

Inner Sphere Energy Weapons

Type	Heat	Damage	Min	Range	Tons	Crits	Ammo
ER Large Laser	12	8	-	21	5.0	2	-
ER PPC	15	10	-	23	7.0	3	-
Flamer	3	2/3H	-	3	1.0	1	-
Large Laser	8	8	-	15	5.0	2	-
Medium Laser	3	5	-	9	1.0	1	-
Small Laser	1	3	-	3	0.5	1	-
PPC	10	10	3	18	7.0	3	-
Large Pulse Laser	10	9	-	13	7.0	2	-
Medium Pulse Laser	4	6	-	7	2.0	1	-
Small Pulse Laser	2	3	-	3	1.0	1	-

Clan Energy Weapons

Type	Heat	Damage	Min	Range	Tons	Crits	Ammo
ER Large Laser	12	10	-	25	4.0	1	-
ER Medium Laser	5	7	-	15	1.0	1	-
ER Small Laser	2	5	-	6	0.5	1	-
ER PPC	15	15	-	23	6.0	2	-
Flamer	3	2/3H	-	3	0.5	1	-
Large Pulse Laser	10	10	-	20	6.0	2	-
Medium Pulse Laser	4	7	-	14	2.0	1	-
Small Pulse Laser	2	3	-	6	1.0	1	-

Lasers/ER Lasers – Range boosted on ER Large Laser (IS), no other changes

PPC/ER PPC – No change

Flamer – Causes 2d6 damage to infantry, causes both heat (3) and damage (2) to target.

Pulse Lasers – -1 to hit bonus for attacks against targets in clear/open terrain, they ignore the partial cover modifier (does not stack with -1 to hit bonus). Small pulse laser causes 2d6 damage to infantry.

Inner Sphere Ballistic Weapons

Type	Heat	Damage	Min	Range	Tons	Crits	Ammo
Anti-Missile System	1	1d6	-	6	1.0	1	12
Autocannon 2	1	3	4	24	6.0	1	50
Autocannon 5	1	7	3	18	8.0	4	20
Autocannon 10	3	12	-	15	12.0	7	10
Autocannon 20	7	22	-	9	14.0	10	5
Flamer (Vehicle)	3	2/3H	-	3	0.5	1	20
Gauss Rifle	1	15	2	22	15.0	7	8
LB 10-X AC	2	12/10c	-	18	11.0	6	10
Machine Gun	-	2	-	3	0.5	1	200
Ultra AC/5	1	7	2	20	9.0	5	20

Clan Ballistic Weapons

Type	Heat	Damage	Min	Range	Tons	Crits	Ammo
Anti-Missile System	1	1d6		6	0.5	1	24
Flamer (Vehicle)	3	2/3H	-	3	0.5	1	20
Gauss Rifle	1	15	2	22	12.0	6	8
LB 2-X AC	1	3/2c	4	30	5.0	3	50
LB 5-X AC	1	7/5c	3	24	7.0	4	20
LB 10-X AC	2	12/10c	-	18	10.0	5	10
LB 20-X AC	6	22/20c	-	12	12.0	9	5
Machine Gun	-	2	-	3	0.25	1	200
Ultra AC/2	1	3	2	27	5.0	2	50
Ultra AC/5	1	7	-	21	7.0	3	20
Ultra AC/10	3	12	-	18	10.0	4	10
Ultra AC/20	7	22	-	12	12.0	8	5

Anti-Missile System – Shoots down 1d6 missiles crossing within in a 6 hex radius, uses 1 ammo, treat ammo explosions like machine gun ammo.

Autocannons – Class 2 and 5 get a -1 to hit bonus against targeting airborne units.

Flamer (Vehicle) – Same as Flamer

Gauss Rifle – No change

LB #-X AC – Same as Autocannons, cluster rounds cause damage equal to # rating, no other change to the cluster rules

Machine Gun – Causes 2d6 damage to infantry, +1 bonus when rolling for critical hits

Ultra AC/# - Same as Autocannons, weapon jams on to hit roll of 2. PSR required to unjam weapon, a result of 2 blows the circuitry and destroys the weapon.

Inner Sphere Missile Weapons

Type	Heat	Damage	Min	Range	Tons	Crits	Ammo
LRM 5	2	1/m	6	21	2.0	1	24
LRM 10	4	1/m	6	21	5.0	2	12
LRM 15	5	1/m	6	21	7.0	3	8
LRM 20	6	1/m	6	21	10.0	5	6
NARC Missile Beacon	0	-	-	9	3.0	2	6
SRM 2	2	2/m	-	9	1.0	1	50
SRM 4	3	2/m	-	9	2.0	1	25
SRM 6	4	2/m	-	9	3.0	2	15
Streak SRM 2	2	2/m	-	9	1.5	1	50

Clan Missile Weapons

Type	Heat	Damage	Min	Range	Tons	Crits	Ammo
LRM 5	2	1/m	6	21	1.0	1	24
LRM 10	4	1/m	6	21	2.5	1	12
LRM 15	5	1/m	6	21	3.5	2	8
LRM 20	6	1/m	6	21	5.0	4	6
NARC Missile Beacon	0	-	-	12	2.0	1	6
SRM 2	2	2/m	-	9	0.5	1	50
SRM 4	3	2/m	-	9	1.0	1	25
SRM 6	4	2/m	-	9	1.5	1	15
Streak SRM 2	2	2/m	-	12	1.0	1	50
Streak SRM 4	3	2/m	-	12	2.0	1	25
Streak SRM 6	4	2/m	-	12	3.0	2	15

LRM – Modifier for woods is applied to the missile hit roll instead of to hit roll. +1 bonus on missile hit chart at long range. MINIMUM RANGE ADDED FOR GAME BALANCE. No change to anything else.

SRM – Modifier for woods is applied to the missile hit roll instead of to hit roll. +1 bonus on missile hit chart at short range. No change to anything else.

Streak SRM – If the target is in woods, treat them like standard SRM (above), but retain the lock ability. No change to anything else.

NARC – No change

Inner Sphere Equipment							
Type	Heat	Damage	Min	Range	Tons	Crits	Ammo
Anti-Personnel Pod	-	1d6-1	-	-	0.5	1	-
Artemis IV FCS	-	-	-	-	1.0	1	-
Beagle Active Probe	-	-	-	4	1.5	2	-
CASE	-	-	-	-	5.0	1	-
C3 Computer	-	-	-	-	5.0	5	-
C3 Slave	-	-	-	-	1.0	1	-
Double Heat Sink	-2	-	-	-	1.0	3	-
Guardian ECM Suite	-	-	-	6	1.5	2	-
Hatchet	-	*	-	-	*	*	-
Heat Sink	-1	-	-	-	1.0	1	-
MASC	-	-	-	-	*	*	-
TAG	-	-	-	15	1.0	1	-
Triple Strength Myomer	*	-	-	-	-	6	-

Clan Equipment							
Type	Heat	Damage	Min	Range	Tons	Crits	Ammo
Anti-Personnel Pod	-	1d6-1	-	-	0.5	1	-
Artemis IV FCS	-	-	-	-	1.0	1	-
Beagle Active Probe	-	-	-	5	1.0	1	-
CASE	-	-	-	-	0.0	0	-
Double Heat Sink	-2	-	-	-	1.0	2	-
ECM Suite	-	-	-	6	1.0	1	-
Heat Sink	-1	-	-	-	1.0	1	-
MASC	-	-	-	-	*	*	-
TAG	-	-	-	15	1.0	1	-
Targeting Computer	-	-	-	-	*	*	-

Anti-Personnel Pod – No change

Artemis IV FCS – No change

Active Probe/Beagle – -1 to hit bonus for targeting infantry/battle armor and targeting units in cover terrain (within hex range). No change to anything else.

CASE – No change

C3 Computer/Slave – No change

Double Heat Sink – No change

ECM Suite/Guardian – No change

Hatchet – Same as old rules, forces a PSR against the target on a hit

Heat Sink – No change

MASC – No change

TAG – No change

Targeting Computer – No change

Triple Strength Myomer – No change