

Weapon Type and Grade	OCV	Damage	Charges	Notes
<b>HAND PHASER (.5kg)</b>	<b>+0 OCV</b>		100	All Overloads can be used once, and only with the necessary number of charges.
STUN-1		4d6 NND	1	
STUN-2		5d6 NND	3	
LETHAL-1		2d6 RKA AP	3	
OVERLOAD		10d6 Explosion	50-100	
<b>PHASER PISTOL (1kg)</b>	<b>+1 OCV</b>		200	
STUN-1		4d6 NND	1	
STUN-2		5d6 NND	3	
STUN-3		6d6 NND	6	
LETHAL-1		2d6 RKA AP	3	
LETHAL-2		2.5d6 RKA AP	6	
OVERLOAD		12d6 Explosion	100-200	
<b>PHASER RIFLE (5kg)</b>	<b>+2 OCV</b>		400	
STUN-1		4d6 NND	1	
STUN-2		5d6 NND	3	
STUN-3		6d6 NND	6	
STUN-4		7d6 NND	12	
LETHAL-1		2d6 RKA AP	3	
LETHAL-2		2.5d6 RKA AP	6	
LETHAL-3		3d6+1 RKA AP	12	
OVERLOAD		15d6 Explosion	200-400	
<b>HEAVY WEAPONS</b>				
<b>SCATER PHASER (8kg)</b>	<b>+5 OCV</b>		400	Reduced Penetration on all
STUN-1		4d6 NND	1	
STUN-2		5d6 NND	3	
STUN-3		6d6 NND	6	
STUN-4		7d6 NND	12	
LETHAL-1		2d6 RKA AP	3	
LETHAL-2		2.5d6 RKA AP	6	
OVERLOAD		15d6 Explosion	200-400	
<b>REPEATER PHASER (12kg)</b>	<b>+2 OCV</b>			Up to 5 shot autofire, +2 OCV to hit with autofire
STUN-4				
LETHAL-3				
OVERLOAD				