

# **Heavy Weapons**

**A Rules Supplement for Omnirole**

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## **Heavy weapons**

The purpose of this rules supplement is to provide some ideas about rather military type weapons and to allow them to be used in the game. This is mainly due to the fact that players often want to make military campaigns, or simply are looking for more firepower in certain combat situations.

The term heavy weapons is used in Omnirole to describe a category of weapons that is in the range between handguns and artillery. Typically, these are weapons that are either used to support military operations (e.g. machine guns) or that are mounted in vehicles or fixed installations.

In the following, the most important heavy weapons of tech levels up to 13 are introduced and special rules for their use will be given.

### **Heavy weapons against individuals**

Heavy weapons are mainly intended for use against vehicles or armored targets. Therefore, the final damage of a heavy weapon is doubled against individuals. This does not apply for explosions, needlers or scatter weapons, but for energy weapons.

*Example: Lex (protection value 10) is hit by a medium MG (P15). The armor roll produced full protection, so that Lex takes 5D6 damage. The die roll result of 18 is doubled to 36.*

### **Heavy weapons and minimum strength**

The minimum strength information concerns situations in which the respective weapon is held and fired by a character. For most weapons, this is impossible for ordinary humans. Instead, they are installed on a carriage, a tripod or similar mount. The theoretically possible case of characters with super human strength (e.g. superheroes or aliens) that might be able to carry and fire them has to be decided by the master on a case by case basis.

### **Indirect fire**

Various heavy weapons fire indirectly, i.e. on a ballistic track. Consequently, they can fly over obstacles, but require sufficient space in the height, usually making their use inside buildings impossible. The master decides if in doubt.

## **The weapons**

### **Gatling machine gun**

This early machine gun uses several rotating barrels that are operated by a crank. One of its drawbacks is a certain susceptibility for overheating and jamming. To simulate this, in each combat turn of operation, there is a 5% cumulative accident chance, until the weapon has not been fired for at least as many turns as it has been used before. The chance is increased to a cumulative 10% per turn, if the weapon has fired at least 50% of its maximum rate of fire in a combat turn.

The gatling machine gun is not man portable. Instead, it is usually installed on a wheeled carriage or alternatively in a fixed mount. Normally it is reloaded by a loading gunner. The carriage of the gatling provides level 10 recoil compensation.

### **Nordenfelt machine gun**

This is another early multi-barreled machine gun. Different to the gatling principle, however, it does not have rotating barrels. Instead, each barrel has a separate firing

mechanism. Historically, different versions with varying numbers of barrels and consequently deviating rates of fire were constructed. Due to the different design, the risk of jamming is much lower and can be ignored for game purposes. Similar to the gatling, this weapon is usually mounted on a carriage and reloaded by a loading gunner. The carriage counts as level 10 recoil compensation.

### **Gardner machine gun**

This machine gun already looks similar to typical weapons of higher tech levels. It is a one or two-barreled machine gun with a nevertheless surprisingly high rate of fire. Normally, it is mounted on a carriage, but may also be fired from a tripod (weight 15 kg). There is a certain danger of overheating and jamming. For game purposes, use the same rules as for the gatling gun with a base chance of 2%, including doubling for high rates of fire. The weapon is loaded from the top. Normally, this is the job of a second gunner. The tripod counts as level 7 recoil compensation, a full carriage as level 10.

### **Machine guns**

The term machine gun describes weapons with an automatic firing mechanism that are usually air- or water-cooled and have a single barrel. The ammunition is fed via belts, drums or internal chamber magazines. There are portable as well as bipod or tripod machine guns, but also vehicular versions.

Especially early machine guns are prone to overheating and subsequent jamming. For game purposes, assume a cumulative accident chance of 2% at TL 9 using the same rules as for the gatling (including the doubled chance for high rates of fire). At TL 10, the chance is reduced to 1%. For machine guns of higher tech levels, the risk of jamming may be ignored.

Typical abbreviations: LMG = light machine gun, MMG = medium machine gun, HMG = heavy machine gun.

A full mount provides at least level 15 recoil compensation, a tripod at least level 10, a bipod level 5. Furthermore, it can be assumed that these weapons have at least an integrated recoil compensation of level 5.

### **Minigun**

The minigun is a development based on the gatling principle. This is a multi-barreled automatic weapon whose barrels are rotated by an electric motor, resulting in an extreme rate of fire. The weapon is mainly used on board of combat helicopters or planes. As it usually fires a large portion of tracer ammunition, the resulting visible effect resembles a „death ray“. Normally, miniguns are not man portable! Typical vehicle mounts provide at least level 30 recoil compensation. Furthermore, it can be assumed that this weapon has at least an integrated recoil compensation of level 5.

### **Bazooka**

A light portable anti-tank weapon. Normally it can only fire a single shot and is of very limited range and accuracy. Early models cannot be reloaded because the launch typically causes heavy damage to them. Furthermore, it should be noted that the area behind the gunner is exposed to hot gas. At least two squares directly behind the gunner are affected. An area damage of 3d6 occurs in these squares using the rules for scatter weapons. Defense is allowed as against explosions.

The weapon usually fires armor piercing (AP) projectiles

### **Rocket launcher**

Rocket launchers are a portable weapons system that allows launching of missiles. Usually they are single shot weapons that than have to be reloaded. Similar to the bazooka, the squares behind the gunner are affected by hot exhaust (4d6 damage at least three squares behind). The missiles are normally fitted with explosive or fragmentation warheads. However, shaped charges for anti-armor use also exist. Against aircraft, usually special missiles will be launched.

#### **Tank rifle**

This early heavy weapon was developed during World War 1 to destroy tanks. It fires massive bullets that are able to show an astonishing penetration power at short ranges. To simulate this, always use the rules for armor piercing ammunition with this weapon. Its main drawbacks are the high weight and incredible recoil. Normally, a separate bipod (weight 2 kg) was therefore used.

#### **Automatic cannon**

This term covers all light cannon with a caliber between 20 and 30 mm. In connection with the high rate of fire, they are especially suited for anti-aircraft defense or combat against unarmored or light armored vehicles.

Automatic cannon also fire explosive or armor piercing ammunition. They are either installed in a vehicle or on a fixed mount. Typical vehicle mounts or carriages provide at least level 30 recoil compensation. Furthermore, it can be assumed that these weapons have at least an integrated recoil compensation of level 8.

#### **Light mortar**

This infantry support weapon launches grenades on a ballistic curve. The launch is normally made via gas pressure, at TL 12 or above sometimes magnetic accelerators are used. The mortar must be set up before it can be fired. This takes one combat turn. The weapon fires single shots. The typical ammunition consists of fragmentation or explosive grenades, however, chemical or smoke charges are also being used. If intelligent ammunition is fired, armor piercing warheads are possible as well.

#### **Automatic grenade launcher**

This weapons system can fire bursts of several grenades. Thus, it actually is a combination of a machine gun and a grenade launcher. The high weight means that the weapon is usually mounted as a vehicle weapon. Nevertheless, it can also be set up on a tripod. The tripod provides at least level 15 recoil compensation. Vehicular mounts or carriages have at least level 30.

#### **Laser cannon**

This is a heavy laser weapon that is able to fire single shots as well as bursts at TL 13. Upon its introduction at TL 12, it is limited to single shots. Normally, this weapon is used as a vehicle weapon.

#### **Needler cannon**

The needler cannon fires small needle projectiles that are accelerated to supersonic velocities by a magnetic field. It is especially effective against unarmored targets or against Kevlar or monofiber armor. However, it is almost unable to affect armored targets.

#### **Rocket cannon**

This is the heavy variant of the rocket weapons that also exist as handguns. The caliber of the missiles is larger, resulting in higher damage and an improved range.

Nevertheless, the standard rules for minimum distance apply. The damage of the projectiles is only 25% up to 1 meter distance, 50% for up to two meters distance and 75% for up to three meters. Of course, this does not concern projectiles whose damage is not derived from the impact force, but other sources, such as e.g. explosive ammunition. Standard vehicle mounts or full carriages provide at least level 30 recoil compensation.

#### **Portable laser cannon**

This laser weapon fires a very powerful laser beam in single shot mode. It is mainly used against strong single targets (e.g. armored vehicles).

#### **Gatling laser**

The gatling laser is a multi-barreled laser weapon that can achieve a very high rate of fire. It is available as portable weapon as well as in a vehicle version. Use the rules for automatic energy weapons.

### **Special ammunition forms**

#### **Tracers**

Tracers are a special ammunition type that usually only is fired from weapons with a sufficient rate of fire. The bullets produce a visible glowing trace, making it easy to spot where they are aimed to, and thus to correct deviations. This works best under low light conditions. In game terms, tracers result in a cumulative attack DM of +1 per bullet fired at a single target, provided that the light is partial light at best. The DM is added until the target is changed. In case of normal light, the cumulative DM is +1 per full five bullets.

#### **Intelligent ammunition**

At TL 11 and above, it becomes possible to purchase intelligent projectiles for certain weapons. As this supplement is not planned as an extensive military sourcebook, only one such system shall be presented in the form of laser-guided projectiles. These are available for rocket launchers, grenade launchers and mortars and require that the target is illuminated by an observer with a laser pointer. The projectile will then follow the laser beam into the target. For game purposes, this is simulated by making a check:artillerist for the observer, with distance modifiers as for a weapon attack on normal distance. If the check succeeds, all distance modifiers may be ignored on the actual attack roll with the weapon. However, the target must be marked until the projectile has impacted.

#### **Shaped charges**

At TL 10, the first shaped charges for heavy weapons appear. Their purpose is better armor penetration. Generally speaking, shaped charges may only be used in grenade type weapons (bazooka, rocket launcher, mortar, grenade launcher). They are treated as armor piercing with the additional benefit that the damage is constant on all ranges, and the special rule that armor is not only halved, but divided by three.

**Table: Heavy weapons**

Weapon	Skill	TL	Target	Snap Shot	Recoil	Rof	ST	DX	Dodge DM	Mini	normal	long	extreme	Notes
Gatling machine gun	Machine gun	8	+10	-50	-8	8	-	10	-50	2	80 (16)	200 (8)	1.000 (2)	
Nordenfelt MG	Machine gun	8	+10	-50	-8	6	-	10	-50	2	90 (15)	250 (8)	1.200 (2)	
Gardner machine gun	Machine gun	8	+10	-50	-10	8	-	10	-50	2	100 (16)	260 (8)	1.200 (2)	
Tank rifle	Tank rifle	9	+40	-50	-35	1 x 1	(17)	10	-50	2	50 (20)	150 (10)	1.000 (2)	Armor piercing
Light MG	Machine gun	9	+20	-50	-10	3 x 1 / 15	(18)	10	-50	2	160 (20)	400 (10)	1.200 (3)	
Medium MG	Machine gun	9	+20	-50	-10	3 x 1 / 15	-	10	-50	2	160 (23)	400 (12)	1.600 (3)	
Heavy MG	Machine gun	9	+20	-50	-10	3 x 1 / 15	-	10	-50	2	160 (26)	400(13)	2.000 (4)	
Light MG	Machine gun	10	+25	-50	-10	3 x 1 / 12 / 18	(17)	10	-50	2	200 (20)	500 (10)	1.200 (3)	
Medium MG	Machine gun	10	+25	-50	-10	3 x 1 / 15 / 25	-	10	-50	2	200 (24)	500 (12)	1.600 (3)	
Heavy MG	Machine gun	10	+25	-50	-10	3 x 1 / 15 / 25	-	10	-50	2	200 (27)	500(14)	2.000 (4)	
Bazooka	Rocket launcher	10	+15	-50	-30	1 x 1	(12)	10	-50	3	25 (40)	75 (20)	250 (5)	Armor piercing
Light Mortar	Grenade launcher	10	+10	n/a	n/a	1 x 1	-	10	-50	10	100 (30)	500 (15)	2.500 (3)	Radius = 3
Automatic cannon	Cannon	10	+25	-50	-15	3 x 1 / 10 / 20	-	10	-50	2	200 (35)	500 (18)	3.000 (6)	
Light MG	Machine gun	11	+25	-50	-10	3 x 1 / 12 / 20	(16)	10	-50	2	300 (20)	600 (10)	1.600 (3)	
Medium MG	Machine gun	11	+25	-50	-10	3 x 1 / 15 / 25	-	10	-50	2	300 (24)	600 (12)	1.800 (3)	
Heavy MG	Machine gun	11	+25	-50	-10	3 x 1 / 15 / 25	-	10	-50	2	300 (28)	600(14)	2.500 (4)	
Minigun	Machine gun	11	+20	-50	-8	30 / 60	-	10	-50	2	250 (24)	500 (12)	2.000 (4)	

Portable Rocket launcher	Rocket launcher	11	+30	-50	-35	1 x 1	(13)	10	-50	10	250 (60)	750 (30)	2.000 (6)	Radius = 3
Bazooka	Rocket launcher	11	+25	-50	-30	1 x 1	(12)	10	-50	3	50 (60)	180 (30)	450 (5)	Armor piercing
Automatic-Grenade launcher	Grenade launcher	11	+20	-50	-25	3 x 1 / 6 / 12	-	10	-50	2	150 (30)	500 (17)	1.500 (4)	Radius = 2
Automatic cannon	Cannon	11	+25	-50	-15	3 x 1 / 15 / 25	-	10	-50	2	250 (36)	600 (18)	3.300 (6)	
H. Automatic cannon	Cannon	11	+25	-50	-20	3 x 1 / 15 / 25	-	10	-50	2	250 (42)	600 (21)	3.300 (7)	
Light Mortar	Grenade launcher	11	+10	n/a	n/a	1 x 1	-	10	-50	10	200 (35)	600 (20)	2.800 (4)	Radius = 3
Light MG	Machine gun	12	+35	-50	-10	3 x 1 / 18 / 30	(15)	10	-50	2	350 (22)	700 (11)	1.800 (3)	
Medium MG	Machine gun	12	+35	-50	-10	3 x 1 / 18 / 30	(19)	10	-50	2	350 (26)	700 (13)	2.000 (4)	
Heavy MG	Machine gun	12	+35	-50	-10	3 x 1 / 18 / 30	-	10	-50	2	350 (30)	700(15)	2.500 (5)	
Minigun	Machine gun	12	+30	-50	-8	40 / 80	-	10	-50	2	300 (26)	650 (13)	2.200 (4)	
Portable Rocket launcher	Rocket launcher	12	+35	-50	-35	1 x 1	(12)	10	-50	10	300 (70)	900 (35)	2.800 (6)	Radius = 3
Bazooka	Rocket launcher	12	+30	-50	-30	1 x 1	(11)	10	-50	3	60 (70)	200 (35)	500 (5)	Armor piercing
Automatic-Grenade launcher	Grenade launcher	12	+25	-50	-25	3 x 1 / 9 / 15	-	10	-50	2	180 (36)	600 (18)	1.800 (5)	Radius = 2
Automatic cannon	Cannon	12	+35	-50	-15	3 x 1 / 15 / 25	-	10	-50	2	300 (40)	750 (20)	3.600 (6)	
H. Automatic cannon	Cannon	12	+35	-50	-20	3 x 1 / 15 / 25	-	10	-50	2	300 (45)	750 (22)	3.600 (7)	
Light Mortar	Grenade launcher	12	+15	n/a	n/a	1 x 1	-	10	-50	10	250 (44)	700 (22)	3.000 (4)	Radius = 3
Needler cannon	Cannon	12	+35	-50	0	5 x 1 / 15 / 25 / 50	-	10	-50	2	250 (12)	700 (6)	1.800 (2)	In D6, close combat protection
<b>Weapon</b>	<b>Skill</b>	<b>TL</b>	<b>Target</b>	<b>Snap Shot</b>	<b>Recoil</b>	<b>Rof</b>	<b>ST</b>	<b>DX</b>	<b>Dodge DM</b>	<b>Mini</b>	<b>normal</b>	<b>long</b>	<b>extreme</b>	<b>Notes</b>
Rocket cannon	Cannon	12	+35	-50	-4	3 x 1 / 15 / 25	-	10	-50	2, speziell	800 (40)	1.500 (36)	3.000 (18)	

Heavy needler cannon	Cannon	12	+35	-50	0	5 x 1 / 15 / 25 / 50	-	10	-50	2	250 (16)	700 (8)	1.800 (3)	In D6, close combat protection
Laser cannon	Cannon	12	+35	-50	0	2 x 1	-	10	-60	2	600 (60)	1.400 (20)	3.300 (5)	Energy
Portable laser cannon	Laser cannon	12	+35	-50	0	1 x 1	(16)	10	-60	2	200 (50)	500 (16)	1.000 (4)	Energy
Light MG	Machine guns	13	+40	-50	-10	3 x 1 / 20 / 35	(15)	10	-50	2	400 (22)	900 (11)	2.100 (3)	
Medium MG	Machine guns	13	+40	-50	-10	3 x 1 / 20 / 35	(18)	10	-50	2	400 (26)	900 (13)	2.400 (4)	
Heavy MG	Machine guns	13	+40	-50	-10	3 x 1 / 20 / 35	-	10	-50	2	400 (30)	900(15)	2.800 (5)	
Minigun	Machine guns	13	+40	-50	-8	50 / 100	-	10	-50	2	350 (26)	700 (13)	2.400 (4)	
Portable rocket launcher	Rocket launcher	13	+40	-50	-35	1 x 1	(11)	10	-50	10	500 (70)	1.500 (35)	3.600 (6)	Radius = 3
Bazooka	Rocket launcher	13	+35	-50	-30	1 x 1	(10)	10	-50	3	80 (70)	300 (35)	600 (5)	Armor piercing
Automatic grenade launcher	Grenade launcher	13	+30	-50	-25	3 x 1 / 9 / 15	-	10	-50	2	250 (36)	750 (18)	2.500 (5)	Radius = 2
Automatic cannon	Cannon	13	+40	-50	-15	3 x 1 / 15 / 25	-	10	-50	2	450 (40)	1.000 (20)	4.000 (6)	
H. automatic cannon	Cannon	13	+40	-50	-20	3 x 1 / 15 / 25	-	10	-50	2	450 (45)	1.000 (22)	4.000 (7)	
Light mortar	Grenade launcher	13	+20	n/a	n/a	1 x 1	-	10	-50	10	300 (44)	800 (22)	3.300 (4)	Radius = 3
Needler cannon	Cannon	13	+40	-50	0	5 x 1 / 15 / 25 / 50 / 100	-	10	-50	2	350 (12)	800 (6)	2.000 (2)	In D6, close combat protection
Rocket cannon	Cannon	13	+40	-50	-4	3 x 1 / 15 / 25	-	10	-50	2, speziell	1.000 (40)	2.700 (36)	5.000 (18)	
Heavy needler cannon	Cannon	13	+50	-50	0	5 x 1 / 15 / 25 / 50 / 100	-	10	-50	2	350 (16)	800 (8)	2.000 (3)	In D6, close combat protection
Laser cannon	Cannon	13	+45	-50	0	3 x 1 / 5 / 10	-	10	-60	2	600 (60)	1.700 (20)	5.500 (5)	Energy
Portable laser cannon	Laser cannon	13	+40	-50	0	1 x 1	(15)	10	-60	2	300 (50)	600 (16)	1.300 (4)	Energy
Gatling laser	Laser cannon	13	+40	-50	0	10 / 20 / 36	(18)	10	-60	2	500 (32)	1500 (16)	5000 88)	Energy

Weapon	TL	Weight / kg	Ammo	Ammo weight / kg
Gatling machine gun	8	300	50 M	3
Nordenfelt machine gun	8	125	50 M	3
Gardner machine gun	8	40	100 M	5
Tank rifle	9	16	1 E	0,25
Light MG	9	20	50 M or 300 Belt	2 resp. 12
Medium MG	9	30	50 M or 300 Belt	2,5 resp.15
Heavy MG	9	40	50 M or 300 Belt	3 resp. 18
Light MG	10	12	50 M or 300 Belt	2 resp. 12
Medium MG	10	20	50 M or 300 Belt	2,5 resp.15
Heavy MG	10	32	50 M or 300 Belt	3 resp. 18
Bazooka	10	5	1 E	0,6
Light mortar	10	20	1 E	2
Automatic cannon	10	360	200 Belt	100
Light MG	11	10	50 M or 300 Belt	2 resp. 12
Medium MG	11	18	50 M or 300 Belt	2,5 resp.15
Heavy MG	11	24	50 M or 300 Belt	3 resp. 18
Minigun	11	50	500 Belt	28
Portable rocket launcher	11	6	1 E	0,8
Bazooka	11	4	1 E	0,5
Automatic grenade launcher	11	35	32 Belt	20
Automatic cannon	11	320	50 M or 200 Belt	26 resp. 100
H. automatic cannon	11	440	50 M or 200 Belt	36 resp. 140
Light mortar	11	18	1 E	1,8
Light MG	12	8	50 M or 300 Belt	2 resp. 12
Medium MG	12	15	50 M or 300 Belt	2,5 resp.15
Heavy MG	12	22	50 M or 300 Belt	3 resp. 18
Minigun	12	45	500 Belt	28
Portable rocket launcher	12	5,5	1 E	0,8
Bazooka	12	3,5	1 E	0,5
Automatic grenade launcher	12	32	32 Belt	20
Automatic cannon	12	300	50 M or 200 Belt	26 resp. 100
H. automatic cannon	12	400	50 M or 200 Belt	36 resp. 140
Light mortar	12	15	1 E	1,8
Needler cannon	12	100	1.000 M	5
Rocket cannon	12	150	100 M or 200 Belt	3 resp. 6
Heavy needler cannon	12	150	1.000 M	7
Laser cannon	12	150	30 EP / 2 F	2 x 2,5
Portable laser cannon	12	22	8 EP / F	2,5
Light MG	13	6,5	50 M or 300 Belt	2 resp. 12
Medium MG	13	14	50 M or 300 Belt	2,5 resp.15
Heavy MG	13	20	50 M or 300 Belt	3 resp. 18
Minigun	13	40	500 Belt	28
Portable rocket launcher	13	5	1 E	0,8
Bazooka	13	3	1 E	0,5
Automatic grenade launcher	13	30	32 Belt	20
Automatic cannon	13	280	50 M or 200 Belt	26 resp. 100
H. automatic cannon	13	380	50 M or 200 Belt	36 resp. 140
Light mortar	13	12	1 E	1,6
Needler cannon	13	80	1.000 M	5
Rocket cannon	13	120	100 M or 200 Belt	3 resp. 6
Heavy needler cannon	13	120	1.000 M	7
Laser cannon	13	120	50 EP / 2 F	2 x 2,5
Portable laser cannon	13	15	10 EP / F	2,5
Gatling laser	13	16	80 EP / 2 F	2 x 2,5

