



# Weapons D6 / Merr-Sonn PR-14 Phaser

## Phaser Rifle

Merr-Sonn's PR-14 "Phaser" Rifle is a revolution in blaster and laser cannon technology. Merr-Sonn invested years of research in developing the concept behind the phaser rifle. Instead of firing blaster bolts like a regular blaster rifle, the phaser fires a steady stream of energy. The PR-14 features seven variable power settings, the first two are stun, the third and forth are considered "maiming" settings, while everything above that is considered the kill setting. Merr-Sonn has sold a handful of the weapons to Imperial Intelligence for use by their Adjustments department.

Model: Merr-Sonn PR-14 "Phaser" Rifle

Type: Phaser

Scale: Character

Skill: Phasers: rifle

Ammo: 100

Cost: 9,000 (power packs: 50)

Availability: 4, X

Fire Rate: 1

Range: 3-10/40/140

Damage: 7D

Game Notes: The PR-14 has 7 settings (1 for each D in damage) and can be set to output any amount of damage from 1D to 7D. The first two settings (the 1D and 2D settings) are stun settings and anything above the second setting applies normal damage. When on the highest setting, if a wild die roll results in a 1, the phaser overloads and explodes causing a 5D explosion with a two meter blast radius.

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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