

Type 1 Phaser

#	Setting	Damage	Acc ¹	Range	Weight	RoF ²	Shots ³	ST	Bulk	Rcl	Cost	LC	TL
			3		0.29+0.05(B)		22(r)	3	-1	1	\$2000.00	3	11^
1	Base Cycle Stun ^{wb} <i>linked</i>	HT-2 aff: stun (sec) 1d-3 burn		10/20		1	¼@					4	9
2	Stun ^(wb) <i>linked</i>	HT-2 aff: uncs (min) 1d-3 burn		10/30		1	1@					4	11^
3	Light Heat ^{wb}	1d burn		100/300		10	½@					3	10
4	Heat ^{wb}	2d burn		100/300		10	1@					3	10
5	Disintegrate	2d(3) burn		300/900		10	1@					3	10

1. The visible beam itself provides a +1 to hit (and a +1 to dodge it) on the turn after being fired at its full RoF for that setting; it also gives away the firer's position [G:B, p. 412]. This one-handed weapon is considered braced if used two-handed, which gives +1 bonus to hit after a turn a aiming. [G:B, p. B364] By default, no beam is visible in the stun settings.

2. Some settings use less than 1 "Shot" of energy. E.g. Base Cycle Stun uses ¼ a "shot" of energy and Light Heat uses ½ a "shot" of energy.

wb: Wide Beam—hit locations smaller than the torso may not be targeted. Projected cone size may be adjusted with Beam Weapons (Projector) skill.

(wb): As Wide Beam, except beam size not adjustable.

Stun Settings

If the victim fails his HT roll, he is stunned or unconscious for as many seconds or minutes as his margin of failure. DR offers no protection against a phaser in any stun setting, unless the armor is sealed; in which case the stun effects are felt only if the burn damage exceeds the DR of the armor. Add a +3 bonus to the HT roll past 1/2D Range. The HT roll does not protect against burn damage; DR protects against this burn damage normally. Stun settings will not work underwater.

Heat Settings

These are the preferred settings when thermal effects are desired; they are considered kill settings. The effective DR against heat settings is the average of torso DR and the DR of the least protected hit location exposed to the attack [G:B, p. 400]. Hit locations smaller than the torso my not be targeted. In Wide-Beam mode, Light Heat will cut a 1 yard whole in 4" thick wood in less than a second, using up 8 shots; Heat will cut a 1 yard whole in ¼" thick steel in 1.1 seconds, and drain the phaser in doing so. [G:B, p. 558] Underwater range is 0 yards/1 yard.

Wide Beam Mode

Use **Beam Weapon (Projector)** skill to make use of this option, which is available for the Base Cycle Stun and Heat settings (but not the Stun setting). The phaser energy discharges in a cone [B413] that spreads by up to one yard per yard of range (but no less than one yard per 3 yards of range for stun or one yard per 33 yards of range for heat); anyone within the cone will be affected. Ignore the 1/2 Damage and Maximum Ranges; instead, apply a bonus to the HT roll (for Stun) or divide the damage done (for Heat) by an amount equal to the width of the cone in yards at the target's location. Targets that are screened by cover or that Dive for Cover [G:B, p. 377] will not be affected. E.g. if there are three people standing abreast in one hex, they will all be affected, but anybody behind them would be screened. [G:B, p. 413-414: cone attacks.]

