

STAR TREK ROLEPLAYING GAME

[illegible][illegible]

WEAPON NAME	DMG.	RANGES	CHG.	PARRY	PWR	SETTING	CHG.	DAMAGE	NOTES
					1	LIGHT STUN	1	LIGHT STUN	STA TN 9: stun or -5 to all tests; lasts 306x3 rounds
					2	MEDIUM STUN	2	MEDIUM STUN	STA TN 12: stun or -9 to all tests; lasts 206 + 3 minutes
					3	HEAVY STUN	3	1 + HEAVY STUN	STA TN 15: stun or -12 to all tests; lasts 106x10 minutes
					4	LIGHT THERMAL	5	106 + 3	Cut a 1 m hole in 10 cm of wood in 3 minutes
					5	MEDIUM THERMAL	8	206 + 8	Cut a 1 m hole in 10 cm of steel in 3 minutes
					6	HEAVY THERMAL	12	306 + 12	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
					7	LIGHT DISRUPT A	15	506 + 18	Kill a humanoid; cut a 1 m hole in a duranium bulkhead in 10 minutes
					8	LIGHT DISRUPT B	20	1006 + 36	Vaporize a humanoid
					9	LIGHT DISRUPT C	30	KILL	Vaporize resilient alloys (beam may ricochet)
					10	MEDIUM DISRUPT A	40	KILL	Vaporize any substance (energy rebound prior to vaporization common)
					11	MEDIUM DISRUPT B	50	KILL	Explode 10 cubic meters of rock into rubble
					12	MEDIUM DISRUPT C	60	KILL	Explode 50 cubic meters of rock into rubble
					13	HEAVY DISRUPT A	70	KILL	Explode 100 cubic meters of rock into rubble
					14	HEAVY DISRUPT B	80	KILL	Explode 160 cubic meters of rock into rubble
					15	HEAVY DISRUPT C	90	KILL	Explode 400 cubic meters of rock into rubble
					16	HEAVY DISRUPT D	100	KILL	Explode 600 cubic meters of rock into rubble