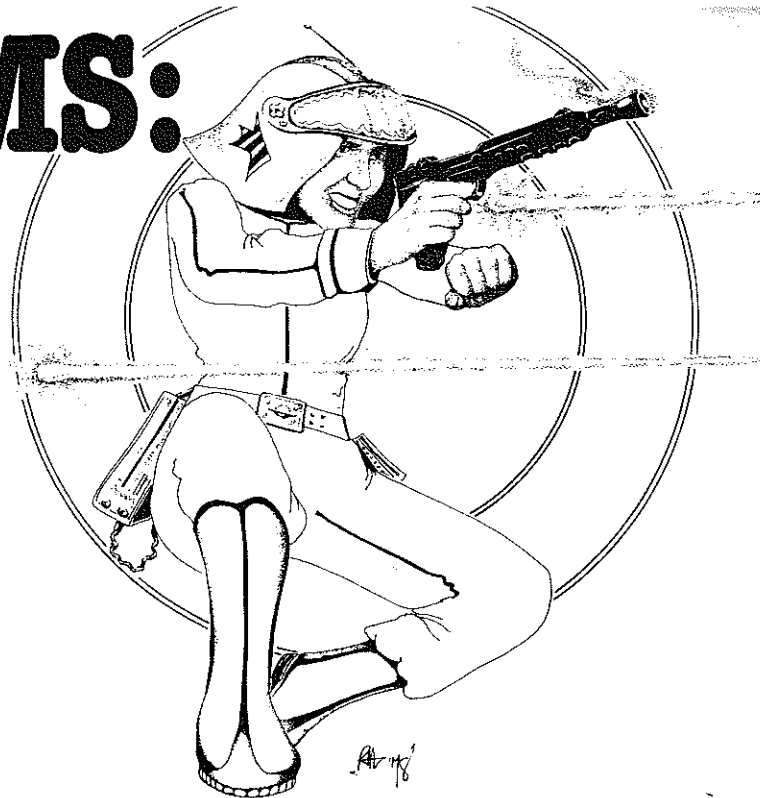


FIRE-ARMS: 3000 A.D.

Weapons additions
for Traveller

by Brian Asbury



While weapons are quite comprehensively dealt with in the *Traveller* rules, in some ways this is one of the most disappointing sections of the rulebooks. Most of the weapons listed are readily available today, and thus there is little "Science Fiction" feel to combat. Thus, in an attempt to do something about this, I've devised some additional weaponry details, some being based on descriptions in SF novels, and others of my own creation.

1. The Hand Blaster: This is a handgun-sized atomic energy weapon, firing a tiny 3mm x 15mm projectile at 700 to 800 metres per second. Once it is set in motion, anything that stops the projectile trips a tiny atomic trigger which converts a sub-microscopic fraction of its mass into energy. A magazine carrying six charges is inserted into the gun's handle, one charge being fired for each pull of the trigger. Reloading takes one combat round, but two if the firer is treated as evading.

Disadvantages of this weapon are its obvious expense, plus the fact that any target blasted by it becomes radioactive for twenty four hours. The effective radius of this radiation is only about half a metre, however. If desired, the blaster can be used to cut through solid steel of up to 15cm thickness, blasting a circular opening of approximately 1 metre diameter.

2. The Blast Rifle: The rifle version of the above, firing a slightly larger 4mm calibre projectile at 1000 metres per second. A magazine containing 10 charges is fitted into the stock of the rifle; one round may be fired per pull of the trigger. Replacement of the magazine takes one combat round. The blast rifle has a slightly wider blast radius than its hand counterpart, being 1.5 metres rather than one metre. Neither weapon is suitable for use at close quarters.

3. Concussion Rifle: This is basically a sonic weapon, firing a directed blast of sound which has the effect of a heavy hammer-blow upon any target hit. No projectile is fired. The power pack supplying the energy for this weapon is capable of producing 20 shots before it needs recharging; it is fitted into the underside of the weapon forward of the trigger guard, and takes two hours to recharge. Replacement of the power pack with a fresh one takes two combat rounds. Damage done by this weapon varies with range, being 4D at close, 3D at short, 2D at medium and 1D at long. At close and short ranges, the concussion rifle *always* stuns, and at all ranges will knock the target off his feet unless a saving throw of 7+ is made. [DMs: -3 at close, -1 at medium (assuming for some reason the stunned individual doesn't automatically fall), +1 at long, +1 for dexterity 7+, +2 for dexterity 11+].

4. The L.P.L. Stungun (Full title Low Power Laser directed electrical shock Stun weapon): A pistol-sized weapon which uses a low power laser beam to ionise the air in a path along its line, and then sends a burst of electrical energy along the path. This has the effect of stunning any human-sized opponent it hits, without causing any actual damage. The saving throw against such a stun is 11+ for a human (DM: +1 for endurance 10+), but becomes proportionately lower for larger species, e.g. an elephant's save would be 3+. The power pack for this weapon

forms the pistol's handle, carries 8 charges and takes four hours to recharge. Power packs may be changed during combat, taking one combat round to do so, in which the firer is treated as evading. This weapon does not function in vacuum or trace atmosphere and is subject to a DM of -4 in high crosswinds.

5. Incendiary Rifle: About the size of a carbine but with a much wider 12mm calibre. The incendiary rifle fires hollow 40mm length bullet-shaped projectiles, each of which is divided into two compartments. The forward compartment of an incendiary projectile contains a small pellet of white phosphorus plus a tiny detonator, the rear compartment contains napalm. On impact the projectile does 3D-3 damage, but then bursts into flame doing an additional 2D damage per turn for four turns or until extinguished. The magazine for this weapon contains 15 rounds and is clipped in front of the trigger guard. One round is fired for each pull of the trigger. Changing the magazine takes 1 combat round. The projectile is ejected at 500-600 metres per second.

This weapon is unsuitable for use aboard ship due to the obvious fire risks and is also ineffective in vacuum or trace atmospheres.

6. The Anagun: This useful weapon appears as a small pistol with a very slim barrel. It fires not bullets but tiny 15mm x 1mm needles at a velocity of 400-500 metres per second. The needles have a ridge which prevents skin penetration deeper than 2-3mm, and are designed to inject the target with a small quantity of a powerful anaesthetic. The drugs take effect in one combat round anaesthetising the victim for one hour. They are very potent, the saving throw being 13+ with a DM of +1 for endurance 9+ and +1 for endurance of 12+ (accumulative). Creatures larger than human-sized have proportionately lower saves, a hippo for example requiring only 4+. Creatures much bigger than this will not be affected.

Standard ana-needles will be ineffective against mesh, cloth, ablat or battledress. However, special extra-penetrative needles are available for use in these situations; the Type P needle is designed to penetrate the first named three, and a power-injection needle, the Type PX, designed to drill through battle armour. This latter requires a special power-injection adaptor to be fitted to the anagun around and in front of the barrel.

A clip of twenty standard (Type S) or Type P needles, or ten Type PX needles can be fitted into the pistol handle and are fired one at a time. The clip takes one combat round to replace with a fresh one and the power-injection adaptor also takes one combat round to fit or remove.

7. The Plasma Blade: Effectively this is an energy sword. Activating a contact on the hilt causes a blade-shaped magnetic

field to spring from it. Within one combat round the field fills with the high-energy plasma — the "fourth state of matter" at stellar temperatures. The blade length is approximately 800mm and this is a formidable weapon indeed being able to slice off a limb in less than a second with very little effort or cut through 10cm-thick steel plate. However, it does have disadvantages. Its high working temperature requires its wielder to wear protective clothing such as a Vacc Suit or battledress. A special arm covering for use with Plasma Blades is available at a cost of CR 1000.

The Plasma Blade is powered by a back-worn power pack, which provides enough energy to activate the Plasma Blade for one hour's continuous use. The hilt of the Blade is connected to the power pack by a flexible cable which is usually fixed along the sleeve of the Vacc Suit/battledress. The purpose-built arm protector has its own built-in cable. The power pack when exhausted requires eight hours to recharge it via a suitable high-energy source.

8. Pellet Clip Bracelet: This is not in itself a weapon but is a special wrist bracelet divided into six compartments each of which can hold four special mini-grenade pellets. The compartments can be rotated about the bracelet to facilitate use and pressure on the face of a compartment causes a pellet to be ejected and flipped into the wearer's hand. So fast and efficient is the action that a pellet can be flipped into the hand, activated and tossed in a single combat turn. The bracelet is small and compact enough to be concealed up a character's sleeve. Pellet Clip Bracelets are constructed from high-impact plastic and will thus avoid detection by most metal detectors.

9. Pellet Grenades: Tiny 5mm diameter spherical grenades which may be fitted with delay fuses or with contact detonators. The standard *Explosive Pellet Grenade* has a blast radius of three metres doing 3D damage to all caught in the blast. It is usually hand-hurled although grenades with timer fuses can be planted in a specific location to detonate after a pre-set period of time. Each grenade contains a tiny stud-pin which is either pulled out or set for timing depending upon the type to activate the grenade. Other Pellet Grenade types include:

Knockout Gas Grenades release a powerful quick-acting nerve gas of temporary effect which renders all who breathe it unconscious within one combat turn. Each grenade releases a cloud of 1000 cubic metres volume.

Blackout Grenades release a colourless and odourless gas which brings about a complete but temporary paralysis of the optic nerve. Within one combat turn anyone breathing the gas is rendered totally blind for a period of two hours. The cloud released is of the same volume as above.

Both of the above types of gas pellet are activated in the same way as the Explosive Pellet and both can be easily deployed from a Pellet Clip Bracelet.

10. The Power Holster: This unique automated holster is worn strapped to the forearm. The gun is connected to it by a flexible cable. When the wearer wishes to draw his weapon, he merely shapes the fingers of his gun hand as though grasping an imaginary gun butt. Sensitive actuators built into the holster react to the pattern formed by the tendons of the wrist, and cause the cable connected to the gun to become a stiff curved rod. This flips the gun from the holster and into the hand in a motion almost too fast for the eye to follow. Thus in situations where weapons need to be drawn or raised, the wearer of a power holster will *always*, without exception, draw first.

Power Holsters can be made to fit automatic pistols or Hand Blasters but are expensive as each Power Holster must be individually constructed and specially tailored to fit its user. One man's Power Holster cannot be worn by another. The gun to be used must also be partially rebuilt to be incorporated into the power holster, the cable must be fitted and also the trigger guard must be removed.

To use a Power Holster a character must be at least +1 expertise in the weapon involved and must also practice for three months to achieve +½ expertise with the holster itself. Characters may elect to take out expertise with a Power Holster if he rolls a "Gun Combat" skill. Each level of expertise with the Holster is equivalent to adding a level of expertise with the weapon it contains. A Power Holster will function for 3 months before it requires recharging from a suitable energy source.



TABLE 1: WEAPONS AND EQUIPMENT WEIGHTS AND PRICES

Item (TL)	Weight	Ammo Wt	Rds/Clip	Length	Base Price	Ammo Price
Hand Blaster (15)	1,200	200	6	200	4,000	200
LPL Stungun (10)	500	—	—	175	1,500	—
Anagun (9)	250	—	—	150	500	—
Blast Rifle (15)	6,500	400	10	1,000	6,000	350
Concussion Rifle (8)	5,000	—	—	850	3,500	—
Incendiary Rifle (7)	5,000	500	15	1,000	1,500	250
Plasma Blade (15)	500	—	—	950	10,000	—
LPL Power Pack	300	—	8	—	200	16*
PB Power Pack	4,000	—	—	—	1,500	300*
CR Power Pack	750	—	20	—	500	20*
Anagun ammo S (9)	50	—	20	—	30	—
Anagun ammo P (9)	75	—	20	—	55	—
Anagun ammo PX (10)	90	—	10	—	100	—
Explosive PG (10) (8)	50	—	10	—	200	—
KO Gas PG (10) (8)	70	—	10	—	250	—
BO Gas PG (10) (8)	70	—	10	—	275	—
Pellet Clip B'let (8)	100	—	—	50	150	—
Power Holster (9)	300	—	—	220	5,000	50*
Power Injection Adtr (8)	100	—	—	100	300	—

* Indicates cost to recharge at a suitable energy source.

TABLE 2: WEAPONS MATRIX

Attacker's Weapon	Defender's Armour						
	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Battle
Hand Blaster	+4	+4	+1	-1	+4	+1	-4
LPL Stungun	+2	+2	+1	+1	-8	-7	-6
Anagun	+1	+1	-2*	-3*	+1	-2*	-5*
Blast Rifle	+6	+6	+3	-1	+6	+4	-2
Concussion Rifle	+1	+1	0	-1	+1	-1	-5
Incendiary Rifle	+5	+5	+4	+2	+1	-6**	-6
Plasma Blade	+7	+7	+4	+3	+7	+3**	-1

* Hits against these armour types by Anagun fire is possible only if the appropriate required needle types are used, i.e. Type P or PX.

** Each time it is hit by Incendiary fire or Plasma Blade, the ablat's DM is decreased by 1.

TABLE 3: RANGE MATRIX

Attacker's Weapon	Range					Wound Inflicted
	Close	Short	Medium	Long	Very Long	
Hand Blaster	-6	0	+1	-5	no	5D
LPL Stungun	+2	+2	-1	no	no	*
Anagun	+1	+2	-4	-7	no	*
Blast Rifle	-8	+1	+3	-1	-1	6D
Concussion Rifle	+2	+4	+1	-5	no	2D
Incendiary Rifle	-4	+1	-2	-4	-5	3D-3;*
Plasma Blade	-2	+2	no	no	no	4D+4

* = Special (see written description)

That just about winds it up. My apologies to Harry Harrison, in particular, for ideas stolen for the purpose of this article! May your jumps through Hyperspace never throw you off course, and may the Galactic Spirit always guide you safely on your journeyings.

