

Equipment General Rules

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In this book you will find equipment that a character may find useful during play. This section provides information on the entries and keywords for equipment and weapons most common in the Innersphere and Clans. Each entry includes the following information. As it has the most differences in documentation, armor will have its own section and keywords cover in the Armor Chapter.

Name: The common name used for the item

Tech Level: The level of industry needed to produce the item.

Availability: how difficult a particular piece of equipment will be to find on average throughout known space.

Legality: While some pieces of equipment can be easily found, their acquisition or use might be illegal.

Cost: The cost of the item in C-bills.

Weight: How heavy the item is under standard Terran gravity, in grams (g), kilograms (kg) or metric tons. (Optional Rule)

Range: The short/medium/long ranges of a weapon, in 5 meter Hexes.

Power Capacity: The maximum number of standard power points a power pack can hold with a full charge.

Affiliation: The area or faction where the item is most common.

Availability is based on this and must be raised by one category if the weapon is purchased outside the listed affiliation.

Shots: The rounds a weapon's magazine can hold or the Power Points Per Shot (PPS) the weapon uses.

Crew: The number of trained personnel needed to operate the equipment.

Reloads: The C-bill cost of ammunition rounds to fully reload the weapon. The cost of an individual round can be found by dividing the Reload Cost by the weapon's Shots

Damage: The damage inflicted by the weapon or the Class of ordnance used in the weapon/warhead.

Notes: Game notes for the weapon, such as modifiers, Key Words or limitations.

Power Generation: The amount of PP a unit can generate in the courses of one hour.

Keywords

Throughout this section you will find Keywords that represent common rules in the MW2 game or the options presented in this book. Below you will find the most common of these and their meanings.

Burst Mode: Follows all the rules for SMG/Burst-Fire found in the Corebook and page 39-41 of MC.

Encumbering: The item is more awkward to carry than its weight would have you believe. With its overly long, bulky, or both. Carry the item causes an inconvenience for the PC. To reflect this, for every item marked as Encumbering the character must increase their level of encumbrance by one after the standard weight calculation. For example: a character with an encumbrance of Encumbered would become Very Encumbered. See optional weight rules for more information.

Flamer: A flamer is a weapon that projects a stream of flaming liquid at a target area. Since the jet is not targeted at a single person per se and instead targets an area of ground there is a -2 TN applies to the attack. Flamer weapons will list the area covered by the attack in hex radius. Any character (friend or foe) within the area or a line of fire from the attacker to the area takes full damage on every hit location. Any flammable items (Clothing, Ammo, paper, wood, etc.) in the target location has a chance to ignite, set by the GM.

Gyrojet: The item uses Gyrojet ammo which has a small amount of rocket propellant to increase its range. Due to the plume from the rocket it is easier to find the target than normal by tracing the plume back to the shooter. -2 TN to the perception check.

Needler/Flechette: This represents the scattering nature of both needler rounds and buckshot. While the short range of these weapons is already covered by the weapons range stats. The effect of the rounds in question are covered here. These rules override/clarify the rule presented in the Corebook. When firing a shot from a weapon/ ammo with the Needler/Flechette keyword, the attack receives a -2 TN modifier to the attack roll due to the scattering nature of the ammo. When damage is rolled, the total damage is calculated then divided as evenly as possible into 4 point clusters with a separate location roll for each cluster.

Recharge: Normally followed by a number such as (Recharge:2 Turn) This keyword identifies an item that has a cooldown before it can be used again. This is common on large weapons as, even with sufficient power it can take time for the capacitors to reach the proper levels to fire.

Stun/Tranquilizer: Through sound, light, or drugs the ammo of this type of weapon causes the target to lose consciousness. This normally requires the ammo to hit skin or have an unobstructed vector to the ears/eyes. When hit the target follows the rules for the Tranq gun. In the Corebook page 101. Item may have a TN modifier which applies to the roll.

Indirect only: Items with this keyword may not be fired at a target directly due to the arc of flight that they take to the target. As such they suffer all modifiers or indirect fire, including scattering.

Equipment Ratings

Equipment Ratings are used by the players and GM to determine the availability of an item in a given time period or within a faction at a certain location. The three parts of the Equipment Rating (Tech level, Availability, Legality) work together to determine if the item will be at the chosen location.

Tech Level: Show the level of technology and industry required for the construction of the item in question. This is presented with a number code ranging from 1-4. For an item to be available on the planet in question, there either has to be industry of the required level or the planet must have reliable trade with a planet that has that tech level. As with all things the GM has final say in all matter in his/her game. See chart below for a breakdown of Tech levels.

Tech Level	Description
1	Primitive or Low Tech, Requires per-20th century industry or less, understood everywhere
2	Medium Tech, Requires Standard industry standard, everyday tech in the Inner Sphere
3	High Tech, Requires heavy industry, Pre Starleague level tech, still understood in the Inner Sphere.
4	Hyper Tech, Requires Starleague/Clan levels of Industry, Understood only by ComStar/The Clans

Availability Rating: This rating indicates the average level of availability of an item to a faction during a given time period. This is represented by a letter code ranging from A-D with (A) being common and (D) being Rare. Another letter (X) represents an item that is either unavailable or has not yet been invented in the given time period. The letters given are not fixed like Tech level and can vary by faction. Availability is also divided into 3 distinct Eras for uses during any era of play. The will be displayed as A-A-A for example. The breakdown is Age of War/Starleague-Succession Wars-Clan Invasion. As the Availability Rating indicates the standard availability of an item in the Inner Sphere, there are factors that can change this. See the chart below for the meanings of the given ratings and

Availability Rating	Description
A	Common, Item can be found just about anywhere with the proper Tech Level
B	Uncommon
C	Rare
D	Virtually unavailable.
X	Item is either extinct or has yet to be invented in the given Era.

the modifiers to the rating based on faction.

Modifiers

- For ComStar reduces the Availability Rating by one level
- For The Clans reduces the Availability Rating by Two level.
- The Clans use the Age of War/Starleague during the Succession Wars Era.
- Members of Elite House units or Intelligence agencies can reduce Availability Rating by one with GM permission.
- As with all ratings the GM may change ratings to reflect their view of the Inner Sphere or Special Cases.

Legality Rating: the rating provides a general outline of the basic legality of equipment in the BattleTech Universe. Like availability it is represented by a letter code ranging from A-D. Like with all things the GM is the authority on what is and is not legal in their game, but this rating and the chart below is provided to help the GM make these decisions. The Legality Rating is broken down into Four main categories of legality. These are very wide categories to allow the GM flexibility in what he/she wants to make available to the players. Each entry in the equipment and weapons section of this guide has already been assigned a Legality Rating, this is for ease of use and to provide a guideline for the GM. As with all things this rating is not set in stone, and the GM is free to change it to better fit their version of the BattleTech Universe. See Chart below for a breakdown of Legality Rating.

Legality Rating	Description
A	Unrestricted , Legal on most worlds
B	Restricted , Legal on most worlds with the proper license.
C	Controlled , Illegal on most worlds. On others proper license is required by the local government.
D	Military grade , Illegal on most worlds ownership will result in confiscation or imprisonment if discovered by authorities.

As with availability these ratings can change. Legality is often based on current political climates or conflicts on the world in question. For example, on boarder worlds or worlds currently under invasion, the government will likely remove or lessen restrictions on items. Worlds that boarder the periphery are also known to have less stringent laws due to the risks of piracy and the lack of general law and order.

Affiliation: Some items have an affiliation listed as part of their game stats. An item's affiliation shows the core user and manufacture. While an item may be obtained outside of the listed faction, it becomes harder to do so. If you are trying to purchase an item with an affiliation other than your own, the Availability Rating of the item is raised by one level if it is manufactured in the Inner Sphere, two levels if manufactured by ComStar, or three levels if manufactured by the Clans. If this increase brings the Availability Rating above (D) the item becomes a (X) Availability Rating indicating that the item is too rare to be obtained outside of that faction.

Production Date: Listed as Introduced, Extinction, and Reintroduction. This information indicates the date the item became available to the faction or the Inner Sphere/Clans at large. Even if the game is set in the proper era, if the current date is before the introduction date listed for the item it cannot be obtained.

Power Packs

All power packs featured here are rechargeable using a portable recharger or generator, or by plugging into the local power grid. The rate at which a recharger, generator or local grid recharges a power pack is noted under *Rechargers and Generators* (below). Quick-Charge and Slow-Charge power packs absorb energy at different rates. For Quick-Charge power packs, the recharge rate doubles, with the pack taking on 2 Power Points (PPs) of energy for every 1 point the charger provides; Slow-Charge power packs only absorb 1 PP for every 2 points the charging source provides (rounded down). A power pack can never be charged beyond its rated Power Capacity; even if left unattended, the pack will shut off its power intake as soon as it has reached its maximum operating capacity. The type of power packed used by and item is defined by the items size. Unless otherwise stated all items use one power pack of the appropriate size.

Power Pack, Standard

The common power pack is small and easily stored, typically the size of a pistol's grip and carrying enough charge to power most energy weapons for only a few shots.

Tech Level: 2

Availability: A-A-A

Legality: A

Cost: 5 C-bills

Weight: 250 grams

Power Capacity: 20 PP

Micro, Standard

Designed for use in small hand-held devices, this pack holds slightly less charge than the standard power pack and is about the size of a coin. This compact design makes the micro pack more expensive than the standard model.

Tech Level: 2

Availability: A-A-A

Legality: A

Cost: 10 C-bills

Weight: 15 grams

Power Capacity: 15 PP

Power Pack, Military

Military batteries hold the greatest charge and are also the largest, roughly the size of a backpack.

Tech Level: 2

Availability: A-A-A

Legality: B

Cost: 40 C-bills

Weight: 4 kilograms

Power Capacity: 200 PP

Satchel Battery

This holds a much greater charge than the standard hand-held power pack. About the size and weight of a full canteen, it is usually attached to a belt or a combat vest.

Tech Level: 2

Availability: A-A-A

Legality: A

Cost: 20 C-bills

Weight: 2 kilograms

Power Capacity: 100 PP

Power Pack, Quick-Charge

Tech Level: 3

Availability: B-C-B

Legality: A

Cost: 10 C-bills

Weight: 300 grams

Power Capacity: 10 PP

Notes: Quick-Charge

Micro, Quick-Charge

Tech Level: 3

Availability: B-C-C

Legality: A

Cost: 20 C-bills

Weight: 20 grams

Power Capacity: 10 PP

Notes: Quick-Charge

Power Pack, Military Q-C

Tech Level: 3

Availability: B-C-C

Legality: B

Cost: 80 C-bills

Weight: 20 grams

Power Capacity: 100 PP

Notes: Quick-Charge

Satchel Battery Q-C

Tech Level: 3

Availability: C-C-B

Legality: A

Cost: 40 C-bills

Weight: 3 kilograms

Power Capacity: 50 PP

Notes: Quick-Charge

High-Capacity Power Packs

High-capacity (HC) batteries, which come in the same varieties as standard packs, hold a significantly larger charge. They are less common and more expensive.

Power Pack, High-Capacity

Tech Level: 3

Availability: A-C-B

Legality: A

Cost: 15 C-bills

Weight: 300 grams

Power Capacity: 30 PP

Notes: Slow-Charge

Micro, High-Capacity

Tech Level: 4
Availability: B-C-C
Legality: A
Cost: 30 C-bills
Weight: 20 grams
Power Capacity: 20 PP
Notes: Slow-Charge

Power Pack, Military H-C

Tech Level: 3
Availability: C-C-B
Legality: B
Cost: 120 C-bills
Weight: 6 kilograms
Power Capacity: 300 PP
Notes: Slow-Charge

Satchel Battery H-C

Tech Level: 3
Availability: B-C-B
Legality: A
Cost: 60 C-bills
Weight: 3 kilograms
Power Capacity: 150 PP
Notes: Slow-Charge

Clan Power Packs

Clan versions of the standard power packs. These more advanced power packs carry a large charge and quicker charge times.

Standard, Clan

Tech Level: 4
Availability: X-D-B
Legality: A
Cost: 25 C-bills
Affiliation: Clan
Weight: 275 grams
Power Capacity:
Notes: Quick-Charge

Military, Clan

Tech Level: 4
Availability: X-D-C
Legality: A
Cost: 200 C-bills
Affiliation: Clan
Weight: 5 kilograms
Power Capacity: 300 PP
Notes: Quick-Charge

Micro, Clan

Tech Level: 4
Availability: X-D-C
Legality: B
Cost: 50 C-bills
Affiliation: Clan
Weight: 15 grams
Power Capacity: 20 PP
Notes: Quick-Charge

Satchel, Clan

Tech Level: 4
Availability: X-D-C
Legality: A
Cost: 100 C-bills
Affiliation: Clan
Weight: 2.5 kilograms
Power Capacity: 150 PP
Notes: Quick-Charge

Portable Power Unit

Tech Level: 2
Availability: A-B-A
Legality: A
Cost: 10 C-bills
Weight: 2 kilograms
Power Capacity: 80 PP
Notes: Slow-Charge

Support PPC Power unit

Tech Level: 3
Availability: B-D-C
Legality: B
Cost: 750 C-bills
Weight: 25 kilograms
Power Capacity: 1,500 PP
Notes: Encumbering; May power 1 Support PPC or up to six smaller items via detachable extension cables.

Recharging Units

The rechargers listed below represent the most common power pack recharger systems used in the BattleTech universe. The rate at which they recharge power packs is given under the Power Generation entry in Power Points per Hour (PPH). A recharger's PPH is a fixed amount even if it has multiple ports (like the Heavy-Duty Recharger). This means that if a charger with multiple ports must service multiple packs at once, the rate at which it does so must equal the recharger's power generation rate divided by the number of active charging ports in use (rounded down). For example, if the Heavy-Duty Recharger (Power Generation: 200 PPH) services 2 power packs at once, it only puts 100 PP in each pack at the end of an hour of charging ($200 \text{ PPH} \div 2 \text{ power packs} = 100 \text{ PPH per pack}$). Any charger noted as "Plug-In" must be connected to the local power grid (typically through a standard electrical outlet) to perform its task.

Fossil Fuel Recharger

Utilizing petroleum fuel, the fossil fuel recharger is a small two- or four-stroke engine that drives a dynamo, which in turn charges the battery. The fossil fuel recharger can accommodate up to three power packs.

Tech Level: 2

Availability: A-A-A

Legality: A

Cost: 50 C-bills

Weight: 10 kilograms

Power Generation: 15 PPH

Notes: Refueling cost: 2 C-bills per hour of operation

Fusion Recharger

The Fusion Recharger is a hyper advanced charger available to the forces of the Clans and ComGuard. Developed during the closing years of the Starleague, the Inner Sphere has yet to reproduce it.

Tech Level: 4

Availability: C-X-D

Legality: B

Cost: 5,000 C-bills

Affiliation: Clan/CS

Weight: 40 kilograms

Power Generation: 100 PPH

Heavy-Duty Recharger

A heavy-duty recharger differs from the standard charger only in the fact that it can accommodate up to five power packs at a time

Tech Level: 2

Availability: A-A-A

Legality: A

Cost: 50 C-bills

Weight: 400 kilograms

Power Generation: 200 PPH

Notes: Plug-in; May service up 5 power packs at once

Kinetic Recharger

The kinetic recharger works on the same principle as the fossil fuel recharger, but instead of having an engine to drive the dynamo, it instead needs to be manually cranked. It can accommodate up to three power packs.

Tech Level: 2

Availability: A-A-A

Legality: A

Cost: 10 C-bills

Weight: 2 kilograms

Power Generation: 5 PPH

Notes: Must be manually cranked.

Solar Recharger

The most expensive of its kind, the solar recharger is also the most cost-efficient. It relies on a supply of ultraviolet light generated by a solar system's primary star. It is fairly rare, and its usefulness may be restricted if the "sun" that it draws power from is often blocked by clouds (rendering the solar recharger useless until the weather clears). The solar recharger can accommodate up to five power packs.

Tech Level: 2

Availability: A-B-B

Legality: B

Cost: 200 C-bills

Weight: 1.5 kilograms

Power Generation: 45 PPH

Notes: Sunlight required

Standard Recharger/Local Power Grid

These "plug" into a standard electrical outlet, drawing the power needed to recharge a power pack from a building's electrical service.

Tech Level: 2

Availability: A-A-A

Legality: A

Cost: 10 C-bills

Weight: 150 grams

Power Generation: 50 PPH

Notes: Plug-in

Melee Weapons

The Battle Tech universe is a place of unending conflict. As one might expect, this has given rise to a fantastic array of weapons, ranging from archaic bows used for sport to high-tech support weapons designed to fell mighty BattleMechs. The following weapons and rules supplement the basic weapon selection found in MW2.

Axe

Consisting of a haft with a heavy blade attached to one end, the axe is one of the earliest examples of a weapon of war. Whether constructed from bone, wood and obsidian, or high-strength plastics and steel, the general shape and function of the axe has remained unchanged for millennia. Usually designed for two-handed use, the utility of the axe-it can be used as both a wood-cutting implement and a tool of war-means it can be found in proliferation on every human-occupied world.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 25 C-bills

Weight: 4 kilograms

Damage: 2d6+5

Notes: +2 TN

Blackjack/Sap

The blackjack/sap represents a small club like weapon, such as a load of ball-bearings in a leather pouch, designed to Incapacitate the target through a single sharp strike to the head. Although very effective when used in this capacity.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 5 C-bills

Weight: 200 grams

Damage: 1d6+1

Notes: +2 TN; Bruise damage

Bokken

Two main types of practice sword are used in the art of kendo. Although the bamboo-and-leather shinai is used in full-contact sparring, it would be ineffective in actual combat. The hardwood bokken is more likely to deliver wounds.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 15 C-bills

Affiliation: DC

Weight: 2 kilograms

Damage: 1d6-4

Notes: -1 TN; Bruise damage

Club or Improvised

A “club” can be anything from a tree limb to a specially manufactured blackjack. Law enforcement and security officers commonly carry collapsible batons while on duty.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: N/A

Weight: 2 kilograms

Damage: Bruise damage

Dao

The Chinese dao is a rapier with a single edged, slightly curved blade and small rounded hand guard. A dao is wielded with one hand. The dao can usually be distinguished from the similar katana by its slightly thicker and more curved blade. The dao has once again come into popular use in the Capellan Confederation' after centuries of neglect, thanks to Chancellor Sun-Tzu Liao's Xin Sheng movement.

Tech Level: 1

Availability: B-B-B

Legality: B

Introduced: Pre-Spaceflight

Cost: 200 C-bills

Affiliation: CC

Weight: 3 kilograms

Damage: 2d6

Notes: -1 TN

Carbon-fiber Reinforced Fingernails

A uniquely Capellan affectation, those of wealth and culture within the Confederation grow out the fingernails on the last three fingers of each hand to a length of ten centimeters and decorate them with gem chips and gold leaf. Additionally, many such individuals reinforce the nails with carbon fibers and turn them into razor-sharp claws, which can easily tear flesh into ribbons and cut through most leathers.

Tech Level: 3

Availability: X-C-C

Legality: C

Introduced: 2990 (CC)

Cost: 100 C-bills

Affiliation: CC

Weight: N/A

Damage: 1d6+3

Notes: No effect on armor with a ½ or better protection.

Hatchet/Tomahawk

A smaller version of the axe, the hatchet is usually designed as a one-handed implement more often used as a wood-chopping tool than a weapon. Some hatchets, often referred to as tomahawks, are designed to be used as throwing weapons.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 10 C-bills

Weight: 1 kilograms

Damage: 1d6+1

Notes: +2 TN

Katana

Considered by most academia to be the finest example of the swordmaker's craft, the katana originally came to prominence in medieval Japan. The strong Japanese influence in the Draconis Combine has assured its place in the modern era. A sword with a long, slightly curved, single-edged blade, the katana is designed to be wielded with two hands and to deliver a killing blow with one stroke.

Tech Level: 1

Availability: B-B-C

Legality: B

Introduced: Pre-Spaceflight

Cost: [250 C-bills](#)

Affiliation: DC

Weight: 2.5 kilograms

Damage: 2d6+1

Notes: -1 TN

Bayonet

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 8 C-bills

Weight: 250 grams

Damage: 1d6+3

Notes: Fitting to attach to Rifle

Knife/Dagger

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 8 C-bills

Weight: 250 grams

Damage: 1d6-1

No-Dachi

In Japanese sword craft, any blade larger than a katana is called a no-dachi, or field sword. Generally, no-dachi are 25 percent longer than katana.

Tech Level: 1

Availability: B-B-B

Legality: B

Introduced: Pre-Spaceflight

Cost: 300 C-bills

Affiliation: DC

Weight: 4.5 kilograms

Damage: 3d6

Nunchaku

A weapon developed in Okinawa of ancient Terra from a rice thresher, nunchaku are composed of two short lengths of wood or metal connected by a rope or chain. The weapon is whirled rapidly in combat and often traded between hands, making it very difficult to counter effectively.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 10 C-bills

Affiliation: DC

Weight: 1.5 kilograms

Damage: 1d6+2; Bruise damage

Pole Arm

A pole arm represents any bladed weapon with a haft more than two and half meters long (shorter bladed weapons may be treated as ordinary swords). The length of the pole arm provides the user a reach advantage in the first round of any given melee combat. Whether he engages an opponent or is himself engaged. Rather than engaging at a range of less than 1 meter as usual, the pole arm allows a user to engage melee opponents at up to 2 meters range. Thus, an opponent with a shorter melee weapon cannot inflict damage on the character during the first round of combat.

Tech Level: 1

Availability: A-A-A

Legality: B

Introduced: Pre-Spaceflight

Cost: 50 C-bills

Weight: 6 kilograms

Damage: 2d6

Scimitar

Tech Level: 1

Availability: B-B-B

Legality: B

Introduced: Pre-Spaceflight

Cost: 250 C-bills

Weight: 2.5 kilograms

Damage: 2d6+1

Notes: -1 TN

Staff

Staffs are roughly two meters long and are made of wood, plastic or metal; they are used with two hands. Any long, straight pieces of wood of this approximate size may also be used as a staff.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 5 C-bills

Weight: 2.5 kilograms

Damage: 1d6+2; Bruise damage

Sword

Once the weapon of choice for the professional soldier, the sword is now little more than an elaborate accouterment worn with a dress uniform or given as a special gift. A few schools and societies still teach the art of swordsmanship, however, and swords are sometimes used in shipboard combat to avoid the chance of breaching the hull.

Tech Level: 1

Availability: A-A-A

Legality: B

Introduced: Pre-Spaceflight

Cost: 30 C-bills

Weight: 3 kilograms

Damage: 2d6+2

Wakizashi

Tech Level: 1

Availability: B-B-B

Legality: B

Introduced: Pre-Spaceflight

Cost: 150 C-bills

Affiliation: DC

Weight: 1 kilograms

Damage: 1d6+2

Notes: -1 TN

Medusa Whip

The Clan system of justice relies heavily on discouraging crime, an effort accomplished to some extent by their relatively brutal punishments for even minor infractions. A key tool in this strategy is the Clan “Medusa” neural whip (also known as the electro whip or the “Seeker” whip), which is prized for its ability to inflict pain without severe physical damage, as well as its ability to “home in” on its victim thanks to a sophisticated sensor in the handle that detects and interprets very subtle gestures of the user’s hand and translates them along the length of the whip via a series of fine Myomer strands embedded within the device.

Able to deliver damage by contact or by shock, the “Medusa” comes equipped with a variable setting, allowing the user to control its power use and pain level, from a simple kinetic strike to a minor, low-yield sting to a severe, high-powered jolt ideal for torture that may even cause nerve damage or death from heart failure. Each Clan produces its own model of the “Medusa”, which is often used in extreme rituals, such as some Rites of Surkai.

Tech Level: 4

Availability: X-D-D

Legality: D

Introduced: -/2820 (CWM)

Cost: 2,000 C-bills

Affiliation: Clan

Weight: 450 grams

Shots: 1 PPS

Damage: 1d6

Notes: May add +1d6 per PP to a max of 3 PPs

Neural Lash

This concealed device hangs from a wrist strap that contains the unit’s power cells and features a control box that sits comfortably in the palm of the hand. The lash handle is connected to a short length of cord tipped with a weighted metallic ball. When the user snaps his hand forward, the weight draws more line from a spring-loaded reel in the control box. By timing the swing properly, the neural lash can be used as a whip, delivering a stinging jolt to a target. At the end of the swing, the line is reeled back into the control box.

Tech Level: 3

Availability: D-D-C

Legality: C

Introduced: 2200 (DC)

Cost: 750 C-bills

Affiliation: DC

Weight: 100 grams

Shots: 1 PPS

Damage: 1d6-1

Notes: Stun Damage

Neural Whip

Based loosely on the principles of the stunstick, the neural whip is a far more insidious weapon. With a small metallic ball covering the point of a thin blade, this weapon looks more like a fencing foil than a whip. Though it once may have been developed as a non-lethal crowd-control weapon, the neural whip quickly became the tool of choice for unscrupulous interrogators across the Inner Sphere. The nature of the shocks delivered by the neural whip are subtly different from the usual stun weapon, generating excruciating pain and muscle spasms in the target, blurring his senses and making movement and speech difficult. When used on a target repeatedly (as is often the case in bouts of torture), the neural whip can inflict permanent damage in the same way as the neural interrogation computer (p. 105). Because of this aspect of its effects, the neural whip was officially banned during the Star League era (only Houses Davion, Liao and Steiner still comply with the ban).

Tech Level: 3

Availability: D-D-D

Legality: B

Introduced: 2215 (DC)

Extinction: -/2786

Cost: 150 C-bills

Affiliation: DC

Weight: 300 grams

Shots: 2 PPS

Damage: 1d6

Notes: Stun Damage

Stunstick

The Stunstick looks like a standard police officer's club and was developed as a nonlethal weapon for crowd control. When activated, it delivers a powerful neural shock to unprotected or lightly covered skin, often rendering the target unconscious.

Tech Level: 2

Availability: A-A-A

Legality: A

Introduced: Early Spaceflight

Cost: 200 C-bills

Weight: 200 grams

Shots: 1 PPS

Damage: Special

Notes: Stun Damage

Mini Stunstick

The mini Stunstick is simply a smaller version of the stun-stick. This weapon is available in several different shapes, including a glove or knuckle-covering.

Tech Level: 3

Availability: B-A-A

Legality: A

Introduced: Early Spaceflight

Cost: 50 C-bills

Weight: 150 grams

Shots: 1 PPS

Damage: Special

Notes: Stun Damage

Stun-Staff, Single-End

Designed for bodyguards and other private security trained in martial arts, the stun staff is a long, metal staff equipped with neural shockers on each end to increase probability that the target will not dodge the attack. Another version has only one end equipped with the neural shocker, with the other weighted to provide balance and damage the opposition more than a normal staff.

Tech Level: 2

Availability: A-B-A

Legality: A

Introduced: 2150 (WA)

Cost: 300 C-bills

Weight: 3 kilograms

Shots: 1 PPS

Damage: Special

Notes: Stun Damage

Stun-Staff, Double-End

A double ended version of the Stun-Staff allowing for double the striking surfaces at the cost of higher energy usage.

Tech Level: 2

Availability: A-B-A

Legality: A

Introduced: 2155 (WA)

Cost: 500 C-bills

Weight: 3 kilograms

Shots: 2 PPS

Damage: Special

Notes: Stun Damage

Monowire

The monowire is basically a vibro-enhanced garrote. It consists of a thin length of high-tensile strength wire connected to a pair of hand-grips that contain the weapon's mechanisms and power pack. When activated, the wire vibrates at high frequency like a vibroblade, allowing it to slice through the victim's neck (or any other part of the body) with ease.

Tech Level: 3

Availability: D-D-D

Legality: D

Introduced: 2200 (TA)

Cost: 200 C-bills

Weight: 250 grams

Shots: 1 PPS

Damage: 2d6

Notes: Reduces Armor by one level

Vibroaxe

The vibroaxe is a heavier, axe-shaped version of the vibroblade. Ostensibly created for utility work, the vibroaxe heavy head and high vibration frequency make it one of the most dangerous edged weapons ever devised. if a bit unwieldy.

Tech Level: 3

Availability: B-C-C

Legality: B

Introduced: 2445 (LC)

Cost: 150 C-bills

Affiliation: CC

Weight: 5 kilograms

Shots: 3 PPS

Damage: 3d6+3

Vibrodagger

Tech Level: 2

Availability: A-B-A

Legality: B

Introduced: 2400 (FW)

Extinction:

Cost: 100 C-bills

Affiliation: CC

Weight: 350 grams

Shots: 1 PPS

Damage: 2d6

Vibrokatana

Originally created for the Draconis Elite Strike Teams, the vibrokatana has since gained considerable popularity among other Combine fighting units. The vibrokatana is a subtler and sleeker version of the vibroblade. DEST forces are said to be able to use the vibrokatana against battle armored troops with stunning effectiveness.

Tech Level: 3

Availability: D-D-C

Legality: B

Introduced: 2450 (DC)

Extinction: -/2850

Cost: 350 C-bills

Affiliation: DC

Weight: 1 kilograms

Shots: 2 PPS

Damage: 2d6+5

Notes: -1TN

Vibromace

Tech Level: 3

Availability: X-D-C

Legality: D

Introduced:

Extinction:

Cost: 540 C-bills

Affiliation: CF

Weight: 6 kilograms

Shots: 3 PPS

Damage: 2d6+2

Notes: +2 TN

Vibrosword

The Vibrosword itself is difficult to find, but it is very popular. The Draconis Combine's DEST commandos are trained to use a variant called a Vibrokatana and commonly carry them.

Tech Level: 3

Availability: C-C-B

Legality: B

Introduced: 2440 (TH)

Cost: 300 C-bills

Weight: 2.5 kilograms

Shots: 1 PPS

Damage: 3d6

Vibrosword, Clan

Clan-built vibroswords are made from advanced "memory metals" that hold their shape despite severe deformation. allowing a higher vibration frequency than other vibro-weapons and superior armor penetration

Tech Level: 4

Availability: X-D-D

Legality: B

Introduced: NA / 2800 (CJF)

Cost: 500 C-bills

Affiliation: Clan

Weight: 250 grams

Shots: 2 PPS

Damage: 3d6+3

Short Bow

Though bows do not have the range nor effect of higher-tech ranged weapons, they are relatively easy to produce. As a result, they are still used by individuals who cannot acquire more effective weapons. On some worlds, mobs have used bows against better-armed police forces.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 500 C-bills

Weight: 0.8 kilograms

Range 1-2/3-4/5-10

Shots: 1

Reloads: 1/60 grams

Damage: 1d6+1

Notes: Simple action to reload.

Longbow

The longbow name is generally applied to the classic Welsh and English simple bows made famous during medieval times. Yew was the preferred wood for construction, but modern longbows can be constructed of light-weight plastics and polymers. Consisting of a single stave, generally the height of the archer, the longbow fires an arrow half the height of the bow over considerable distances.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 500 C-bills

Weight: 1.5 kilograms

Range: 1-2/3-6/7-16

Shots: 1

Reloads: 2/70 grams

Damage: 1d6+3

Notes: Simple action to reload.

Compound Bow

The modern compound bow is constructed with lightweight alloys and composite materials; a series of pulleys maintains stability and increases overall range.

Tech Level: 2

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 500 C-bills

Weight: 1 kilogram

Range: 1-2/3-5/6-14

Shots: 1

Reloads: 2/70 grams

Damage: 1d6+3

Notes: Simple action to reload; -1 TN

Hankyu

A Samurai version of the Short Bow popular in the Draconis Combine, this sturdy bow has a slightly increased range from its greater pull strength without increasing its weight. Rare outside the Combine.

Tech Level: 1

Availability: B-B-B

Legality: A

Introduced: Pre-Spaceflight

Cost: 500 C-bills

Affiliation: DC

Weight: 0.8 kilogram

Range: 1-2/3-4/5-11

Shots: 1

Reloads: 1/60 grams

Damage: 1d6+1

Notes: Simple action to reload.

Daikyu

The traditional bow of the samurai. the daikyu is nearly as large as a European longbow but is designed to be fired from horseback. This gives the daikyu a somewhat shorter range than the longbow, but it nearly matches the larger weapon in other respects. This use of the daikyu is considered an art form by Draconis Combine warriors, many of whom study archery for sport and relaxation, as well as the veneration of the samurai tradition it represents.

Tech Level: 1

Availability: B-C-C

Legality: A

Introduced: Pre-Spaceflight

Cost: 500 C-bills

Affiliation: DC

Weight: 1 kilogram

Range: 1-2/3-5/6-12

Shots: 1

Reloads: 2/70 grams

Damage: 1d6+3

Notes: Simple action to reload.

Crossbow, Basic

The crossbow, which partially replaced the longbow in medieval times consists of a bow mechanism with a winding or cocking device. Crossbows fire quarrels, which are shorter and heavier than arrows. Crossbows can be aimed like rifles, which means that proficiency with the weapon is relatively easy to gain.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 500 C-bills

Weight: 2 kilogram

Range: 1-2/3-4/5-6

Shots: 1

Reloads: 1/50 grams

Damage: 2d6

Notes: Simple action to reload.

Crossbow, Heavy

The heavy crossbow has greater damage potential and significantly greater range than the standard version but weighs twice as much.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 500 C-bills

Weight: 4 kilogram

Range: 1-2/3-4/5-8

Shots: 1

Reloads: 1/60 grams

Damage: 2d6+3

Notes: Simple action to reload.

Dart

A small metal shaft with fins for stability.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 3 C-bills

Weight: 60 grams

Range: 1/2/3

Damage: 1d6-1

Notes: -1 TN

Shuriken

A shuriken, or throwing star, is a metal, star-shaped blade designed to be thrown. Usually, small enough to be concealed within a hand, shuriken can be thrown with great accuracy and relatively high penetrating power for such small objects.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 5 C-bills

Affiliation: DC

Weight: 60 grams

Range: 1/2-3/4-6

Damage: 1d6-1

Knife, Throwing

Tech Level: 1

Availability: B-B-B

Legality: A

Introduced: Pre-Spaceflight

Cost: 8 C-bills

Weight: 60 grams

Range: 1/2-3/4-6

Damage: 1d6-1

Hatchet/Tomahawk

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 10 C-bills

Weight: 1 kilograms

Range: 1/2-3/4-6

Damage: 1d6+1

Spear

A long stick with a sharp point. With its just a sharpened point on the shaft or metal, stone or other hard substances the spear is one of the first range weapons created in any society.

Tech Level: 1

Availability: A-A-A

Legality: A

Introduced: Pre-Spaceflight

Cost: 15 C-bills

Weight: 5 kilograms

Range: 1-3/4-6/7-12

Damage: 2d6+2

Range Weapons

Range weapons

Auto-Pistol

The auto-loading pistol (often referred to as an automatic) feeds ammunition from a detachable magazine, allowing a higher capacity and a quicker reload time than a basic revolver.

Tech Level: 1

Availability: A-A-A

Legality: C

Introduced: Pre-Spaceflight

Cost: 50 C-bills

Weight: 500 grams/140 grams

Range: 1-2/3-4/5-9

Shots: 10

Reloads: 2 C-bills

Damage: 2d6

Auto-Pistol (Hawk Eagle)

Founded in 3032, Irian PersArms an offshoot of Irian Technologies has risen to become one of the FWL's principal suppliers of personal weaponry. The Eagle

series, of which the Hawk Eagle pistol is the most prevalent, played a central role in Thomas Marik's reformation of the FWLM. Irian PersArms weapons now account for almost half the small-arms used by FWLM line regiments, though militia units are not as favorably equipped. The caseless ammo used by the Hawk Eagle, together with its precision engineering, largely eliminate the chance of stoppages and allow the pistol to fire a selectable three-round burst that increases its stopping power at the expense of accuracy. Unfortunately, the specialized ammo used by the Hawk Eagle (and its larger kin, the Martial Eagle) make the pistol relatively expensive to operate and maintain.

Tech Level: 1

Availability: X-D-A

Legality: C

Introduced: 3035 (FW)

Cost: 100 C-bills

Affiliation: FWL

Weight: 500 grams/110 grams

Range: 1-2/3-5/6-10

Shots: 15

Reloads: 10 C-bills

Damage: 2d6

Notes: Burst Mode

Auto-Pistol (Magnum)

This heavy auto-pistol is designed to fire so-called "magnum" rounds, ammunition loaded with more powder and thus because of the larger chemical charge needed to propel a rifle slug.

Tech Level: 1

Availability: A-A-A

Legality: C

Introduced: Pre-Spaceflight

Cost: 75 C-bills

Weight: 500 grams/140 grams

Range: 1-2/3-5/6-10

Shots: 8

Reloads: 4 C-bills

Damage: 2d6

Notes: +1 TN

Auto-Pistol (M&G Service Auto)

Mauser and Gray (M&G) is a prominent Lyran government weapons contractor, best known for its deadly flechette pistols. The M&G Service Automatic is a slightly heavier and more reliable version of the common auto-pistol that is standard-issue in most Lyran infantry units. On the down side, the M&G holds only eight shots.

Tech Level: 1

Availability: A-A-A

Legality: C

Introduced: 2495 (LC)

Cost: 60 C-bills

Affiliation: LC

Weight: 650 grams/110 grams

Range: 1-2/3-5/6-8

Shots: 8

Reloads: 3 C-bills

Damage: 2d6

Auto-Pistol (Nambu)

An excellent automatic pistol of Draconis Combine manufacture, the Nambu features increased ammo capacity and range compared to standard models but is expensive and hard to find outside the Combine.

Tech Level: 1

Availability: X-D-A

Legality: C

Introduced: 2540 (DC)

Cost: 75 C-bills

Affiliation: DC

Weight: 450 grams/160 grams

Range: 1-2/3-5/6-10

Shots: 12

Reloads: 2 C-bills

Damage: 2d6

Auto-Pistol (Serrek 7875D)

Tech Level: 1

Availability: X-B-A

Legality: C

Introduced: 2810 (FS)

Cost: 185 C-bills

Affiliation: FS

Weight: 400 grams/160 grams
Range: 1-2/3-5/6-10
Shots: 16
Reloads: 3 C-bills
Damage: 1d6+3
Notes: -1 TN

Auto-Pistol (Sternsacht Python)

Conceived as a smaller, lighter version of the famous Sternsnacht heavy pistol, the final Python design turned out to be a fairly standard auto-pistol. The weapon features an extended ammo capacity but bears little resemblance to the Sternsnacht heavy pistol. Despite a reputation for inaccuracy at long range, brand-name recognition alone propelled brisk sales of the Python in the Chaos March, where the weapon has come into widespread use.

Tech Level: 1
Availability: X-X-A
Legality: C
Introduced: 3051 (FC)
Cost: 125 C-bills
Weight: 750 grams/160 grams
Range: 1-2/3-4/5-8
Shots: 12
Reloads: 4 C-bills
Damage: 3d6+1

Semi-Auto (TK Enforcer)

Tech Level: 1
Availability: X-X-A
Legality: C
Introduced: 3058 (LA)
Cost: 110 C-bills
Affiliation: LC
Weight: 1.6 kilograms/200 grams
Range: 1-3/4-5/6-11
Shots: 20
Reloads: 3 C-bills
Damage: 1d6+3
Notes: Burst Mode

Pistol (Hold-Out)

The smallest and lightest style of firearm in use today, the hold-out pistol is easily concealed and often worn as a back-up weapon. It has a limited ammo capacity, short range and weak stopping power.

Tech Level: 1
Availability: A-A-A
Legality: C
Introduced: Pre-Spaceflight
Cost: 20 C-bills
Weight: 200 grams/20 grams
Range: 1-2/3/4
Shots: 2
Reloads: 1 C-bills
Damage: 1d6+3

Pistol (Makeshift)

Some areas of space--such as the Periphery backwater areas of otherwise civilized worlds--contain no mass-production facilities to manufacture firearms. In these places, individuals often cobble together weapons from whatever parts are available, resulting in functional-if

unreliable-weapons.
Tech Level: 1
Availability: X-A-A
Legality: A
Introduced: Pre-Spaceflight
Extinction: — / 2800
Cost: 15 C-bills
Affiliation: PER
Weight: 1 kilogram/10 grams
Range: 1-2/NA/NA
Shots: 1
Reloads: 1 C-bills
Damage: 2d6
Notes: +1 TN

Pistol (Sternsacht Claymore)

Something of an oddity in the annals of modern weaponry, the Sternsnacht became popular in the 2880s, when Solaris VII legend Tag Burton wore this monstrosity during his duels. On more than one instance, in what were surely staged scenes, he popped his cockpit hatch and delivered the killing blow to an opponent's 'Mech with his "Sternsnacht" hand cannon. As the vids of his matches circulated around the Inner Sphere, people wanted to emulate their "hero" and demand for this weapon soared
Tech Level: 1
Availability: A-A-A
Legality: C
Introduced: 2885 (LC)
Cost: 200 C-bills
Weight: 2.5 kilograms/90 grams
Range: 1-2/3-4/5-8
Shots: 3
Reloads: 1 C-bills
Damage: 4d6+2

Revolver (Standard Pistol)

The oldest basic design still in service, its simplicity and rugged design make it reliable, though it has a limited ammunition capacity.

Tech Level: 1
Availability: A-A-A
Legality: C
Introduced: Pre-Spaceflight
Cost: 40 C-bills
Weight: 500 grams/60 grams
Range: 1-3/4-5/6-8
Shots: 6
Reloads: 1 C-bills
Damage: 2d6+3

Revolver (Magnum)

Like the magnum auto-pistol, the magnum revolver is a heavy and deadly weapon that uses special ammunition.

Tech Level: 1
Availability: A-A-A
Legality: C
Introduced: Pre-Spaceflight
Cost: 60 C-bills
Weight: 500 grams/60 grams

Range: 1-3/4-5/6-8
Shots: 5
Reloads: 3 C-bills
Damage: 3d6
Notes: +1 TN

Auto-Pistol (Mydron)

Somewhat larger than a standard auto-pistol, the Mydron distinguishes itself by firing bursts of up to five rounds at a time. It lacks the stability of a rifle or submachine gun, so it suffers from significant recoil when fired in burst mode.

Tech Level: 1
Availability: B-A-A
Legality: C
Introduced: 2612 (FS)
Cost: 100 C-bills
Weight: 1.5 grams/140 grams
Range: 1-3/4-5/6-8
Shots: 20
Reloads: 4 C-bills
Damage: 1d6+3
Notes: Burst Mode

Auto-Pistol (Stetta)

The Stetta Auto pistol is a small machine pistol that lies somewhere between the Mydron and Gunther in size. but boasts a higher rate-of-fire than either design

Tech Level: 1
Availability: X-B-A
Legality: C
Introduced: 3010 (LC)
Cost: 150 C-bills
Weight: 2 kilograms/680 grams
Range: 1-2/3-5/6-8
Shots: 100
Reloads: 10 C-bills
Damage: 2d6
Notes: Burst Mode

Machine Pistol (Martial Eagle)

Using the same caseless ammo as its smaller kin the Hawk Eagle, the Martial Eagle machine pistol is largely immune to stoppages but pays for this in the cost of its ammunition. Furthermore, the small caliber and low velocity of the rounds lack the armor penetration of other machine pistols, but the Martial Eagle makes up for this with its high rate of fire and reach as well as its small size. The FWLM troops equipped with the Martial Eagle appreciate its compact design, but its inability to accept recoil compensators or silencers has limited its adoption by SAFE and other special-forces groups.

Tech Level: 1
Availability: X-B-B
Legality: C
Introduced: 3045 (FW)
Cost: 180 C-bills
Affiliation: FWL
Weight: 1.8 kilograms/250 grams
Range: 1-2/3-4/5-10
Shots: 30
Reloads: 20 C-bills
Damage: 2d6

Notes: Burst Mode

Submachine Gun

The “standard” SMG closely resembles a large pistol with an elongated magazine extending from its grip.

Tech Level: 1
Availability: A-A-A
Legality: C
Introduced: Pre-Spaceflight
Cost: 80 C-bills
Weight: 3 kilograms/570 grams
Range: 1-2/3-4/5-7
Shots: 50
Reloads: 5 C-bills
Damage: 3d6
Notes: Burst Mode

SMG (Gunther MP-20)

The Lyran-made Gunther MP-20 machine pistol is larger than the venerable Mydron but steadier in burst-fire mode. It has a low rate of fire and meager ammo capacity for an SMG but uses the largest caliber bullet of any production-model

SMG.
Tech Level: 1
Availability: X-D-A
Legality: C
Introduced: 3007 (LC)
Cost: 125 C-bills
Affiliation: LC
Weight: 2.5 kilograms/340 grams
Range: 1-2/3-4/5-6
Shots: 30
Reloads: 5 C-bills
Damage: 3d6+3
Notes: Burst Mode

SMG (Imperator 2894A1)

In contrast to Rorynex Industries’ approach, Dr. Uziel Gal chose to use a much larger round in his 2894A1. Combined with a longer barrel, the Imperator is an

extremely accurate and deadly weapon.

Tech Level: 1
Availability: X-A-A
Legality: C
Introduced: 2842 (FW)
Cost: 100 C-bills
Weight: 4 kilograms/380 grams
Range: 1-2/3-4/5-8
Shots: 50
Reloads: 5 C-bills
Damage: 2d6
Notes: Burst Mode

SMG (KA-23 Subgun)

Standard-issue to the Draconis Combine's DEST, the KA-23 is small, lightweight, and very reliable. Its remarkable accuracy and built-in recoil compensation make it the best production model SMG available in the Inner Sphere. It is difficult to find outside the Combine, however, and quite expensive for a slug-thrower. Because it features a built-in gas-vent system,

the KA-23 can't mount additional recoil compensation.

Tech Level: 1

Availability: X-A-B

Legality: C

Introduced: 2895 (DC)

Cost: 250 C-bills

Affiliation: DC

Weight: 2.5 kilograms/300 grams

Range: 1-3/4-5/6-9

Shots: 40

Reloads: 6 C-bills

Damage: 2d6+3

Notes: Burst Mode

SMG (Rorynex RM-3/XXI)

Using a slightly smaller bullet to increase its overall range, Rorynex Industries' popular XXI is a potent weapon. Its high-capacity magazine allows full-auto fire, while its explosive-tipped bullets can shred most personal armors. These qualities also make the Rorynex illegal on hundreds of worlds across the Inner Sphere.

Tech Level: 1

Availability: A-A-A

Legality: C

Introduced: 2660 (TH)

Cost: 80 C-bills

Weight: 3 kilograms/760 grams

Range: 1-2/3-4/5-10

Shots: 100

Reloads: 10 C-bills

Damage: 3d6+3

Notes: Burst Mode

SMG (Rugan)

The Rugan SMG is very similar to the Rorynex but its construction limits its ammo capacity to only 80 rounds. Better overall accuracy mitigates this deficiency somewhat, but the Rorynex remains the more popular weapon.

Tech Level: 1

Availability: B-A-A

Legality: C

Introduced: 2720 (TH)

Cost: 100 C-bills

Weight: 3.5 kilograms/610 grams

Range: 1-2/3-5/6-10

Shots: 80

Reloads: 8 C-bills

Damage: 2d6

Notes: Burst Mode

Rifle (Automatic)

The automatic rifle is more popular because it is easy to reload and is capable of burst fire.

Tech Level: 1

Availability: A-A-A

Legality: C

Introduced: Early Spaceflight

Cost: 80 C-bills

Weight: 4 kilograms/480 grams

Range: 1-6/7-15/16-34

Shots: 30

Reloads: 2 C-bills

Damage: 3d6

Notes: Burst Mode

Rifle (Bolt-Action)

Much like the revolver, the bolt-action rifle is an ancient design still favored because of its simple and rugged design. The shooter must manually work the bolt to eject spent cartridges and feed new rounds.

Tech Level: 1

Availability: A-A-A

Legality: C

Introduced: Pre-Spaceflight

Cost: 60 C-bills

Weight: 3 kilograms/60 grams

Range: 1-8/9-23/24-45

Shots: 5

Reloads: 1 C-bills

Damage: 3d6

Notes: Simple action required to chamber next round

Rifle (Federated Long)

The Federated Industries long rifle was originally designed and manufactured for the armed forces of the Federated Suns, but it has since been copied by each of the other Successor States.

Tech Level: 1

Availability: X-A-A

Legality: C

Introduced: 2870 (FS)

Cost: 120 C-bills

Weight: 5 kilograms/150 grams

Range: 1-7/8-17/18-41

Shots: 10

Reloads: 3 C-bills

Damage: 2d6+2

Rifle (Imperator AX-22 Assault)

The AX-22 is an advanced assault rifle introduced to the Chaos March for field testing in 3058 and put into general distribution in the Free Worlds League two years later. Made by the Imperator Corporation, best-known for its excellent submachine guns, the AX-22 features a compact and rugged design that readily accepts firearm accessories made by all manufacturers. The weapon has been well-received by the FWLM, where it has become standard-issue in many units. Tech Level: 1

Availability: X-X-A

Legality: C

Introduced: 3060 (FW)

Cost: 200 C-bills

Weight: 3.5 kilograms/240 grams

Range: 1-6/7-16/17-37

Shots: 15

Reloads: 3 C-bills

Damage: 3d6

Notes: Burst Mode

Rifle (M&G G-150)

Tech Level: 1

Availability: X-X-A
Legality: C
Introduced: 3060 (LA)
Cost: 270 C-bills
Affiliation: LC
Weight: 3.5 kilograms/150 grams
Range: 1-9/10-19/20-43
Shots: 9
Reloads: 5 C-bills
Damage: 3d6
Notes: Burst Mode; Detachable Scope.

Rifle (Makeshift)

A makeshift rifle follows the rules regarding makeshift pistols except a misfire results in a explosion because of the larger chemical charge needed to propel a rifle slug. explosion

Tech Level: 1
Availability: A-A-A
Legality: B
Introduced: Pre-Spaceflight
Cost: 20 C-bills
Affiliation: PER
Weight: 6 kilograms/20 grams
Range: 1-4/5-13/14-28
Shots: 1
Reloads: 1 C-bills
Damage: 3d6
Notes: +1 TN

Rifle (TK Assault)

Tech Level: 1
Availability: X-A-A
Legality: C
Introduced: 2870 (LC)
Cost: 150 C-bills
Affiliation: LC
Weight: 5.5 kilograms/320 grams
Range: 1-5/6-14/15-32
Shots: 20
Reloads: 3 C-bills
Damage: 3d6
Notes: Burst Mode

Rifle (Zeus Heavy)

The Zeus was designed for stopping power, giving it a shorter range than many other rifles. Still, it is one of the more popular designs to come out of Federated Industries and has been widely copied.

Tech Level: 1
Availability: A-A-A
Legality: C
Introduced: 2740 (FS)
Cost: 200 C-bills
Affiliation: LC
Weight: 8 kilograms/80 grams
Range: 1-7/8-16/17-38
Shots: 5
Reloads: 3 C-bills
Damage: 6d6

Elephant Gun

The "elephant gun" features the largest ammunition and widest bore possible on a shoulder-fired slug-thrower. The weapon is almost exclusively carried by Periphery explorers to knock out large alien fauna in one shot (possibly two); against human targets, the gun's penetration and stopping-power provide massive overkill.

Tech Level: 1
Availability: A-A-A
Legality: C
Introduced: Pre-Spaceflight
Cost: 100 C-bills
Affiliation: PER
Weight: 5 kilograms/40 grams
Range: 1-4/5-12/13-32
Shots: 2
Reloads: 2 C-bills
Damage: 5d6+2
Notes: +2 TN

Federated-Barrett M42B

Tech Level: 1
Availability: X-X-B
Legality: C
Introduced: 3064 (FS)
Cost: 100 C-bills
Notes: 2 Complex action required to reconfigure
(Standard Mode)
Range: 1-6/7-15/16-36
Weight: 6 kilograms/300 grams
Shots: 50
Reloads: 12 C-bills
Damage: 2d6+2
Notes: Burst Mode; Light Sight; Grenade Launcher
(Close-in Mode)
Range: 1-4/5-10/11-24
Weight: 5 kilograms/300 grams
Shots: 50
Reloads: 12 C-bills
Damage: 2d6
Notes: Burst Mode; Light Sight; Grenade Launcher
(LT. Machine Gun Mode)
Range: 1-8/9-18/19-40
Weight: 7 kilograms/1.85 kilograms
Shots: 300
Reloads: 60 C-bills
Damage: 4d6
Notes: Always fires in Burst Mode; Uses Support Weapons skill

Sniper Rifle (Standard)

Tech Level: 2
Availability: B-B-B
Legality: C
Introduced: Pre-Spaceflight
Cost: 350 C-bills
Weight: 10 kilograms/60 grams
Range: 1-30/31-68/69-140
Shots: 5
Reloads: 4 C-bills
Damage: 4d6
Notes: Simple action required to chamber next round

Minolta 9000

Tech Level: 3
Availability: X-X-C
Legality: C
Introduced: 3055 (CC)
Cost: 1,000 C-bills
Affiliation: CC
Weight: 6 kilograms/120 grams
Range: 1-32/33-72/73-146
Shots: 10
Reloads: 5 C-bills
Damage: 4d6
Notes: Advanced sighting system removes darkness and smoke penalties; -2 TN

Lancelot MK V

Tech Level: 3
Availability: C-C-C
Legality: C
Cost: 400 C-bills
Affiliation: FS
Weight: 6 kilograms/50 grams
Range: 1-25/26-50/51-100
Shots: 10
Reloads: 4 C-bills
Damage: 3d6+3
Notes: Telescopic Scope

Barton AMR

Tech Level: 3
Availability: X-C-C
Legality: C
Cost: 700 C-bills
Affiliation: FS
Weight: 14 kilograms
Range: 1-40/41-80/81-160
Shots: 8
Notes: +/-1 To either die on hit location roll; Telescopic Scope

Standard Rounds

Reloads: 9 C-bills
Weight: 110 grams
Damage: 6d6+3

Anti-Armor Rounds

Reloads: 12 C-bills
Weight: 120 grams
Damage: 8d6

Sairentosutomu

Tech Level: 3
Availability: X-C-C
Legality: C
Cost: 900 C-bills
Affiliation: DC
Weight: 7 kilograms/50 grams
Range: 1-30/31-60/61-120
Shots: 8
Reloads: 7 C-bills
Damage: 3d6+3
Notes: Telescopic Scope; Sound and Flash Suppressor

Yuan Ling

Tech Level: 3
Availability: X-C-C
Legality: C
Cost: 1,000 C-bills
Affiliation: CC
Weight: 6 kilograms/60 grams
Range: 1-41/42-82/83-164
Shots: 10
Reloads: 10 C-bills
Damage: 3d6+3
Notes: Night Vision Scope

Hammel Marksman

Tech Level: 3
Availability: C-C-B
Legality: C
Cost: 500 C-bills
Affiliation: FWL
Weight: 5 kilograms/50 grams
Range: 1-26/27-52/53-104
Shots: 12
Reloads: 6 C-bills
Damage: 3d6+3
Notes: Telescopic Scope; -2 TN to all repair rolls

Thor's Hammer

Tech Level: 3
Availability: X-C-C
Legality: C
Cost: 750 C-bills
Affiliation: LC
Weight: 7 kilograms/60 grams
Range: 1-35/36-70/61-140
Shots: 10
Reloads: 12 C-bills
Damage: 3d6+3
Notes: Telescopic Scope; +1 TN to any modification/repair rolls

SR-17 Suns Killer

Tech Level: 3
Availability: C-C-C
Legality: C
Cost: 600 C-bills
Affiliation: TC
Weight: 6 kilograms/70 grams
Range: 1-30/31-60/61-120
Shots: 15
Reloads: 10 C-bills
Damage: 5d6
Notes: Telescopic Scope; Simple action required to chamber next round

Praetorian S-3

Tech Level: 3
Availability: X-C-B
Legality: C
Cost: 400 C-bills
Affiliation: MH
Weight: 8 kilograms/80 grams

Range: 1-29/30-58/59-116

Shots: 10

Reloads: 10 C-bills

Damage: 5d6+3

Notes: Requires harness to use; -1 TN to all repair rolls; Telescopic Scope

Praetorian S-5

Tech Level: 3

Availability: X-C-C

Legality: C

Cost: 600 C-bills

Affiliation: MH

Weight: 7 kilograms/70 grams

Range: 1-30/31-60/61-120

Shots: 10

Reloads: 12 C-bills

Damage: 6d6+3

Notes: Encumbering; -1 TN to all repair rolls; Telescopic Scope

LRS-53

Tech Level: 3

Availability: X-D-C

Legality: C

Cost: 1,000 C-bills

Affiliation: MC

Weight: 6 kilograms/60 grams

Range: 1-28/29-58/59-130

Shots: 9

Reloads: 20 C-bills

Damage: 3d6+3

Notes: Telescopic Scope; Simple action required to chamber next round

Wilimton RS-14

Tech Level: 3

Availability: X-C-C

Legality: C

Cost: 1,500 C-bills

Affiliation: CS

Weight: 7 kilograms/75 grams

Range: 1-32/33-64/65-128

Shots: 10

Reloads: 25 C-bills

Damage: 5d6

Notes: Advanced Telescopic Scope (-3 TN); +1 TN to all repair rolls

FNF-J12

Tech Level: 4

Availability: D-X-C

Legality: D

Cost: 3,500 C-bills

Affiliation: SL/Dark Caste (Clan)

Weight: 6 kilograms/80 grams

Range: 1-35/36-65/66-120

Shots: 8

Reloads: 70 C-bills

Damage: 6d6

Notes (SL): Advanced Telescopic Scope (-3 TN); Sound and Flash Suppressor.

Notes (Dark Caste): Telescopic Scope; Sound and Flash Suppressor.

Laser Pistol

Not as powerful as laser rifles, laser pistols nonetheless boast astonishing effective ranges for hand-held weapons. Easy portability and concealability make laser weapons popular sidearms for those who can afford them.

Tech Level: 3

Availability: C-B-B

Legality: C

Introduced: 2210 (TA)

Cost: 750 C-bills

Weight: 1 kilograms

Range: 1-3/4-7/8-16

Shots: 2 PPS

Damage: 4d6

Notes: Burst Mode

Blazer Pistol

The Blazer pistol is a cut-down version of the popular Blazer rifle that provides the devastating firepower of the rifle without the bulkiness. The Blazer pistol resembles a sawed-off shotgun with two top-loading power pack receptacles. Like its predecessor, the pistol uses twin laser tubes. Energy conservation is still a problem, but two power packs supply enough power for five shots, which is usually enough to get the job done. Because of its concealability and power, many Inner Sphere worlds have outlawed the Blazer pistol. If desired, the user can fire the Blazer's twin barrels separately. In this case, the weapon acts as a standard laser pistol.

Tech Level: 3

Availability: D-D-C

Legality: D

Introduced: 2295 (FW)

Cost: 3,000 C-bills

Affiliation: FWL

Weight: 2 kilograms

Range: 1-3/4-8/9-18

Shots: 8 PPS

Damage: (3d6)x2

ER Laser Pistol

The Clans have made incredible advancements in weapons technology, as demonstrated by the extended-range (ER) laser weapons found on their OmniMechs. This same technology has been adapted for hand-weapon use, resulting in the standard-issue Clan ER laser pistol. It features incredible range for a short-barreled weapon and is remarkably energy-efficient. Tech Level: 4

Availability: X-C-B

Legality: C

Introduced: NA / 2835 (CFM)

Cost: 1,000 C-bills

Affiliation: Clan

Weight: 1 kilograms

Range: 1-4/5-10/11-25

Shots: 3 PPS

Damage: 4d6

Hold-Out Laser Pistol

Scarcely larger than the palm of one's hand, the hold-out laser pistol

suffers from the same problems that beleaguer all pistols its size: it is underpowered, has little range and is capable of only a few shots.

Tech Level: 3

Availability: C-C-C

Legality: D

Introduced: 2320 (LC)

Cost: 100 C-bills

Affiliation: FWL

Weight: 50 grams

Range: 1-2/3-5/6-10

Shots: 3 PPS

Damage: 2d6

Laser Pistol (White Dwarf)

Small and inexpensive, hold-out weapons are traditionally used as weapons of last resort. The concealability of these weapons also makes them attractive to individuals who require a subtle weapon for covert or illegal activities. The designers at Intek have capitalized on this market segment by producing a laser weapon with several special features.

Tech Level: 3

Availability: X-X-C

Legality: D

Introduced: 3058 (FW)

Cost: 250 C-bills

Affiliation: FWL

Weight: 250 grams

Range: 1-2/3-5/6-10

Shots: 1

Damage: 3d6,

Note: Single shot; +4 TN to Perception check to spot.

Nakjima Hand Laser

The Nakjima Hand Laser fires a highly-focused beam, offering excellent range and armor penetration as well as incredible energy-efficiency. This weapon, favored in the Draconis Combine, is very accurate but the narrow beam causes less tissue disruption than other laser pistols.

Tech Level: 3

Availability: X-C-B

Legality: C

Introduced: 2880 (DC)

Cost: 750 C-bills

Affiliation: DC

Weight: 1 kilograms

Range: 1-4/5-8/9-20

Shots: 1 PPS

Damage: 3d6

Nova Laser Pistol

The Nova laser pistol has the widest beam of any production-model laser pistol but is tremendously inefficient. The wide beam greatly improves overall damage, but it diffuses quickly, which severely limits its effective range. The beam's armor penetration is comparatively poor, although this is a minor consideration as most forms of armor offer little protection against energy weapons to begin with.

Tech Level: 3

Availability: X-X-C

Legality: D

Introduced: 3053 (FW)

Cost: 1,250 C-bills

Affiliation: FWL

Weight: 1.5 kilograms

Range: 1-2/3-4/5-8

Shots: 10 PPS

Damage: 6d6+4

Sunbeam Laser Pistol

Tech Level: 3

Availability: X-C-B

Legality: C

Introduced: 3045 (FW)

Cost: 750 C-bills

Affiliation: FWL

Weight: 1 kilograms

Range: 1-3/4-6/7-13

Shots: 4 PPS

Damage: 4d6

Pulse Laser Pistol

This is slightly larger and more expensive than a regular laser pistol.

Tech Level: 3

Availability: B-D-C

Legality: C

Introduced: 2620 (TH)

Extinction: — / 2845

Cost: 1,000 C-bills

Weight: 1 kilograms

Range: 1-3/4-6/7-14

Shots: 2 PPS

Reloads: 10 C-bills

Damage: 3d6

Notes: Burst Mode

Clan Pulse Laser Pistol

The Clan version of the pulse laser pistol boasts improved range and lethality over standard models

Tech Level: 4

Availability: X-B-B

Legality: C

Introduced: NA / 2840 (CFM)

Cost: 1,500 C-bills

Affiliation: Clan

Weight: 1 kilograms

Range: 1-3/4-7/8-16

Shots: 3 PPS

Damage: 4d6

Notes: Burst Mode

Laser Rifle

Standard issue in several large and well financed militaries, laser rifles are popular, though expensive.

They are “power hogs,” virtually requiring soldiers to carry a number of additional power packs.

Tech Level: 3

Availability: C-B-B

Legality: C

Introduced: 2230 (TA)

Cost: 1,250 C-bills

Weight: 5 kilograms

Range: 1-12/13-41/42-93

Shots: 5 PPS

Damage: 4d6+2

Laser Rifle (Maxell PL-10)

Tech Level: 3

Availability: X-X-B

Legality: C

Introduced: 3059 (LA)

Cost: 2,000 C-bills

Affiliation: LC

Weight: 6.5 kilograms

Range: 1-11/12-40/41-92

Shots: 9 PPS

Damage: 3d6+4

Blazer Rifle

Tech Level: 3

Availability: B-B-C

Legality: C

Introduced: 2290 (FW)

Cost: 2,000 C-bills

Weight: 7 kilograms

Range: 1-13/14-44/45-97

Shots: 10 PPS

Damage: (4d6+2)x2

Marx XX Laser Rifle

The expensive Marx XX laser rifle fires an intensely powerful and tightly focused beam, resulting in superior armor penetration and range.

Tech Level: 3

Availability: C-D-C

Legality: C

Introduced: 2690 (TH)

Cost: 1,750 C-bills

Weight: 6 kilograms

Range: 1-15/16-50/51-100

Shots: 6 PPS

Damage: 3d6+4

Ebony Assault Rifle

The new Magistracy of Canopus laser assault rifle was specifically designed and manufactured under a mandate from the Magistracy and the direction of the Magistracy Intelligence Ministry. With an eye to providing MIM special forces with the most flexible laser rifle possible, the new firearm broke ground by offering a variable power setting. By adjusting the focusing matrix, the weapon can provide increased damage at a reduced effective range or decreased damage at an increased effective range. Though several laser rifles, such as the Blazer and Starfire, are superior within specific damage-vs-range brackets, the flexibility of the Ebony is quickly earning itself a broad reputation for excellence. The rifle gets its name from the Ebon Magistrate a new, secret special forces division of the Magistracy Intelligence Ministry which has almost exclusive access to the weapon.

Tech Level: 3

Availability: X-X-D

Legality: D

Introduced: 3063 (MC)

Cost: 8,500 C-bills

Affiliation: MC

Weight: 10 kilograms

Notes: Simple action required to change settings

Standard Mode

Range: 1-13/14-40/41-95

Shots: 8 PPS

Damage: 3d6+2

High-Power Mode

Range: 1-10/11-32/33-70

Shots: 12 PPS

Damage: 4d6+4

Extended-Range Mode

Range: 1-16/17-52/53-122

Shots: 4 PPS

Damage: 2d6

Intek Laser Rifle

The Intek laser rifle offers somewhat greater range than standard laser rifles, but its main feature is fantastic energy efficiency: the rifle can fire more than double the number of shots off a power pack as other laser rifles. This low-power operation results in reduced damage, but the Intek laser rifle remains an excellent weapon for troops on long-range scouting patrols or otherwise isolated from supplies.

Tech Level: 3

Availability: X-B-B

Legality: C

Introduced: 2880 (FW)

Cost: 1,250 C-bills

Affiliation: FWL

Weight: 5 kilograms

Range: 1-16/17-55/56-110

Shots: 2 PPS

Damage: 2d6+2

Magna Laser Rifle

Similar in many ways to the Nova laser pistol, the Magna laser rifle also fires a wider, dispersed beam that results in greater tissue dispersion at the expense of reduced range and armor penetration. Unlike the Nova, the Magna's larger size allows the inclusion of additional capacitors and an enlarged charging chamber, which makes the weapon no less efficient than other laser rifles.

Tech Level: 3

Availability: A-A-B

Legality: C

Introduced: 2465 (DC)

Cost: 1,500 C-bills

Affiliation: DC

Weight: 6 kilograms

Range: 1-10/11-38/39-88

Shots: 5 PPS

Damage: 5d6

Notes: Burst Mode

M61A Combat System

Tech Level: 3

Availability: X-X-C

Legality: D

Introduced: 3062 (FS)

Cost: 7,150 C-bills
Affiliation: FC
Weight: 9 kilograms
Range: 1-14/15-45/46-96
Shots: 5 PPS
Damage: 4d6+2
Notes: Compact Grenade Launcher; Laser Sight

Mauser 960 Assault System

Though now a rarity, the Mauser 960 was once the standard issue rifle of the Star League Defense Force. Built around a pulse laser rifle, the Mauser 960 features an integral grenade launcher, a vibroblade bayonet and a survival kit built into its stock.

Tech Level: 4
Availability: C-D-D
Legality: D
Introduced: 2700 (TH)
Extinction: — / 3040
Cost: 8,000 C-bills
Affiliation: SL/CS
Weight: 10.5 kilograms
Range: 1-11/12-34/35-73
Shots: 2 PPS
Damage: 3d6+3
Notes: Burst Mode; Vibrodagger; Compact Grenade Launcher

Mauser 1200 LSS

Once the Holy Grail of infantry weapons, the original Mauser 960 has all but disappeared from the Inner Sphere since the destruction of the original Star League and the Succession Wars that followed. Only ComStar had access to significant quantities of such prized weapons beyond the exotic collector's item handed down through the generations, though the system remained uncommon even with them. After the schism, Word of Blake engineers with help from Free Worlds League arms manufacturers—began work on reviving this venerable system for the modern era, producing the Mauser 1200 Light Support System. Keeping the compact grenade launcher and the vibroblade, engineers opted to strip out the survival kits that could already be carried by other means in favor of a heavier, more potent laser rifle. Increasing the laser's intensity and armor piercing ability, the team initially found it consumed an unacceptable level of power during full automatic fire, and so reduced its rate to a more efficient power drain level. The Word of Blake has since begun issuing the new Mauser 1200 LSS to its elite troopers, with most going to the organization's newly re-fielded Nighthawk Battlesuit squads.

Tech Level: 4
Availability: X-X-D
Legality: D
Introduced: 3055 (WB)
Cost: 10,000 C-bills
Affiliation: CS
Weight: 11 kilograms
Range: 1-11/12-34/35-73
Shots: 5 PPS
Damage: 4d6+2
Notes: Burst Mode; Vibrodagger; Compact Grenade Launcher

Mauser IIC IAS

Unlike the Inner Sphere, the Clans managed to retain a sizeable

cache of Mauser 960 assault systems in good repair and began limited production well after their formation in the Kerensky Cluster. Over time, Clan technicians expanded upon this system, increasing the Mauser's size and firepower. The final result the so-called Mauser IIC first appeared fifty years ago and has seen widespread use by those Clans who still maintain elite unarmored infantry squads ever since.

Bulky and massing a hefty twelve kilograms, the Mauser IIC is difficult to wield, even with the aid of its integral shoulder strap. Its primary weapon system consists of an extended-range laser rifle, with an attached automatic grenade launcher for added support fire, a detachable vibroblade for close combat, and a field survival kit for extended operations.

Tech Level: 4
Availability: X-D-D
Legality: D
Introduced: NA / 3015 (CHH)
Cost: 18,000 C-bills
Affiliation: Clan
Weight: 12 kilograms
Range: 1-18/19-60/61-140
Shots: 5 PPS
Damage: 5d6+2
Notes: Encumbering; Vibrodagger; Grenade Launcher

ER Laser Rifle

The Clans' extended-range laser rifle uses technology originally created for BattleMech weapons. The result is a highly prized personal weapon of unsurpassed accuracy and efficiency.

Tech Level: 4
Availability: X-C-C
Legality: C
Introduced: NA / 2845 (CSA)
Cost: 2,000 C-bills
Affiliation: Clan
Weight: 5 kilograms
Range: 1-18/19-60/61-140
Shots: 5 PPS
Damage: 4d6+2

Clan Pulse Laser Rifle

The Clan pulse laser rifle is a huge improvement over its Inner Sphere counterpart, but the advanced materials required for its construction make it uncommon even among the Clans' most elite soldiers.

Tech Level: 4
Availability: X-D-C
Legality: C
Introduced: NA / 2835 (CGS)
Cost: 2,000 C-bills
Affiliation: Clan
Weight: 6 kilograms
Range: 1-12/13-36/37-80
Shots: 5 PPS
Damage: 4d6
Notes: Burst Mode

Pulse Laser Rifle

Unlike other laser weapons, the pulse laser rifle has yet to gain widespread acceptance. The weapon's high cost and scarcity make it a

weapon of the wealthy.

Tech Level: 3

Availability: D-D-C

Legality: C

Introduced: 2325 (LC)

Cost: 2,000 C-bills

Weight: 5 kilograms

Range: 1-8/9-26/27-55

Shots: 4 PPS

Damage: 3d6+2

Notes: Burst Mode

Starfire ER Laser Rifle

Until the Starfire was developed, the Intek laser rifle was the longest-range man-portable laser weapon in the Inner Sphere. The Intek's beam dissipates quickly, however, resulting in relatively low damage. Utilizing the same technology developed for extended-range BattleMech lasers, the Nakjima and Sunbeam corporations cooperated to produce the Starfire designs, which deliver more damage over longer ranges.

Tech Level: 3

Availability: X-X-D

Legality: D

Introduced: 3052 (FW)

Cost: 2,500 C-bills

Affiliation: FWL

Weight: 5 kilograms

Range: 1-17/18-57/58-125

Shots: 6 PPS

Damage: 3d6+3

Notes: 1 Round recharge

Variable-Pulse Laser Rifle

Tech Level: 3

Availability: X-X-D

Legality: D

Introduced:

Extinction:

Cost: 4,500 C-bills

Affiliation: FS

Weight:

Range: 1-7/8-16/17-38

Shots: 5 PPS

Damage: 4d6/3d6/2d6

Notes: Burst Mode; Damage –1d6 pre range bracket beyond short

Needler Pistol

Lightweight and cheap, the needler pistol is a favored back-up weapon throughout the Inner Sphere and Periphery.

Tech Level: 3

Availability: A-A-A

Legality: C

Introduced: Pre-Spaceflight

Cost: 50 C-bills

Weight: 300 grams/70 grams

Range: 1/2/3

Shots: 10

Reloads: 1C-bills

Damage: 1d6+2

Notes: Needler

Needler Pistol (Hold-Out)

The hold-out needler is probably the smallest ranged weapon on the market. With an extremely short effective range, this disposable pocket pistol is the last line of defense for many MechWarriors. Though the hold-out needler holds only a few shots, at short range it delivers damage comparable to that produced by full-sized needler weapons.

Tech Level: 3

Availability: B-A-A

Legality: C

Introduced: 2515 (TH)

Cost: 20 C-bills

Weight: 50 grams

Range: 1/2/3

Shots: 5

Damage: 1d6

Notes: Needler; Cannot be reloaded

Needler Pistol (Sea Eagle)

Irian PersArms' sole entry into the needler weapons market is light and well balanced, allowing it to be used one-handed unlike many other needler "pistols," though a secondary grip under the barrel allows it to be fired two-handed as well. Unfortunately, the lightweight design limits the size of the ammo blocks used by the Sea Eagle and thus the number of shots available to the wielder. Indeed, at its maximum rate of fire the Sea Eagle can fire only two bursts though the speed of fire and excellent balance of the weapon mean that its recoil effects are less than comparable weapons.

Tech Level: 3

Availability: X-C-B

Legality: C

Introduced: 3035 (FWL)

Cost: 110 C-bills

Affiliation: FWL

Weight: 350 grams/100 grams

Range: 1-2/NA/NA

Shots: 10

Reloads: 5 C-bills

Damage: 1d6-2

Notes: Needler

M&G Flechette Pistol

Using a unique firing mechanism and a special polymer-composite formula, the Mauser & Gray flechette pistol produces a rate of fire comparable to machine-pistol fire rates. Consequently, this deadly weapon combines the abilities of a typical needler with the burst-fire capability of a submachine gun, all in a very compact package. It's no wonder the weapon is restricted to military use on most planets.

Tech Level: 3

Availability: B-B-C

Legality: D

Introduced: 2360 (LC)

Cost: 100 C-bills

Affiliation: LC

Weight: 650 grams/170 grams

Range: 1-2/NA/NA

Shots: 15

Reloads: 4 C-bills

Damage: 1d6-2

Notes: Needler

Needler Rifle

Building on the same technology as its flechette pistol, the Mauser & Gray flechette rifle boasts a longer range and greater accuracy, even when used in burst-fire mode.

Tech Level: 3

Availability: C-C-C

Legality: C

Introduced: Early Spaceflight

Cost: 75 C-bills

Weight: 1 kilograms/200 grams

Range: 1/2-3/4-6

Shots: 20

Reloads: 2 C-bills

Damage: 2d6+2

Notes: Needler

Shredder Heavy Needler Rifle

Despite the vicious wounds caused by needlers to unarmored targets, the weapon's ineffectiveness against armored targets long restricted its use. OmniTech developed the Shredder to solve the problem. This heavy needler resembles a small, wide-barreled rifle. It uses numerous high-speed cutters to shred its heavy flechette ammunition loads and propels them at higher speeds than standard needlers, producing a weapon that is effective against both armored and unarmored targets. Tech Level: 3

Availability: X-X-B

Legality: C

Introduced: 3054 (FC)

Cost: 150 C-bills

Affiliation: LC

Weight: 1 kilograms/240 grams

Range: 1/2/3

Shots: 10

Reloads: 3 C-bills

Damage: 4d6+4

Notes: Needler

Automatic Shotgun

A lethal variation on the standard shotgun, the automatic shotgun features a large drum ammo chamber. The rapid loading and firing made possible by the drum chamber provides the weapon with limited burst-fire capability. Tech Level: 2

Availability: A-A-A

Legality: C

Introduced: Early Spaceflight

Cost: 200 C-bills

Weight: 5 kilograms/270 grams

Range: 1/2/3-4

Shots: 12

Notes: Burst Mode

Shot Ammo

Reloads: 2 C-bills

Damage: 2d6+5

Note: Uses Flechette Rules

Solid Ammo

Reloads: 8 C-bills

Damage: 4d6+2

Combat Shotgun

Specifically designed for military use, the combat shotgun features a much higher muzzle velocity than standard sporting shotguns. Consequently, the combat shotgun has much greater armor penetration and range than its sporting cousin.

Tech Level: 2

Availability: A-A-A

Legality: C

Introduced: Pre-Spaceflight

Cost: 175 C-bills

Weight: 4.5 kilograms/140 grams

Range: 1/2-3/4-5

Shots: 8

Shot Ammo

Reloads: 2 C-bills

Damage: 3d6+2

Note: Uses Flechette Rules

Solid Ammo

Reloads: 8 C-bills

Damage: 5d6

Double-Barreled Shotgun

The double-barreled shotgun features two side-by-side barrels. Each barrel holds a single round of ammunition and may be triggered separately. Typically, one barrel is fired at a time, so that the user does not have to reload before firing again.

Tech Level: 1

Availability: A-A-A

Legality: B

Introduced: Pre-Spaceflight

Cost: 30 C-bills

Weight: 4 kilograms/40 grams

Range: 1/2/3

Shots: 2

Notes: May fire both barrels doing double damage.

Shot Ammo

Reloads: 1 C-bills

Damage: 2d6+2

Note: Uses Flechette Rules

Solid Ammo

Reloads: 4 C-bills

Damage: 5d6

Double-Barreled Shotgun (Sawed-off)

Tech Level: 1

Availability: A-A-A

Legality: D

Introduced: Pre-Spaceflight

Cost: *Not for sale

Weight: 3 kilograms/40 grams

Range: 1-2/NA/NA

Shots: 2

Notes: May fire both barrels doing double damage; *Requires XX Skill to create.

Shot Ammo

Reloads: 1 C-bills

Damage: 2d6+2

Note: Uses Flechette Rules

Pump Action Shotgun

Tech Level: 1

Availability: A-A-A

Legality: B

Introduced: Pre-Spaceflight

Cost: 30 C-bills

Weight: 3 kilograms/120 grams

Range: 1/2-3/4-5

Shots: 6

Notes: Simple action required to load next round

Shot Ammo

Reloads: 2 C-bills

Damage: 3d6+2

Note: Uses Flechette Rules

Solid Ammo

Reloads: 8 C-bills

Damage: 5d6

Avenger CCW

The Clan-made “Avenger” crowd control weapon first appeared in the Inner Sphere when Clan Steel Viper troops were briefly called in to support Clan Ghost Bear forces in bringing order to their recently seized worlds in the former Free Rasalhague and Draconis Combine regions. Though its name implies that the weapon was designed for urban pacification, it has proven more efficient than the auto shotguns Inner Sphere manufacturers developed for battlefield use.

Tech Level: 4

Availability: X-D-C

Legality: C

Introduced: NA / 3020 (CSV)

Cost: 345 C-bills

Affiliation: Clan

Weight: 5.5 kilograms/400 grams

Range: 1-2/3-4/5-6

Shots: 15

Shot Ammo

Reloads: 4 C-bills

Damage: 3d6+5

Note: Uses Flechette Rules

Solid Ammo

Reloads: 16 C-bills

Damage: 5d6+2

Gauss Pistol

Developed by the Clans as a powerful alternative to the standard laser pistol, the Gauss pistol is an expensive but effective weapon.

Tech Level: 3

Availability: X-C-C

Legality: C

Introduced: NA / 2850 (CSA)

Cost: 1,500 C-bills

Affiliation: Clan

Weight: 1 kilograms/10 grams

Range: 1/2-4/5-12

Shots: 4

PP Required: 1 PPS

Reloads: 1 C-bills

Damage: 5d6+2

Gauss Pistol (Mandrake)

Developed for House Liao's Maskirovka, the Mandrake Gauss pistol is an easily concealed single-shot Gauss pistol. A higher muzzle velocity and more stopping power than standard ammunition. Magnum pistols are powerful and popular. Covert agents especially prize the Mandrake for its carbon-ceramic casing, which prevents standard metal detectors from detecting the weapon (though the ammunition must be carried separately and disguised). Additionally, the Mandrake cannot be detected by chemical or spectrographic analysis because it uses a stored charge to fire rather than chemical propellants. Consequently, Maskirovka operatives can carry their Mandrakes through any spaceport in the Inner Sphere without detection. Once fired, the weapon cannot be recharged or re-armed and usually is discarded. Apparently, both the MIIO and Loki are attempting to duplicate the Mandrake, but neither has been able to produce a working facsimile. Rumor has it the NAIS is offering a reward for a functioning Liao Mandrake.

Tech Level: 3

Availability: X-X-C

Legality: C

Introduced: 3052 (CC)

Cost: 750 C-bills

Affiliation: CC

Weight: 0.1 kilograms/10 grams

Range: 1/2/3-7

Shots: 1

Damage: 4d6+2

Notes: One Shot weapon; Encumbering

Gauss Rifle (Thunderstroke)

Made by Federated Arms, manufacturer of the renowned Federated Long Rifle, the Thunderstroke Gauss rifle is the smaller of two man-portable Gauss weapons the firm produces. The Thunderstroke is as large as a standard long rifle, with an extended barrel housing that contains the magnetic "rails" that accelerate its projectiles. Ammunition is fed from a clip through a top-loading port. The Thunderstroke is fired from the hip and features a shoulder strap that the operator may use to balance the unwieldy device. Despite its size, the Thunderstroke can be used effectively by almost anyone because of its lightweight construction and simplicity of operation.

Tech Level: 3

Availability: X-X-D

Legality: C

Introduced: 3058 (FS)

Cost: 2,500 C-bills

Affiliation: FS

Weight: 7 kilograms/330 grams

Range: 1-6/7-16/17-50

Shots: 5

PP Required: 2 PPS

Reloads: 3 C-bills

Damage: 4d6+9

Gauss Rifle (Thunderstroke II)

Tech Level: 3

Availability: X-X-D

Legality: C

Introduced: 3062 (FS)

Cost: 3,500 C-bills

Affiliation: FS

Weight: 6.5 kilograms/420 grams

Range: 1-9/10-20/21-60
Shots: 20
PP Required: 1 PPS
Reloads: 10 C-bills
Damage: 4d6+9

Gauss Submachine Gun

Within the occupation zones of the invading Clans, the rise of partisan and guerrilla forces has become a concern on some worlds. While deploying necessary forces to keep the peace, many were still unprepared and improperly equipped to deal with the problem. BattleMechs and armored vehicles proved ineffective in such actions, and the deployment of large numbers of armored infantry was considered impractical. As the need grew apparent for more effective weapons for unarmored security troops to combat these tactics of low intensity warfare, Clan Diamond Shark offered their solution—for a price. Diamond Shark technicians developed the Gauss submachine gun as a new small arm based on the Clan Gauss pistol many Clan police forces already carried in the line of duty. Silent but deadly, the Gauss SMG fires ferromagnetic tungsten alloy darts at subsonic speeds, delivering short bursts with sufficient punch to defeat most forms of personal combat armor. Slightly larger than normal submachine guns, this weapon looks more like an assault rifle and

is selectable for single shot firing or three-round bursts.

Tech Level: 1
Availability: X-X-D
Legality: D
Introduced: NA / 3055 (CDS)
Cost: 2,000 C-bills
Affiliation: Clan
Weight: 4.5 kilograms/520 grams
Range: 1-6/7-16/17-50
Shots: 30
PP Required: 1 PPS
Reloads: 10 C-bills
Damage: 4d6+2
Notes: Burst Mode

Coventry Handrocket

Tech Level: 3
Availability: X-X-C
Legality: C
Introduced: 3055 (FC)
Cost: 250 C-bills
Weight: 3.1 kilograms/240 grams
Range: 1-3/4-6/7-15
Shots: 5
Reloads: 5 C-bills
Damage: 3d6
Notes: Gyrojet

Gyrojet Pistol

Packing a significant punch, the Gyrojet pistol is a virtual hand cannons. The bulky pistol is difficult to conceal.

Tech Level: 2
Availability: C-C-B
Legality: C
Introduced: 2625 (TH)
Cost: 450 C-bills

Weight: 2.5 kilograms/180 grams
Range: 1-2/3-5/6-14
Shots: 2
Reloads: 1 C-bills
Damage: 3d6+3
Notes: Gyrojet

Gyrojet Pistol, Hold-Out

A marvel of weapons engineering, the tiny hold-out gyrojet pistol is little more than two rounds of ammunition and a trigger. It manages to deliver the same punch as a full-sized pistol but suffers from drastically reduced range.

Tech Level: 2
Availability: C-C-B
Legality: C
Introduced: 2630 (TH)
Cost: 30 C-bills
Weight: 50 grams/20 grams
Range: 1/2/3
Shots: 2
Reloads: 1 C-bills
Damage: 3d6+3
Notes: Gyrojet

Gyrojet Rifle

Tech Level: 2
Availability: C-C-B
Legality: C
Introduced: 2540 (TH)
Cost: 1,250 C-bills
Weight: 7 kilograms/1.3 kilograms
Range: 1-7/8-18/19-55
Shots: 10
Reloads: 100 C-bills
Damage: 3d6+6
Notes: Gyrojet

Gyrojet Gun, Heavy

A much larger version of the gyrojet rifle, the heavy gyrojet gun fires a larger and more powerful round. The size and shape of the weapon make it awkward to carry in the field, however, while the weapon's highly visible exhaust plume make it impractical for sniper use. Carrying a heavy gyrojet gun encumbers a character. Tech Level: 2

Availability: B-C-B
Legality: C
Introduced:
Extinction
Cost: 2,500 C-bills
Weight: 10 kilograms/1 kilograms
Range: 1-9/10-24/25-60
Shots: 5
Reloads: 250 C-bills
Damage: 6d6+6
Notes: Gyrojet, Encumbering

Gyroslug Carbine

The gyroslug carbine is a cut-down version of the gyroslug rifle. The carbine's shorter barrel reduces the weapon's over-all accuracy, but it otherwise looks and feels just like its bigger brother.

Tech Level: 2

Availability: B-C-B
Legality: C
Introduced: 2580 (CC)
Cost: 800 C-bills
Weight: 4 kilograms/1.84 kilograms
Range: 1-4/5-10/11-24
Shots: 20
Reloads: 5 C-bills
Damage: 2d6+5
Notes: Gyrojet

Gyroslug Carbine (Star King)

Tech Level: 3
Availability: X-D-A
Legality: C
Introduced: 2789 (LC)
Extinction: 2925
Cost: 100 C-bills
Affiliation: LC
Weight: 5.2 kilograms/2.3 kilograms
Range: 1-5/6-13/14-26
Shots: 20
Reloads: 15 C-bills
Damage: 3d6+3
Notes: Gyrojet

Gyroslug Rifle

The standard cone rifle is the most common Gyrojet weapon. Though several different manufacturers produce this weapon, because of the low demand there have been few advances in the design. In fact, they all make virtual copies of the same Star League-era rifle, the SI-445 designed by Heston, Inc.

Tech Level: 2
Availability: A-B-B
Legality: C
Introduced:
Extinction
Cost: 1,000 C-bills
Weight: 8 kilograms/5.8 kilograms
Range: 1-5/6-12/13-30
Shots: 50
Reloads: 20 C-bills
Damage: 3d6+3
Notes: Gyrojet

Dart Gun

The dart gun is a non-lethal weapon commonly used by police officers and other individuals to incapacitate a target. It fires a small dart that delivers a powerful shock to the target via a small wire connected to the gun itself. Tech Level: 1
Availability: A-A-A
Legality: B
Introduced: Pre-Spaceflight
Cost: 40 C-bills
Weight: 650 grams/10 grams
Range: 1-2/NA/NA
Shots: 1
Reloads: 1 C-bills
Damage: Special

Gas Capsule Pistol (“Spitball”)

Strange times call for strange weapons and the “Spitball” capsule pistol is such an item. Using compressed gas to propel a plastic ball, the Spitball can deliver different types of liquid, gas, or powered chemicals to a target. First utilized by Loki agents, this seemingly innocuous weapon is now used in covert operations all over the Inner Sphere. Each capsule can accommodate most any chemical that can be injected into it by a special syringe, though highly volatile or caustic compounds are rarely used as they can quickly erode the plastic casings and leak into the firing chamber. Using simple, compressed-air cartridges (good for up to 200 shots) rather than powder or magnetic acceleration, the “Spitball” does not compete with typical firearms and isn’t built to do so. A capsule that hits its target breaks open and spills its contents, and, unless the target has some sort of chemical protection, the splash may seep through gaps between unsealed armor or react with the armor.

Tech Level: 2
Availability: D-C-B
Legality: B
Introduced: 3059 (LA)
Cost: 6 C-bills
Weight: 1 kilogram/40 grams
Range: 1/2-3/4
Shots: 25
Reloads: 2 C-bills
Damage: Special
Notes: Depends on gas used

LGB-46R “Paint” Gun

A common component of toolboxes throughout inhabited space, the LGB-46R and similar models are used in both military and civilian environments. The LGB-46R “Paint Gun” discussed here can be considered a baseline design, whose functions are comparable to most others in known space. It uses pneumatic pressure, either supplied by a compressor or straight from pressurized canisters to emit liquid on a surface. It is most often used to paint objects (anything from walls with acrylic paint to BattleMechs with EM absorbent paint) but more specialized uses exist. Common payloads include an exothermic compound used to ‘soften’ damaged armor plates for removal, an endothermic compound used to cool overheated components such as heat sinks and circuitry, or an acid used to clean surfaces and destroy damaged or undesirable objects that cannot be extracted by conventional means. These and other liquids can be used against organic targets as well. The LGB-46T has a steel handle with a flat surface that can serve as a hammer, making it heavier than the 46R model. Paint Guns are considered multi-purpose tools and are often adorned with various tokens, charms, and miscellaneous objects by their owners.

Tech Level: 1
Availability: A-A-A
Legality: A
Introduced: Pre-Spaceflight
Cost: 50 C-bills
Weight: 1.8 kilograms/640 grams
Range: 1/NA/NA
Shots: 15
Reloads: 10 C-bills
Damage: 1d6-4

Notes: Damage is Blunt; Any armor or clothing reduces damage to 0

Sonic Stunner

The sonic stunner, like the Stunstick, is a nonlethal weapon meant to render a target unconscious. It projects an ultra-high-frequency sound that can stun or knock out the target. The sonic stunner cannot cause wounds. It has the same potential to stun and knock out characters as the Stunstick (see p. 135). Armor has no effect on a sonic stunner. Any character wearing battle armor or equipped with bionic replacements in both ears can filter out the sonic stunner's blast and is immune to the weapon.

Tech Level: 2

Availability: B-C-B

Legality: B

Introduced: 2375 (TH)

Cost: 100 C-bills

Weight: 600 grams

Range: 1-2/NA/NA

Shots: 1 PPS

Damage: Special

Notes: See Stun Damage; Damage reduced by adequate ear protection.

Tranq Gun

The tranquilizer gun uses compressed gas to fire a small needle-tipped dart that contains a concentrated dose of sedative or other drug or poison. The darts rarely penetrate body armor but can easily pierce cloth and most animal hides

Tech Level: 1

Availability: A-A-A

Legality: B

Introduced: Pre-Spaceflight

Cost: 30 C-bills

Weight: 1.5 kilograms/40 grams

Range: 1/2/3-4

Shots: 10

Reloads: 1 C-bills

Damage: Special

Notes: See Stun Damage

Harpoon Gun (Pequod, MK. 1)

Tech Level: 1

Availability: C-B-A

Legality: B

Introduced:

Extinction

Cost: 350 C-bills

Affiliation: TC

Weight: 2.3 kilograms/135 grams

Range: 1-2/3/4-15

Shots: 1

Reloads: 2 C-bills

Damage: 1d6+3

Notes: May fire a grappling line; -2TN to Climbing, Simple action to release line; No underwater modifiers

Harpoon Gun (Pequod, MK. 2)

Tech Level: 1

Availability: D-B-A

Legality: C

Introduced:

Extinction

Cost: 700 C-bills

Affiliation: TC

Weight: 4.1 kilograms/360 grams

Range: 1-4/5-7/8-13

Shots: 2

Reloads: 5 C-bills

Damage: 2d6

Notes: Wireless; No underwater modifiers

Buccaneer Gel Gun

Mounting attacks while onboard fragile DropShips and JumpShip has always posed a problem to most engagements using specialized ammunition like Frangible and AET rounds, but such weapons do not entirely eliminate the risks of damaging the vessel or of ricochets. The "Buccaneer" boarding gun is designed to provide effective heavy firepower against enemy personnel while eliminating the chance of damage to the vessel. The "Buccaneer" uses compressed gas to fire gel batons at its target; additional gas discharge, coupled with the exhaust from firing effectively cancels out its recoil in zero-G conditions. The baton rounds, while non-lethal, remain effective against light and medium body armor but are of negligible value against the heavy protection of battle armor. Still, all targets struck by a baton are likely to be knocked off their feet.

Tech Level: 1

Availability: X-X-C

Legality: B

Introduced: 3035 (FW)

Cost: 200 C-bills

Affiliation: FWL

Weight: 2.5 kilograms/850 grams

Range: 1-2/3-5/6-10

Shots: 5

Reloads: 10 C-bills

Damage: 2d6S

Notes: Damage is Blunt; any armor reduces damage to ½

Ceres Arms Crowdbuster

A Capellan weapon designed for riot control, the Ceres Arms "Crowdbuster" is a larger and more powerful version of the standard sonic stunner.

Tech Level: 2

Availability: X-D-C

Legality: B

Introduced: 3030 (CC)

Cost: 150 C-bills

Affiliation: CC

Weight: 1 kilogram

Range: 1-2/NA/NA

Shots: 2 PPS

Damage: Special

Notes:

Radium Sniper Rifle

During the Reunification War, a Taurian agent used a dubious prototype weapon originally considered incapable of killing a healthy adult to assassinate the sickly Admiral Kincaid of the SLDF. The Star League recovered neither the weapon nor any of its technical details, and the Concordat's conquest halted any further develop-

ment, causing the project to be mothballed shortly after its reactivation in 2607. Ironically, it was the discovery of the Star League's own 28th-century molecular engineering research in the Helm memory core that allowed the Concordat to complete the long-postponed development of this weapon, which has only recently appeared in the hands of TMI counterinsurgency agents. The Radium Sniper is a two-part weapon. Its first part, a particle accelerator, projects a quantity of radium isotopes from a small cartridge, while the second, a laser system mounted directly behind the accelerator, fires a beam straight through

this canister, arriving shortly before the isotopes do. The laser punctures a miniscule hole in the target's body armor and flesh, allowing deeper injection of the much slower isotopes. The radium's half-life cycle then quickly administers a lethal dose of radiation into the target. The radioactive component of the Radium Sniper means that expended cartridges and the discharge of the weapon both create a considerable amount of hazardous radioactive waste. Because of this, the sniper must wear protective clothing and transport the weapon and its ammunition in special lead cases

when not in use.

Tech Level: 3

Availability: D-X-D

Legality: D

Introduced: 2583 (TC)

Extinction: 2607

Reintroduced: 3062 (TC)

Cost: 9,500 C-bills

Affiliation: TC

Weight: 12 kilograms/330 grams

Range: 1-19/20-70/71-150

Shots: 5

Reloads: 650 C-bills

Damage: Special

Notes: 10 PPS; On any attack doing damage target is injected with one dose of Radium poison.

Autocannon, Bearhunter

Clan Hell's Horses, arguably among the Clans' most proficient employers of battlefield infantry, developed the "Bearhunter" Super-heavy Autocannon as a means of improving the offensive capabilities of these conventional assets. Built along the lines of a standard man-portable autocannon, the superheavy design uses three rotating barrels to prevent weapon overheating and deliver an even higher rate of fire than the original. In exchange, however, the "Bearhunter" comes at a higher cost and suffers a significant decrease in its effective range. Furthermore, like the semi-portable autocannon, it cannot make use of recoil compensation, and thus a full burst of fire makes this weapon far less reliable than its smaller cousin. Unfortunately for the Horses, the "Bearhunter's" introduction on the eve of their disastrous "war" against the Ghost Bear Clan led to several of these new weapons falling into the hands of their hated enemies. The Bears have since been able to field their own ultra-heavy autocannons on their newly debuted Golem Battlesuit.

Tech Level: 4

Availability: X-X-C

Legality: D

Introduced: NA / 3062 (CHH)

Cost: 3,000 C-bills

Affiliation: Clan

Weight: 40 kilograms/9 kilograms

Range: 1-3/4-12/13-24

Shots: 180

Crew: 2

Reloads: 200 C-bills

Damage: 8d6+3

Notes: Always fires in Burst Mode

Autocannon, Semi-Portable

A scaled-down version of BattleMech mounted autocannon. the semi-portable model features a rotating multiple barrel assembly that prevents overheating in the barrels, allowing for a fantastically high rate of fire. Designed expressly for anti-vehicle use, the semi-portable autocannon has excellent armor penetration for a weapon of its size.

Tech Level: 3

Availability: B-C-C

Legality: C

Introduced: 2255 (TA)

Cost: 2,000 C-bills

Weight: 25 kilograms/8 kilograms

Range: 1-5/6-15/16-40

Shots: 200

Crew: 2

Reloads: 150 C-bills

Damage: 4d6

Notes: Always fires in Burst Mode

Light Machine Gun

The light machine gun offers cheap firepower for the mercenary squad on a tight budget. Although it's not as reliable as other machine gun options, it is lightweight and widely available.

Tech Level: 2

Availability: A-A-A

Legality: C

Introduced: Pre-Spaceflight

Cost: 400 C-bills

Weight: 7 kilograms/2 kilograms

Range: 1-6/7-16/17-38

Shots: 45

Crew: 1

Reloads: 6 C-bills

Damage: 3d6+3

Notes: Always fires in Burst Mode

Portable Machine Gun

Light enough to be carried by a single trooper, it can be found in almost every infantry squad alongside the grenade launcher. It consumes a horrendous amount of ammunition, requiring a virtually constant supply

(carried either in a vehicle or by other squad members).

Tech Level: 2

Availability: A-A-A
Legality: C
Introduced: Pre-Spaceflight
Cost: 1,000 C-bills
Weight: 11.5 kilograms/3 kilograms
Range: 1-6/7-17/18-40
Shots: 75
Crew: 1
Reloads: 10 C-bills
Damage: 4d6+3
Notes: Always fires in Burst Mode; Encumbering

Semi-Portable Machine Gun

Typically, the semi-portable machine gun is used as a close-range support weapon for infantry units. Most models use belt-fed ammunition. However, some designs, such as the Capellan Vipersting 211, use 200-round ammunition canisters. Because the semi-portable machine gun requires a crew of two, infantry squads rarely use it as a main weapon.

Tech Level: 2
Availability: A-A-A
Legality: C
Introduced: Pre-Spaceflight
Cost: 1,100 C-bills
Weight: 20 kilograms/4 kilograms
Range: 1-8/9-19/20-45
Shots: 80
Crew: 2
Reloads: 10 C-bills
Damage: 4d6+5
Notes: Always fires in Burst Mode

Support Machine Gun

Mounted on vehicles and emplacement turrets, this is too massive for a single trooper to carry. It has an extraordinary range for a slug-throwing weapon and fires a round that can damage even heavily armored vehicles.

Tech Level: 2
Availability: A-A-A
Legality: D
Introduced: Pre-Spaceflight
Cost: 1,750 C-bills
Weight: 44 kilograms/5 kilograms
Range: 1-9/10-20/21-50
Shots: 100
Crew: 2
Reloads: 50 C-bills
Damage: 6d6+3
Notes: Always fires in Burst Mode

Firedrake Support Needler

With the development of the Shredder heavy needler, the Lyran armed forces and intelligence communities improved upon the range and power of classic Flechette weapons, giving greater punch and reach to the specialized infantry and commando squads who make use of this grisly weapon's potent anti-personnel capabilities. Continuing in that spirit, Mauser and Grey, a primary producer of Lyran Flechette based firearms, developed the "Firedrake" heavy support needler as the ultimate in such weaponry.

The "Firedrake" combines rapid-fire capabilities and improved range with the incendiary capability of its specially designed ammunition. Its polymer ammunition blocks encapsulate hypergolic chemicals that, after shredding, ignite upon contact with air, allowing a single burst to spread white-hot needles over a broad area, saturating a full squad of enemy infantry in less than five seconds while at the same time instantly setting most of the surrounding area ablaze. This gruesome weapon is already beginning to see use in specialized LAAF headhunter commando squads, troops whose primary role is the liquidation of any enemy "soft" assets.

Tech Level: 3
Availability: X-X-A
Legality: D
Introduced: 3061 (LA)
Cost: 500 C-bills
Affiliation: LC
Weight: 25 kilograms/3 kilograms
Range: 1-4/5-7/8-11
Shots: 30
Crew: 2
Reloads: 10 C-bills
Damage: 7d6
Notes: Needler

Grenade Launcher

The common foot soldier calls upon this weapon to get out of a sticky situation. Capable of firing a number of different munitions, the grenade launcher is an anti-armor weapon, demolition tool and portable artillery piece rolled into one. Most militaries issue at least one grenade launcher per infantry squad.

Tech Level: 2
Availability: A-A-A
Legality: D
Introduced: Pre-Spaceflight
Cost: 465 C-bills
Weight: 5 kilograms/4.5 kilograms
Range: 1-4/5-11/12-26
Shots: 20
Crew: 1
Reloads: See Ordnances Chart for price
Damage: Class B

Compact Grenade Launcher

This is the most common launcher in use and comes in two models. The first resembles a large pistol with an extendable shoulder stock. The second is mounted underneath the barrel of a rifle and consists of just a barrel and trigger block.

Tech Level: 2
Availability: A-B-A
Legality: D
Introduced: Early Spaceflight
Cost: 290 C-bills
Weight: 3 kilograms/200 grams
Range: 1-3/4-8/9-18
Shots: 1
Crew: 1
Reloads: See Ordnances Chart for price
Damage: Class A
Notes: Normal attached to a rifle; Simple action to reload

Automatic Grenade Launcher

Though far bulkier than a standard grenade launcher, the automatic grenade launcher can fill a large area with explosive firepower in a matter of seconds. This weapon is capable of single-shot and burst-fire attacks.

Tech Level: 2

Availability: A-A-A

Legality: D

Introduced: Early Spaceflight

Cost: 975 C-bills

Weight: 12 kilograms/9 kilograms

Range: 1-4/5-12/13-22

Shots: 10

Crew: 1

Reloads: See Ordnances Chart for price

Damage: Class A

Notes: Burst Mode

Heavy Grenade Launcher

The heavy grenade launcher was specifically designed for use with Infiltrator battle armor but was soon deployed as an infantry support weapon. The heavy launcher can fire bursts of up to five full-sized grenades at a single pull of the trigger.

Tech Level: 2

Availability: X-X-C

Legality: D

Introduced: 3050 (FC)

Cost: 1,500 C-bills

Weight: 15 kilograms/12 kilograms

Range: 1-4/5-12/13-30

Shots: 20

Crew: 1

Reloads: See Ordnances Chart for price

Damage: Class C

Notes: Burst Mode

Heavy Automatic Grenade Launcher

Tech Level: 3

Availability: X-X-C

Legality: D

Introduced: NA / 2900 (CDS)

Cost: 4,500 C-bills

Affiliation: Clan

Weight: 20 kilograms/12 kilograms

Range: 1-5/6-13/14-30

Shots: 20

Crew: 1

Reloads: See Ordnances Chart for price

Damage: Class D

Notes: Burst Mode

Light Mortar

A smaller and easier to transport version of the heavy mortar, the light mortar uses 80mm shells that are manually fed by one member of the mortar crew, while the other aims and fires the weapon.

Tech Level: 2

Availability: A-A-A

Legality: C

Introduced: Pre-Spaceflight

Cost: 1,400 C-bills

Weight: 50 kilograms/2 kilograms

Range: 8-17/18-34/35-50

Shots: 1

Crew: 2

Reloads: See Ordnances Chart for price

Damage: Class D

Notes: Cannot fire at targets withing 8 hexes; Indirect fire only

Heavy Mortar

The heavy mortar is a large ground-mounted artillery piece with exceptional range. Typically, one crew member coordinates and targets the heavy mortar, one manages the weapon's discharge, and the remaining crew member loads the mortar. Heavy mortars typically accept 100mm to 150mm shells, and normally crews carry a supply of 100 rounds.

Tech Level: 1

Availability: A-A-A

Legality: C

Introduced: Pre-Spaceflight

Cost: 5,000 C-bills

Weight: 220 kilograms/4 kilograms

Range: 20-27/28-53/54-80

Shots: 1

Crew: 3

Reloads: See Ordnances Chart for price

Damage: Class E

Notes: Cannot fire at targets withing 20 hexes; Indirect fire only

V-LAW

The Very Light Anti-Vehicle Weapon (V-LAW) is simply a smaller, cheaper and less powerful version of the Light Anti-Vehicle Weapon (LAW).

Tech Level: 2

Availability: A-A-A

Legality: D

Introduced: Pre-Spaceflight

Cost: 75 C-bills

Weight: 2.2 kilograms

Range: 1-7/8-30/31-59

Shots: 1

Crew: 1

Damage: Class C

Notes: Cannot be reloaded

LAW

This inexpensive and disposable one-shot weapon offers infantry a fighting chance against armored adversaries. It is lighter and easier to fire than the SRM launcher, making it the most widely used anti-vehicle weapon.

Tech Level: 2

Availability: A-A-A

Legality: D

Introduced: Pre-Spaceflight

Cost: 350 C-bills

Weight: 4 kilograms

Range: 1-11/12-40/41-67

Shots: 1

Crew: 1

Damage: Class D

Notes: Cannot be reloaded

LRM Launcher

The Corean FarShot represents an attempt to bring the long-range striking power of vehicular long-range missiles (LRMs) to the infantry soldier. By replacing much of the explosive warhead of a missile with additional propellant, this weapon achieves its goal of increased range at the expense of hitting power. Barely out of the prototype stage, the FarShot has been undergoing field testing in the Chaos March for the past five years. Distribution problems have prevented the weapon from reaching consumers outside the Free Worlds League, where the bulk of the launchers are manufactured.

Tech Level: 3

Availability: X-X-D

Legality: D

Introduced: 3057 (FWL)

Cost: 2,000 C-bills

Weight: 30 kilograms/8.3 kilograms

Range: 1-15/16-80/81-200

Shots: 1

Crew: 1

Reloads: See Ordnances Chart for price

Damage: Class C

Notes: Encumbering

MRM Launcher

Tech Level: 3

Availability: X-X-D

Legality: D

Introduced: 3065 (DC)

Cost: 2,500 C-bills

Weight: 30 kilograms/5 kilograms

Range: 1-13/14-60/61-220

Shots: 1

Crew:

Reloads: See Ordnances Chart for price

Damage: Class D

Notes: Encumbering

SRM Launcher (Standard)

The heavy SRM launcher fires the same ammunition as vehicle and 'Mech-class SRM launchers. It is very encumbering, and each missile weighs in at 20 kilograms, virtually requiring soldiers to set it up in an emplacement and have a vehicle close at hand to haul its ammunition.

Tech Level: 2

Availability: B-B-B

Legality: D

Introduced: 2370 (TH)

Cost: 1,500 C-bills

Weight: 30 kilograms/20 kilograms

Range: 1-12/13-45/46-85

Shots: 2

Crew: 1

Reloads: See Ordnances Chart for price

Damage: Class E

Notes: Encumbering

SRM Launcher (Light)

Tech Level: 2

Availability: B-B-B

Legality: D

Introduced: 2370 (TH)

Cost: 1,500 C-bills

Weight: 10 kilograms/9 kilograms

Range: 1-11/12-36/37-54

Shots: 2

Crew: 1

Reloads: See Ordnances Chart for price

Damage: Class E

SRM Launcher (Heavy)

Tech Level: 2

Availability: A-B-B

Legality: D

Introduced: 2370 (TH)

Cost: 3,000 C-bills

Weight: 20 kilograms/18 kilograms

Range: 1-15/16-47/48-71

Shots: 1

Crew: 1

Reloads: See Ordnances Chart for price

Damage: Class E

Notes: Encumbering

MK 1 Light AA Weapon

Tech Level: 3

Availability: D-D-C

Legality: D

Introduced: 2500 (TH)

Extinction: 2790

Reintroduced: 3056 (FWL)

Cost: 1,000 C-bills

Weight: 5 kilograms

Range: 1-8/9-32/33-64

Shots: 1

Crew:

Damage: 6d6+6

Notes: Cannot be reloaded; -2 TN ver. Aircraft

MK 2 Man-Portable AA Weapon

Tech Level: 3

Availability: D-X-D

Legality: D

Introduced: 2510 (TH)

Extinction: 2790

Reintroduced: 3058 (FWL)

Cost: 3,500 C-bills

Weight: 35 kilograms/14 kilograms

Range: 1-12/13-72/73-180

Shots: 4

Crew: 2

Reloads: 1,000 C-bills

Damage: 8d6+12

Notes: Encumbering; -2 TN ver. Aircraft

Light Recoilless Rifle

The light recoilless rifle is the smallest type of recoilless rifle in common use. Weighing only eight kilograms, the light recoil-

less rifle is shoulder-fired and small enough to be effectively operated by a single person. However, the light recoilless rifle lacks significant punch.

Tech Level: 2

Availability: A-A-A

Legality: C

Introduced: Pre-Spaceflight

Cost: 300 C-bills

Weight: 8 kilograms/600 grams

Range: 1-10/11-36/37-75

Shots: 1

Crew: 1

Reloads: See Ordnances Chart for price

Damage: Class C

Notes: Encumbering; Back-Blast 2M

Medium Recoilless Rifle

The medium recoilless rifle has changed little since it first went into production in the mid-twentieth century. The most common version of the medium recoilless rifle currently in use is Stein Armaments' Model BS-20. The Lyran arms manufacturer has produced the BS-20 since 2749, when the Star League Defense Forces placed its first order for the weapon. The medium version is a shoulder-fired weapon but requires a second crew member to load the rounds.

Tech Level: 2

Availability: A-A-A

Legality: C

Introduced: Pre-Spaceflight

Cost: 2,000 C-bills

Weight: 32 kilograms/2 kilograms

Range: 1-12/13-40/41-78

Shots: 1

Crew: 2

Reloads: See Ordnances Chart for price

Damage: Class D

Notes: Back-Blast 5M

Heavy Recoilless Rifle

Although it requires a crew of three troopers and is far too heavy to be shoulder-fired, the heavy recoilless rifle's considerable firepower makes it a popular weapon for use in defensive emplacements.

Tech Level: 2

Availability: A-A-A

Legality: D

Introduced: Pre-Spaceflight

Cost: 4,000 C-bills

Weight: 60 kilograms/4 kilograms

Range: 1-14/15-45/46-90

Shots: 1

Crew: 3

Reloads: See Ordnances Chart for price

Damage: Class E

Notes: Back-Blast 10M

Dragonsbane Pulse Laser

Designed by Hein Enterprises in the Draconis Combine, the Dragonsbane disposable pulse laser is a shoulder-mounted laser with a self-contained targeting system and power supply. Although the Dragonsbane is a one-shot weapon, the lightweight laser discharges a powerful barrage of high-intensity pulses before burning out its fir-

ing core and optics. Despite the limited range of the Dragonsbane, the laser's light weight and impressive firepower, which make it effective even against BattleMechs, has already made it a popular weapon among DCMS troops.

Tech Level: 3

Availability: X-X-C

Legality: D

Introduced: 3058 (DC)

Cost: 5,000 C-bills

Affiliation: DC

Weight: 7 kilograms

Range: 1-12/13-46/47-100

Shots: 1

Crew: 1

Reloads: Cannot be recharged.

Damage: 7d6+10

Notes: Always fires in Burst Mode

Hellebore Assault Laser

The Hellebore assault laser incorporates Star League lostech, and most armament experts concur that the Hellebore matches the quality of comparable laser weapons used by the Star League Defense Forces. Despite the Hellebore's considerable destructive power, however, the design has two serious drawbacks.

Tech Level: 4

Availability: X-X-D

Legality: D

Introduced: 3058 (CS)

Cost: 2,500 C-bills

Affiliation: CS

Weight: 10 kilograms

Range: 1-12/13-41/42-93

Shots: 10 PPS

Crew: 1

Damage: 8d6+8

Notes: Encumbering

Support Laser

Like the support machine gun, the support laser is too heavy and bulky for an infantryman to carry. However, it can be mounted on battle-armor troopers' Battlesuit.

Tech Level: 3

Availability: B-C-C

Legality: D

Introduced: 2380 (TH)

Cost: 10,000 C-bills

Weight: 72 kilograms

Range: 1-20/21-65/66-152

Shots: 10 PPS

Crew: 2

Damage: 8d6+12

Support Laser, Semi-Portable

The semi-portable support laser is a powerful infantry laser designed for operation by a crew of two. Typically, one crew member fires the weapon, while the second assists in aiming and maintaining power hookups. The laser features a simple, self-contained water-cooling system that requires only limited monitoring.

Tech Level: 3

Availability: B-C-B
Legality: D
Introduced: 2400 (TH)
Cost: 5,000 C-bills
Weight: 40 kilograms
Range: 1-16/17-60/61-140
Shots: 7 PPS
Crew: 2
Damage: 7d6+12

ER Support Laser (Non-Clan)

Free Worlds League engineers carried the extended-range laser technology pioneered on BattleMech systems to the sup-port-weapons market with the ER support laser. As its name suggests, the ER support laser boasts improved range and accuracy over standard support lasers, though at a significant cost in energy efficiency.

Tech Level: 3
Availability: X-X-D
Legality: D
Introduced: 3059 (FW)
Cost: 11,250 C-bills
Affiliation: FWL
Weight: 110 kilograms
Range: 1-22/23-80/81-160
Shots: 15 PPS
Crew: 2
Damage: 8d6+12

ER Support Laser (Clan)

The Clan version of the ER support laser has slightly greater range than its Inner Sphere counterpart, but its main advantage is its significantly more powerful beam. The Clan laser produces greater damage to the target with no corresponding increase in energy requirements

Tech Level: 4
Availability: X-X-C
Legality: D
Introduced: NA / 2825 (CHH)
Cost: 11,250 C-bills
Affiliation: Clan
Weight: 100 kilograms
Range: 1-25/26-90/91-180
Shots: 15 PPS
Crew: 2
Damage: 10d6+12

ER Support Laser (Clan, Semi-Portable)

The Clan ER semi-portable support laser is the equivalent of the vehicle-mounted extended-range micro laser. First seen on experimental ProtoMechs, the ER semi-portable support laser has since been used as an infantry support weapon.

Tech Level: 4
Availability: X-X-B
Legality: D
Introduced: NA / 3060 (CSJ)
Cost: 10,000 C-bills
Affiliation: Clan
Weight: 25 kilograms
Range: 1-20/21-70/71-155
Shots: 10 PPS

Crew: 2
Damage: 8d6+12

Heavy Support Laser

Standard-issue on the Draconis Combine's Kanazuchi battle armor, the heavy support laser is the equivalent of vehicle-mounted medium laser systems. Its combination of range, armor penetration and sheer destructive firepower make it arguably the most powerful support weapon available to troops in the field.

Tech Level: 3
Availability: C-D-C
Legality: D
Introduced: 2405 (TH)
Cost: 40,000 C-bills
Weight: 140 kilograms
Range: 1-30/31-100/101-180
Shots: 20 PPS
Crew: 3
Reloads: 10 C-bills
Damage: 10d6+12
Notes: Recharge: 1 Turn

Support Pulse Laser

Smaller and less power-hungry than the heavy support pulse laser, the support pulse laser is nearly as powerful as its larger cousin and much less expensive. The equivalent of vehicle-mounted small pulse lasers, the weapon is slowly gaining popularity as an alternative to similar machinegun systems.

Tech Level: 3
Availability: C-D-C
Legality: D
Introduced: 2610 (TH)
Cost: 16,000 C-bills
Weight: 150 kilograms
Range: 1-17/18-62/63-145
Shots: 7 PPS
Crew: 2
Damage: 5d6+12
Notes: Burst Mode

Heavy Support Pulse Laser

The heavy support pulse laser is the equivalent of vehicle-based medium pulse lasers and is featured as a standard weapon option on the Lyran Alliance's new Fenrir battle armor. The laser's recoil rating reflects built-in recoil compensation as well as a static mount; no additional recoil compensation can be added.

Tech Level: 3
Availability: C-D-D
Legality: D
Introduced: 2615 (TH)
Cost: 100 C-bills
Weight: 300 kilograms
Range: 1-24/25-85/86-170
Shots: 8 PPS
Crew: 4
Damage: 5d6+12
Notes: Burst Mode

Semi-Portable Support Pulse Laser

A recent Clan development, the semi-portable support

pulse laser is the equivalent of vehicle-based micro pulse lasers. Unlike larger support pulse lasers, the power requirement of this weapon is small enough that a Clan military power pack provides enough power for five full-strength bursts. Deemed acceptable by most Clan commanders, the weapon is seeing wide deployment in garrison clusters and is standard-issue on the Sylph battle armor.

Tech Level: 4

Availability: X-X-C

Legality: D

Introduced: NA / 3059 (CSJ)

Cost: 12,500 C-bills

Affiliation: Clan

Weight: 40 kilograms

Range: 1-14/15-50/51-120

Shots: 6 PPS

Crew: 2

Damage: 4d6+12

Notes: Burst Mode

Man-Pack Flamer

Soldiers assigned this weapon must carry an encumbering tank on their backs that fuels the flamer itself. With the hit location rules, a critical hit (hit location roll of 2) strikes the fuel tank and causes it to explode destroying the weapon and inflicting the flamer's damage as a blast effect (damage type X) from the soldier as the point of impact. An aimed shot can be made against the fuel tank with the same modifiers as a head shot.

Tech Level: 2

Availability: A-A-A

Legality: D

Introduced: Pre-Spaceflight

Cost: 100 C-bills

Weight: 15 kilograms/8.4 kilograms

Range: 1-2/3-4/5-7

Shots: 12

Crew: 1

Reloads: 2 C-bills

Damage: 2d6

Notes: Encumbering; Flamer

Heavy Flamer

More akin to the flamers used by BattleMechs than the man-pack, the heavy flamer covers the same area but inflicts considerably more damage. The fuel used is even more volatile, making it hazardous to its crew. If the crew is hit by a ranged attack, the gamemaster rolls 2D10. On a result of 18 or greater, the heavy flamer's fuel source explodes and causes the heavy flamer's damage as a blast effect (damage type X) from the crew as the point of impact.

Tech Level: 2

Availability: A-A-A

Legality: D

Introduced: Early Spaceflight

Cost: 200 C-bills

Weight: 25 kilograms/2.9 kilograms

Range: 1-2/3-4/5-7

Shots: 3

Crew: 2

Reloads: 200 C-bills

Damage: 4d6

Notes: Flamer

Semi-Portable Particle Cannon

The semi-portable particle projector cannon, also called the man-pack particle cannon or M-PPC, is a scaled-down version of the vehicle-mounted PPC. The M-PPC's cost and size have made it impractical for standard military operations, relegating its use to elite commando units

Tech Level: 3

Availability: B-D-C

Legality: D

Introduced: 2436 (DC)

Cost: 7,000 C-bills

Weight: 40 kilograms

Range: 1-12/13-45/46-95

Shots: 6 PPS

Crew: 2

Damage: 5d6+9

Notes: Recharge: 1 Turn

Support Particle Cannon

The support particle projector cannon (S-PPC) is the largest support weapon commonly available to infantry units. Like the M-PPC, the S-PPC was developed from the vehicle version of the PPC, and its power makes it an effective weapon for anti-Mech defensive operations. The S-PPC's sheer size prevents it from being carried by foot troops, but the weapon can be towed by a vehicle. Because of their effectiveness, S-PPCs are favored targets on the battlefields, and so most commanders protect these expensive weapons by placing them in trenches, pillboxes, or fortified gun emplacements.

Tech Level: 3

Availability: B-D-B

Legality: C

Introduced: 2470 (TH)

Cost: 45,000 C-bills

Weight: 1,800 kilograms

Range: 1-15/16-55/56-130

Shots: 10 PPS

Crew: 5

Reloads: 10 C-bills

Damage: 10d6+8

Notes: Recharge: 2 Turn

Man-Portable Plasma Rifle

The introduction of Battle Armor to the armies of the Inner Sphere has cast doubt on the effectiveness of standard infantry on the battlefield. In an effort to revitalize their infantry, the CCAF used funding aid from Trinity Alliance members to call for a new infantry weapon. Ceres Arms a longtime Capellan weapons manufacturer responded by introducing the Man-Portable Plasma Rifle. The M-PPR components include a ceramic-lined rifle tube, an energy coupler, cooling system, a 10-round magazine, and a backpack power supply. The weapon utilizes a plastic-foam cartridge converted to plasma using a lasing process and released through a rugged ceramic barrel. The plasma bolt effectiveness comes from its high-heat and splash dispersion upon impact and can even set armor aflame much like an incendiary missile. Consequently, its penetration is less than the Hellbore Assault Laser. The M-PPR is useable with battle armor with an adapter and a specialized heavy-duty cooling jacket.

Tech Level: 3
Availability: X-X-C
Legality: D
Introduced: 3065 (CC)
Cost: 7,500 C-bills
Weight: 30 kilograms/18 kilograms
Range: 1-12/13-50/51-100
Shots: 10, 5PPS
Crew: 1
Reloads: 10 C-bills
Damage: 5d6
Notes: Encumbering; Flamer

Light (Man-Portable) TAG

Target acquisition gear (TAG) consists of a spotting laser and accompanying electronics designed to designate a target for Arrow IV missile artillery and semi-guided LRMs. TAG is useful only against vehicles: consequently, it falls outside the scope of these rules. TAG game statistics are listed in the tables because Light TAG systems are included on certain battle armor units described elsewhere in this book.

Tech Level: 3
Availability: D-X-D
Legality: C
Introduced:
Extinction:
Cost: 40,000 C-bills
Weight: 20 kilograms
Range: 1-30/31-100/101-190
Shots: 5 PPS
Crew: 1
Damage: NA*
Notes: Encumbering

Snub-Nose Support PPC

Tech Level: 3
Availability: X-X-D
Legality: D
Introduced:
Extinction:
Cost: 60,000 C-bills
Affiliation: DC
Weight:
Range: 1-28/29-90/91-105
Shots: 10 PPS
Crew: 3
Reloads: 10 C-bills
Damage: 10d6+8
Notes: Recharge: 2 Turn; Wheeled Carriage mounted; -2d6 per range bracket beyond short

Grand Mauler Gauss Cannon

The Grand Mauler was being hailed as the ultimate infantry assault weapon even before it left the drawing board. So far this powerful weapon has matched all expectations. A bulky, unwieldy design, the Grand Mauler features a complex upper-body harness that provides a stable mount for the barrel. The operator uses an elegant system of pivots and counterweights to aim and fire the weapon. Getting into or out of a Mauler harness takes a trained operator four turns.

Tech Level: 3
Availability: X-X-C
Legality: D
Introduced: 3059 (FS)
Cost: 5,000 C-bills
Affiliation: FS
Weight: 14 kilograms/4.5 kilograms
Range: 1-9/10-24/25-75
Shots: 5, 6 PPS
Crew: 1
Reloads: 5 C-bills
Damage: 5d6+17
Notes: Encumbering

“David” and “King David” Light Gauss Rifle

The growing prevalence of battle armor in combat has led to a number of initiatives designed to give unarmored troops a fighting chance against their suited foes. One such development is the “David” anti-battle

armor rifle that uses the FWL’s light gauss technology to provide a weapon that has both range and stopping power yet remains man-portable (albeit only just). Mounted in a special harness that allows the wielder to maneuver the bulky weapon, the “David” can be employed in single-shot mode or fired in bursts. The latter method vastly increases the stopping power of the weapon but severely degrades its accuracy. Furthermore, the limited magazine size of the weapon and its high power requirements (which commonly require the wielder to wear a power backpack) limit the “David’s” effectiveness in rapid-fire mode, and most users carry a pistol or needler as a secondary weapon. The heavier support variant of the “David”, the so called “King David” features improved ammunition feed and recoil compensation that vastly improves its abilities in laying down supporting fire at the expense of portability and ease of use. This heavier variant, mounted on a tripod, requires both a gunner and a loader and is used almost exclusively in fixed defenses.

David Light Gauss Rifle

Tech Level: 3
Availability: X-X-D
Legality: D
Introduced: 3063 (FW)
Cost: 6,000 C-bills
Affiliation: FWL
Weight: 18 kilograms/2 kilograms
Range: 1-39/40-66/67-149
Shots: 8, 8 PPS
Crew: 1
Reloads: 20 C-bills
Damage: 5d6+8
Notes: Burst Mode; Encumbering

King David Light Gauss Rifle

Tech Level: 3
Availability: X-X-D
Legality: D
Introduced: Introduced: 3063 (FW)
Cost: 8,000 C-bills
Affiliation: FWL
Weight: 30 kilograms/20 kilograms

Range: 1-20/21-70/71-155
Shots: 80, 8 PPS
Crew: 2
Reloads: 200 C-bills
Damage: 5d6+12
Notes: Burst Mode

Magshot Gauss Rifle

The Magshot Gauss rifle was first produced to meet the FCIC's request for an accurate long-range ballistic weapon for the Infiltrator Mk. II battle armor. The FCIC wanted a weapon capable of penetrating light vehicle armor and taking down "soft targets" at extremely long ranges.

Tech Level: 3
Availability: X-X-D
Legality: D
Introduced: 3059 (FS)
Cost: 8,500 C-bills
Affiliation: FS
Weight: 45 kilograms/16.5 kilograms
Range: 1-14/15-56/57-120
Shots: 20, 3 PPS
Crew: 2
Reloads: 10 C-bills
Damage: 7d6+14

Tsunami Heavy Gauss Rifle

Developed by House Kurita under tight security, the Tsunami Heavy Gauss rifle was first used in combat by Kurita infantry troops during a raid against Clan Nova Cat forces on Tarnby. The Tsunami proved a stunning surprise to the Nova Cats' Elemental forces, as it provided the Kurita troops with enough semi-mobile firepower to kill an Elemental warrior quickly and effectively. The Tsunami is similar to the Federated Commonwealth's Grand Mauler, but it has a slightly longer range. The Tsunami is slightly less bulky as well, though it requires more power than the Mauler.

Tech Level: 3
Availability: X-X-C
Legality: D
Introduced: 3056 (DC)
Cost: 5,500 C-bills
Affiliation: DC
Weight: 12.5 kilograms/4.5 kilograms
Range: 1-9/10-27/28-80
Shots: 5, 8 PPS
Crew: 1
Reloads: 5 C-bills
Damage: 6d6+14
Notes: Encumbering

Micro Grenade

Tiny in comparison to its bigger brothers, this is rarely used by military personnel. Undercover agents and criminals looking for a potent and concealable weapon are the micro grenade's biggest fans.

Tech Level: 1
Availability: A-A-A
Legality: C
Introduced: Pre-Spaceflight
Cost: 10 C-bills

Affiliation: FWL
Weight: 200 grams
Range: 1/2-3/4-6
Damage: Class A
Notes: Range listed is when thrown; Indirect only

Mini Grenade

Slightly more than half the mass of the standard grenade, this has a slightly less powerful charge. It is, however, preferred by soldiers whose job it is to clear out bunkers and other confined spaces, as the blast is less likely to injure the thrower.

Tech Level: 1
Availability: A-A-A
Legality: C
Introduced: Pre-Spaceflight
Cost: 1 C-bills
Weight: 450 grams
Range: 1/2-3/4-6
Damage: Class B
Notes: Range listed is when thrown; Indirect only

Maxi Grenade

The standard grenade is the largest and most commonly issued of high-explosive grenades.

Tech Level: 1
Availability: A-A-A
Legality: C
Introduced: Pre-Spaceflight
Cost: 20 C-bills
Weight: 600 grams
Range: 1/2-3/4-6
Damage: Class C
Notes: Range listed is when thrown; Indirect only

Rocket-Assisted Grenade

Striker Arms Corporation, a division of Vicore Industries, developed the Rocket-Assisted Grenade (RAG) as part of an effort to improve the range and capabilities of foot soldiers in an age where battle armor brings increasingly heavier and far-reaching firepower to the personal battlefield. This new hand grenade, intended to overcome the limits of typical manual throwing distances, is the latest in hand thrown

weapons, increasing most hand-toss ranges five-fold thanks to a rocket-assisted motor built into the weapon. The RAG has two selectable modes. In high-explosive mode, it operates as a normal thrown grenade, using its propellant as a damage multiplier. In assisted-flight mode, the grenade's throwing distance is augmented by a short burst from the grenade's rocket that quickly burns up all fuel and works with the weapon's fold-up fins and internal gyrostabilizer to achieve longer flights toward the intended target.

Tech Level: 1
Availability: X-X-B
Legality: C
Introduced: 3065 (FS)
Cost: 50 C-bills
Weight: 600 grams
Range: 1-5/6-15/16-30
Damage: 8d6
Notes: Indirect only.

Active Mine

Recently re-introduced by the Capellan Confederation Armed Forces, "active" mines feature electronic sensors that detect jump troops passing overhead. When a target is detected, a small propellant charge launches the mine into the air before detonation. Active mines are effective against jump-pack equipped troops (including battle armor) and hover vehicles.

Tech Level: 3

Availability: X-X-C

Legality: D

Introduced: Unknown

Reintroduced: 3055 (CC)

Cost: 1,000 C-bills

Affiliation: CC

Weight: 5 kilograms

Damage: Class D

Notes: +4 TN to Detonation Checks vs. Jumping and hovercraft units.

Command Detonated Mine

Command-detonated mines are triggered by an operator using a radio transmitter, rather than pressure plates or sensors.

Tech Level: 2

Availability: A-A-A

Legality: D

Introduced: Pre-Spaceflight

Cost: 75 C-bills

Weight: 600 grams

Damage: Class E

Notes: Must be actively triggered by friendly unit

Standard Mine

Standard anti-personnel mines use simple pressure-plate triggers and detonate when anything heavier than a small child steps on them.

Anti-vehicle mines use less sensitive triggers that respond only to the greater weights of vehicles and BattleMechs.

Tech Level: 2

Availability: A-A-A

Legality: D

Introduced: Pre-Spaceflight

Cost: 50 C-bills

Weight: 500 grams

Damage: 2d6

Notes: +4 TN to Detonation Checks vs. hovercraft units. Will not trigger from jumping units.

Vibrobomb Mine

Vibrobombs are special land mines set off by the unique vibrations created by the footfalls of an approaching BattleMech. Increasing the density of a Vibrobombs field has no effect on the mine-detonation test TN but does increase the time needed to clear the field.

Tech Level: 2

Availability: A-A-A

Legality: D

Introduced:

Extinction:

Cost: 500 C-bills

Weight: 1 kilogram

Damage: Class E

Notes: Triggered when set tonnage or higher is detected.

C8, Blasting Block

C8 is the explosive of choice throughout the Inner Sphere, even though it is expensive and hard to come by. C8 is a plastique, meaning it is pliable and can be molded into any shape and affixed to almost any surface. It is also very stable and can be dropped, or even set on fire, without fear of it exploding. It requires a special detonator.

Tech Level: 3

Availability: A-A-A

Legality: C

Introduced:

Extinction:

Cost: 1,000 C-bills

Weight: 1 kilogram

Damage: 8d6/6d6

Notes: Burst Mode

C8, Satchel Charge

This is essentially a bag that contains the equivalent of four blocks of C8 and a timer, commonly set for 15 seconds. Infantry units use satchel charges to cripple vehicles and BattleMechs, to create new doorways into a bunker or for dozens of other purposes. The charge must be physically placed on the target, however, potentially opening the soldiers up to deadly fire

Tech Level: 3

Availability: A-C-B

Legality: C

Introduced:

Extinction:

Cost: 4,500 C-bills

Weight: 4.5 kilograms

Range: 1/2/3*

Damage: 12d6/8d6

Notes: *Range applies when thrown as a grenade

Pentaglycerine

Five times more powerful than C8, pentaglycerine is also more expensive and difficult to attain. But once obtained, this plastic explosive is just as easy to use as C8. In addition, pentaglycerine produces a more focused blast, making it the preferred explosive for civilian demolitions work.

Tech Level: 3

Availability: B-D-C

Legality: C

Introduced:

Extinction:

Cost: 1,500 C-bills

Weight: 200 grams

Damage: 10d6/3d6

Demolition Kit

The demolition kit is contained in an airtight case and provides an engineer everything to set off an explosion except for the explosives themselves. The kit includes enough detonators, blasting cord, wire, timers and other triggering mechanisms to set a dozen simple timed or fused explosions or three complex booby traps.

Tech Level: 2

Availability: A-B-A

Legality: C

Introduced:

Extinction:

Cost: 200 C-bills

Weight: 2 kilograms

Notes: Contains Rig for 12 remote or timed explosives; -1 TN to demolition roll

