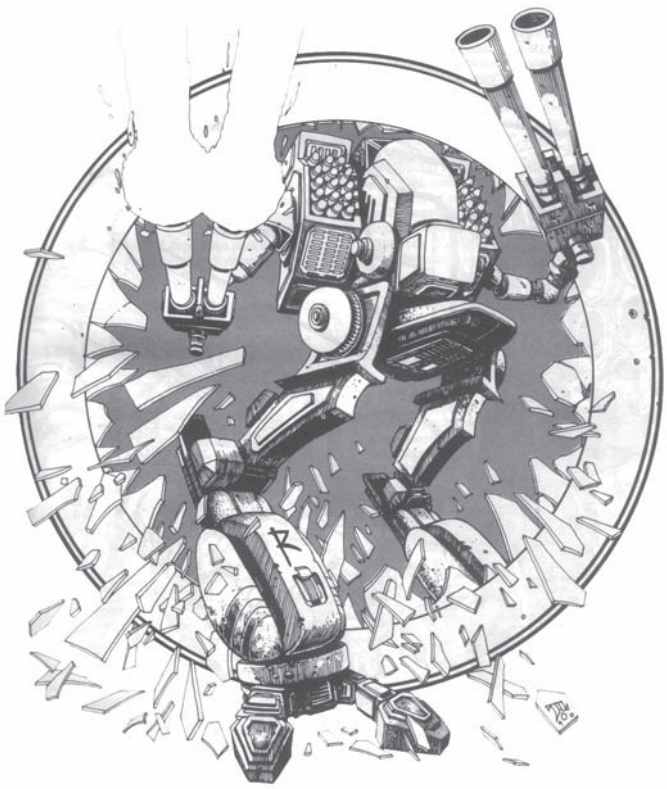
# RENEGADE TECH



## (II) Weapons

An alternate damage system for the BattleTech Game

by Francis Greenaway

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## What This Is:

The Weapons book is the second part of the Renegade Tech alternate damage system. Whilst the Rules book covers all the rules (naturally!) needed to play the game, it only includes the basic weapons list so as to allow play straight away using mainly 3025 technology.

This Weapons book however, covers all the weapons and ammunition options available to all BattleMechs and vehicles, through all tech levels and periods of time. Any new weapons and ammunition options will be included here, and not in the Rules book.

It is hoped that this will ease download times for those without the faster modems available, and increase game play as you won't have to flick through one large book to find out what you need. However you do need the Rules book for certain types of damage, mainly missile and PPC styles.

Just one pointer - there is a fair bit of overlap between certain Clan and Inner Sphere weapons. Where there isn't a seperate listing for a Clan weapon, use the Inner Sphere version instead.

Also, some weapons are shown on the weapons table, but are not listed here. These weapons have no special rules and thus use the standard template placement rules.

For all Sources, Thanks and Credits, please refer to the Rules book.

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## Inner Sphere Alternate Ammunition Loads:

The following lists some new types of ammunition that can be carried by Battlemechs and vehicles.

Ammunition is generally carried in ton lots, and in the game can be mixed at will with the exception that once a weapon has started using one type of ammunition, it must continue using that type for the rest of the turn (generally the only weapons that this will effect are the Ultra Autocannons).

Ammunition is generally balanced and thus if a particular vehicle uses a special type of ammunition, then they shouldn't be penalised further. Mechwarrior costs are included.

Note that only ammunition types that are new to Renegade Tech, or have been changed to fit into this rules set have been included here, other types can be used as is.

The following lists some new types of ammunition that can be carried by Battlemechs and vehicles.

Ammunition is generally carried in ton lots, and in the game can be mixed at will with the exception that once a weapon has started using one type of ammunition, it must continue using that type for the rest of the turn (generally the only weapons that this will effect are the Ultra Autocannons).

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### Lasers:

Inner Sphere Pulse and Extended Range Lasers do the same damage as their normal counter parts, and thus use the same templates.

### Autocannon Rounds:

| | Costs | | | |
|---|---|---|---|---|
| **Type** | **AC/2** | **AC/5** | **AC/10** | **AC/20** |
| Standard HEAP | 1,000 | 4,500 | 6,000 | 10,000 |
| APDS | - | 9,000 | 12,000 | 20,000 |
| Canister | 750 | 3,375 | 4,750 | 7,500 |
| Cluster | - | 7,500 | 10,000 | 17,000 |
| HESH | - | 9,000 | 12,000 | 20,000 |

Note that AC/2's are too small to be able to use any special types of ammunition save Canister rounds.


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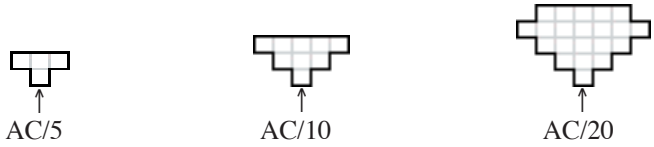
***AP (Armour-Piercing):***
AP rounds are treated as APDS rounds, but when they hit the target, also roll to see if a critical hit is scored (as per normal BattleTech rules). If it is, then the first undamaged critical location along the line of the centre point takes one point of damage. If there is no piece of equipment in the centre point, then go one column to the left or right of the centre point (bias the result to the side which has equipment, or roll randomly) and apply the single point of damage there.

If there is no piece of equipment along the centre point or to either side, then no critical hit is scored - even is there is a piece of equipment in the location hit.

***APDS (Armour Piecing Discarding Sabot):***
These rounds are designed to penetrate armour, and inflict massive damage inside the target.
Against infantry, these rounds do half damage than their standard counterpart.

These weapons use different damage templates:




***Cluster:***
Only available for LB-X Autocannons, this ammo turns the autocannon effectively into a giant anti-'Mech shotgun.

Cluster rounds receive a -1 to hit, and if they do hit, roll 2D6 on the LRM-10 'missile to-hit table' for the actual amount of shells that do damage. Each hit causes 1 pt of damage to a random location.

Against infantry, each hit is an infantry casualty.

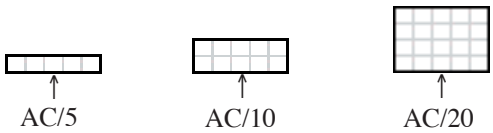
***Flechette/Canister:***
An anti-personnel round that fires a large amount of pellets to inflict grievous damage. It has only a limited effect against armoured units.

Against infantry the round inflicts the following damage: AC/2: 1D6 damage, AC/5: 2D6, AC/10: 3D6, AC/20: 4D6, which is doubled in clear terrain.

Against Armoured targets, their damage is treated as an LRM attack of the following strength:
AC/2: 1 point LRM, AC/5: 3 point LRM, AC/10: 5 point LRM, AC/20: Two 5 point LRMs.
Against powered armour the inflict full damage.

***HESH (High Explosive Squash Head):***
These are armour defeating rounds that are designed to completely smash a targets armour. As such they do little in the way of penetrating damage, but the damage spreads out further on impact.

These weapons use differant damage templates:




Against infantry, these rounds to half damage to comparable autocannon.

***LBX Autocannon:***
LBX Autocannon do damage as a 1 point MG hit. Roll to see how many of the munitions hit the target, and then roll a seperate hit location for each, as normal. In normal mode, the autocannon uses a normal template.

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## Gauss Rifle Rounds:

| Type | Cost: |
|---|---|
| Standard | 20,000 |
| Silver Bullet | 35,000 |

***Silver Bullet:***
A special round that explodes as shrapnel against a target. The ammunition is volatile, however, and can explode - unlike normal gauss ammo - this is in addition to the weapon itself.
If the round hits its target, treat it as three 5 point LRM missile spreads each having a random location.

If the Gauss weapon receives an ammunition internal hit, it explodes for 15 pts of damage per unfired round.

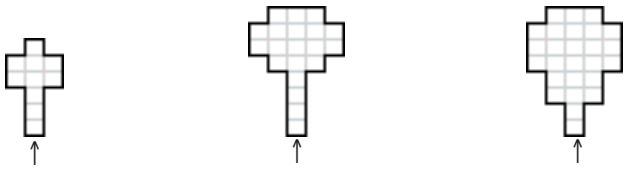
Light Gauss Rifles are treated as being equal to two 5 point LRM missile spreads, and if hit, explodes for 10 points of damage per unfired round.

Against infantry, roll to see how many missiles hit - each hit is a point of damage scored.

## The Heavy Gauss Rifle:

| Type | Cost: |
|---|---|
| Standard | 20,000 |
| Silver Bullet | 35,000 |

The Heavy Gauss Rifle uses a different template depending on what range the weapon is being fired at.




***Silver Bullet:***
Heavy Gauss Rifles may use Silver Bullet ammunition as normal. Normal rules apply, but the damage inflicted depends on the range of the target.

At Short range, the weapon inflicts five 5 point LRM missile spreads of damage. At Medium range, four 5 point LRM missile spreads of damage are inflicted, and at Long range two 5 point LRM missile spreads of damage are inflicted.

If hit, the weapon will explode for 25 points of damage per unfired round.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## Missile Loads:

| Type | LRM | SRM | Costs LRM | SRM |
|---|---|---|---|---|
| Standard | Y | Y | 30,000 | 27,000 |
| Acid (AX) | - | Y | - | 54,000 |
| Dead fire | Y | Y | 15,000 | 13,500 |
| HARM | Y | Y | 45,000 | 33,750 |
| Follow the leader | Y | - | 60,000 | - |
| Magnetic pulse (MPW) | Y | Y | 75,000 | 67,500 |
| Retro Streak | - | Y | - | 67,500 |
| Tandem charge (TC) | - | Y | - | 54,000 |

Streak Missles cost double the normal cost.

***Acid (Level 3):***
These missiles use a special chemical that is more effective against Ferro Fibrous armour, but less against normal armour. Due to the design of the missile, they are also less accurate.

Acid missiles suffer a -1 to hit, and if they hit standard armour, then they inflict a one box hit on the target (like an MG). If however, they hit a 'Mech with Ferro Fibrous armour, then use the following template:

***Dead Fire:***
These are missiles without guidance systems, but they have an extra large explosive warhead to compensate. They are not very accurate, having a +2 to hit.. Also they have a much shorter range, use the following chart:

| Missile Type | Minimum | Short | Medium | Long |
|---|---|---|---|---|
| LRM | 4 | 1-6 | 7-12 | 13-18 |
| SRM | - | 1-2 | 3-4 | 5-6 |

However, they do pack a much greater punch than normal missiles, and thus use the following templates:

SRM LRM

***HARM (Homing Anti-Radar Missile) (Level 3):***
These missiles home onto the radiation emissions from various devices used on vehicles and 'Mechs. These missiles cannot target infantry.

They receive a -2 to hit on targets with operating Guardian ECM, Beagle Probes and C3 computer systems. They receive a +2 to hit other targets.

***Follow The Leader (Level 3):***
These missiles use a modified targeting system that locks all the missile onto the first one that hits the target, resulting in damage that is caused in one location, and not scattered like ordinary hits. However the system is not completely effective as sometimes the missiles lock onto a missed shot, resulting in a complete miss. These missiles receive a +2 to hit, but if they do hit, all missiles are divided in the 5 point clusters as normal, but all will hit the same location. Roll one location for all missiles, and then roll a centre number per group of five missiles (or fraction).

Against infantry, treat as normal LRMs, but with the +2 to hit.

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***Magnetic Pulse (Level 3):***
These missiles contain a special warhead that causes no damage, but instead overload a vehicles sensors and weaken a fusion reactors shielding. These missiles cannot target infantry.

Each SRM MPW missile that hits, causes the 'Mechs internal heat level to rise by 2 pts, an LRM MPW by 1 pt for that turn. Also for the next turn, the 'Mech receives a +3 to hit modifier for that turn only. Multiple hits do not increase this modifier. MPW missiles explode as standard SRM/LRM ammo in an ammunition explosion.

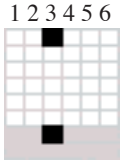
***Retro Streak Missiles (Level 3):***
Only available for Streak SRM launchers. These missiles can be fired as a normal Streak SRM, but their speciality lies in that they are equipped with special sensors that detect when the carrying unit has been targeted by another Streak system. When that happens, one of these missiles is automatically fired back at the firing unit, and attempts to redirect the original Streak missiles back to their target.
They are still in the experimental stage.

If a unit carrying these missiles has a Streak SRM fired at them, and the firer is in the arc of fire of the Retro Streak SRMs, and the owner of the Retro Streaks hasn't fired them this turn as normal Streaks, or they haven't fired, then one is launched back at the firer. This is automatic, and doesn't require the Mechwarriors attention. No to hit roll is needed, and the Streaks roll on the Missile Hits Table with a -2 modifier (results less than 2 mean that no missiles hit the original firing unit).

Each use of the Retro Streaks costs one shot of ammunition, and thus are best employed with Streak SRM-2s.

***Tandem Charge (Level 3):***
These missiles contain penetrative warheads that allow them to score internal and armour damage. These missiles do 1 pt of armour damage on the column that they hit, and 1 pt of internal structure damage to the first internal structure box that they come to, also down the same column. If the target has no armour, then a hit is treated as a standard SRM hit.
Ammunition explosions cause three points of damage per missile instead of the usual two, however.

When fired against Infantry, halve the final damage scored.




*In this example, a Tandem Charge missile has hit an undamaged armour location in column 3. Because this is not Internal Structure, the damage is split. One point goes into column three, while the second point goes into the first internal structure box in column three.*

It is important to note that Tandem Charge missiles are treated like normal SRMs when attacking Powered Armour troops - no easy kills this way I'm afraid!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## Narc Missile Pods:

| Type | Cost |
|---|---|
| Standard | 6,000 |
| Explosive | 1,500 |
| Sit and Shoot | 2,000 |

***Explosive:***
With all the electronics taken out, a Narc Beacon pod can house a suitably large amount of explosive, and basically becomes a heavy hitting short range missiles.

An explosive Narc pod does damage as a SRM deadfire round.

***Sit and Shoot:***
The Sit and Shoot is a slight variation on the Explosive Narc pod. It too is filled with explosives, but unlike the Explosive pod, will not detonate when it hits the target. Instead it will attach (like an ordinary Narc Beacon), and will stay there until detonated by the placer.

A Sit and Shoot Narc pod acts exactly like a Narc Beacon and has a centre point rolled so that it's exact location is known on the 'Mech, but when a signal is sent from the firer, all the pods fired by that Warrior will explode and cause damage like an SRM hit. All the pods will be detonated, it cannot be selective. The signal may be sent at anytime during the turn (movement or combat), and is not counted as a combat action.

The downside is that while the pods are just sitting on the target 'Mech, they are vulnerable to other weapons fire hitting that 'Mech, and thus whenever the 'Mech is damaged in a location that also contains a Sit and Shoot pod (by weapons fire or falling, or any reason), the pod may be damaged or destroyed. Whenever this happens, roll 1D6. On a 1 or 2, the pod falls off, or is destroyed, but on a 6 the pod explodes prematurely and does it's damage to the 'Mech. This damage is done before the damage that caused the pod to explode.

If the pod is hit exactly (i.e. the damage done is done on the centre point of the pod), then roll 1D6. On a 1-4 the pod is destroyed by the weapons fire, but detonates on a 5-6, doing its damage before the incoming weapons fire.

## Improved Narc Missile Pods:

(Unless stated, all iNarc munitions follow the standard rules for Narc pods).

| Type | Cost |
|---|---|
| Standard | 7,500 |
| Explosive | 1,500 |
| Sit and Shoot | 2,000 |

***Explosive:***
These are similiar to their smaller cousins, but they inflict more damage.

***Sit and Shoot:***
These missiles function as their smaller brethren, but inflict greater damage (as the above explosive iNarc pods).

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## Arrow IV Missiles:

| Type | Cost |
|---|---|
| Standard | 10,000 |
| Homing | 15,000 |
| Laser Inhibiting | 30,000 |
| Smoke | 7,500 |

***Standard:***
The standard Arrow IVmissile inflicts damage to the target as four 5 point LRM missile spreads. All targets within the neighbouring hexes each receive two 5 point LRM missile spreads worth of damage.

***Homing:***
The homing Arrow Missile is treated as normal, but the damage scored is equal to that of an AC/20,

***Laser Inhibiting:***
This is a special smoke round that reduces the effectiveness of all laser fire through it.

LI is treated as smoke in all respects, and effects the target hex and the six surrounding hexes impairing visibility and drifting like normal smoke. It also reduces all laser fire through the smoke by 1 point per hex that the fire must go through (thus a medium laser (does 4 points of damage) firing through 2 hexes of LI smoke only does 2 points of damage).

***Smoke:***
While considered a waste of a valuable missile, Arrow missiles can also be used to deliver smoke.

Treat in all ways as if the round was fired from a Long Tom artillery piece.

## Artillery:

| | Costs | | |
|---|---|---|---|
| Type | Long Tom | Sniper | Thumper |
| Standard | 10,000 | 6,000 | 4,500 |
| Anti Personnel | 20,000 | 12,000 | 9,000 |
| Airburst | 20,000 | 12,000 | 9,000 |
| Copperhead | 15,000 | 9,000 | - |
| Napalm | 7,500 | 4,500 | 3,750 |

***Standard:***
Normal artillery causes damage as LRM missile spreads. This damage is variable depending on the artillery piece being used, and is as follows:

Long Tom III: Attacks as four 5 point LRM attacks and two 5 point LRM attacks in the next hex
Sniper Cannon: Attacks as two 5 point LRM attacks, and one 5 point LRM attack in the next hex
Thumper Cannon: Attacks as one 5 point LRM attack, and one 3 point LRM attack in the next hex

***Anti Personnel:***
These shells consist of shrapnel and other materials designed to kill or disable infantry. They are not very effective against armoured targets.

Against infantry they do the following damage: 4D6 for the Long Tom, 3D6 for the Sniper Cannon, and 2D6 for the Thumper.


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***Airburst:***
Airburst is a special type of shell that explodes over the target. As such, the damage it inflicts is reduced, but it does mean that it effectively negates horizontal cover for the unit being attacked.

These shells negate any cover that is being used by a unit that is purely horizontally based (like a wall), and also give a -1 to hit generally. However the damage they do is reduced as follows: The Long Tom does damage as three 5 point LRMs, the Sniper as two 5 point LRM, and the Thumper as one 5 point LRM attack. Against 'Mechs, use the Special Hit Location Table (Shot From Above), on page 52 of the Master Rules.

Against infantry, the damage is as the equivalent LRM attack.

***Copperhead:***
Homing shells are launched as normal, but are then guided to their target by a unit with TAG, and acts in all respects like an Arrow IV system.

Damage inflicted is as follows: The Long Tom is treated as an AC/20, the Sniper Cannon as an AC/10, and the Thumper as an AC/5. All damage is to the target only, and no other units, either in the same hex or adjacent ones.

***Napalm:***
Napalm shells are the artillery version of Inferno missiles.

Any Napalm hits are treated as Inferno hits. Everything in the hex is hit by the napalm, and Long Toms also spread their payload into the six surrounding hexes too.

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## Clan Alternate Ammunition Loads:

A lot of Clan weapons are similiar in style to their Inner Sphere counterparts, most of the time just being lighter and having a greater range. As such, for weapons not listed here (such as Autocannon), it can be assumed that the weapon will behave as the Inner Sphere equivalent, and thus will use the same template.

### Lasers:

Clan Pulse Lasers (save the small Pulse laser) use the standard Clan ER templates. The Small Pulse Laser has its own template.

### Light Machine Gun:

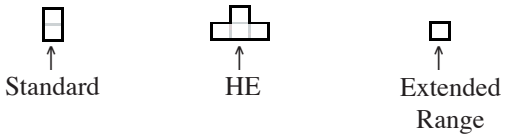
Due to the template system, there cannot be an accurate representation of the Light Machine Gun, and thus I suggest that whenever it hits an armoured target, roll 1D6. On a 3+ the gun scores the template damage (of ine box), else it causes no damage.

### Advanced Tactical Missile System:

| Type | Cost |
|---|---|
| Any | 75,000 |

The ATM is handled like an SRM spread of missiles. If it hits the target, roll to see how many missiles actually hit (remembering that it is equipped with Artemis, so has a +2 to this roll). Use the relevant missile hits column in the Master Rules set depending on the ATM being used, so the ATM 3 uses the 3 missiles column, the ATM 9 uses the 9 column, and so on.

Each missile then inflicts damage based on the type of ammunition that is currently being used.





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# Other Weapon Systems:

## Bombs:

(Using **Aerospace 2**)

HE and Cluster bombs explode as LRM missile spreads - simply divide the points value of the bomb by 5 to determine the amount of spreads to use.
Other bombs explode as their munition type, for example Inferno, Thunder mines or Arrow IV.

## Minefields:

Minefields to damage depending on what type of field they actually consist of.

***Conventiontional:***
Conventional minefields attack like LRM missile spreads. Split the total damage the minefield would ordinally inflict into five point groups, and then apply this as individual 5 point LRM hits.

***Command-Detonated Minefields:***
When a Command-Detonated field explodes, it inflicts damage as a standard AC/10 HEAP round to all units in the hex. All units in adjacent hexes receive damage as if they had been hit by a AC/5 HEAP round.

***Vibrobombs:***
Vibrobombs explode as their points rating as a HEAP AC template. For example, a standard 10 point Vibrobomb explodes as a AC/10 HEAP template, while a Vibrobomb-IV explodes as a AC/20 HEAP template.

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# Appendix A:

The following is a list of modifiers to the standard Battle Value system to account for all the special types of ammunition found in Renegade Tech.

| | |
|---|---|
| ***Autocannon:*** | |
| Standard Heap: | * 1 |
| APDS: | * 1 |
| Cannister: | * 0.5 |
| Cluster: | * 0.75 |
| HESH: | * 1 |
| ***Gauss Rifles:*** | |
| Standard Slug: | * 1 |
| Silver Bullet: | * 0.5 |
| ***Missiles:*** | |
| Standard: | * 1 |
| Acid: | * 1 |
| Dead Fire: | * 1 |
| HARM: | * 1 |
| Follow the Leader: | * 1.25 |
| Magnetic Pulse: | * 1.5 |
| Retro Streak: | * 1 |
| Tandem Charge: | * 3 |
| ***Narc Missile Pods:*** | |
| Standard: | 0 |
| Explosive: | 4 |
| Sit and Shoot: | 3 |
| ***Improved Narc Missile Pods:*** | |
| Standard: | *1 |
| Explosive: | *1 |
| Sit and Shoot | *1 |
| ***Arrow IV Missiles:*** | |
| Standard: | * 1 |
| Homing: | * 1[A] |
| Laser Inhibiting: | * 1.25 |
| Smoke: | * 1 |
| ***Artillery:*** | |
| Standard: | * 1 |
| Anti Personnel: | * 0.5 |
| Airburst: | * 2 |
| Copperhead: | * 1[A] |
| Napalm: | * 1 |


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