

Tabelle1

Rate of Fire					
Power level	Setting	Charges	Damage	Type I Phaser	Type II Phaser
1	Light Stun	1	stun	4 /1	6 /1
2	Medium Stun	2	stun	3 /1	5 /1
3	Heavy Stun	3	1+stun	3 /1	4 /1
4	Light Thermal	5	1d6+3	3 /1	3 /1
5	Medium Thermal	8	2d6+6	2 /1	3 /1
6	Heavy Thermal	12	3d6+12	3 /2 *	5 /2 **
7	Light Disrupt A	15	5d6+18	2 /2	2 /1
8	Light Disrupt B	20	10d6+36	1 /2	1 /1
9	Light Disrupt C	30	Kill		2 /3
10	Medium Disrupt A	40	Kill		1 /2
11	Medium Disrupt B	50	Kill		1 /3
12	Medium Disrupt C	60	Kill		1 /4
13	Heavy Disrupt A	70	Kill		1 /5
14	Heavy Disrupt C	80	Kill		1 /6
15	Heavy Disrupt C	90	Kill		1 /8
16	Heavy Disrupt D	100	Kill		1 /10

* no more than 2 shots in one round

** no more than 3 shots in one round