

## Over 110 Heavy Weapons for *Twilight: 2000*

The **Heavy Weapons Guide** is a resource and guidebook to more than 110 mortars, grenade launchers, recoilless rifles, mines, hand grenades, rifle grenades, SAMs, and other support weapons. The latest in antitank missiles are described and illustrated, including BILL, ACCP, Eryx, and Tank Breaker. Mortars range from the American M224 60mm up to the Soviet M-55 240mm. Grenade launchers include the older American M79 "Thumper" and the latest Soviet underbarrel AK-GL. In addition, the game includes eight pieces of recoilless artillery, 26 rockets and rocket launchers, 20 mines, and more than 30 grenades covering all types currently in service and a few that haven't been adopted yet.

As a special bonus, the **Heavy Weapons Guide** also includes descriptions, illustrations, game statistics, and rules for the use of flame weapons in *Twilight: 2000*, including flamethrowers and the ever-popular home-made firebomb called the "Molotov cocktail."

Sample file



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# HEAVY WEAPONS GUIDE

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Loren Wiseman

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# TWILIGHT: 2000

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### **Heavy Weapons Guide**

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**Twilight: 2000** is GDW's trademark for its role-playing game of survival in a devastated world.

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## Introduction

No book can cover everything, and this one is no exception. As always in putting together a work of this nature, choosing what to leave out was more difficult than choosing what to include. I have adopted no formal definition of what constitutes a "heavy weapon," but have played it by ear and have chosen to include a number of items (such as smoke grenades) that are not really weapons at all. Because of space constraints, I have left out some weapons that were contained in the basic game (such as the 4.2" mortar) in favor of more nonstandard types. Nevertheless, I feel that the players and referees of **Twilight: 2000** will find this guide to their liking. In response to many requests, I have expanded the selection of mines and grenades available (although I have not included all types that are available, practically every country makes its own version of the basic hand grenade, and to include them all would crowd out something more interesting). The data on the mines (Dam, KDR, etc.) is calculated according to the basic game mine rules. I have tried to include a reasonable mix to enable referees to improvise types not mentioned.

I have included a few items which might, at first glance, seem out of place, especially given the background of the game. Incendiary weapons such as flamethrowers need petroleum fuel, and oil is almost impossible to get in the world of **Twilight: 2000**, as every player knows. It was for this reason that flame weapons were not included in the original game. Many people, however, have requested the information anyway, and a number say they have chosen to dispense with the game background and use the **Twilight: 2000** system for small-scale modern infantry combat. For these people, I have included rules for the use of flame weapons (including the ever-popular improvised firebomb called the Molotov cocktail). Players not using the standard game background must devise their own price and availability criteria.

The antiaircraft missiles are intended for use with the helicopter rules included in the module **Free City of Krakow**, and are provided for campaigns using the **RDF Source Book** or for use in recreating nonbackground firefights.

### FLAME WEAPONS

The fuel for flamethrowers is ordinary gasoline mixed with a jelling compound, but for game purposes gasoline or avgas (but not diesel or any alcohol fuel) may be used. All ranges are quartered when using nonjellied fuels. The price and availability of both gasoline and avgas are given in the rules and should be modified by the referee to suit the individual situation. Jellied gasoline used with the standard game background should be three times as expensive and very rare (after all, there are better uses for what little petroleum remains than putting it in a flamethrower).

Flame weapons score hits according to the ordinary fire combat rules (HW is the relevant skill). All persons and vehicles within the burst radius of a shot are subject to hits and are rolled for individually. Damage to vehicles and personnel is as follows:

#### Personnel Damage

Flame weapons (except as noted in this booklet or in the game rules) which hit a person inflict damage on all body parts (divide the damage equally, rounding fractions down). This damage is equal to 4D6 times the damage multiplier for the first five-second round, and it drops one die each subsequent round (but never drops below 1D6 times the damage multiplier) for each round the person is on fire. A person remains on fire until the flame burns out (1D6 30-second combat turns), or until it is extinguished.

### Vehicle Damage

Each turn a vehicle is hit by a flame weapon, the referee must roll to see if the vehicle catches fire internally (an external fire is automatic). The base chance of this is 60% (+10% if the fuel tanks have taken any damage, +20% if the vehicle is open-topped, and +10% if any hatches or doors are open). The outside of a vehicle remains on fire until the flame burns out (1D6 30-second combat turns) or until it is extinguished. If in subsequent turns the external flames continue to burn, the referee should roll for interior fire only if a vehicle is open-topped, has taken fuel damage, or if any hatches or doors are open. Of course, a fresh hit by a flame weapon starts the cycle over again.

**Damage from Internal Fires:** This is dealt with in the Fuel Hits rule on page 10 of the *Referee's Manual*.










**Damage from External Fires:** All combustible stores on external surfaces of a vehicle automatically catch fire and will burn until destroyed or extinguished (how long this takes depends on the individual items and is up to the referee). Fuel or ammunition has a 50-percent chance of exploding each five-second turn it is on fire. Special mention should be made of vehicle suspensions: Both wheeled and tracked versions have combustible components. Damage points are inflicted to suspensions according to the same die rolls as for personnel, but suspensions have a maximum damage level—60% for wheeled, 30% for tracked. Once maximum damage has been inflicted, further burning has no effect.

Any vehicle with an external and/or internal fire lasting more than one minute of game time becomes uninhabitable (due to heat and lack of oxygen) and must be evacuated. Any personnel remaining inside after one minute lose consciousness. Any personnel remaining inside after an additional minute passes are seriously wounded. After a third minute, any personnel remaining inside die.

### EXTINGUISHING FIRES

Putting out a fire is a task whose difficulty level depends on the equipment available. Extinguishing a fire using a fire extinguisher is ESY:AGL. Extinguishing a fire using a blanket, tarp, or bucket of water is AVG:AGL. Extinguishing a fire without proper equipment (using improvised materials such as thrown dirt, sand, a jacket, etc.) is DIF:AGL. Extinguishing burning ammunition or fuel is one level more difficult (AVG becomes DIF, etc.).

TABLE OF NATIONALITY SYMBOLS

	Canada		Czechoslovakia
	Federal Republic of Germany		France
<b>KR</b>	Free City of Krakow		Israel
<b>JU</b>	Jugoslavia		Sweden
	Warsaw Pact		United Kingdom
	United States		

# Mortars



# Mortars

## M224 60mm Mortar

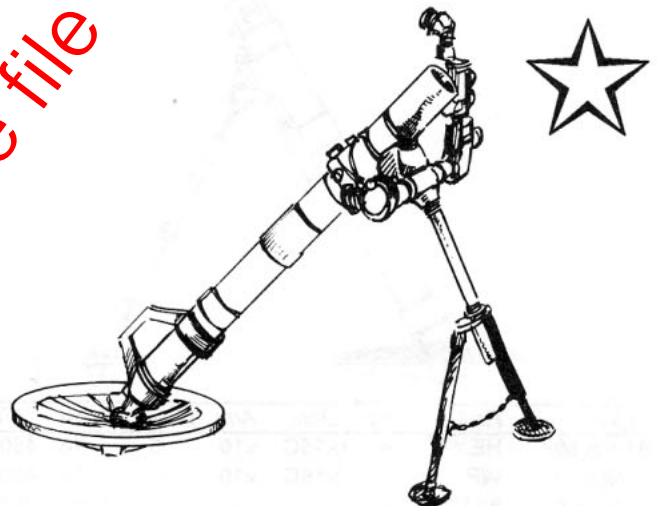
This weapon was introduced in the mid-1980s and is the standard light mortar of the United States armed forces and several of its allies.

**Weight:** 20 kg (bipod 8 kg, baseplate 4 kg, tube 8 kg)

**Price:** \$5000 (C/S)

**Nation:** United States

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
60mm Mtr	HE	—	×20C	×10	5	20	4000
ROF: 2	WP	—	×15C	×10	—	10	4000
Mag: 0	ILLUM	—	—	—	—	400	4000



## L5 81mm Mortar

This mortar is being replaced in Canadian service by a lighter 60mm design similar to the U.S. M224.

**Weight:** 40 kg (bipod 15 kg, baseplate 10 kg, tube 15 kg)

**Price:** \$10,000 (C/S)

**Nation:** Canada

Type	Rnd	Rng	Dam	Arm	KDR	Burst	IFR
81mm Mtr	HE	—	×25C	×10	5	30	4500
ROF: 1	WP	—	×15C	×10	—	20	4500
Mag: 0	ILLUM	—	—	—	—	1000	4500

