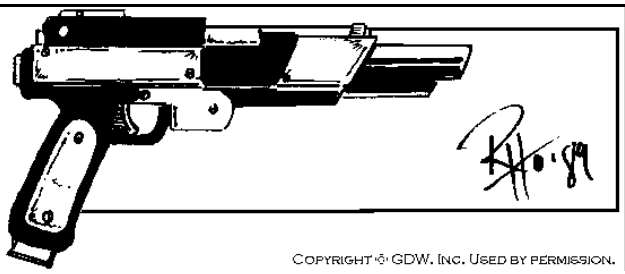
TASER



Tech level 7 version illustrated

EQUIPMENT STATISTICS

	TL	Type	Length	Vol	Wt	Price
O	7	Taser-7	0.25m	1.2 l	0.5 kg	Cr400

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Dgr Spc	Wt	Price
O	7	20 rnds	electricity	med	low/R	-----	0.7 kg	Cr40

med sig=some light generated; easy to spot if fired in darkness
low recoil=does not cause disorientation when fired in a zero-G environment

CUSTOMISING NOTES:

ACCESSORIES

	TL	Item	Vol	Wt	Price
O	7	Insulated Holster	1 litre	0.2 kg	Cr25

AMMO USAGE RECORD (OPTIONAL)

Each square represents 1 round

O TL7: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

DESCRIPTION

The taser is a non-lethal weapon, capable of rendering a subject temporarily helpless by passing a current through the nervous system. It consists of a long-barreled handgun powered by a battery inserted into the handgrip. A cartridge which contains a thin dart about 50 mm long and a thin pre-wound cable 5 m long is attached to the underside of the weapon. When the trigger is pulled, the dart is electrified and propelled toward a target with little recoil and very low velocity. The coil length restricts the range of the taser to that of a melee weapon.

Damage is special. The taser is not a slugthrower and does not deliver any damage upon impact, due to its low kinetic energy. Instead, after a successful hit, a current passes through the target's body, temporarily paralysing the nervous system. The victim is unable to move and is rendered unconcious, as their Dexterity is reduced to zero. After 10 minutes or so, the subject will recover normally; Dexterity returns thereafter at a rate of one point per 10 minutes.

Due to the space required for the cartridge, the taser may only fire one dart before reloading is necessary. The dart is still connected to the gun after firing. If the dart misses its target, it may be retracted during the next combat round and used again. If it hits its target, it is stuck and must be detached before it can be retracted and used again (taking two combat rounds to reel in and reload). The cartridge can be detached and replaced with a new one in one combat round. The drawback of only having one shot is outweighed by the advantages of a low recoil and the fact that a successful hit instantly renders a subject harmless but not hurt.

The taser is introduced at TL7 as a standard sidearm for planetary police, security forces, and starport authorities. It is also widely used by shipboard security personnel, bounty hunters, pirates, and private individuals. Especially favoured on worlds with a law level of 7 or greater, it becomes an alternative to the snub pistol as a standard shipboard security weapon.

A loaded taser is cumbersome and heavy due to the cartridge containing the dart and cable, which contributes more than half the weapon's mass. If the weapon is not in use but is to be kept with an attached cartridge, is must be stored in a special insulated holster. A cartridge will last indefinitely if the dart and cable are retracted immediately after use. The removable battery holds enough power for 20 shots. It can be recharged in 1 hour at any convenient power source, such as a ship's power plant or commercially for Cr30.

TASK LIBRARY (USAGE)

Type	Round	Aim DM	Max Range	C* <1m (1D)	S* <3m (2D)	M* <45m (3D)	L* <300m (4D)	VL* <600m (5D)	D* <1.5km (6D)	VD* <3km (7D)	SR* <50km (8D)	Auto Tgts**	Dngr Spc	Hit Dmg
TL7	electicity	+1	5m	---	---	---	---	---	---	---	---	---	---	spl

*for the range given, penetration is listed. Handgun (or simply Pistol) skill can be used to fire a taser.

TASK LIBRARY (REPAIR)

To repair a damaged taser:

[varies], Mechanical, DEX, [varies]

Referee: Difficulty depends on the damage level: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage....	3 min
minor damage.....	10 min
major damage.....	2.5 hrs
destroyed.....	5 hrs

For field repair, double the time increment, in addition to other standard increases.

Stats and description of the ***Taser*** are taken from:
BARRY, Kevin, "Taser", **Challenge 40,** GDW, Bloomington, IL, USA, 1989, p 33.