

## Revised Infantry Equipment tables for TechManual (Revised 9 December 2017)

### <<<Begin Table>>>

#### Conventional Infantry Weapons

Weapon	Tech (Rating)	Class/ Type (Damage Type)	Base Range	Damage (each)	Weight of Weapon / Ammo (Shots)	Crew
<i>Archaic Weapons</i>						
Bow (Compound)	IS / Clan (C)	Small / Melee (B)	0	0.01	1.0 kg / 0.07 kg (1)	1
Bow (Daikyu)	IS / Clan (A)	Small / Melee (B)	0	0.01	1.0 kg / 0.07 kg (1)	1
Bow (Longbow)	IS / Clan (A)	Small / Melee (B)	0	0.01	1.5 kg / 0.07 kg (1)	1
Bow (Shortbow)	IS / Clan (A)	Small / Melee (B)	0	0	0.8 kg / 0.06 kg (1)	1
Bow (Hankyu)	IS / Clan (A)	Small / Melee (B)	0	0	0.8 kg / 0.06 kg (1)	1
Club (Blackjack/Sap)	IS / Clan (A)	Small / Melee (P)N	0	0.05	1.0 kg / NA (NA)	1
Club (Club/Improvised)	IS / Clan (A)	Small / Melee (P)	0	0.02	2.0 kg / NA (NA)	1
Club (Vibro-Mace)	IS (D)	Small / Melee (P)	0	0.26	6.0 kg / 0.3 kg (7)	1
Crossbow (Basic)	IS / Clan (A)	Small / Melee (B)	0	0.01	2.0 kg / 0.05 kg (1)	1
Crossbow (Heavy)	IS / Clan (A)	Small / Melee (B)	0	0.02	4.0 kg / 0.06 kg (1)	1
Blade (Axe)	IS / Clan (A)	Small / Melee (P)	0	0.11	4.0 kg / NA (NA)	1
Blade (Bokken)	IS / Clan (A)	Small / Melee (P)N	0	0.04	2.0 kg / NA (NA)	1
Blade (Dao)	IS / Clan (A)	Small / Melee (P)	0	0.04	3.0 kg / NA (NA)	1
Blade (Carbon-Reinforced Nails)	IS (D)	Small / Melee (P)	0	0.02	0 kg / NA (NA)	1
Blade (Hatchet/Tomahawk)	IS / Clan (A)	Small / Melee (P)	0	0.04	1.0 kg / NA (NA)	1
Blade (Katana/Scimitar)	IS / Clan (A)	Small / Melee (P)	0	0.07	2.5 kg / NA (NA)	1
Blade (Knife/Dagger/Bayonet)	IS / Clan (A)	Small / Melee (P)	0	0.02	0.25 kg / NA (NA)	1
Blade (No-Dachi)	IS / Clan (A)	Small / Melee (P)	0	0.05	4.5 kg / NA (NA)	1
Blade (Sword)	IS / Clan (A)	Small / Melee (P)	0	0.07	3.0 kg / NA (NA)	1
Blade (Wakizashi)	IS / Clan (A)	Small / Melee (P)	0	0.02	0.2 kg / NA (NA)	1
Blade (Vibro-axe)	IS / Clan (E)	Small / Melee (P)	0	0.42	5.0 kg / 0.3 kg (15)	1
Blade (Vibro-blade)	IS / Clan (D)	Small / Melee (P)	0	0.21	0.35 kg / 0.3 kg (30)	1
Blade (Vibro-katana)	IS (E)	Small / Melee (P)	0	0.32	3.0 kg / 0.3 kg (30)	1
Blade (Vibro-sword, IS)	IS (E)	Small / Melee (P)	0	0.32	4.0 kg / 0.3 kg (30)	1
Blade (Vibro-sword, Clan)	Clan (F)	Small / Melee (P)	0	0.37	4.0 kg / 0.28 kg (15)	1
Nunchaku	IS / Clan (A)	Small / Melee (P)	0	0.02	1.5 kg / NA (NA)	1
Staff	IS / Clan (A)	Small / Melee (P)N	0	0.04	2.5 kg / NA (NA)	1
Staff (Pole Arm)	IS / Clan (A)	Small / Melee (P)	0	0.04	6.0 kg / NA (NA)	1
Staff (Stun Staff, Single-End)	IS / Clan (C)	Small / Melee (P)N	0	0.07	3.0 kg / 0.3 kg (30)	1
Staff (Stun Staff, Double-End)	IS / Clan (C)	Small / Melee (P)N	0	0.07	3.0 kg / 0.3 kg (15)	1
Stunstick	IS / Clan (C)	Small / Melee (P)N	0	0.07	0.2 kg / 0.25 kg (20)	1
Stunstick (Mini)	IS / Clan (C)	Small / Melee (P)N	0	0.05	0.15 kg / 0.15 kg (15)	1
Thrown (Dart)	IS / Clan (A)	Small / Melee (P)	0	0	0.01 kg / NA (1)	1
Thrown (Hatchet/Tomahawk)	IS / Clan (A)	Small / Melee (P)	0	0.01	1.0 kg / NA (1)	1
Thrown (Knife)	IS / Clan (A)	Small / Melee (P)	0	0	0.25 kg / NA (1)	1
Thrown (Spear)	IS / Clan (A)	Small / Melee (P)	0	0.01	5.0 kg / NA (1)	1
Thrown (Shuriken)	IS / Clan (A)	Small / Melee (P)	0	0	0.1 kg / NA (1)	1
Whip	IS / Clan (A)	Small / Melee (P)N	0	0.05	0.35 kg / NA (NA)	1
Whip (Monowire)	IS / Clan (E)	Small / Melee (P)	0	0.35	0.25 kg / 0.15 kg (15)	1
Whip (Medusa)	Clan (E)	Small / Melee (P)N	0	0.16	0.45 kg / 0.15 kg (20)	1
Whip (Neural Lash)	IS / Clan (D)	Small / Melee (P)N	0	0.09	0.1 kg / 0.15 kg (15)	1
Whip (Neural Whip)	IS (D)	Small / Melee (P)N	0	0.09	0.3 kg / 0.25 kg (20)	1
<i>Pistols</i>						
Auto-Pistol	IS / Clan (C)	Small / Standard (B)	0	0.21	0.5 kg / 0.14 kg (10)	1
Auto-Pistol (Hawk Eagle)	IS (C)	Small / Standard (B)	0	0.27	0.5 kg / 0.11 kg (15/5)	1
Auto-Pistol (Magnum)	IS / Clan (C)	Small / Standard (B)	0	0.21	0.5 kg / 0.14 kg (8)	1
Auto-Pistol (M&G)	IS / Clan (C)	Small / Standard (B)	0	0.17	0.65 kg / 0.11 kg (8)	1
Auto-Pistol (Nambu)	IS / Clan (C)	Small / Standard (B)	0	0.21	0.45 kg / 0.16 kg (12)	1
Auto-Pistol (Serrek 7875D)	IS (C)	Small / Standard (B)	0	0.16	0.4 kg / 0.16 kg (16)	1
Auto-Pistol (Sternsnacht Python)	IS (C)	Small / Standard (B)	0	0.28	0.75 kg / 0.16 kg (12)	1
Dart Gun	IS / Clan (C)	Small / Standard (B)N	0	0.01	0.65 kg / 0.01 kg (1)	1
Flare Pistol	IS / Clan (C)	Small / Support (E)	0	0.09	0.4 kg / 0.02 kg (5)	1
Gauss Pistol	Clan (F)	Small / Standard (B)	0	0.14	1.0 kg / 0.01 kg (4)	1
Gauss Pistol (Hold-Out [Mandrake])	IS (E)	Small / Standard (B)	0	0.02	0.1 kg / 0.01 kg (1)	1
Gyrojet Pistol	IS / Clan (D)	Small / Standard (B)	0	0.04	2.5 kg / 0.18 kg (2)	1
Gyrojet Pistol (Coventry Handrocket)	IS (D)	Small / Standard (B)	1	0.14	3.1 kg / 0.24 kg (5)	1
Gyrojet Pistol (Hold-Out)	IS / Clan (D)	Small / Standard (B)	0	0.04	0.05 kg / 0.02 kg (2)	1
Harpoon Gun (Pequod Mk. I)	IS / Clan (B)	Small / Standard (B)	0	0.02	2.3 kg / 0.14 kg (1)	1

Laser Pistol	IS / Clan (D)	Small / Standard (E)	1	0.21	1.0 kg / 0.3 kg (16)	1
Laser Pistol (Blazer)	IS / Clan (D)	Small / Standard (E)	1	0.26	2.0 kg / 0.3 kg (8)	1
Laser Pistol (ER)	Clan (F)	Small / Standard (E)	1	0.21	1.0 kg / 0.3 kg (10)	1
Laser Pistol (Hold-Out)	IS / Clan (D)	Small / Standard (E)	0	0.14	0.05 kg / 0.02 kg (6)	1
Laser Pistol (Hold-Out [White Dwarf])	IS (D)	Small / Standard (E)	0	0.02	0.25 kg / NA (1-D)	1
Laser Pistol (Nakjima)	IS (D)	Small / Standard (E)	1	0.18	1.0 kg / 0.3 kg (30)	1
Laser Pistol (Sunbeam)	IS (D)	Small / Standard (E)	1	0.28	1.0 kg / 0.3 kg (7)	1
Laser Pistol (Sunbeam Nova)	IS (E)	Small / Standard (E)	0	0.26	1.5 kg / 0.3 kg (3)	1
Needler Pistol	IS / Clan (D)	Small / Standard (B)N	0	0.23	0.3 kg / 0.07 kg (10)	1
Needler Pistol (Hold-Out)	IS / Clan (D)	Small / Standard (B)N	0	0.11	0.05 kg / 0.03 kg (5)	1
Needler Pistol (M&G Flechette)	IS / Clan (D)	Small / Standard (B)N	0	0.11	0.5 kg / 0.17 kg (15/3)	1
Needler Pistol (Sea Eagle)	IS (D)	Small / Standard (B)N	0	0.11	0.35 kg / 0.1 kg (10/2)	1
Paint Gun (LGB-46R)	IS / Clan (C)	Small / Standard (E)	0	0	1.8 kg / 0.64 kg (15)	1
Pistol (Flamer)	IS / Clan (C)	Small / Standard (E)	0	0.34	1.2 kg / 0.8 kg (10)	1
Pistol (Hold-Out)	IS / Clan (D)	Small / Standard (B)	0	0.03	0.2 kg / 0.02 kg (2)	1
Pistol (Makeshift)	IS (B)	Small / Standard (B)	0	0.02	1.0 kg / 0.01 kg (1)	1
Pistol (TK Enforcer Semi-Automatic)	IS (C)	Small / Standard (B)	0	0.20	1.6 kg / 0.20 kg (20/5)	1
Pistol (Spitball Gas Weapon)	IS (C)	Small / Standard (B)	0	0	1.0 kg / 0.04 kg (25)	1
Pistol (Sternsnacht Heavy [Claymore])	IS (C)	Small / Standard (B)	0	0.09	2.5 kg / 0.09 kg (3)	1
Pulse Laser Pistol (Clan)	Clan (F)	Small / Standard (E)	1	0.20	1.0 kg / 0.3 kg (10/2)	1
Pulse Laser Pistol (IS)	IS (D)	Small / Standard (E)	0	0.14	1.0 kg / 0.3 kg (15/3)	1
Revolver	IS / Clan (B)	Small / Standard (B)	0	0.17	0.5 kg / 0.06 kg (6)	1
Revolver (Magnum)	IS / Clan (C)	Small / Standard (B)	0	0.18	0.5 kg / 0.06 kg (5)	1
Sonic Stunner	IS / Clan (D)	Small / Standard (E)N	0	0.07	0.6 kg / 0.3 kg (30)	1
Tranq Gun	IS / Clan (C)	Small / Standard (B)N	0	0.14	1.5 kg / 0.04 kg (10)	1
<i>Rifles</i>						
Auto-Rifle	IS / Clan (C)	Small / Standard (B)	1	0.52	4.0 kg / 0.48 kg (30/2)	1
Elephant Gun	IS / Clan (B)	Small / Standard (B)	1	0.11	5.0 kg / 0.04 kg (2)	1
Gauss Rifle (Thunderstroke)	IS (E)	Small / Standard (B)	1	0.26	7.0 kg / 0.33 kg (5)	1E
Gauss Rifle (Thunderstroke II)	IS (E)	Small / Standard (B)	2	0.53	6.5 kg / 0.42 kg (20)	1
Gyroslug Carbine	IS / Clan (D)	Small / Standard (B)	1	0.28	4.0 kg / 1.84 kg (20)	1
Gyroslug Carbine (Star King)	IS (D)	Small / Standard (B)	1	0.35	5.2 kg / 2.3 kg (20)	1
Gyroslug Rifle	IS / Clan (D)	Small / Standard (B)	1	0.35	8.0 kg / 5.8 kg (50)	1
Gyrojet Gun (Heavy)	IS / Clan (D)	Small / Standard (B)	2	0.21	10.0 kg / 1.0 kg (5)	1
Gyrojet Rifle	IS / Clan (D)	Small / Standard (B)	1	0.35	7.0 kg / 1.3 kg (10)	1
Harpoon (Pequod Mk. 2)	IS / Clan (C)	Small / Standard (B)	1	0.06	4.1 kg / 0.36 kg (2)	1
Laser Rifle	IS / Clan (D)	Small / Standard (E)	2	0.28	5.0 kg / 0.3 kg (6)	1
Laser Rifle (Blazer)	IS / Clan (D)	Small / Standard (E)	2	0.35	7.0 kg / 0.3 kg (3)	1
Laser Rifle (Ebony Assault)	IS (F)	Small / Standard (E)	2	0.21	10.0 kg / 0.3 kg (3)	1
Laser Rifle (ER)	Clan (F)	Small / Standard (E)	3	0.28	5.0 kg / 0.3 kg (6)	1
Laser Rifle (ER, Starfire)	IS (E)	Small / Standard (E)	3	0.28	5.0 kg / 0.3 kg (5)	1
Laser Rifle (Federated-Barrett M61A)	IS (D)	Small / Standard (E)	2	0.75	6.0 kg / 0.3 kg (6)	1
Laser Rifle (Intek)	IS (D)	Small / Standard (E)	3	0.21	5.0 kg / 0.3 kg (15)	1
Laser Rifle (Magna)	IS / Clan (D)	Small / Standard (E)	2	0.26	6.0 kg / 0.3 kg (6)	1
Laser Rifle (Marx XX)	IS / Clan (D)	Small / Standard (E)	3	0.26	6.0 kg / 0.3 kg (5)	1
Laser Rifle (Mauser 960 Assault Sys.)	IS (E)	Small / Standard (E)	2	0.93	10.8 kg / 0.3 kg (15/2)	1
Laser Rifle (Mauser 1200 LSS)	IS (E)	Small / Standard (E)	2	1.04	11.0 kg / 0.3 kg (6/1)	1
Laser Rifle (Mauser IIC)						
(Non-Inferno Ammo)	Clan (F)	Small / Standard (E)	3	1.37	12.0 kg / 0.3 kg (6)	1E
(Inferno Ammo)	Clan (F)	Small / Standard (E)F	3	0.90	12.0 kg / 0.3 kg (6)	1E
Laser Rifle (Maxell PL-10)	IS (D)	Small / Standard (E)	2	0.26	6.5 kg / 0.3 kg (3)	1
Needler Rifle	IS / Clan (D)	Small / Standard (B)N	0	0.23	1.0 kg / 0.2 kg (20)	1
Needler Rifle (Shredder Heavy)	IS (D)	Small / Standard (B)N	0	0.34	1.0 kg / 0.24 kg (10)	1
Needler Rifle (M&G Flechette)	IS / Clan (D)	Small / Standard (B)N	0	0.11	1.5 kg / 0.24 kg (30)	1
Pulse Laser Rifle (Clan)	Clan (F)	Small / Standard (E)	2	0.33	5.0 kg / 0.3 kg (8/1)	1
Pulse Laser Rifle (IS)	IS (D)	Small / Standard (E)	1	0.25	5.0 kg / 0.3 kg (6/1)	1
Rifle (Bolt-Action)	IS / Clan (B)	Small / Standard (B)	1	0.14	3.0 kg / 0.06 kg (5)	1
Rifle (Federated-Barrett M42B)	IS (C)	Small / Standard (B)B	1	1.02	6.0 kg / 0.24 kg (50/5)	1
Rifle (Federated Long)	IS (C)	Small / Standard (B)	1	0.35	5.0 kg / 0.15 kg (10)	1
Rifle (Imperator AX-22 Assault)	IS (C)	Small / Standard (B)	1	0.52	3.5 kg / 0.24 kg (15/1)	1
Rifle (M&G G-150)	IS (C)	Small / Standard (B)	2	0.32	3.5 kg / 0.15 kg (9/3)	1
Rifle (Makeshift)	IS (B)	Small / Standard (B)	1	0.03	6.0 kg / 0.02 kg (1)	1
Rifle (Minolta 9000 Adv. Sniper Sys.)	IS (D)	Small / Standard (B)	2	0.35	6.0 kg / 0.12 kg (10)	1
Rifle (Radium Sniper)	IS (E)	Small / Standard (E)	3	0.36	12 kg / 0.33 kg (5)	1
Rifle (Sniper)	IS / Clan (B)	Small / Standard (B)	2	0.18	10.0 kg / 0.06 kg (5)	1
Rifle (TK Assault)	IS (C)	Small / Standard (B)	1	0.44	5.5 kg / 0.32 kg (20/2)	1
Rifle (Zeus Heavy)	IS / Clan (C)	Small / Standard (B)	1	0.22	8.0 kg / 0.08 kg (5)	1

*Shotguns*

Auto-Shotgun	IS / Clan (C)	Small / Standard (B)	0	0.23	5.0 kg / 0.27 kg (12/3)	1
Ceres Arms Crowdbuster	IS (D)	Small / Standard (E)N	0	0.11	1.0 kg / 0.3 kg (15)	1
Gel Gun (Buccaneer)	IS (C)	Small / Standard (B)	0	0.07	2.5 kg / 0.85 kg (5)	1
Shotgun (Avenger CCW)	Clan (C)	Small / Standard (B)	0	0.33	5.5 kg / 0.4 kg (15/5)	1
Shotgun (Combat)	IS / Clan (C)	Small / Standard (B)	0	0.27	4.5 kg / 0.14 kg (8)	1
Shotgun (Double-Barrel)	IS / Clan (B)	Small / Standard (B)	0	0.03	4.0 kg / 0.04 kg (2)	1
Shotgun (Double-Barrel, Sawed-Off)	IS / Clan (B)	Small / Standard (B)	0	0.03	3.0 kg / 0.04 kg (2)	1
Shotgun (Pump-Action)	IS / Clan (B)	Small / Standard (B)	0	0.08	4.0 kg / 0.12 kg (6)	1
Shotgun (Pump-Action, Sawed-Off)	IS / Clan (B)	Small / Standard (B)	0	0.08	3.0 kg / 0.12 kg (6)	1

*Submachine Guns*

Auto-Pistol (Mydron)	IS / Clan (C)	Small / Standard (B)	0	0.14	1.5 kg / 0.14 kg (20/4)	1
Auto-Pistol (Stetta)	IS (D)	Small / Standard (B)	0	0.17	2.0 kg / 0.68 kg (100/10)	1
Gauss Submachine Gun	Clan (E)	Small / Standard (B)	1	0.45	4.5 kg / 0.52 kg (30/10)	1
Machine Pistol (Martial Eagle)	IS (D)	Small / Standard (B)	0	0.25	1.8 kg / 0.25 kg (30/3)	1
Submachine Gun	IS / Clan (C)	Small / Standard (B)	0	0.25	3.0 kg / 0.57 kg (50/5)	1
SMG (Gunter MP-20)	IS (C)	Small / Standard (B)	0	0.33	2.5 kg / 0.34 kg (30/6)	1
SMG (Imperator 2894A1)	IS (C)	Small / Standard (B)	0	0.22	4.0 kg / 0.38 kg (50/5)	1
SMG (KA-23 Subgun)	IS (D)	Small / Standard (B)	0	0.22	2.5 kg / 0.3 kg (40/4)	1
SMG (Rorynex RM-3/XXI)	IS / Clan (D)	Small / Standard (B)	0	0.20	3.0 kg / 0.76 kg (100/6)	1
SMG (Rugan)	IS / Clan (C)	Small / Standard (B)	0	0.20	3.5 kg / 0.61 kg (100/7)	1

*Grenades (Thrown)*

Grenade						
(Non-Inferno)	IS / Clan (C)	Small / Support (B)	0	0.48	0.6 kg / NA (1-D)	1
(Inferno)	IS / Clan (C)	Small / Support (B)F	0	0.19	0.6 kg / NA (1-D)	1
Grenade (Micro)	IS / Clan (C)	Small / Support (B)	0	0.16	0.2 kg / NA (1-D)	1
Grenade (Mini)						
(Non-Inferno)	IS / Clan (C)	Small / Support (B)	0	0.27	0.45 kg / NA (1-D)	1
(Inferno)	IS / Clan (C)	Small / Support (B)F	0	0.11	0.45 kg / NA (1-D)	1
Grenade (Rocket-Assisted)	IS (C)	Small / Support (B)	1	0.30	0.6 kg / NA (1-D)	1

*Support Weapons*

AA Weapon (Mk. 1 Light AA)	IS / Clan (D)	Small / Support (B)A	1	0.23	5.0 kg / NA (1-D)	1
AA Weapon (Mk. 2 Man-Portable AA)	IS / Clan (D)	Medium / Support (B)A	2	0.81	35.0 kg / 14 kg (4)	2
Autocannon (Bearhunter Super-Heavy)	Clan (D)	Medium / Support (B)B	0	2.33	40.0 kg / 9 kg (180/6)	2
Autocannon (Semi-Portable)	IS / Clan (C)	Medium / Support (B)	1	0.77	25.0 kg / 8 kg (200/8)	2
Flamer (Heavy)	IS / Clan (C)	Medium / Support (E)F	0	0.79	25.0 kg / 2.9 kg (3)	2
Flamer (Man-Portable)	IS / Clan (C)	Medium / Support (E)F	0	0.55	15.0 kg / 8.4 kg (12)	1E
Gauss Cannon (Grand Mauler)	IS (E)	Medium / Support (B)	2	0.63	14.0 kg / 4.5 kg (5)	1E
Gauss Rifle (Magshot)	IS (E)	Medium / Support (B)	2	0.74	45.0 kg / 16.5 kg (20)	2
Gauss Rifle (Tsunami Heavy)	IS (E)	Medium / Support (B)	2	0.63	12.5 kg / 4.5 kg (5)	1E
Gauss Rifle, Light (David)	IS (E)	Medium / Support (B)	3	0.56	18 kg / 2.0 kg (8/2)	1E
Gauss Rifle, Light (King David)	IS (E)	Medium / Support (B)	3	0.68	30 kg / 16.0 kg (80/16)	2
Grenade Launcher						
(Non-Inferno Ammo)	IS / Clan (C)	Small / Support (B)	1	0.81	5.0 kg / 4.5 kg (10)	1
(Inferno Ammo)	IS / Clan (C)	Small / Support (B)F	1	0.34	5.0 kg / 4.5 kg (10)	1
Grenade Launcher (Automatic)						
(Non-Inferno Ammo)	IS / Clan (C)	Medium / Support (B)	1	1.49	12.0 kg / 9 kg (20/4)	1
(Inferno Ammo)	IS / Clan (C)	Medium / Support (B)F	1	0.41	12.0 kg / 9 kg (20/4)	1
Grenade Launcher (Compact)	IS / Clan (C)	Small / Support (B)	1	0.16	3.0 kg / 0.2 kg (1)	1
Grenade Launcher (Heavy)						
(Non-Inferno Ammo)	IS (C)	Medium / Support (B)	1	1.76	18.0 kg / 12.0 kg (20/4)	1E
(Inferno Ammo)	IS (C)	Medium / Support (B)F	1	0.69	18.0 kg / 12.0 kg (20/4)	1E
Grenade Launcher (Heavy Auto)						
(Non-Inferno Ammo)	Clan (D)	Medium / Support (B)	1	1.93	20.0 kg / 12.0 kg (20/3)	1E
(Inferno Ammo)	Clan (D)	Medium / Support (B)F	1	0.96	20.0 kg / 12.0 kg (20/3)	1E
Laser (Hellbore Assault)	IS (E)	Medium / Support (E)	2	0.63	10.0 kg / 3 kg (15)	1E
LRM Launcher (Corean FarShot)						
(Non-Inferno Ammo)	IS (D)	Medium / Support (M)	3	0.48	30.0 kg / 8.3 kg (1)	1E
(Inferno Ammo)	IS (D)	Medium / Support (M)F	3	0.19	30.0 kg / 8.3 kg (1)	1E
Machine Gun (Light)	IS / Clan (C)	Medium / Support (B)	1	0.49	7.0 kg / 2 kg (45/3)	1
Machine Gun (Portable)	IS / Clan (C)	Medium / Support (B)B	1	0.65	11.5 kg / 3 kg (75/5)	1E
Machine Gun (Semi-Portable)	IS / Clan (C)	Medium / Support (B)B	1	0.75	20.0 kg / 4 kg (80/4)	2
Machine Gun (Support)	IS / Clan (C)	Medium / Support (B)B	2	0.94	44.0 kg / 5 kg (100/5)	2
Mortar (Heavy)						
(Non-Inferno Ammo)	IS / Clan (B)	Medium / Support (B)	3	0.57	220.0 kg / 4 kg (1)	3
(Inferno Ammo)	IS / Clan (B)	Medium / Support (B)F	3	0.34	220.0 kg / 4 kg (1)	3

Mortar (Light)							
(Non-Inferno Ammo)	IS / Clan (B)	Medium / Support (B)	1	0.53	50.0 kg / 2 kg (1)	2	
(Inferno Ammo)	IS / Clan (B)	Medium / Support (B)F	1	0.26	50.0 kg / 2 kg (1)	2	
MRM Launcher							
(Non-Inferno Ammo)	IS (D)	Medium / Support (M)	2	0.53	30.0 kg / 5 kg (1)	1	
(Inferno Ammo)	IS (D)	Medium / Support (M)F	2	0.26	30.0 kg / 5 kg (1)	1	
Needler, Support (Firedrake)	IS (D)	Medium / Support (B)F	1	1.20	25 kg / 3 kg (30/3)	2	
Particle Cannon (Semi-Portable)	IS / Clan (D)	Medium / Support (E)	2	0.72	40.0 kg / 3 kg (25)	2	
Particle Cannon (Support)*	IS / Clan (D)	Medium / Support (E)	3	1.58	1,800.0 kg / 25 kg (150)	5	
Plasma Rifle, Man-Portable	IS (E)	Medium / Support (E)F	2	1.58	30 kg / 18 kg (10)	1E	
Pulse Laser (Dragonsbane Disp.)	IS (E)	Medium / Support (E)	3	0.16	7.0 kg / NA (1-D)	1E	
Recoilless Rifle (Heavy)							
(Non-Inferno Ammo)	IS / Clan (C)	Medium / Support (B)	2	0.57	60.0 kg / 4 kg (1)	3	
(Inferno Ammo)	IS / Clan (C)	Medium / Support (B)F	2	0.34	60.0 kg / 4 kg (1)	3	
Recoilless Rifle (Light)							
(Non-Inferno Ammo)	IS / Clan (C)	Small / Support (B)	2	0.48	8.0 kg / 0.6 kg (1)	1E	
(Inferno Ammo)	IS / Clan (C)	Small / Support (B)F	2	0.19	8.0 kg / 0.6 kg (1)	1E	
Recoilless Rifle (Medium)							
(Non-Inferno Ammo)	IS / Clan (C)	Medium / Support (B)	2	0.53	32.0 kg / 2 kg (1)	2	
(Inferno Ammo)	IS / Clan (C)	Medium / Support (B)F	2	0.26	32.0 kg / 2 kg (1)	2	
Rocket Launcher (LAW)	IS / Clan (C)	Small / Support (M)	2	0.53	4.0 kg / NA (1-D)	1	
Rocket Launcher (V-LAW)	IS / Clan (C)	Small / Support (M)	1	0.48	2.2 kg / NA (1-D)	1	
SRM Launcher (Standard, Two-Shot)							
(Non-Inferno Ammo)	IS / Clan (C)	Medium / Support (M)	2	1.14	30.0 kg / 20 kg (2)	1E	
(Inferno Ammo)	IS / Clan (C)	Medium / Support (M)F	2	0.68	30.0 k / 20 kg (2)	1E	
SRM Launcher (Heavy)							
(Non-Inferno Ammo)	IS / Clan (C)	Medium / Support (M)	2	0.57	20.0 kg / 18 kg (1)	1E	
(Inferno Ammo)	IS / Clan (C)	Medium / Support (M)F	2	0.34	20.0 kg / 18 kg (1)	1E	
SRM Launcher (Light)							
(Non-Inferno Ammo)	IS / Clan (C)	Medium / Support (M)	2	0.57	10.0 kg / 9 kg (2)	1	
(Inferno Ammo)	IS / Clan (C)	Medium / Support (M)F	2	0.34	10.0 kg / 9 kg (2)	1	
Support Laser	IS / Clan (D)	Medium / Support (E)	3	0.84	72.0 kg / 3 kg (15)	2	
Support Laser (ER, IS)	IS (E)	Medium / Support (E)	4	0.84	110.0 kg / 3 kg (10)	2	
Support Laser (ER, Clan)	Clan (F)	Medium / Support (E)	4	1.05	100.0 kg / 3 kg (10)	2	
Support Laser (ER Heavy, IS)	IS (E)	Medium / Support (E)	6	1.05	250.0 kg / 3 kg (7)	4	
Support Laser (ER Heavy, Clan)	Clan (F)	Medium / Support (E)	7	1.26	240.0 kg / 3 kg (7)	3	
Support Laser (ER, Semi-Portable)	Clan (F)	Medium / Support (E)	3	0.70	25.0 kg / 3 kg (15)	2	
Support Laser (Heavy)	IS / Clan (D)	Medium / Support (E)	5	1.47	300.0 kg / 3 kg (7)	3	
Support Laser (Heavy, Semi-Portable)	Clan (F)	Medium / Support (E)	3	1.05	150.0 kg / 3 kg (10)	3	
Support Laser (Semi-Portable)	IS / Clan (D)	Medium / Support (E)	3	0.61	40.0 kg / 3 kg (21)	2	
Support Laser (Ultra-Heavy)	Clan (F)	Medium / Support (E)	5	1.72	250.0 kg / 3 kg (5)	4	
Support Pulse Laser	IS / Clan (E)	Medium / Support (E)B	3	0.81	150.0 kg / 3 kg (21/4)	2	
Support Pulse Laser (Heavy)	IS / Clan (E)	Medium / Support (E)B	4	0.98	300.0 kg / 3 kg (18/3)	4	
Support Pulse Laser (Semi-Portable)	Clan (F)	Medium / Support (E)	2	0.55	40.0 kg / 3 kg (25/2)	2	

\* The Support Particle Cannon is considered to be a vehicle in itself, with an effective MP of 2 (Tracked); it may thus only be employed by Motorized/Mechanized (Tracked) infantry platoons.

A = Anti-Air capable; B = Burst-Fire Capable; F = Flame-based weapon; N = Non-Penetrating Weapon

<<<End Table>>>

<<<begin table>>>

### Conventional Infantry Weapons BV Table

Weapon	BV
<i>Archaic Weapons</i>	
Bow (Compound)	0.01
Bow (Daikyu)	0.01
Bow (Longbow)	0.01
Bow (Shortbow)	0
Bow (Hankyu)	0
Club (Blackjack/Sap)	0.05
Club (Club/Improvised)	0.02
Club (Vibro-Mace)	0.24
Crossbow (Basic)	0.01
Crossbow (Heavy)	0.02
Blade (Axe)	0.10
Blade (Bokken)	0.04
Blade (Dao)	0.04
Blade (Carbon-Reinforced Nails)	0.02

Blade (Hatchet/Tomahawk)	0.04
Blade (Katana/Scimitar)	0.06
Blade (Knife/Dagger/Bayonet)	0.02
Blade (No-Dachi)	0.05
Blade (Sword)	0.06
Blade (Wakizashi)	0.02
Blade (Vibro-axe)	0.39
Blade (Vibro-blade)	0.19
Blade (Vibro-katana)	0.29
Blade (Vibro-sword, IS)	0.29
Blade (Vibro-sword, Clan)	0.34
Nunchaku	0.02
Staff	0.04
Staff (Pole Arm)	0.04
Staff (Stun Staff, Single-End)	0.06
Staff (Stun Staff, Double-End)	0.06
Stunstick	0.06
Stunstick (Mini)	0.05
Thrown (Dart)	0
Thrown (Hatchet/Tomahawk)	0.01
Thrown (Knife)	0
Thrown (Spear)	0.01
Thrown (Shuriken)	0
Whip	0.05
Whip (Monowire)	0.32
Whip (Medusa)	0.15
Whip (Neural Lash)	0.08
Whip (Neural Whip)	0.08
<i>Pistols</i>	
Auto-Pistol	0.19
Auto-Pistol (Hawk Eagle)	0.25
Auto-Pistol (Magnum)	0.19
Auto-Pistol (M&G)	0.16
Auto-Pistol (Nambu)	0.19
Auto-Pistol (Serrek 7875D)	0.15
Auto-Pistol (Sternsnacht Python)	0.26
Dart Gun	0.01
Flare Pistol	0.08
Gauss Pistol	0.13
Gauss Pistol (Hold-Out [Mandrake])	0.02
Gyrojet Pistol	0.04
Gyrojet Pistol (Coventry Handrocket)	0.43
Gyrojet Pistol (Hold-Out)	0.04
Harpoon Gun (Pequod Mk. I)	0.02
Laser Pistol	0.64
Laser Pistol (Blazer)	0.79
Laser Pistol (ER)	0.61
Laser Pistol (Hold-Out)	0.13
Laser Pistol (Hold-Out [White Dwarf])	0.02
Laser Pistol (Nakjima)	0.55
Laser Pistol (Sunbeam)	0.86
Laser Pistol (Sunbeam Nova)	0.24
Needler Pistol	0.21
Needler Pistol (Hold-Out)	0.10
Needler Pistol (M&G Flechette)	0.10
Needler Pistol (Sea Eagle)	0.10
Paint Gun (LGB-46R)	0
Pistol (Flamer)	0.31
Pistol (Hold-Out)	0.03
Pistol (Makeshift)	0.02
Pistol (TK Enforcer Semi-Automatic)	0.18
Pistol (Spitball Gas Weapon)	0
Pistol (Sternsnacht Heavy [Claymore])	0.08
Pulse Laser Pistol (Clan)	0.61
Pulse Laser Pistol (IS)	0.13
Revolver	0.16
Revolver (Magnum)	0.17
Sonic Stunner	0.06

Tranq Gun	0.13
<i>Rifles</i>	
Auto-Rifle	1.59
Elephant Gun	0.34
Gauss Rifle (Thunderstroke)	0.79
Gauss Rifle (Thunderstroke II)	2.71
Gyroslug Carbine	0.86
Gyroslug Carbine (Star King)	1.07
Gyroslug Rifle	1.07
Gyrojet Gun (Heavy)	1.07
Gyrojet Rifle	1.07
Harpoon (Pequod Mk. 2)	0.18
Laser Rifle	1.43
Laser Rifle (Blazer)	1.79
Laser Rifle (Ebony Assault)	1.07
Laser Rifle (ER)	2.01
Laser Rifle (ER, Starfire)	2.01
Laser Rifle (Federated-Barrett M61A)	3.83
Laser Rifle (Intek)	1.51
Laser Rifle (Magna)	1.33
Laser Rifle (Marx XX)	1.86
Laser Rifle (Mauser 960 Assault Sys.)	4.75
Laser Rifle (Mauser 1200 LSS)	5.32
Laser Rifle (Mauser IIC)	
(Non-Inferno)	9.82
(Inferno)	6.45
Laser Rifle (Maxell PL-10)	1.33
Needler Rifle	0.21
Needler Rifle (Shredder Heavy)	0.31
Needler Rifle (M&G Flechette)	0.10
Pulse Laser Rifle (Clan)	1.69
Pulse Laser Rifle (IS)	0.76
Rifle (Bolt-Action)	0.43
Rifle (Federated-Barrett M42B)	3.12
Rifle (Federated Long)	1.07
Rifle (Imperator AX-22 Assault)	1.59
Rifle (M&G G-150)	1.64
Rifle (Makeshift)	0.09
Rifle (Minolta 9000 Adv. Sniper Sys.)	1.79
Rifle (Radium Sniper)	2.58
Rifle (Sniper)	0.92
Rifle (TK Assault)	1.34
Rifle (Zeus Heavy)	0.67
<i>Shotguns</i>	
Auto-Shotgun	0.21
Ceres Arms Crowdbuster	0.10
Gel Gun (Buccaneer)	0.06
Shotgun (Avenger CCW)	0.30
Shotgun (Combat)	0.25
Shotgun (Double-Barrel)	0.03
Shotgun (Double-Barrel, Sawed-Off)	0.03
Shotgun (Pump-Action)	0.07
Shotgun (Pump-Action, Sawed-Off)	0.07
<i>Submachine Guns</i>	
Auto-Pistol (Mydron)	0.13
Auto-Pistol (Stetta)	0.16
Gauss Submachine Gun	1.38
Machine Pistol (Martial Eagle)	0.23
Submachine Gun	0.23
SMG (Gunther MP-20)	0.30
SMG (Imperator 2894A1)	0.20
SMG (KA-23 Subgun)	0.20
SMG (Rorynex RM-3/XXI)	0.18
SMG (Rugan)	0.18
<i>Grenades (Thrown)</i>	

Grenade	
(Non-Inferno)	0.44
(Inferno)	0.17
Grenade (Micro)	0.15
Grenade (Mini)	
(Non-Inferno)	0.25
(Inferno)	0.10
Grenade (Rocket-Assisted)	0.92
<i>Support Weapons</i>	
AA Weapon (Mk. 1 Light AA)	0.70
AA Weapon (Mk. 2 Man-Portable AA)	4.14
Autocannon (Bearhunter Super-Heavy)	2.13
Autocannon (Semi-Portable)	2.35
Flamer (Heavy)	0.72
Flamer (Man-Portable)	0.50
Gauss Cannon (Grand Mauler)	3.22
Gauss Rifle (Magshot)	3.78
Gauss Rifle (Tsunami Heavy)	3.22
Gauss Rifle, Light (David)	4.01
Gauss Rifle, Light (King David)	4.87
Grenade Launcher	
(Non-Inferno Ammo)	2.48
(Inferno Ammo)	1.04
Grenade Launcher (Automatic)	
(Non-Inferno Ammo)	4.55
(Inferno Ammo)	1.25
Grenade Launcher (Compact)	0.49
Grenade Launcher (Heavy)	
(Non-Inferno Ammo)	5.38
(Inferno Ammo)	2.11
Grenade Launcher (Heavy Auto)	
(Non-Inferno Ammo)	5.90
(Inferno Ammo)	2.93
Laser (Hellbore Assault)	3.22
LRM Launcher (Corean FarShot)	
(Non-Inferno Ammo)	3.44
(Inferno Ammo)	1.36
Machine Gun (Light)	1.50
Machine Gun (Portable)	1.99
Machine Gun (Semi-Portable)	2.29
Machine Gun (Support)	4.80
Mortar (Heavy)	
(Non-Inferno Ammo)	4.09
(Inferno Ammo)	2.44
Mortar (Light)	
(Non-Inferno Ammo)	1.62
(Inferno Ammo)	0.79
MRM Launcher	
(Non-Inferno Ammo)	2.71
(Inferno Ammo)	1.33
Needler, Support (Firedrake)	6.13
Particle Cannon (Semi-Portable)	3.68
Particle Cannon (Support)*	11.32
Plasma Rifle, Man-Portable	8.08
Pulse Laser (Dragonsbane Disp.)	0.82
Recoilless Rifle (Heavy)	
(Non-Inferno Ammo)	2.91
(Inferno Ammo)	1.74
Recoilless Rifle (Light)	
(Non-Inferno Ammo)	2.45
(Inferno Ammo)	0.97
Recoilless Rifle (Medium)	
(Non-Inferno Ammo)	2.71
(Inferno Ammo)	1.33
Rocket Launcher (LAW)	2.71
Rocket Launcher (V-LAW)	1.47
SRM Launcher (Standard, Two-Shot)	
(Non-Inferno Ammo)	5.83

(Inferno Ammo)	3.48
SRM Launcher (Heavy)	
(Non-Inferno Ammo)	2.91
(Inferno Ammo)	1.74
SRM Launcher (Light)	
(Non-Inferno Ammo)	2.91
(Inferno Ammo)	1.74
Support Laser	6.02
Support Laser (ER, IS)	8.21
Support Laser (ER, Clan)	10.27
Support Laser (ER Heavy, IS)	13.88
Support Laser (ER Heavy, Clan)	18.52
Support Laser (ER, Semi-Portable)	5.02
Support Laser (Heavy)	17.35
Support Laser (Heavy, Semi-Portable)	7.53
Support Laser (Semi-Portable)	4.37
Support Laser (Ultra-Heavy)	20.31
Support Pulse Laser	5.81
Support Pulse Laser (Heavy)	9.58
Support Pulse Laser (Semi-Portable)	2.81

**<<<end table>>>**