

| WEAPON TYPE AND GRADE | Cost | | Description | Charges |
|---|------|----|---|---------|
| | | | <i>NND-Force Field or resistant Physiology</i> | |
| HAND PHASER (.5kg) +0 OCV | 50 | | <i>Phaser</i> Multipower, 50 point reserve, with 100 Boostable Charges (+1); all OAF (-1) | 100 |
| | 3 | | +25 pts Slot with OVERLOAD Limitations (-6.25), OAF (-1) | |
| STUN-1 | 2u | 1) | 4d6 NND (+1) OAF (-1) | 1 |
| STUN-2 | 2u | 2) | 5d6 NND (+1), OAF (-1), uses 3 charges (-1/2) | 3 |
| LETHAL-1 | 2u | 3) | 2d6 RKA AP (+1/2), OAF (-1), uses 3 chargers (-1/2) | 3 |
| OVERLOAD | 1u | 4) | 10d6 explosion (+1/2) 1 Charge (-2), only with 50% charges remaining in weapon, which are all used (-1), OAF (-1), Extra time: 1 turn (-1.25); No range (-1/2). | 50-100 |
| PHASER PISTOL (1kg) +1 OCV | 67 | | <i>Phaser</i> Multipower, 60 point reserve. 200 Boostable Charges (+1.25); all OAF (-1) | 200 |
| | 4 | | +30 pts Slot with OVERLOAD Limitations (-6.25), OAF (-1) | |
| STUN-1 | 2u | 1) | 4d6 NND (+1) OAF (-1) | 1 |
| STUN-2 | 2u | 2) | 5d6 NND (+1), OAF (-1), uses 3 charges (-1/2) | 3 |
| STUN-3 | 2u | 3) | 6d6 NND (+1), OAF (-1) uses 6 charges (-1/2) | 6 |
| LETHAL-1 | 2u | 4) | 2d6 RKA AP (+1/2), OAF (-1), uses 3 chargers (-1/2) | 3 |
| LETHAL-2 | 2u | 5) | 2.5d6 RKA AP (+1/2), OAF (-1), uses 6 charges (-1/2) | 6 |
| OVERLOAD | 1u | 6) | 12d6 explosion (+1/2) 1 Charge (-2), only with 50% charges remaining in weapon, which are all used (-1), OAF (-1), Extra time: 1 turn (-1.25); No range (-1/2). | 100-200 |

| | | | | |
|---|----|----|---|---------|
| PHASER RIFLE (5kg) +2 OCV | 93 | | <i>Phaser</i> Multipower, 75 point reserve. 400 Boostable Charges (+1.5); all OAF (-1) | 400 |
| | 4 | | +37 pts Slot with OVERLOAD Limitations (-6.25), OAF (-1) | |
| STUN-1 | 2u | 1) | 4d6 NND (+1) OAF (-1) | 1 |
| STUN-2 | 2u | 2) | 5d6 NND (+1), OAF (-1), uses 3 charges (-1/2) | 3 |
| STUN-3 | 2u | 3) | 6d6 NND (+1), OAF (-1) uses 6 charges (-1/2) | 6 |
| STUN-4 | 3u | 4) | 7d6 NND (+1), OAF (-1), uses 12 charges (-1/2) | 12 |
| LETHAL-1 | 2u | 5) | 2d6 RKA AP (+1/2), OAF (-1), uses 3 chargers (-1/2) | 3 |
| LETHAL-2 | 2u | 6) | 2.5d6 RKA AP (+1/2), OAF (-1), uses 6 charges (-1/2) | 6 |
| LETHAL-3 | 3u | 7) | 3d6+1 RKA AP (+1/2), OAF (-1), uses 6 charges (-3/4) | 12 |
| OVERLOAD | 1u | 8) | 15d6 explosion (+1/2) 1 Charge (-2), only with 50% charges remaining in weapon, which are all used (-1), OAF (-1), Extra time: 1 turn (-1.25); No range (-1/2). | 200-400 |
| SCATER PHASER (8kg) +5 OCV | 93 | | <i>Phaser</i> Multipower, 75 point reserve. 400 Boostable Charges (+1.5); all OAF (-1) | 400 |
| | 4 | | +37 pts Slot with OVERLOAD Limitations (-6.25), OAF (-1) | |
| STUN-1 | 2u | 1) | 4d6 NND (+1) OAF (-1), Reduced Pen. (-1/4) | 1 |
| STUN-2 | 2u | 2) | 5d6 NND (+1), OAF (-1), uses 3 charges (-1/2), Reduced Pen. (-1/4) | 3 |
| STUN-3 | 2u | 3) | 6d6 NND (+1), OAF (-1) uses 6 charges (-1/2), Reduced Pen. (-1/4) | 6 |
| STUN-4 | 3u | 4) | 7d6 NND (+1), OAF (-1), uses 12 charges (-1/2), Reduced Pen. (-1/4) | 12 |
| LETHAL-1 | 2u | 5) | 2d6 RKA AP (+1/2), OAF (-1), uses 3 chargers (-1/2), Reduced Pen. (-1/4) | 3 |
| LETHAL-2 | 2u | 6) | 2.5d6 RKA AP (+1/2), OAF (-1), uses 6 charges (-1/2), Reduced Pen. (-1/4) | 6 |
| OVERLOAD | 1u | 7) | 15d6 explosion (+1/2) 1 Charge (-2), only with 50% charges remaining in weapon, which are all used (-1), OAF (-1), Extra time: 1 turn (-1.25); No range (-1/2). | 200-400 |

| | | | | |
|--|-----|----|--|----------|
| REPEATER PHASER (12kg) +2 OCV +2 OCV to hit with autofire | 150 | | <i>Phaser</i> Multipower, 100 point reserve. 2 Clips of 1000 Boostable Charges (+2); all OAF (-1) +50 pts Slot with OVERLOAD Limitations (-6.25), OAF (-1) | 1000 |
| STUN-4 | 6 | 1) | | |
| LETHAL-3 | | 2) | 7d6 NND (+1), OAF (-1), uses 12 charges (-1/2), Up to 5 shot Autofire (+1/2) 3d6+1 RKA AP (+1/2), OAF (-1), uses 6 charges (-3/4), Up to 5 shot Autofire (+1/2) | |
| OVERLOAD | 1u | 3) | 20d6 explosion (+1/2) 1 Charge (-2), only with 50% charges remaining in weapon, which are all used (-1), OAF (-1), Extra time: 1 turn (-1.25); No range (-1/2). | 500-1000 |