

### INNER SPHERE WEAPONS (TW 303)

Name	Damage	Damage (TW)	Type	Heat	Heat (TW)	Pointblank	Short	Medium	Long	Extreme
<i>Direct-Fire Ballistic Weapons</i>										
Autocannon/2	1	2	B	0	1	-2	0	0	-2	X
Autocannon/5	2	5	B	0	1	-2	0	-2	-4	X
Autocannon/10	4	10	B	1	3	0	0	-2	-4	X
Autocannon/20	7	20	B	1	7	0	0	-2	X	X
Light Gauss Rifle	3	8	B	0	1	-2	0	0	-2	-4
Gauss Rifle	5	15	B	0	1	-2	0	0	-2	X
Heavy Gauss Rifle	9/7/4	25/20/10	B	0	2	-2	0	0	-2	X
LB 2-X AC	1 (1C)	2	B	0	1	-2	0	0	-2	-4
LB 5-X AC	2 (2C)	5	B	0	1	-2	0	0	-2	X
LB 10-X AC	3 (3C)	10	B	0	2	0	0	-2	-4	X
LB 20-X AC	7 (7C)	20	B	1	6	0	0	-2	X	X
Light AC/2	1	2	B	0	1	0	0	-2	-4	X
Light AC/5	2	5	B	0	1	0	0	-2	-4	X
Light Machine Gun	0	1	B	0	0	0	0	X	X	X
Machine Gun	1	2	B	0	0	0	0	X	X	X
Heavy Machine Gun	1	3	B	0	0	0	X	X	X	X
Nail/Rivet Gun	Won't Do									
Rotary AC/2	1+MM (Max 4)	12	B	1	6	0	0	-2	-4	X
Rotary AC/5	2+MMM (Max 10)	30	B	1	6	0	0	-2	-4	X
Ultra AC/2	1+M (Max 2)	4	B	0	2	-2	0	0	-2	-4
Ultra AC/5	2+M (Max 4)	10	B	0	2	0	0	0	-2	X
Ultra AC/10	4+MM (Max 8)	20	B	2	8	0	0	-2	-4	X
Ultra AC/20	7+MMM (Max 14)	40	B	3	16	0	0	-2	X	X
Name	Damage	Damage (TW)	Type	Heat	Heat (TW)	Pointblank	Short	Medium	Long	Extreme
<i>Direct-Fire Energy Weapons</i>										
ER Large Laser	3	8	E	2	12	0	0	-2	-4	X
ER Medium Laser	2	5	E	1	5	0	0	-2	X	X
ER Small Laser	1	3	E	0	2	0	0	X	X	X
Flamer	1 (or H)	2	E	1	3	0	0	X	X	X
Flamer (Vehicle)	1 (or H)	2	E	1	3	0	0	X	X	X
Large Laser	3	8	E	2	8	0	0	-2	-4	X

Medium Laser	2	5	E	1	3	0	0	-2	X	X
Small Laser	1	3	E	0	1	0	0	X	X	X
Plasma Rifle	4 +M of heat (Max 2)	10	E	2	10	0	0	-2	-4	X
Light PPC	2	5	E	1	5	-2	0	-2	-4	X
PPC	4	10	E	2	10	-2	0	-2	-4	X
Heavy PPC	5	15	E	3	15	-2	0	-2	-4	X
ER PPC	4	10	E	3	15	0	0	0	-2	X
Snub-Nose	4/3/2	10/8/5	E	2	10	0	0	0	-4	X
<b>Name</b>	<b>Damage</b>	<b>Damage (TW)</b>	<b>Type</b>	<b>Heat</b>	<b>Heat (TW)</b>	<b>Pointblank</b>	<b>Short</b>	<b>Medium</b>	<b>Long</b>	<b>Extreme</b>
<i>Pulse Weapons</i>										
Large Pulse Laser	3	9	E	2	10	+2	+2	0	X	X
Medium Pulse Laser	2	6	E	1	4	+2	+2	X	X	X
Small Pulse Laser	1	3	E	0	2	+2	+2	X	X	X
<b>Name</b>	<b>Damage</b>	<b>Damage (TW)</b>	<b>Type</b>	<b>Heat</b>	<b>Heat (TW)</b>	<b>Pointblank</b>	<b>Short</b>	<b>Medium</b>	<b>Long</b>	<b>Extreme</b>
<i>Missile Weapons</i>										
LRM 5	1+M (Max 2)	5	M	0	2	-2	0	0	-2	X
LRM 10	1+M (Max 4)	10	M	1	4	-2	0	0	-2	X
LRM 15	2+M (Max 5)	15	M	1	5	-2	0	0	-2	X
LRM 20	4+M (Max 7)	20	M	1	6	-2	0	0	-2	X
MML 3										
LRM ammo	M (Max 1)	3	M	0	2	-2	0	0	-2	X
SRM ammo	1+M (Max 2)	6	M	0	2	0	0	-2	X	X
MML 5										
LRM ammo	1+M (Max 2)	5	M	1	3	-2	0	0	-2	X
SRM ammo	2+M (Max 4)	10	M	1	3	0	0	-2	X	X
MML 7										
LRM ammo	1+M (Max 3)	7	M	1	4	-2	0	0	-2	X
SRM ammo	2+M (Max 5)	14	M	1	4	0	0	-2	X	X
MML 9										
LRM ammo	1+M (Max 3)	9	M	1	5	-2	0	0	-2	X
SRM ammo	3+M (Max 6)	18	M	1	5	0	0	-2	X	X
MRM 10	1+M (Max 4)	10	M	1	4	-1	-1	-3	-5	X
MRM 20	4+M (Max 7)	20	M	1	6	-1	-1	-3	-5	X
MRM 30	4+MM (Max 10)	30	M	2	10	-1	-1	-3	-5	X
MRM 40	8+MM (Max 14)	40	M	2	12	-1	-1	-3	-5	X

Narc Missile Beacon	0	0	M	0	0	0	0	-2	X	X
Improved Narc Launcher	0	0	M	0	0	0	0	-2	-4	X
Rocket Launcher 10	1+M (Max 4)	10	M	1	3	0	0	-2	-4	X
Rocket Launcher 15	2+M (Max 5)	15	M	1	4	0	0	-2	-4	X
Rocket Launcher 20	4+M (Max 7)	20	M	1	5	0	0	-2	X	X
SRM 2	1+M (Max 2)	4	M	0	2	0	0	-2	X	X
SRM 4	1+M (Max 3)	8	M	1	3	0	0	-2	X	X
SRM 6	2+M (Max 4)	12	M	1	4	0	0	-2	X	X
Streak SRM 2	2	4	M	0	2	0	0	-2	X	X
Streak SRM 4	3	8	M	1	3	0	0	-2	X	X
Streak SRM 6	4	12	M	1	4	0	0	-2	X	X
<b>Name</b>	<b>Damage</b>	<b>Damage (TW)</b>	<b>Type</b>	<b>Heat</b>	<b>Heat (TW)</b>	<b>Pointblank</b>	<b>Short</b>	<b>Medium</b>	<b>Long</b>	<b>Extreme</b>
<i>Equipment</i>										
TAG	0	0		0	0	0	0	-2	-4	X

### CLAN WEAPONS (TW 304)

Name	Damage	Damage (TW)	Type	Heat	Heat (TW)	Pointblank	Short	Medium	Long	Extreme
<i>Direct-Fire Ballistic Weapons</i>										
LB 2-X AC	1 (1C)	2	B	0	1	-2	0	0	-2	-4
LB 5-X AC	2 (2C)	5	B	0	1	-2	0	0	-2	X
LB 10-X AC	3 (3C)	10	B	0	2	0	0	-2	-4	X
LB 20-X AC	7 (7C)	20	B	1	6	0	0	-2	X	X
AP Gauss Rifle	1	3	B	0	1	0	0	-2	X	X
Gauss Rifle	5	15	B	0	1	-2	0	0	-2	X
HAG 20	5/4/3+M (Max 7)	20	B	1	4	-2	0	0	-2	X
HAG 30	5/4/3+MM (Max 10)	30	B	1	6	-2	0	0	-2	X
HAG 40	9/8/7+MM (Max 14)	40	B	2	8	-2	0	0	-2	X
Light Machine Gun	0	1	B	0	1	0	0	X	X	X
Machine Gun	1	2	B	0	2	0	0	X	X	X
Heavy Machine Gun	1	3	B	1	3	0	X	X	X	X
Nail/Rivet Gun	Won't Do									
Ultra AC/2	1+M (Max 2)	4	B	0	2	-2	0	0	-2	-4
Ultra AC/5	2+M (Max 4)	10	B	0	2	0	0	0	-2	X
Ultra AC/10	4+MM (Max 8)	20	B	1	6	0	0	-2	-4	X
Ultra AC/20	7+MMM (Max 14)	40	B	3	14	0	0	-2	X	X
Name	Damage	Damage (TW)	Type	Heat	Heat (TW)	Pointblank	Short	Medium	Long	Extreme
<i>Direct-Fire Energy Weapons</i>										
ER Large Laser	4	10	E	2	12	0	0	0	-2	-4
ER Medium Laser	3	7	E	1	5	0	0	-2	X	X
ER Small Laser	2	5	E	1	2	0	0	X	X	X
ER Micro Laser	1	2	E	0	1	0	0	X	X	X
Flamer	1 (or H)	2	E	1	3	0	0	X	X	X
Flamer (Vehicle)	1 (or H)	2	E	1	3	0	0	X	X	X
Heavy Large Laser	5	16	E	4	18	-1	-1	-3	-5	X
Heavy Medium Laser	4	10	E	1	7	-1	-1	-3	X	X
Heavy Small Laser	2	6	E	1	3	-1	-1	X	X	X
Plasma Cannon	3+M of heat (Max 6)	0	E	1	7	-2	0	-2	-4	X
ER PPC	5	15	E	3	15	0	0	0	-2	X

Name	Damage	Damage (TW)	Type	Heat	Heat (TW)	Pointblank	Short	Medium	Long	Extreme
<i>Pulse Weapons</i>										
Large Pulse Laser	4	10	E	2	10	+2	+2	+2	0	X
Medium Pulse Laser	3	7	E	1	4	+2	+2	0	X	X
Small Pulse Laser	1	3	E	0	2	+2	+2	X	X	X
Micro Pulse Laser	1	3	E	0	1	0	0	X	X	X
Name	Damage	Damage (TW)	Type	Heat	Heat (TW)	Pointblank	Short	Medium	Long	Extreme
<i>Missile Weapons</i>										
ATM 3	1+M (Max 2)	6	M	0	2	-2	0	-2	-4	X
ATM 3 ER Ammo	M (Max 1)	3	M	0	2	-2	0	0	-2	-4
ATM 3 HE Ammo	1+M (Max 3)	9	M	0	2	0	0	-2	X	X
ATM 6	2+M (Max 4)	12	M	1	4	-2	0	-2	-4	X
ATM 6 ER Ammo	1+M (Max 2)	6	M	1	4	-2	0	0	-2	-4
ATM 6 HE Ammo	3+M (Max 6)	18	M	1	4	0	0	-2	X	X
ATM 9	3+M (Max 6)	18	M	1	6	-2	0	-2	-4	X
ATM 9 ER Ammo	1+M (Max 3)	9	M	1	6	-2	0	0	-2	-4
ATM 9 HE Ammo	5+MM (Max 9)	27	M	1	6	0	0	-2	X	X
ATM 12	4+MM (Max 8)	24	M	2	8	-2	0	-2	-4	X
ATM 12 ER Ammo	2+M (Max 4)	12	M	2	8	-2	0	0	-2	-4
ATM 12 HE Ammo	6+MMM (Max 12)	36	M	2	8	0	0	-2	X	X
Narc Missile Beacon	0	0	M	2	0	0	0	-2	X	X
LRM 5	1+M (Max 2)	5	M	0	2	0	0	0	-2	X
LRM 10	1+M (Max 4)	10	M	1	4	0	0	0	-2	X
LRM 15	2+M (Max 5)	15	M	1	5	0	0	0	-2	X
LRM 20	4+M (Max 7)	20	M	1	6	0	0	0	-2	X
SRM 2	1+M (Max 2)	4	M	0	2	0	0	-2	X	X
SRM 4	1+M (Max 3)	8	M	1	3	0	0	-2	X	X
SRM 6	2+M (Max 4)	12	M	1	4	0	0	-2	X	X
Streak SRM 2	2	4	M	0	2	0	0	-2	X	X
Streak SRM 4	3	8	M	1	3	0	0	-2	X	X
Streak SRM 6	4	12	M	1	4	0	0	-2	X	X
<i>Equipment</i>										
TAG	0	0		0	0	0	0	-2	-4	X
Light TAG	0	0		0	0	0	0	-2	X	X