

Galactic Arms Industries Company

BLR-1B Beam Rifle ("Surgeon")

Weapon Type: Beam Laser

Scale: Character

Skill: Lasers: Beam Rifle

Ammo: 50*

Availability: 3,X

Body: 2D

Range: 3-30/150/750

Damage: 4D**

Cost: 2250 Cr, 100 Cr (Energy Cell)

* Beam duration bonus:

Can fire up to five units of energy per round, distributed freely among the targets. Each additional unit used on a target gives +1 pip damage bonus.

** Accuracy bonus:

+1 pip per every 3 that the to-hit roll exceeded the difficulty, up to a maximum of +1D.

WHOA! Note that firing a long 5 units' beam with maximum accuracy bonus, the damage is 6D+1! This would require a to-hit roll that exceeds the difficulty by 9 or more.

Built-in scope:

The Surgeon has a targetting scope with a range-finder, light amplifier and up to 16x magnification. When an action is spent to use the scope, the to-hit difficulty is as if the target was one range category nearer than it is, though no additional bonus is gained when the range is short or point-blank. Also, penalties from darkness don't count.

Multi-frequency:

The frequency of the laser beam can be altered (takes an action), changing its colour. The beam can even be x-ray or ultraviolet frequency and thus invisible to human eyes (no accuracy bonus, but it's impossible to tell the direction where the beam came from). Some snipers use UV-frequencies and wear UV-goggles, so they see into the UV-spectrum while others don't see the beam.

Micro-frequency:

The weapon can be modified (moderate Laser Repair, a few hundred creds for hardware) to shoot a micro-frequency beam. Such a beam doesn't burn living tissue only from outside, but also penetrates cells and makes them explode! Increases damage against organic targets by 2 pips, decreases damage against inorganic targets by 1D. Personal armor negates the micro-frequency effect, so this modification is typically used against civilians, especially by proficient assassins.

GAICO BLR-1B is an expensive and illegal weapon, but still it can be found in the hands of many mercs, bounty hunters and assassins. Not to mention Imperial special forces...

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