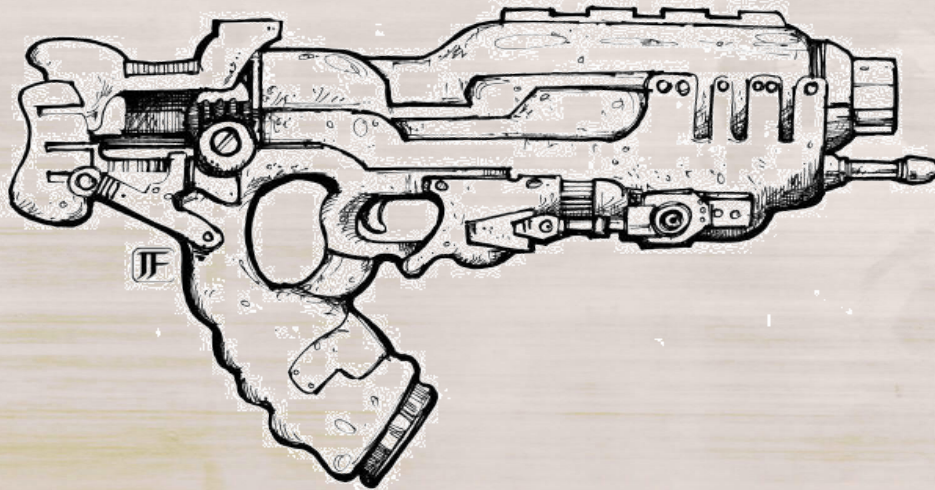


Gregorius21778: 20 Malfunctions



For Futuristic Energy Weapons

Version 1.2; written by Kai Pütz
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20 Malfunctions for Futuristic Energy Weapons is a supplement for all GM that look for inspiration on how to add some bugs and issues to some (or all) of the high-tech weapons the PC are going to acquire over the course of the game. Some of the 20 entries are a permanent negative side effects or a limiting factor to its performance, but most are mishaps triggered by certain results of the damage roll and will thereby come up as a bad surprise for characters and players alike.

The supplement was written to be compatible MutantFuture(tm) and the different malfunctions are designed to come into play quickly after an affected weapon is picked up.

How to use this supplement:

The following pages feature 20 different game mechanics for weapon mishaps. Since a lot of those are triggered by certain results of a damage roll, different versions of the 20 entries are listed for Masers (whose damage is determined by two or three d8) and for other energy weapons like lasers, blasters, plasma weapons, etc. (whose damage is determined by multiple d6).

Instead of declaring it to be without function, any energy weapons that is indicated as “non-functional” by a *Technology Condition* roll (see MF p.42) could be assigned a malfunction instead. The GM is encouraged to pick whatever seems to fit. Of course, one may also determined a malfunction randomly by a roll of a d20. It is suggested that the exact nature of the malfunction is kept secret from the players until it comes into effect. Where certain results of a damage roll are listed as the trigger of a malfunction, the GM is advised to reveal the “trigger condition” prior to the next combat, but not the effect of the malfunction (“*Please tell me when your PC fires this weapon and two or more dice of the damage roll show a six*”)

Optional rules for effects triggered by certain damage rolls:

Many malfunctions provided in this supplement are triggered when “in a damage roll, (one or more) dice show a (certain result)”. Instead of using this method, a ML may roll a d8 at the beginning of each combat and apply the malfunction on a random combat round (roll d4) if the result is a “1”.

Malfunctions for Lasers, Blasters, etc.

(any weapon using multiple d6)

01# About to Break

If two or more dice in a damage roll show a [1], time and neglect finally take their toll and the weapon ceases to function permanently.

02# Charge Initiation Failure

The first time the weapon is fired in any combat, roll 1d6. A result of [1] means that the weapon cannot be fired this round as no charge builds up inside of it. Once a shot has been fired, the weapon will continue to function until it "cooled down" (after a turn).

03# Constant Energy Drain

As soon as a battery is inserted into the weapon, one shot will be drained from it every hour and the weapon will soon feel warm to the touch.

04# Critical Overload

If two or more dice in a damage roll show a [6], the weapon first sparks and then explodes instead of firing (1d4 damage to the character holding it).

05# Damaged Internal Shielding I

After each combat it was used in, the wearer of this weapon must *Save vs. Radiation* as if the character was exposed to class 1 radiation.

06# Damaged Internal Shielding II

After each combat it was used in, the wearer of this weapon must *Save vs. Radiation*. On a failure, the character will suffer from a splitting headache (-2 to all Intelligence based tests) for 1d6 turns.

07# Energy Transfer Contact Failure

If two or more dice of a damage roll show a [1], the "shot" is actually just a harmless flash of light and the weapon will react as if the "ammo" would be empty, although it is not. Disconnecting and re-inserting the energy source will fix the problem (for now).

08# Failing Conductors

If two or more dice of a damage roll show a [6], important conductors burn out inside the weapon during the shot. It is thereby destroyed.

09# Failure Prone

If two or more dice of a damage roll show a [1], the weapon stops to function until it undergoes maintenance (Technology Roll with a Complexity Class of 2; see MF core rules p. 42). It is up to the GM if any spare parts are needed.

10# Fragile

Roll a 1d8 whenever the weapon is handled roughly (e.g. if it is used as a club, dropped or when the character who carries it suffers damage from a fall). If the result is a [1] the weapon becomes useless as something break.

11# Humming

While readied, the weapon emits a loud, humming sound that makes it impossible to surprise any opponent (unless said opponent is deaf).

12# Irregular Energy Consumption

If the result of at least one die of the damage roll is a [1], one additional shot is subtracted from the battery.

13# Lack of Energy Cohesion

The weapon's total damage is reduced by 2 at Short Range, by 4 at Medium Range and by 8 at Long Range.

14# Output Failure I

If the result of at least one die of the damage roll is a [1], discard the highest die of this damage roll.

15# Output Failure II

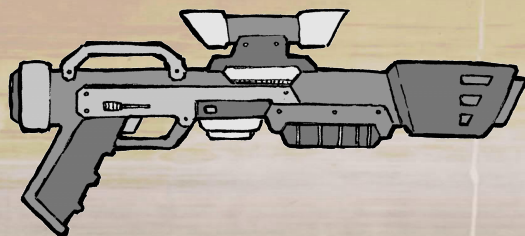
Every die of the damage roll that shows a result of [1] or [2] is subtracted from the total damage (instead of being added to it).

16# Output Failure III

If two or more dice of the damage roll show a [1], the shot is not fired but still subtracted from the energy source.

17# Overcharge I

If two or more dice of a damage roll show a [6], all dice of the damage roll are treated as a result of [6] (resulting in the weapon dealing its maximum damage) and the battery of the weapon is emptied instantly.



18# Overcharge II

Increase the number of damage dice by one and discard the lowest dice before calculating the total damage. Instead of subtracting one shot from the energy source, subtract a number of shots equal to the result of the discarded die. If three or more of the remaining dice show a [6], the weapon is destroyed as critical internal components burn out.

19# Overheating

If two or more dice of the damage roll show a [6], the weapon suddenly grows hot. If it is fired again before it cools down (which takes a turn), there is a cumulative 5% chance that it will be destroyed after the shot as critical internal parts melt.

20# Slow Charge

If two or more dice of a damage roll show a [6] the weapon will not have fired at all, as the charge was not ready for release yet.

Malfunctions for Masers

(any weapon using multiple d8)

01# About to Break

If any dice of a damage roll shows a [1], time and neglect finally take its toll and the weapon ceases to function permanently.

02# Charge Initiation Failure

The first time the weapon is fired in any combat, roll 1d6. A result of [1] means that the weapon cannot be fired this combat round as no charge builds up. Once a shot has been fired, the weapon will continue to function until it "cooled down" (after a turn).

03# Constant Energy Drain

As soon as a battery is inserted into the weapon, one shot will be drained from it every hour and the weapon will soon feel warm to the touch.

04# Critical Overload

If any dice of the damage roll shows a [8], the weapon first sparks and then explodes in the hands of the character instead of firing (1d4 damage).

05# Damaged Internal Shielding I

After each combat it was used in, the wearer of this weapon must *Save vs. Radiation* as if exposed to class 1 radiation.

06# Damaged Internal Shielding II

After each combat it was used in, the wearer of this weapon must *Save vs. Radiation*. On a failure, the character will suffer from a splitting headache (-2 to all Intelligence based tests) for 1d6 turns.

07# Energy Transfer Contact Failure

If any dice in the damage roll shows a [1], the "shot" is actually just a harmless flash of light and the weapon will react as if the energy source would be empty, although it is not. Disconnecting and re-inserting the source will solve the problem (for now).

08# Failing Conductors

If any dice of a damage roll shows a [8], important conductors burn out inside the weapon. It is thereby destroyed.

09# Failure Prone

If any dice of a damage roll shows a [1], the weapon stops to function until it undergoes maintenance (Technology roll with a Complexity Class of 2; see MF core rules p. 42). It is up to the ML if any spare parts are needed.

10# Fragile

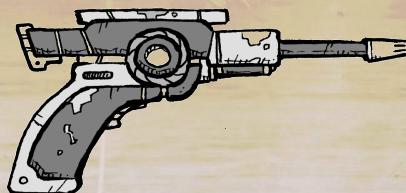
Roll 1d8 whenever the weapon is handled roughly (i.e. if it is used as a club, dropped from heights or when the character who carries it suffers damage from a fall). If the result is a [1], the weapon becomes useless as parts of it break.

11# Humming

While readied, the weapon emits a loud, humming sound that makes it impossible to surprise any opponent (unless said opponent is deaf).

12# Irregular Energy Consumption

If the result any die of the damage roll is a [1], subtract one additional shot from the battery.



13# Lack of Energy Cohesion

The weapon's total damage is reduced by 2 at Short Range, by 4 at Medium Range and by 8 at Long Range

14# Output Failure I

If the result of at least one die of the damage roll is a [1], discard the highest die of this damage roll.

15# Output Failure II

Every die of the damage roll that shows a result of [1] or [2] is subtracted from the total damage instead of being added.

16# Output Failure III

If any dice of a damage roll shows a [1], the shot is not fired but still subtracted from the energy source.

17# Overcharge I

If any die of the damage roll show a [8], all dice of the damage roll are treated as having a result of [8] (resulting in the weapon dealing its maximum damage) and the energy source of the weapon is emptied instantly.

18# Overcharge II

Increase the number of damage dice by one and discard the lowest dice before calculating the total damage. Subtract the result of the discarded die from the remaining shots of the energy source (instead of 1). If two or more of the remaining dice show an [8], the weapon is destroyed, as critical internal components burn out.

19# Overheating

If any die in a damage roll shows a [8] the weapon suddenly grows hot in the hands of the user. If it is fired again before it cools down (which takes 1 turn), there is a cumulative 5% chance that it will be destroyed after the shot, as critical internal parts melt.

20# Slow Charge

If any die in a damage roll shows an [8], the weapon does not fire at all, as the charge was not ready for release yet.

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