaints from the Federation scientific community concerning rumors that Star Fleet Intelligence has been using N.U.D.S. Probes on spy missions into Klingon and Romulan space. These accusations have been neither confirmed nor denied.

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