

Rate of Fire

Level	Setting	Charges	Damage	Type I Phaser	Type II Phaser	Type III Phaser Rifle				Description
1	Light Stun	1	stun	4 /1	6 /1	6 /1				Stun: Human 5 minutes
2	Medium Stun	2	stun	3 /1	5 /1	5 /1				Stun: Human 15 min, Klingon 5 min
3	Heavy Stun	3	1+stun	3 /1	4 /1	4 /1				Stun: Human 1 hour, Klingon 15 min
4	Light Thermal	5	1d6+3	3 /1	3 /1	3 /1				Cut a 1 m hole in 10 cm of wood in 3 min
5	Medium Thermal	8	2d6+6	2 /1	3 /1	3 /1				Cut a 1 m hole in 10 cm of steel in 3 min
6	Heavy Thermal	12	3d6+12	3 /2 **	5 /2 ***	5 /2 ***				Cut a 1 m hole in 10 cm of steel or rock in 30 sec
7	Light Disrupt A	15	5d6+18	2 /2	2 /1	5 /2 ***				Kill a humanoid, cut a 1 m hole in duranium in 10 min
8	Light Disrupt B	20	10d6+36	1 /2	1 /1	2 /1				Vaporizes any humanoid
9	Light Disrupt C	30	Kill		2 /3	2 /1				Vaporizes resilient alloys
10	Medium Disrupt A	40	Kill		1 /2	1 /1				Vaporizes any substance
11	Medium Disrupt B	50	Kill		1 /3	2 /3 *				Explode 10 cubic meters of rock into rubble
12	Medium Disrupt C	60	Kill		1 /4	1 /2				Explode 50 cubic meters of rock into rubble
13	Heavy Disrupt A	70	Kill		1 /5	1 /2				Explode 100 cubic meters of rock into rubble
14	Heavy Disrupt C	80	Kill		1 /6	1 /3				Explode 160 cubic meters of rock into rubble
15	Heavy Disrupt C	90	Kill		1 /8	1 /4				Explode 400 cubic meters of rock into rubble
16	Heavy Disrupt D	100	Kill		1 /10	1 /5				Explode 600 cubic meters of rock into rubble

* no more than 1 shot in one round