

## SilCORE Heavy Gear Tactical Weapons (May 03, 2006)

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The following is a listing of all HG tactical weapons in SilCORE format. It is designed to make the job of converting and designing Heavy Gear vehicles easier. If you spot any errors or have any questions, please e-mail the author at: [dp9.rules.support@gmail.com](mailto:dp9.rules.support@gmail.com)

### General Notes:

**Base Cost** is the cost of the system **without** Perks and Flaws.

**Total Cost** is the cost of the weapon **with** P+F.

**HH/HP** is the Total Cost of the weapon modified for using the Hand Held/Hardpoint Perk, as many systems in HG are hand held or hardpoint by default.

**Base ACC** is the default ACC of the system before vehicle fire control is added. In most cases, to get Total ACC simply add the 2<sup>nd</sup> Edition FireCon of the vehicle to the weapon. **ACC is not factored in any costs.**

**Single Use Weapons** already include ammunition calculations in Total Cost. You buy the number of weapons, rather than a single system with multiple ammo. Simply multiple by the number of the weapon found on the vehicle, and by the total ACC modifier. A Hunter carrying 3 HGs would pay 30 x3 (number) x 0.7 (total ACC mod.)

**Melee Weapons** also include Ammunition costs for the weapon in Total Cost, unless otherwise noted. Simply multiply total cost by the total ACC modifier to get final cost.

The Morning Star (MS), while technically a melee weapon, has a range and is found in ranged weapons. Chassis Reinforcement is now represented by a melee system, which you need to build for each vehicle.

**Ranged Weapons** Ranged weapons should have their Total Cost modified for both Ammunition and Total ACC.

Some systems will need modifications when placed on certain vehicles, such as the AAM on a plane. It would no longer need the Attack/Target: Ground/Air Perk to attack targets in the air. The same applies to lasers mounted on AA vehicles and other such weapons, however in this case they would then need the Attack/Target Perk. Special ammo types should be recreated with the appropriate system perks. Also, stabilizer mounts for weapons are now represented by the Flaw:

### Single Use Weapons

Name	Base ACC	DM	BR	RoF	Perks	Flaws	Base	Cost Per	With HH/HP
HG	-1	x15	0	0	AI	HEAT	225	23	30
HHG	-1	x25	0	0	n/a	HEAT	625	42	63
HPZ	-1	x20	2	0	n/a	HEAT	408	27	41
HWG	-1	x10	0	0	Haywire	HEAT	100	13	20
LPZ	-1	x10	1	0	n/a	HEAT	101	7	10
MPZ	-1	x15	1	0	n/a	HEAT	226	15	23
SDG	-1	x30	0	0	AE0	HEAT, Time delay	900	68	90

## Melee Weapons

Name	Base ACC	DM	RoF	Perks	Flaws	Base Cost	Total cost	HH/HP	NOTES
CS	0	x9	0	n/a	n/a	20	41	61	
ELN	-1	x14	0	n/a	n/a	49	98	147	
HLN	-2	x15	0	Armor Crushing	Clumsy	56	113	150	
HSKG	-1	x14	0	Armor Piercing	n/a	49	74	98	Needs Ammo
HWLN	1	x9	0	Haywire	n/a	20	81	122	
HWP	1	x7	0	Entangle, Haywire	n/a	12	74	98	
LN	-1	x12	0	n/a	n/a	36	72	108	
MC	-1	x8	0	n/a	n/a	16	32	48	
MF	1	x9	0	Armor Crushing	n/a	20	61	81	
PP	0	x10	0	n/a	Clumsy	25	33	50	
SKG	-1	x12	0	n/a	n/a	36	36	54	Needs Ammo
VA	-1	x10	0	Armor Crushing	n/a	25	75	100	
VB	0	x8	0	AP	n/a	16	48	64	
VC	1	x8	0	AP	n/a	16	48	64	
VR	1	x6	0	AP	n/a	9	27	36	
WP	1	x7	0	Entangle	n/a	12	37	49	
CR	1	x8	0	n/a	n/a	16	32	48	

## Ranged Weapons

Name	Base ACC	DM	BR	RoF	Perks	Flaws	Base Cost	Total cost	HH/HP	Notes
AAM	1	10	8	0	G, Att/Tar:L/A	MR(-2), HEAT	612	612	816	
ABM	0	10	3	0	AE1	HEAT	127	169	254	
AGM	1	15	3	0	G, IF	HEAT	252	504	672	
APGL	-1	3	1	0	AI, IF, AE0	n/a	10	30	40	
APM	0	4	2	0	AI, IF, AE0	MR (-1), HEAT	24	36	48	
ATM	1	25	3	0	G, IF	HEAT	652	1304	1739	
CB	0	8	0	2	AE2, Att/tar:A/L	n/a	100	400	500	
DPG	-1	8	2	2	n/a	n/a	116	116	174	
FAB	-1	35	0	0	AE2, Inc, Pers, Att/tar:A/L	n/a	1225	8575	9800	
FGC	0	14	1	0	AI, Scatter	n/a	197	394	591	
HAAC	0	12	3	3	Att/Tar:L/A	n/a	279	419	558	
HAC	0	12	3	1	n/a	n/a	205	205	308	
HAG	-2	22	40	0	IF, AE2	MR(-1)	64484	171957	214947	
HAM	-3	22	90	2	G, AE1, IF	MR(-1), HEAT	745776	1864440	2237328	
HATM	1	30	5	0	G, IF	HEAT	1025	2050	2733	
HB	-2	25	0	1	G, AE1, Att/tar:A/L	n/a	676	3380	4056	
HBZK	0	25	2	0	n/a	HEAT	633	422	633	
HCB	0	10	0	1	AE3, Att/tar:A/L	n/a	121	605	726	
HFG	0	28	8	0	IF	n/a	1296	1944	2592	
HFL	1	9	0	2	IF, Inc, Pers	n/a	121	484	605	Rng: 0/0/1/2
HFM	-1	25	6	0	IF, AE0	MR (-1), HEAT	841	841	1262	
HGL	-1	20	2	1	IF	HEAT	453	453	604	
HGLC	1	16	2	1	n/a	HEAT, AD3	208	139	208	
HGM	-1	20	5	0	G, IF	MR (-1), HEAT	525	788	1050	
HIRP/24	-1	16	3	3	IF, Inc, Pers	HEAT	415	1107	1383	
HIRP/48	-1	16	3	4	IF, Inc, Pers	HEAT	463	1235	1543	
HLC	1	20	5	0	n/a	HEAT, AD3	414	276	414	
HMG	0	4	1	3	AI	n/a	53	80	106	

Name	Base ACC	DM	BR	RoF	Perks	Flaws	Base Cost	Total cost	HH/HP	Notes
HPA	1	15	3	0	Haywire	HEAT, AD1	223	297	446	
HPLC	1	24	3	0	n/a	HEAT, AD3	427	285	427	
HRF	0	12	4	0	n/a	n/a	208	208	312	
HRG	0	35	10	0	n/a	n/a	2225	2225	3338	
HRP/24	-1	20	3	3	IF	HEAT	583	583	777	
HRP/48	-1	20	3	4	IF	HEAT	639	639	852	
IRP/10	-1	13	1	1	IF, Inc, Pers	HEAT	198	528	660	
IRP/20	-1	13	1	2	IF, Inc, Pers	HEAT	228	608	760	
IRP/30	-1	13	1	3	IF, Inc, Pers	HEAT	260	693	867	
LAAC	0	8	2	6	Att/Tar:L/A	n/a	228	342	456	
LAC	0	8	2	2	n/a	n/a	116	116	174	
LAG	-2	12	25	1	AE0, IF	MR (-1)	16419	21892	32838	
LAM	-3	12	50	4	G, IF, AE0	MR(-1), HEAT	135256	270512	338140	
LB	-2	10	0	3	G, AE0, Att/tar:Air/Gro und	n/a	169	676	845	
LBZK	0	15	2	0	n/a	HEAT	233	155	233	
LFG	0	22	5	0	IF	n/a	609	914	1218	
LFL	1	5	0	0	Inc, Pers	n/a	25	75	100	Rng: 0/0/0/1
LFM	-1	15	4	0	IF, AE0	MR (-1), HEAT	289	289	434	
LGL	-1	15	1	2	IF	HEAT	292	292	389	
LGM	-1	15	3	0	G, IF	MR (-1), HEAT	252	378	504	
LLC	1	16	5	0	n/a	HEAT, AD2	321	214	321	
LMG	0	3	1	4	AI	n/a	54	81	108	
LPA	1	10	2	0	Haywire	HEAT, AD1	89	119	178	
LPLC	1	20	3	0	n/a	HEAT, AD3	316	211	316	
LRF	0	8	3	0	n/a	n/a	91	91	137	
LRG	0	14	5	2	n/a	n/a	431	431	647	
LRP/16	-1	12	1	2	IF	HEAT	199	199	265	
LRP/24	-1	12	1	3	IF	HEAT	229	229	305	
LRP/32	-1	12	1	4	IF	HEAT	261	261	348	
LRP/8	-1	12	1	1	IF	HEAT	171	171	228	
MAAC	0	10	3	4	Att/Tar:L/A	n/a	259	389	518	

Name	Base ACC	DM	BR	RoF	Perks	Flaws	Base Cost	Total cost	HH/HP	Notes
MAC	0	10	3	1	n/a	n/a	157	157	236	
MAG	-2	18	30	1	IF, AE1	MR(-1)	28261	56522	75363	
MAM	-3	18	60	3	G, IF, AE0	MR(-1), HEAT	227241	454482	568103	
MB	-2	15	0	2	G, AE0, Att/tar:A/L	n/a	289	1156	1445	
MBZK	0	20	2	0	n/a	HEAT	408	272	408	
MFL	1	7	0	1	IF, Inc, Pers	n/a	64	256	320	Rng: 0/0/0/1
MFM	-1	20	5	0	IF, AE0	MR (-1), HEAT	525	525	788	
MRF	0	10	4	0	n/a	n/a	164	164	246	
MRP/18	-1	18	2	3	IF	HEAT	461	461	615	
MRP/36	-1	18	2	4	IF	HEAT	508	508	677	
MRP/9	-1	18	2	1	IF	HEAT	373	373	497	
MS	-2	10	0	0	Entangle	n/a	500	750	1000	Rng: 0/0/0/1
NG	0	6	1	0	Entangle	n/a	37	56	74	
RFB	0	14	1	2	n/a	HEAT	259	173	259	
SC	-1	28	1	0	n/a	n/a	785	785	1178	
SLC	1	12	5	0	n/a	HEAT, AD1	246	164	246	
TD1	0	0	1	0	TD	n/a	1	2	2	
TD2	0	0	2	0	TD	n/a	8	12	16	
TD3	0	0	3	0	TD	n/a	27	41	54	
TD4	0	0	4	0	TD	n/a	64	96	128	
VHAC	0	15	3	1	n/a	n/a	292	292	438	
VHAG	-2	30	60	0	IF, AE2	MR(-1)	216900	578400	723000	
VHAM	-3	30	150	1	G, IF, AE1	MR(-1), HEAT	3398461	8496153	10195383	
VHFG	0	33	10	0	IF	n/a	2089	3134	4178	
VLAC	0	6	2	2	n/a	n/a	80	80	120	
VLFG	-1	20	5	0	IF	n/a	525	788	1050	
VLMG	0	2	1	3	AI	n/a	29	44	58	
VLRF	0	6	2	0	n/a	n/a	44	44	66	
VRLP/128	-1	8	1	6	IF	HEAT	203	203	271	
VRLP/32	-1	8	1	4	IF	HEAT	149	149	199	
VRLP/8	-1	8	1	3	IF	HEAT	125	125	167	