

INNER SPHERE WEAPONS AND EQUIPMENT

Type	Heat	Damage	Minimum Range	Short Range	Medium Range	Long Range	Tons	Critical Slots	Ammo Per Ton
<u>Energy Weapons</u>									
Laser (Small)	1	3	---	1	2	3	0.5	1	---
Laser (Medium)	3	5	---	1-3	4-6	7-9	1	1	---
Laser (Large)	8	8	---	1-5	6-10	11-15	5	2	---
ER Laser (Small)	2	3	---	1-2	3-4	5	0.5	1	---
ER Laser (Medium)	5	5	---	1-4	5-8	9-12	1	1	---
ER Laser (Large)	12	8	---	1-7	8-14	15-19	5	2	---
Pulse Laser (Small)	2	3	---	1	2	3	1	1	---
Pulse Laser (Medium)	4	6	---	1-2	3-4	5-6	2	1	---
Pulse Laser (Large)	10	9	---	1-3	4-7	8-10	7	2	---
PPC	10	10	3	1-6	7-12	13-18	7	3	---
ER PPC	15	10	---	1-7	8-14	15-23	7	3	---
Flamer	3	2	---	1	2	3	1	1	---
<u>Ballistic Weapons</u>									
Auto Cannon/2	1	2	4	1-8	9-16	17-24	6	1	45
Auto Cannon/5	1	5	3	1-6	7-12	13-18	8	4	20
Auto Cannon/10	3	10	---	1-5	6-10	11-15	12	7	10
Auto Cannon/20	7	20	---	1-3	4-6	7-9	14	10	5
LB 2-X AC	1	2	4	1-9	10-18	19-27	6	4	45
LB 5-X AC	1	5	3	1-7	8-14	15-21	8	5	20
LB 10-X AC	2	10	---	1-6	7-12	13-18	11	6	10
LB 20-X AC	6	20	---	1-4	5-8	9-12	14	11	5
Rotary AC/2	1	2	---	1-6	7-12	13-18	8	3	45
Rotary AC/5	1	5	---	1-5	6-10	11-15	10	6	20
Ultra AC/2	1	2	3	1-8	9-17	18-25	7	3	45
Ultra AC/5	1	5	2	1-6	7-13	14-20	9	5	20
Ultra AC/10	4	10	---	1-6	7-12	13-18	13	7	10
Ultra AC/20	8	20	---	1-3	4-7	8-10	15	10	5
Gauss Rifle (Light)	1	8	3	1-8	9-17	18-25	12	5	16
Gauss Rifle (Standard)	1	15	2	1-7	8-15	16-22	15	7	8
Gauss Rifle (Heavy)	2	25 / 20 / 10 *	4	1-6	7-13	14-20	18	11	4
Machine Gun	0	2	---	1	2	3	0.5	1	200
Anti-Missile System	1	*	---	---	---	---	0.5	1	12
Flamer (Vehicle)	3	2	---	1	2	3	0.5	1	20
<u>Missile Weapons</u>									
SRM 2	2	2 / Missile	---	1-3	4-6	7-9	1	1	50
SRM 4	3	2 / Missile	---	1-3	4-6	7-9	2	1	25
SRM 6	4	2 / Missile	---	1-3	4-6	7-9	3	2	15
Streak SRM 2	2	*	---	1-3	4-6	7-9	1.5	1	50
Streak SRM 4	3	*	---	1-3	4-6	7-9	3	1	25
Streak SRM 6	4	*	---	1-3	4-6	7-9	4.5	2	15
MRM 10	4	1 / Missile	---	1-3	4-8	9-15	3	2	24
MRM 20	6	1 / Missile	---	1-3	4-8	9-15	7	3	12
MRM 30	10	1 / Missile	---	1-3	4-8	9-15	10	5	8
MRM 40	12	1 / Missile	---	1-3	4-8	9-15	12	7	6
LRM 5	2	1 / Missile	6	1-7	8-14	15-21	2	1	24
LRM 10	4	1 / Missile	6	1-7	8-14	15-21	5	2	12
LRM 15	5	1 / Missile	6	1-7	8-14	15-21	7	3	8
LRM 20	6	1 / Missile	6	1-7	8-14	15-21	10	5	6
Rocket Launcher 10	3	1 / Missile	---	1-5	6-11	12-18	0.5	1	---
Rocket Launcher 15	4	1 / Missile	---	1-4	5-9	10-15	1.0	2	---
Rocket Launcher 20	5	1 / Missile	---	1-3	4-7	8-12	1.5	3	---
Narc Missile Beacon	0	*	---	1-3	4-6	7-9	3	2	6
Narc (Improved Launcher)	0	*	---	1-4	5-9	10-15	5	3	4
<u>Artillery Weapons</u> *									
Arrow IV System	10	20 (10) *	---	---	---	<u>Maximum</u> 5 Maps	15	15	5
Sniper	10	10 (5) *	---	---	---	12 Maps	20	20	10
Thumper	6	5 (2) *	---	---	---	14 Maps	15	15	20
Long Tom	20	20 (10) *	---	---	---	20 Maps	30	30	5
<u>Other Equipment</u> *									
C3 Computer (Master)	---	---	---	---	---	---	5	5	---
C3 Computer (Improved)	0	---	---	---	---	---	2.5	2	---
C3 Slave	---	---	---	---	---	---	1	1	---
Targeting Computer	---	---	---	---	---	---	*	*	---
Beagle Active Probe	---	---	---	---	---	4	1.5	2	---
Guardian ECM Suite	---	---	---	---	---	6	1.5	2	---
Artemis IV FCS	---	---	---	---	---	---	1	1	---
TAG (for Arrow IV System)	0	---	---	1-5	6-9	10-15	1	1	---
Heat Sink	-1	---	---	---	---	---	1	1	---
Heat Sink (Double)	-2	---	---	---	---	---	1	3	---
Anti-Personal Pod	0	*	---	---	---	---	0.5	1	---
Hatchet	0	*	---	---	---	---	***	***	---
Sword	0	*	---	---	---	---	*	*	---
CASE	---	---	---	---	---	---	0.5	1	---
MASC	---	---	---	---	---	---	**	**	---
Triple-Strength Myomer	*	---	---	---	---	---	0	6	---

* See special rules for this equipment.

** Mech Tonnage / 20

*** Mech Tonnage / 15

Level 1 Technology

CLAN WEAPONS AND EQUIPMENT

Type	Heat	Damage	Minimum Range	Short Range	Medium Range	Long Range	Tons	Critical Slots	Ammo Per Ton
<i>Energy Weapons</i>									
ER Laser (Micro)	1	2	---	1	2	3 - 4	0.25	1	---
ER Laser (Small)	2	5	---	1 - 2	3 - 4	5 - 6	0.5	1	---
ER Laser (Medium)	5	7	---	1 - 5	6 - 10	11 - 15	1	1	---
ER Laser (Large)	12	10	---	1 - 8	9 - 15	16 - 25	4	1	---
Pulse Laser (Micro)	1	3	---	1	2	3	0.5	1	---
Pulse Laser (Small)	2	3	---	1 - 2	3 - 4	5 - 6	1	1	---
Pulse Laser (Medium)	4	7	---	1 - 4	5 - 8	9 - 12	2	1	---
Pulse Laser (Large)	10	10	---	1 - 6	7 - 14	15 - 20	6	2	---
Heavy Laser (Small)	3	6	---	1	2	3	0.5	1	---
Heavy Laser (Medium)	7	10	---	1 - 3	4 - 6	7 - 9	1	2	---
Heavy Laser (Large)	18	16	---	1 - 5	6 - 10	11 - 15	4	3	---
ER PPC	15	15	---	1 - 7	8 - 14	15 - 23	6	2	---
Flamer	3	2	---	1	2	3	0.5	1	---
<i>Ballistic Weapons</i>									
LB 2-X AC	1	2	4	1 - 10	11 - 20	21 - 30	5	3	45
LB 5-X AC	1	5	3	1 - 8	9 - 15	16 - 24	7	4	20
LB 10-X AC	2	10	---	1 - 6	7 - 12	13 - 18	10	5	10
LB 20-X AC	6	20	---	1 - 4	5 - 8	9 - 12	12	9	5
Ultra AC/2	1	2	2	1 - 9	10 - 18	19 - 27	5	2	45
Ultra AC/5	1	5	---	1 - 7	8 - 14	15 - 21	7	3	20
Ultra AC/10	3	10	---	1 - 6	7 - 12	13 - 18	10	4	10
Ultra AC/20	7	20	---	1 - 4	5 - 8	9 - 12	12	8	5
Gauss Rifle	1	15	2	1 - 7	8 - 15	16 - 22	12	6	8
Machine Gun (Light)	0	1	---	1 - 2	3 - 4	5 - 6	0.25	1	200
Machine Gun (Standard)	0	2	---	1	2	3	0.25	1	200
Machine Gun (Heavy)	0	3	---	1	2	---	0.5	1	100
Anti-Missile System	1	*	---	---	---	---	0.5	1	24
Flamer (Vehicle)	3	2	---	1	2	3	0.5	1	20
<i>Missile Weapons</i>									
SRM 2	2	2 / Missile	---	1 - 3	4 - 6	7 - 9	0.5	1	50
SRM 4	3	2 / Missile	---	1 - 3	4 - 6	7 - 9	1	1	25
SRM 6	4	2 / Missile	---	1 - 3	4 - 6	7 - 9	1.5	1	15
Streak SRM 2	2	*	---	1 - 4	5 - 8	9 - 12	1	1	50
Streak SRM 4	3	*	---	1 - 4	5 - 8	9 - 12	2	1	25
Streak SRM 6	4	*	---	1 - 4	5 - 8	9 - 12	3	2	15
ATM 3 *	2	2 / Missile	4	1 - 5	6 - 10	11 - 15	1.5	2	20
ATM 6 *	4	2 / Missile	4	1 - 5	6 - 10	11 - 15	3.5	3	10
ATM 9 *	6	2 / Missile	4	1 - 5	6 - 10	11 - 15	5	4	7
ATM 12 *	8	2 / Missile	4	1 - 5	6 - 10	11 - 15	7	5	5
LRM 5	2	1 / Missile	---	1 - 7	8 - 14	15 - 21	1	1	24
LRM 10	4	1 / Missile	---	1 - 7	8 - 14	15 - 21	2.5	1	12
LRM 15	5	1 / Missile	---	1 - 7	8 - 14	15 - 21	3.5	2	8
LRM 20	6	1 / Missile	---	1 - 7	8 - 14	15 - 21	5	4	6
Narc Missile Beacon	0	*	---	1 - 4	5 - 8	9 - 12	2	1	6
<i>Artillery Weapons *</i>									
Arrow IV System	10	20 (10) *	---	---	---	6 Maps	12	12	5
Sniper	10	10 (5) *	---	---	---	12 Maps	20	20	10
Thumper	6	5 (2) *	---	---	---	14 Maps	15	15	20
Long Tom	20	20 (10) *	---	---	---	20 Maps	30	30	5
<i>Other Equipment *</i>									
Targeting Computer	---	---	---	---	---	---	*	*	---
Active Probe	---	---	---	---	---	5	1	1	---
Active Probe (Light)	---	---	---	---	---	3	0.5	1	---
ECM Suite	---	---	---	---	---	6	1	1	---
Artemis IV FCS	---	---	---	---	---	---	1	1	---
TAG	0	---	---	1 - 5	6 - 9	10 - 15	1	1	---
TAG (Light)	0	---	---	1 - 3	4 - 6	7 - 9	0.5	1	---
Heat Sink	-1	---	---	---	---	---	1	1	---
Heat Sink (Double)	-2	---	---	---	---	---	1	2	---
Anti-Personel Pod	0	*	---	---	---	---	0.5	1	---
CASE	---	---	---	---	---	---	0	0	---
MASC	---	---	---	---	---	---	**	**	---

* See special rules for this equipment.

** Mech Tonnage / 25