

LBX Autocannon

Created by Ryan Burrell, last modified on Nov 11, 2019

Overview

Sarna Link: http://www.sarna.net/wiki/LB-X_Autocannon

LBX ACs are the shotguns of the 'Mech world, firing cluster munitions (technically they can fire any munitions, but... strict typing! Predictable behaviors!). Our implementation will seem them as the sole Ballistic weapon that uses the clustering effect.

⚠ MVP: A Ballistic weapon set that fires small projectiles that use the clustering table. Needs a discrete ammunition type.

Rating

Risk	GCR	CF	ROI
Low	Moderate	2	High

Gameplay Concept

The gameplay use of this weapon type is essentially the inverse of the [Ultra Autocannon](#) class, dealing low amounts of damage across a broad set of locations on its target. Players can use this to "sandpaper" down the armor on a target for more effective penetration by higher single-point weapons, or to crit-seek in the same manner that [Machine Gun](#) volleys or [LRM](#) swarms can.

Synergies

Guts (Skill)

Since the Guts skill can reduce (or even fully negate) the impact of Ballistic recoil, a higher Guts skill MechWarrior can deal better average damage with this class of weaponry.

TTS (Ballistic)

The inherent targeting bonus to Ballistic weaponry provided by some types of TTS generally improves hit chances and helps to counteract any Recoil effects.

Stray Shots / Grouped Targets

Because of the way stray shots work, targets that are clustered close together have a greater chance of catching any missed cluster projectiles against the primary target.

Counters

Cover / Guarded

Because the damage-per-shot is comparatively low to other weapons, obtaining the Covered or Guarded states that reduce incoming damage by a *percentage* are particularly effect at nullifying the spread of LB-X attacks. This is especially true against the LB 2-X and 5-X.

Component Info

Creation Checklist

Product

- Content Pack Set Up (if applicable)
- Directory Structure Created
- [AssetTracker\(s\)](#) Added
- JIRA Ticketing
- Added to Production Tracking Spreadsheet(s)

Art / Animation

- [Weapon Models](#) Created (if applicable)
- VFX Conceived & Created (if applicable)
- VFX Prefabs Authored
- [Icon](#) Created (if applicable)

QA / Testing

- Confluence Documentation - **FINALIZED**
- Test Case(s) Written
- Appears in Combat
- Appears Correctly in UI
- [Special Effects](#) Working (if applicable)
- Editable in [MechLab](#) (if applicable)
- Available in [Skirmish](#) (if applicable)
- Save / Load Validation

Design

- Entries Created in Data / Valuation Spreadsheets
- Confluence Documentation - **INITIAL PASS**
- Component Type
 - [WeaponDef](#) Created (if applicable)
 - Ammunition Created (if applicable)
 - [HeatsinkDef](#) Created (if applicable)
 - [JumpJetDef](#) Created (if applicable)
 - [UpgradeDef](#) Created (if applicable)
 - [StatusEffect](#) Created & Assigned (if applicable)
- Tags Applied
- [Component Variants](#) Created
- Added to Item Collections (Loot) (Shops, Flashpoints, etc.)
- Files Placed in Proper Content Pack Directory
- Playtesting & Iteration
- Engineering Assessment for Special Functions (if applicable)
 - [MechStatisticsRules](#) Updated (if applicable)
- UX / AI
 - AI Impact Assessment
 - UX Assessment for Player Impact
 - AI Tuning (if applicable)
 - Tooltips Created (Base + Effect)
- Audio Events Authored & Inserted (Wwise)

	LB 2-X	LB 5-X	LB 10-X	LB 20-X
Hardpoint	Ballistic			
Tons	5	8	11	14
Slots	1	2	4	6
Damage	4x12	6x10	10x8	20x6
Instability	1x12	2x10	5x8	10x6
Heat	2	6	10	20
Recoil	1	1	2	2
Range	120m / 480m / 720m	90m / 360m / 540m	0 / 300m / 450m	0 / 180m / 270m
Ammo Type	LB 2-X	LB 5-X	LB 10-X	LB 20-X
Shots Per Ton	25	15	8	5

Implementation Notes

- This will require a unique ammo type, and likely a new property for a "display divisor" to account for the number of projectiles we'll need to functionally fire but the desire to show the number of *volleys* to the player in the UI

Dependencies

- None

heavy-metal_equipment_phase2