

ALTERNATE WEAPONS FOR



HIGH AND LOW TECH DEATH

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Alternate Car Wars® Weapons

More fun than you can shake a 25mm at...

Purpose of this document...

The purpose behind this supplement is to provide players with even more (yes, more!) weapons choices for their duels in the CW universe. While some may see this as not only silly but certainly unnecessary, I figure hey, if we're already at 5 pages of weapon listings in Uncle Al's, it can't possibly get more obscene, right?

How this document was done...

None of the weapons in this supplement are new. They are simply extrapolations of the weapons already mentioned in the Uncle Al's guide, and on the whole are mainly variations on size. Care was taken to make them fit as best as possible with the current weapon listings, however, there are some **very** odd stats provided that contradict and conflict with each other, and sometimes just don't make any plain sense whatsoever. In those cases, they were tossed without remorse and new values added.

General Notes on use...

None really. Pick weapons, put in cars, and go kick some booty.

Oh, if you couldn't already tell, this is done very quick-like. So its very rough in its character. I apologize for the lousy writing and layout.

Aim true,

Oliver Bollmann, Nov 2001
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Machine Guns and Autocannons

The mainstay of the autoduelling arena, these weapons fire slugs of metal and other goodies at their targets at high velocity.

| Name | Abbreviation | To Hit | Dam | DP | Cost | Weight | Spc | Shots | CPS | WPS | Notes |
|------------------------|--------------|--------|------|----|-------|--------|-----|-------|-----|------|---|
| Light Machine Gun | LMG (7.62mm) | 7 | 1d-1 | 2 | 850 | 100 | 1 | 25 | 20 | 2.5 | Area |
| Machine Gun | MG (12.7mm) | 7 | 1d | 3 | 1000 | 150 | 1 | 20 | 25 | 2.5 | Area |
| Heavy Machine Gun | HMG (15mm) | 7 | 1.5d | 3 | 1500 | 225 | 1 | 20 | 30 | 5 | Area |
| Vulcan Machine Gun | VMG (20mm) | 6 | 2d | 4 | 2000 | 350 | 2 | 20 | 35 | 5 | Area |
| Bushmaster MG | BMG (25mm) | 6 | 2.5d | 4 | 2750 | 425 | 2 | 15 | 45 | 7.5 | Area |
| Gatling Machine Gun | GMG | 6 | 3d | 5 | 3750 | 500 | 3 | 15 | 55 | 10 | Area, No Turret Mount on non OS |
| Heavy Gatling MG | HGMG | 6 | 3.5d | 5 | 5000 | 575 | 3 | 15 | 65 | 12.5 | Area, No Turret Mount on non OS |
| Hvy Vulcan Machine Gun | HVMG | 6 | 4d | 5 | 7000 | 650 | 3 | 10 | 75 | 15 | Area, F/B Only on Non Oversized, w/ D1 |
| Avenger Machine Gun | AMG (30mm) | 6 | 5d | 5 | 10000 | 750 | 5 | 10 | 100 | 20 | Area, F/B Oversized Only w/ D2 |
| Autocannon | AC (30mm) | 6 | 3d | 4 | 6500 | 500 | 3 | 10 | 75 | 10 | 2" Burst Effect |
| Heavy Autocannon | HAC (35mm) | 6 | 4d | 5 | 6750 | 625 | 4 | 10 | 125 | 12.5 | Burst, F/B only on Non OS w/ D2, D1 Side OS |
| Very Heavy Autocannon | VHAC (40mm) | 6 | 5d | 5 | 7000 | 750 | 5 | 10 | 175 | 15 | Burst, F/B Oversized only w/ D2 |

Machine guns hurl solid slugs at their targets at high rates of fire. The LMG to the BMG are single-barrel affairs, while the GMG to the AMG are multi-barrelled gatling guns. They may use all manner of ammunition, including Ball (standard ammo), High Density, Incendiary, Anti-Personnel, Tracer, Explosive and Paint ammo. They may also use Depleted Uranium ammunition, though only through Military Channels.

Autocannons are higher calibre and slower firing than Machine guns. Because of the larger size of the round, their ammunition is more than a simple slug of metal, but instead is a shell containing explosives and the like. Aside from the standard HE round, one can load Shaped Charge, Incendiary and Tracer ammunition.

Notes:

MGs and ACs had a very interestingly messed up set of numbers when comparing them in terms of weight, cost, etc. The result of trying to smooth those out is what is presented above. Its not perfect, but...

ACs never receive an Area affect for they do not fire enough ammunition. Consider Shaped Charge (SC) their equivalent to High Density (HD) ammo, with the same cost and weight modifiers. Incendiary ammunition is more potent than regular, receiving a Burn Mod of 1 per D of damage, and a Burn Duration of $\frac{1}{2}$ the D, round up. ACs also seem to be rather ridiculously priced for what they give you (Burst Effect), but I left the costs the same to fit with what was published already, and upped the Incendiary effect to make that a slight ammo bonus.

$\frac{1}{2}$ D is a D3 – Roll 1d6 and divide by 2, rounding up. OS = Oversized Vehicle

Gauss Guns

The fun toy of the autoduel nouveau-riche. Expensive? Yes. Effective? Oh yes. And silent to boot.

| Name | Abbreviation | To Hit | Dam | DP | Cost | Weight | Spc | Shots | CPS | WPS | Notes |
|-----------------------|--------------|--------|-----|----|-------|--------|-----|-------|-----|------|-----------------|
| Very Light Gauss Gun | VLGG | 6 | 1d | 3 | 3000 | 75 | 1 | 20 | 10 | 2.5 | 1/8 PU per shot |
| Light Gauss Gun | LGG | 6 | 2d | 3 | 6000 | 175 | 1 | 15 | 15 | 5 | ¼ PU per shot |
| Gauss Gun | GG | 6 | 3d | 3 | 10000 | 300 | 2 | 10 | 25 | 10 | ½ PU per shot |
| Heavy Gauss Gun | HGG | 6 | 4d | 4 | 15000 | 450 | 3 | 10 | 35 | 12.5 | 1 PU per shot |
| Very Heavy Gauss Gun | VHGG | 6 | 5d | 4 | 20000 | 625 | 4 | 10 | 45 | 15 | 2 PU per shot |
| Ultra Heavy Gauss Gun | UHGG | 6 | 6d | 4 | 30000 | 825 | 5 | 10 | 55 | 17.5 | 3 PU per shot |

Gauss Guns fire a single slug at very high velocity towards their target, accelerated by a series of electromagnets. While the supersonic report of the ammunition itself cannot be silenced, the weapons themselves produce very little noise, making the firing location very hard to pinpoint. As well, with their long barrel length, they accelerate the round at a much lower rate comparatively with that of a single impulse of an explosive charge, allowing for recoil absorption systems to be better utilized and thus able to be mounted in most vehicles. GGs require power to operate, either from the Power Plant or from a Laser Battery. There are no ammunition options available.

Notes:

This was a pretty straightforward extrapolation. While a 6D weapon able to be put into any vehicle may seem a bit much, the sheer cost should balance it out.

Interestingly, the Magnetic Cannon and the GG both shared the same ammunition weight per shot. After consideration, rather than going with that route and making all GG-like weapons use the same ammo, it was decided to present the stats above, and provide this note to denote the option of making all GG ammo have a WPS of 10. Ammunition prices were dropped from the book values to provide some differentiation from that of the MGs (and, after all, its just a well-machined slug of ferrous metal), though they could be upped again if one feels that the GG is such a rare weapon that the ammo costs are higher.

Recoilless Rifles

The old standby of the duelling world. Their low cost makes them attractive, while their very recoilless nature allows them to be installed in all vehicles with little fuss or muss (well, except for the gas venting...)

| Name | Abbreviation | To Hit | Dam | DP | Cost | Weight | Spc | Shots | CPS | WPS | Notes |
|-----------------------------|--------------|--------|-----|----|-------|--------|-----|-------|-----|------|-------|
| Light Recoilless Rifle | LRR | 7 | 1d | 3 | 750 | 200 | 1 | 10 | 35 | 5 | Burst |
| Recoilless Rifle | RR | 7 | 2d | 4 | 1500 | 300 | 2 | 10 | 35 | 5 | Burst |
| Light Blast Cannon | LBC | 7 | 3d | 4 | 3000 | 400 | 3 | 10 | 65 | 10 | Burst |
| Blast Cannon | BC | 7 | 4d | 5 | 4500 | 500 | 4 | 10 | 100 | 10 | Burst |
| Heavy Blast Cannon | HBC | 7 | 5d | 6 | 6000 | 650 | 5 | 10 | 125 | 12.5 | Burst |
| Very Heavy Blast Cannon | VHBC | 7 | 6d | 8 | 7500 | 825 | 7 | 10 | 125 | 12.5 | Burst |
| Heavy Recoilless Rifle | HRR | 7 | 7d | 9 | 9000 | 1000 | 8 | 10 | 150 | 15 | Burst |
| Very Heavy Recoilless Rifle | VHRR | 7 | 8d | 10 | 11000 | 1200 | 9 | 10 | 250 | 15 | Burst |

Recoilless Rifles fire a single shell at a moderate velocity, with a venting system that counters the effect of the propellant and makes the weapon effectively recoilless. The default HE (High Explosive) shell bursts with a 2" effect upon striking the target. Other ammunition types are easily loaded, including HEAT (High Explosive Anti Tank) rounds, HESH (High Explosive Squash Head) rounds and Incendiary rounds.

Notes:
Another pretty straightforward extrapolation. The names got a little out of kilter, with the Blast Cannon being stuck between the RR and the HRR, but what can one do.

An incendiary round would not be hard to create for the RR. Burns of: 2/1 for LRR, 3/2 for RR, 4/3 for LBC and BC, 5/4 for HBC and VHBC, and 6/4 for HRR and VHRR.

Other rounds available for rockets, such as Foam, Chaff and Anti-Power Plant, would also not be hard to craft.

Dropped Weapons

Tailgaters are a pain... get rid of them with these puppies.

| Name | Abbreviation | Area | Dam | DP | Cost | Weight | Spc | Shots | CPS | WPS | Notes |
|-------------------------|--------------|--------|-----------|----|------|--------|-----|-------|-----|-----|-----------|
| Smoke Screen | SS | ½"x1" | -- | 4 | 250 | 25 | 1 | 10 | 10 | 5 | |
| Enhanced Smoke Screen | ESS | ¾"x1½" | -- | 4 | 375 | 35 | 2 | 10 | 20 | 10 | |
| Heavy Duty Smoke Screen | HDSS | 1"x2" | -- | 4 | 500 | 50 | 2 | 10 | 40 | 20 | |
| Flame Cloud Ejector | FCE | ½"x1" | * | 2 | 500 | 50 | 2 | 10 | 60 | 5 | See Rules |
| Enhanced FCE | EFCE | ¾"x1½" | * | 2 | 750 | 75 | 3 | 10 | 180 | 10 | See Rules |
| Heavy Duty FCE | HDFCE | 1"x2" | * | 2 | 1000 | 100 | 3 | 10 | 240 | 20 | See Rules |
| Paint Spray | PS | ½"x1" | -- | 2 | 400 | 25 | 1 | 25 | 10 | 2 | |
| Industrial Paint Spray | IPS | ¾"x1½" | -- | 2 | 600 | 35 | 2 | 15 | 20 | 4 | |
| Heavy Duty Paint Spray | HDPS | 1"x2" | -- | 3 | 800 | 50 | 2 | 10 | 40 | 8 | |
| Oil Jet | OJ | ½"x1" | -- | 3 | 250 | 25 | 2 | 25 | 10 | 2 | See Rules |
| Spill Oil Jet | SOJ | ¾"x1½" | -- | 3 | 350 | 35 | 3 | 15 | 20 | 4 | See Rules |
| Heavy Duty Oil Jet | HDOJ | 1"x2" | -- | 4 | 500 | 50 | 3 | 10 | 40 | 8 | See Rules |
| Flaming Oil Jet | FOJ | ½"x1" | * | 3 | 300 | 30 | 2 | 25 | 35 | 2 | |
| Spill FOJ | SOJ | ¾"x1½" | * | 3 | 385 | 45 | 3 | 15 | 95 | 4 | |
| Heavy Duty FOJ | HDFOJ | 1"x2" | * | 4 | 550 | 60 | 3 | 10 | 140 | 8 | |
| Mine Dropper | LMD | ½"x½" | 2d/1d | 2 | 500 | 150 | 2 | 10 | 50 | 5 | See Rules |
| Medium Mine Dropper | MMD | ½"x½" | 2.5d/1.5d | 2 | 1000 | 200 | 3 | 10 | 100 | 10 | See Rules |
| Heavy Mine Dropper | HMD | ½"x½" | 3d/2d | 3 | 1500 | 250 | 4 | 10 | 200 | 20 | See Rules |

Notes:
 Yet more simple extrapolations, most of which worked out relatively nicely. The counter size is just about the middle point between the 'existing' ones. No special rules needed.

The damage listings for the mine droppers are listed as damage to underbody/tires, as per the standard rules.

Lasers

Light the light shine through... and do damage. There are no changes to the standard laser types, for they are all pretty well represented. However, the unique aiming properties of lasers do provide them with one advantage not mentioned in the UA catalogue. Namely that aiming them is very simple for one need not lead the target... 300,000 km/s and a no ballistics or trajectory make a very effective point and shoot weapon. In light (no pun intended) of this, one can link as many lasers together and of as many different types of lasers together as one wants, with no penalties, ie, one could link a Heavy Laser and a Light Laser in the same location for 50 bucks and not have a worry. A smart link is still necessary to link weapons together in different locations (ie turret and side).