

DERV'S MEGAMEK WEAPON GUIDE FOR THE CLANS

By Dervishx4

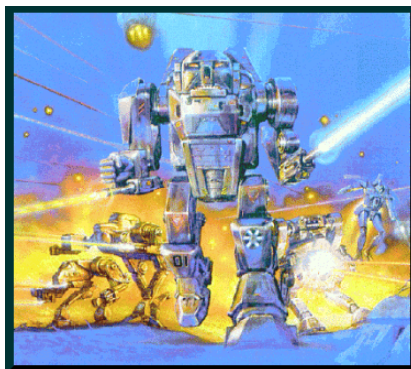


Table of Contents:

Weapon:	Page:
<i>Energy Weapons</i>	
Lasers.....	2
Flamers.....	2
PPCs.....	3
<i>Ballistic Weapons</i>	
AMS.....	3
Autocannons.....	3-4
Machine Guns.....	4
Gauss Rifles.....	5
<i>Missile Weapons</i>	
NARC.....	5
ATMs.....	5
LRMs.....	6
SRMs.....	6
<i>Artillery Weapons</i>	
Arrow IV Missile Launcher.....	7
<i>Equipment</i>	7-9

ENERGY WEAPONS:

LASERS

Laser is an acronym for “Light Amplification by Stimulated Emission of Radiation.” When used as a weapon, a laser damages its target by concentrating extreme heat on a small area. Clan Battlemech lasers are designated as micro, small, medium, and large.

Lasers are available in extended-range (ER), Heavy, and Pulse versions for the clans.

Extended Range Lasers

Tech: Level Two Clan

Notes for Megamek: Extended range lasers are basically lasers with more range. This comes at the cost of more heat to the mech. This is the standard laser for the clans. Clan ER Lasers do more damage and weigh less than their Inner Sphere counterparts, and have more range.

Heavy Lasers

Tech: Level 2 Clan

Notes for Megamek: Heavy Lasers were developed to provide close up assault weapons that could be fitted on a mech with little cost in weight. While they are indeed powerful, they have a very high heat level and short range. They also take up more space than a usual Clan laser.

Pulse Lasers

Tech: Level Two Clan

Notes for Megamek: Pulse lasers are rapid-cycling. They generate a lot of shots in a small amount of time. This design helps improve the chance of hitting a target, adding a -2 modifier to the roll (making it easier to hit with). Clan Pulse lasers have a much longer range and do more damage than IS versions.

FLAMERS

Flamers are basically much larger versions of a Flame Thrower, using either energy vented from a Mech’s fusion reactor or a gel-type substance to burn its target.

Tech: Level 2 Clan

Notes for Megamek: Flamers can be used in interesting ways in this game. They can be switched from damage to heat damage. Simply select the weapon on your unit display, and click “mode” on the command interface towards the bottom of the screen. The text window should say something like this: “Flamers switched to heat damage”. The flamers will now cause your opponent’s mech or vehicle to generate 2 more heat per turn for a determined amount of turns. Heat cannot be stacked however, and your mech will also gain a decent amount of heat from this attack as well. Clan Flamers weigh half as much as IS ones.

Flamers are also very useful for igniting trees and burning infantry, so remember that. To ignite a forest, right click the forest you want to burn, and select “Target Hex: ##### (Ignite)”. You can also ignite trees using pretty much any other weapon, but flamers help with the BURNINATION!

PARTICAL PROJECTION CANNONS (PPCs)

A PPC consists of a magnetic accelerator firing high-energy proton or ion bolts that cause damage through impact and high temperature. PPCs are among the most effective weapons available to battlemechs.

Clans have ERPPC, with longer range and more damage than the IS PPC.

ER PPC

Tech: Level 2 Clan

Notes for Megamek: Clan ER PPCs are PPCs with longer range and no minimum range nuisance. However, they generate 5 more heat than the standard IS PPC. They do, however, do more damage, making them a very deadly weapon. Remember to use ER PPCs with caution in the middle of a firefight, because your mech is no good shut down. It is recommended that you only fire two ER PPCs at once.

BALLISTIC WEAPONS

ANTI MISSILE SYSTEM (AMS)

The anti-missile system (or AMS) is a rapid firing point defense machine gun capable of tracking and shooting down enemy missiles. This attribute becomes very useful in long range situations. Clan AMS systems carry more ammo and weigh less.

Tech: Level 2 Clan

Notes for Megamek: The AMS, while very effective, suffers from high ammo consumption. It also cannot be used to attack the enemy. In Megamek, the weapon is automatically switched on and fires at missile volleys (One AMS system per Missile volley. So if you have two flights of missiles coming at you, the AMS can only fire at one volley, unless you have additional AMS systems.) You can turn this system off by selecting it in the Unit Display and pressing “Mode” in the command console. This turns the system off and prevents it from wasting ammunition on volleys that have a good chance of missing you.

AUTOCANNONS

An Autocannon is a rapid-firing, auto-loading weapon that fires high speed streams of high explosive, armor piercing shells. Autocannons range in sizes of 2, 5, 10, and 20, with damage increasing and range reducing as the size increases. Clan autocannons are available in LB-X and Ultra modes. Both weapon types weigh the same, which allows much more flexibility in choice for the Clans.

LB-X Autocannon

Tech: Level 2 Clan

Notes for Megamek: LB-X autocannons are standard autocannons that can switch their ammo types. The special LB-X ammo allows the shot to be fired like a shotgun, spreading sub-munitions over an enemy mech, sawing off armor. These weapons also weigh less than standard autocannons, and an LB-X shot adds a -1 modifier to hit.

However, the LB-X shot registers damage in a one point hits, and many of shot's sub-munitions can miss. You can switch the type of ammo the mech fires by highlighting the weapon on the Unit Display and selecting the ammo type the shows up right beneath the weapon list. There is no penalty by switch the ammo, and you can change it back any time you want.

Ultra Autocannon

Tech: Level 2 Clan

Notes for Megamek: The Ultra autocannon is a standard autocannon that can fire two rounds at once in one shot (nice, eh?). This ability becomes even more useful with the larger bore Ultra autocannons.

To switch the firing rate from one-shot to two-shots, highlight the weapon and press "Mode" on your command console. A message should appear in the text box confirming the change and telling you what rate of fire you are at.

The only downside to Ultra Autocannons is that it gives off twice the heat of a normal autocannon, weighs a bit more, and has a tendency to jam (Which ruins the weapon for the rest of the game).

MACHINE GUNS

Clan Machine guns appear in much more variety than the Inner Sphere versions.

Machine Gun

Tech: Level 2 Clan

Notes for Megamek: Clan machine guns are best used in clusters. They take up less weight than IS version, but still give out the same amount of damage. The great thing about them is that they generate no heat and cause additional damage to infantry units, mowing them down faster than most other weapons of its size.

Heavy Machine Gun

Tech: Level 2 Clan

Notes for Megamek: This machine gun does heavier damage, but at the cost of range and ammo.

Light Machine Gun

Tech: Level 2 Clan

Notes for Megamek: This weapon has twice the range of the standard machine gun, but half the damage.

GAUSS RIFLES

The Gauss rifle uses a series of magnet to propel a projectile through a rifle barrel toward a target at super-sonic speeds. This weapon generates very little heat, at the cost of high weight.

Gauss Rifle

Tech: Level 2 Clan

Notes for Megamek: The Clan gauss rifle weights significantly less than the IS version, while keeping the same amount of firepower. Its combination of range and damage are unmatched, and the heat it generates is basically null. The only real drawback of this weapon is that if destroyed, it can cause a neural feedback that can severely damage or kill your pilot. It also suffers from a minimum range of two hexes.

Special Note: The Gauss Rifle does fifteen points of damage at a range of up to 22 hexes. That means it can take out a mech with one blow to the head. This is a boon and a bane all in one, since your enemy can do the same thing to you.

Missile Weapons

NARC MISSILE BEACONS

The Narc missile beacon is a modified missile designed to attach to enemy mechs. The Narc emits a signal that attracts missiles modified to home in on it, devastating the unfortunate enemy mech.

Narc Missile Beacon

Tech: Level 2 Clan

Notes for Megamek: The Clan Narc weighs less than the IS version, travels farther, and takes up less room. When choosing a mech with this weapon, make sure all of your other mechs mounting missiles have Narc capable missiles. To do this, highlight your mech in the Select Units screen and click "Configure Mech". The game should allow you to pick the type of ammo you want for those missiles. Pick Narc capable.

ADVANCED TACTICAL MISSILE SYSTEM (ATM)

The ATM is a missile launcher capable of using three different types of ammo at once. The basic ATM rocket has the damage of an SRM, but at a longer range. The Extended Range (ER) Rockets travel much farther, but do less damage, and the high-explosive (HE) ammo has a short range, but does not suffer minimum range rules. All of these systems are incorporated with Artemis IV built into it.

Advanced Tactical Missile System

Tech: Level 2 Clan

Notes for Megamek: To use this weapon's different types of ammo, switch the type the mech fires by highlighting the weapon on the Unit Display and selecting the ammo type that shows up right beneath the weapon list. There is no penalty by switching the ammo, and you can change it back any time you want.

LONG RANGE MISSILES (LRM)

Long Range missiles racks fire indirect salvos of high-explosive missiles at distant targets. They carry more fuel than SRMs, but have fewer explosives inside. They come in sizes 5, 10, 15, and 20, with weight increasing and shots per ton of ammo decreasing as the missile launchers get larger in size.

Long Range Missile

Tech: Level 2 Clan

Notes for Megamek: Clan LRMs suffer no minimum range penalty, since that problem has long since been corrected. Clan Mechs based heavily on LRMs need not worry about closing enemies, since that just increases their chance to hit.

LRMs can also be armed with many different types of ammunition. To select which type, highlight your mech in the Unit Selection screen in the game lobby, and click “Configure unit”. I won’t go into the details of the ammo right now, but most are pretty self-explanatory.

SHORT RANGE MISSILES (SRM)

SRMS are direct-trajectory missiles with high-explosive or armor-piercing explosive warheads. Clan SRMs come in standard and streak varieties. Clan SRMs weigh lighter but otherwise function the same, though the streaks have longer range.

Short Range Missile

Tech: Level 2 Clan

Notes for Megamek: SRMs are a pretty standard weapon on mechs. Just click on your target, and fire. Make sure you are in range though, since SRMs do not travel very far. Also, the ammo of the SRM can be switched out to fire different types of SRMs. The most popular type of SRM is “Inferno” ammo, which lights *everything* on fire. Very useful for destroying tanks and burning down buildings and trees. Clan SRMs weigh considerably lighter, thus allowing mechs to carry them in mass (See Mad Dog A).

Streak SRMS

Tech: Level 2 Clan

Notes for Megamek: The Streak SRM carries a targeting device that prevents the missiles of an SRM Launcher from being fired if your mech has a false lock. That way, you never waste ammo, and with every hit you make, you hit with *all* of the missiles. This makes Streak SRMs very valuable. Clan Streak SRMs weigh a lot less than IS versions, and travel much farther, making them very useful weapons.

ARTILLERY WEAPONS

ARROW IV MISSILE SYSTEM

The Arrow IV is a missile designed to deliver long-range salvos as a supplement to conventional artillery pieces such as the Long Tom. The advantage of the Arrow IV is that it is relatively lighter than other artillery systems. The Clan version of the Arrow IV is much lighter and less bulkier.

Arrow IV

Tech: Level 2 Clan

Notes for Megamek: If you have this weapon, you will be asked to designate 5 artillery targets on the map. Click on the hexes you want to make “Automatic hits” and click done. Choose your hexes carefully.

After that, you can fire your missiles before the start of the next turns. The missile moves at the speed of 17 hexes per turn, so it may take a while to reach your opponent. Note that you have to right click you target and select “Target hex ##### (Artillery)” to fire the missile.

You can also fire Arrow IVs at up close targets, but this is very difficult and not advised.

EQUIPMENT

Anti-Personnel Pods

Tech: Level 2 Clan

Notes for Megamek: The AP pod is mounted on the legs of mechs to destroy any anti-mech infantry. They go off automatically and do severe damage to unarmored soldiers. They do not work on battle armor though.

Artemis IV Fire Control System

Tech: Level 2 Clan

Notes for Megamek: This system improves the amount of missiles you hit a mech with. To use it, make sure you have the correct type of ammo for your missiles. The Clan version weighs less, and it automatically included in ATM missile systems.

Beagle Active Probe

Tech: Level 2 Clan

Notes for Megamek: The thing has almost no purpose in Megamek, since you can't play with shutdown units in the game. Clan versions have longer range and weigh less.

Light Active Probe

Tech: Level 2 Clan

Notes for Megamek: This is a lighter version of the BAP. It weighs less and takes up few slots on a mech, but has a shorter range.

CASE (Cellular Ammunition Storage Equipment)

Tech: Level 2 Clan

Notes for Megamek: All Clan mechs have built in CASE systems, and they do not weigh anything at all, or take up any room. Convenience at its finest.

Guardian ECM Suite (ECM)

Tech: Level 2 Clan

Notes for Megamek: The Clan ECM suite is used to negate the effects of Artemis IV, Narc Missile Beacons, and C3 computers by jamming their signal. The Clan version weighs less and takes up less space. The ECM acts as a bubble around friendly mechs, so make sure that you keep mechs equipped with ECM close to their comrades.

Heat Sink

Tech: Level 2 Clan

Notes for Megamek: Heatsinks are used to cool down mechs. For every heat sink that you have, you lose a point of heat buildup.

Double Heat Sinks

Tech: Level 2 Clan

Notes for Megamek: Double Heatsinks are heatsinks that subtract 2 points of heat instead of the normal one. The Clan version is less bulky, taking up only two slots instead of three, allowing more to be added.

Myomer Accelerator Signal Circuitry (MASC)

Tech: Level 2 Clan

Notes for Megamek: MASC is used to accelerate your mech beyond normal running speeds. You can use it any time, but beware; MASC has a chance to lock up, rendering your mech immobile for the rest of the game. It initially starts out with a chance of 2% to lock up, but gets higher with each turn you use it. If you take a Turn where you don't use it, it resets back to 2%. Clan versions weigh less.

Targeting Acquisition Gear (TAG)

Tech: Level 2 Clan

Notes for Megamek: A mech or vehicle equipped with TAG can spot for artillery, namely Arrow IV missiles. At the beginning of the firing phase, any unit with TAG can fire it. Clan versions are the same as IS.

Special Note: Using TAG counts as your weapon attack and you cannot fire any other weapons during that turn.

Light Targeting Acquisition Gear (TAG)

Tech: Level 2 Clan

Notes for Megamek: Lightened version of the standard tag, with less range.

Targeting Computer

Tech: Level 2 Clan.

Notes for Megamek: The Targeting computer helps the targeting of direct fire weapons (Energy and Ballistics) and adds a -1 modifier to hit. Very useful in long range engagements. The Clan version is lighter and takes up less space.