

M707 "WULTURAE"



by thwompa

Design Objectives

- Introduce a long range, jointly operated weapon platform that is scarcely supplied or used.
- Fill a frequently requested niche of heavy weaponry that requires multiple operators outside of typical JTAC implements (Mortar, CAS), and is therefore more hands on and directly rewarding, where the artillery, air support features are entirely indirect.
- Focus on features and elements of the weapon platform that require teamwork between sniper and spotter, where each is equally important in the effective utilization of the platform.
- Reward effective communication and teamwork with a high-powered weapon that requires a substantial degree of technical mastery to use successfully.
- Incorporate high quality visual and audio elements into the successful operation of the device to enhance the overall end user experience.
- Ensure that the feature is not impossible to play against, punish the weapon users for missing/firing recklessly. Shooting the weapon, whether a miss or a hit, should alert any hostiles nearby as to where the shot came from.
- In short, the thought process is to make something that is as difficult as it is satisfying.

Supply:

- Req weapon, comes in a specialized gun case that contains the rifle, pre-configured with scope, bipod, stock, and barrel, loaded with a single 4-round magazine, and a secondary 4 round magazine. The case also contains a unique spotter scope and tripod, as well as a wrench and screwdriver for assembly. Additional ammunition will likely not be able to be ordered, in order to discourage spamming the weapon, or using it as a purely defensive asset.

2-MAN
ANTI-MAT
RIFLE



- The number of cases available to marines in a given round will likely be one, maybe two, depending on balance concerns and over usage, similar to how CAS and mortars are generally limited to one. Too many and it starts to get cliché and annoying. Limiting it makes it special, which gives a unique experience to the players who opt to utilize it in a given round.

Design Concept:

- The M707 is a bolt-action anti-materiel rifle chambered in the 20x102mm Armor-Piercing Composite Rigid (APCR). The weapon was designed as a crude, low cost, highly effective means of defeating and disabling CLF-constructed light armored vehicles, targets that were often too much to be handled by small arms or the M42A Scope Rifle, but not heavy enough to warrant the usage of rockets, missiles, or other smart munitions. The M707 was found to be much more reliable in long-range deployments on outer-rim patrols, where the higher maintenance equipment often began to fail in the dirtier environments.



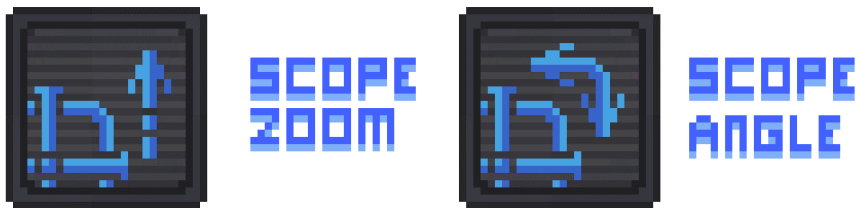
- The weapon platform features a heavy bipod to help resist the intense recoil of the rifle, as well as a specialized scope designed to dial in shots at long range without the added weight and cost of an onboard targeting computer that integrates into existing defense matrices. Instead, the variable zoom scope has a built-in Night-Vision optical sensor, at the cost of extremely reduced field of view. To compensate, the scope integrates with an adjacent spotter scope that can make out the larger view field. Coordination between the spotter and the sniper allows them to see the unseen and acquire targets where another unit would have little to no visibility.

Functionality & Balance:

- The primary balancing mechanic in the case of this weapon is **difficulty of use**, in which the operation of the weapon not only requires seamless coordination between two users, but highly technical mechanical input as well. This is loosely based on a more realistic rendition of long-range marksmanship and sniping, where less of the gameplay is focused on how well you can click on a target, and more focused on the subtle nuances surrounding it, such as positioning,

timing, repositioning, patience, and battlefield awareness.

- In order to use the weapon, the bipod must first be set up before the scope can be used, after which the scope will present the user with a screen presenting the full view of a normal 4x scope (I don't know the exact dimensions of the view off the top of my head), but aside from a 5x5 box, the remainder will be blacked out.
- Setting up the spotter scope next to the weapon will grant the spotter the view of the scope, with nothing blacked out, and the 5x5 box of the sniper's view outlined. See below.
- To change the position of the sniper's view box, multiple action button verbs will be used to position the scope. *Scope Zoom* will change the position of the box towards and away from the user, and *Scope Angle* will move the box perpendicular to the user's direction. Highlight overlays applied to the action button will dictate which direction the scope is moving in.



- Within the sniper's view box will be a crosshair that moves with the view box itself and is bounded to a tile. This crosshair, bounded to a tile, will move around somewhat erratically to mimic scope sway within the viewbox, and the user will have to constantly adjust the *Windage* (Horizontal Position) and *Elevation* (Vertical Position) of the crosshair to dial in the shot using another set of verbs.

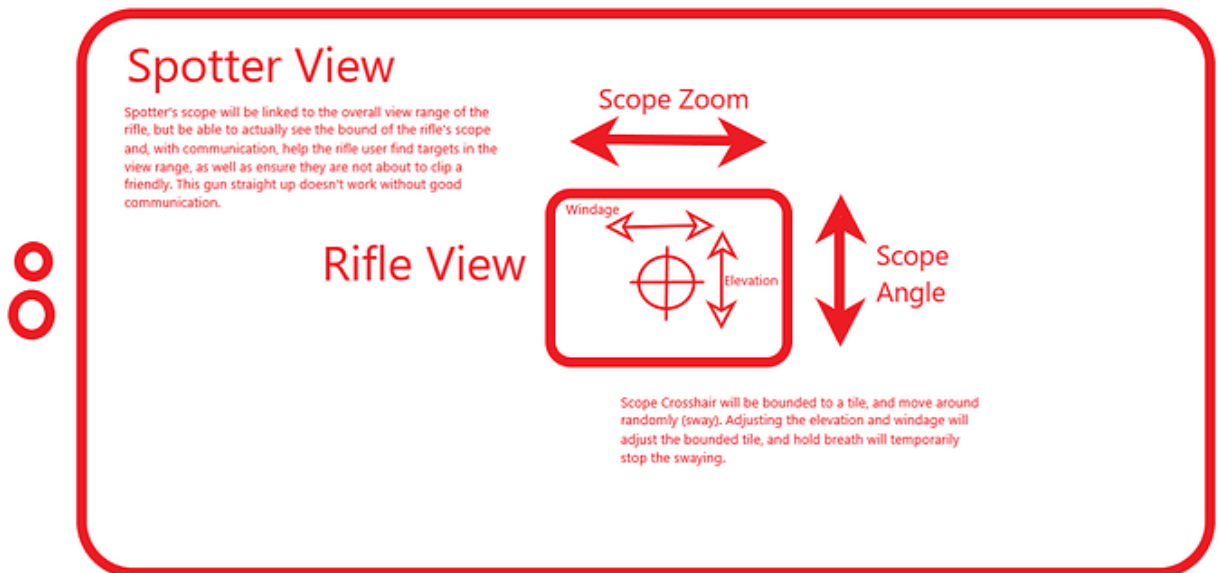


- Once the crosshair is adjusted to a target, the user will have a 5th and final verb, *Breath Control* which will allow them to hold their breath to temporarily halt the scope sway and stabilize the crosshair. When active, the scope icon will change to a brighter blue infill to indicate it is dialed in, and firing the weapon will send a round to the tile targeted, hitting whatever is there, or anything between the target and the crosshair. Hold breath will likely last in the range of 3-5

seconds, taking a few more seconds to recharge, to emphasize the importance of timing when dealing with moving targets.

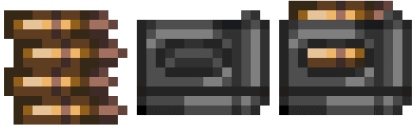


- Because the sniper is unable to see anything outside the viewbox, communication with the spotter is essential and any other support personnel is essential for the use of the weapon, to ensure that nothing is between the muzzle and the target, as well as target tracking and overall situational awareness. Exiting the scope view from the sniper will reset the scope parameters. Using the a system similar to the Overwatch Squad Message printout that appears on players screens, a feature in which the void space on the snipers screen is utilized to project communications from the spotter might greatly enhance the communication experience and make it feel more smooth.



- The extreme degree of tedium is designed to offset the extreme power of the weapon, which should (bear with me) severely injure and disable anything it doesn't instantly annihilate when it comes in contact. 20mm is a big round, not many things are getting up after taking one.

20x102mm APCR



- With that being said, I understand the immediate instinct is that off-screen one shots are not generally cool, however I feel that the counterplay would be much more interesting than that of existing CAS, Mortar, and OB. For the JTAC implements, you cannot as a Xeno directly attack the person using them in most cases, as they're in a dropship, secure in FOB, or on the Almayer 90% of the time, and JTAC spotters are numerous. A team using the AMR will likely need to position themselves perpendicular to the main force, and therefore, away from the safety of the blob to achieve a clean shot on a bigger target. Doing so exposes them directly to danger, especially when they have the horse blinders of the optics active.



- Additionally, when the weapon is used, any Xeno that gets buzzed or is near by will be alerted to the **very loud** muzzle blast of the rifle, regardless of whether the round hits or misses. Think warning message style with **Very Bright Red Text And A Relative Direction**. This makes consecutive use of the weapon from the same position extremely risky, as the Xeno players will likely adjust to the warning and take advantage of it, trying to hunt down the Sniper team as soon as their presence is known. It becomes an interesting game of Marco Polo, and a challenge to whether or not the sniper team can pack up and reposition before a group of Lurkers chases them down. This gameplay is not even remotely present with the other forms of off-screen combat, and the Sniper Specialist has the benefit of shooting from within a crowd.

Anti-Cheese (Things we don't want to happen) Features:

- To prevent people sitting in FOB or behind a dense cade line and waiting for something to walk out from safety, the gun won't shoot over cades, and will instead blow through every barricade in its path.
- Needs to have *Inverse Falloff* of damage or accuracy, so bullets less likely to hit, or do less damage at closer ranges, to prevent someone sitting right in front of a choke, without a spotter, just waiting for something to peek.
- I think it goes without saying that this weapon should not be fired standing upright at all, but just in case it isn't obvious, attempting to do so will result in firing the round with **zero accuracy**, while simultaneously launching the user backwards, and breaking their arm and hand (Fuck you).
- Trying to use the weapon from the safety of the blob should invoke a pretty harsh potential FF penalty. Doing any sort of M4RA marksmanship on the frontline is extremely difficult even with the ultrawide FOV as other players tend to be oblivious to a player's line of fire if the xeno isn't directly in front of them. Same reason other JTAC spotters have to try not to place their fire near marines, this should incur the same sort of penalty. A marine that takes 20mm to the back is not just walking it off. Of course, everyone is going to easily pinpoint who is behind the trigger of the AMR when someone gets hit with it, and the public shaming for FF instances will likely cull any of that behavior very quickly.
- Finally, the concern of someone using the sniper alone, ignoring the spotter requirement, and just beelining the crosshair onto a choke and sitting there. Mechanical route is to either **massive** accuracy debuff, or to make the sniper scope system not function at all without the spotter scope active in parallel.

Ideasguysing Prompt:

Gameplay:

- Does it feel good to use?

It should feel mechanically challenging to use properly, but not janky/buggy. Overcoming the complexity should be incredibly satisfying, the visual effects and audio should be made to match. Firing this thing should have intense feedback.

- Does it feel good to play against?

The Marco-Polo element of firing and repositioning is more akin to the nature of real sniping and provides a much more enjoyable mechanism and chase than being able to do nothing against CAS but melt flares. Of course, getting shot by it won't be fun, but likely more fun than getting hit by a mortar that fails to produce a warning message. Ideally it won't feel like *bullshit* per se.

- Does it affect other systems?

As far as encroaching on the niche of Sniper spec goes, I feel as though there's a fundamental difference between the two platforms. Firstly, Sniper is designed to be accessible, and have a low skill floor. The spotter feature was tacked on recently, and Sniper is perfectly functional without it. The AMR, however, is not reliably functional without a spotter. Additionally, the Sniper spec is designed to cover a large area with sustained, relatively high-power fire at range from within the safety of the blob, while the AMR does the opposite of this in every way, the only similarity being range. Off-screen combat is okay when it can be fought against.

Roleplay:

- Does it increase immersion?

I believe that the successful interactions between the players involved in a Sniper team like this, moving aside from the blob, communicating heavily, and thinking tactically in the scope of the server would be insanely popular amongst players for how immersive it would be, regardless of how effective the weapon is.

- Does it increase communication/interaction between players?

The sniper/spotter interaction necessary for operating the weapon will by default increase the reaction between two players at the minimum, potentially more at a fireteam level if they move with protection. It's a teamplay weapon at its core. As mentioned above, I'd like to incorporate a feature where the things said by the spotter are printed out on the screen in the void space where the sniper cannot see just to give it a smoother feel.

Simulation:

- Does it fit in the CM universe aesthetically?

On a scale of one to ten, if the MOU-53 is a one and the M41A is a ten, I'd say this is about a 7.5.

Of course, that's up for debate, but generally high-power, overkill ass weapons that are chunkier versions of existing cold war weaponry (The M42A is based on the WA-2000, this gun draws inspiration from the L96A1 and the M82) is par for the course when it comes to fitting the aesthetics. Scope/Spotter integration is techy enough to give it the sci-fi kick, and the loud, chunky mechanical nature of the AMR sets the retro tone.

- Does it fit in the lore of CM?

It doesn't exist in the lore as of now, but I don't think it couldn't be made to fit. XM88 lore was written as a man-portable body armor defeating weapon, this is a man portable vehicle armor defeating weapon. I have some ideas, but as long as it's not on the tier of R4T/MOU/M44, it should work fine in the Anti-CLF line of the lore.

- Does it make sense "realistically"?

Anti-material rifles are extremely commonplace amongst modern militaries, and fit right into CM. There are Anti-material rifles that use a bigger round than a 20x102mm. The ballistics mechanisms are far more realistic than the wide-angle scopes and binoculars we currently have on the server, and the spotter/sniper relationship is not only necessary, but functional and interesting.

Everything is subject to change.