

MONGOOSE TRAVELLER

PRIME DIRECTIVE

WEAPONS PREVIEW

As work continues on *Mongoose Traveller Prime Directive*, we are taking the opportunity to show a preview of how things will be done. Experienced players of *Prime Directive* and *Mongoose Traveller* who want to volunteer to playtest the new system can contact Sergeant Major Beddow at SFURangers@starfleetgames.com; not everyone who volunteers can be accommodated so show us that your input is worth having by including an analysis of this weapon.

This is preliminary; the final version may be different.

Phasers (TL10+)

There are several types of phasers used as personal weapons. The phaser-I (used as a "courtesy sidearm" for non-infantry personnel) can be held in the palm of a hand. The phaser-II, shown here, is a standard "handle and barrel" military handgun. The other weapons are normally held with two hands. The phaser-I/II and phaser rifle become available at TL10.

At TL11 two additional types of phasers become available: the pulse phaser and repeating phaser. The pulse phaser is an upgraded version of the phaser rifle. As its name implies, the repeating phaser can fire more rapidly than the other types of phasers, making it the favorite weapon of Star Fleet Marines.

Phasers have a variety of power settings; a Stun-1 setting on a phaser-I produces the same effect and damage as the Stun-1 setting on a phaser rifle, for example.

Prices for Federation phasers are listed for reference; they are not for sale, except on the black market for astronomical prices, and then only rarely!

Phaser Overload: Phasers can be set for overload; after a few seconds, all of the energy remaining in the power cell is released as an explosion. As there are safeguards to prevent this, a successful Gun Combat (Beams) or Mechanic roll (Difficult 10+) is required. To restore the safeguards, thus disabling the overload a similar skill roll is required. The damage is resolved as concussion damage equivalent to the number of charges remaining in the weapon times 1d.

Phaser Stun: Phaser weapons can be set to stun. These weapons are designed to deal non-lethal damage, incapacitating a living target rather than killing it. Damage is only deducted from END, taking into account any Protection. If the target's END is reduced to 0, the target will be incapacitated and unable to perform any actions for a number of rounds by which the damage exceeded their END. Damage received from Stun weapons is completely healed by one hour of rest.

Heating Inanimate Objects: Phasers can be used to heat inanimate objects. This is done on the Stun-1 setting. (Repeating phasers may not be used for this purpose.) A one-foot-diameter rock would have its surface heated to about 500° Fahrenheit. The heat will last about 30 minutes, less if the wind is blowing.

The following chart lists the various settings of phasers, the damage that setting inflicts and which settings are available on various phasers:

Setting	Damage	Type	Phaser-I	Phaser-II	Phaser Rifle	Pulse Phaser	Repeating Phaser
Stun-1	1D	Stun	X	X	X	X	--
Stun-2	2D	Stun	--	X	X	X	--
Stun-3	3D	Stun	--	--	X	X	--
Kill-1	1D	Regular	X	X	X	X	--
Kill-2	2D	Regular	--	X	X	X	--
Kill-3	3D	Regular	--	--	X	X	X
Kill-4	2D, AP2	Regular	--	--	--	X	X
Kill-5	4D, AP2	Regular	--	--	--	X	X
Disintegration-1	4D, AP3	Regular	--	X	X	X	X
Disintegration-2	6D, AP3	Regular	--	--	X	X	X
Disintegration-3	8D, AP3	Regular	--	--	--	X	X

An "x" indicates settings available for that type of phaser. "--" means that phaser cannot fire that setting.

The number of charges consumed each time a phaser is fired is equal to the setting number; e.g., Stun-1 or Kill-1 consume 1 charge, Stun-3 or Kill-3 consume 3 charges, etc. Exception: Disintegration consumes two charges times the setting number per shot (e.g., Disintegration-3 uses six charges).

Weapon	TL	Range in M	Damage	Wt (Kg)	Cost	Magazine	Power Pack Cost	Notes
Phaser-I	10	50m	Spec	0.05	\$2,000	100	\$200	Zero-G, Reload 2
Phaser-II	10	200m	Spec	0.45	\$3,000	100	\$300	Zero-G, Reload 2
Phaser Rifle	10	500m	Spec	1.8	\$4,500	100	\$500	Zero-G, Reload 3
Pulse Phaser	11	800m	Spec	1.8	\$5,500	100	\$550	Zero-G, Reload 3
Repeating Phaser	11	600m	Spec	1.8	\$7,500	500	\$750	Zero-G, Reload 3