

IS Weapons and Equipment Table		Heat	Damage	Minimum Range	Short Range
--------------------------------	--	------	--------	---------------	-------------

Energy					
ER Laser (Large)		12	8	-	1 to 7
ER Laser (Medium)		5	5	-	1 to 4
ER Laser (Small)		2	3	-	1 to 2
Flamer		3	2	-	1
Laser (Large)		8	8	-	1 to 5
Laser (Medium)		3	5	-	1 to 3
Laser (Small)		1	3	-	1
PPC		10	10	3	1 to 6
ER PPC		15	10	-	1 to 7
Pulse Laser (Large)		10	9	-	1 to 3
Pulse Laser (Medium)		4	6	-	1 to 2
Pulse Laser (Small)		2	3	-	1

Ballistic Weapons					
Anti-Missile System (AMS)		1	-	-	-
Autocannon 2		1	2	4	1 to 8
Autocannon 5		1	5	3	1 to 6
Autocannon 10		3	10	-	1 to 5
Autocannon 20		7	20	-	1 to 3
Flamer (Vehicle)		3	2	-	1
Heavy Gauss Rifle		2	25/20/10	4	1 to 6
Gauss Rifle		1	15	2	1 to 7
Light Gauss Rifle		1	8	3	1 to 8
LB 2-X AC		1	2	4	1 to 9
LB 5-X AC		1	5	3	1 to 7
LB 10-X AC		2	10	-	1 to 6
LB 20-X AC		6	20	-	1 to 4
Machine Gun		0	2	-	1
Rotary AC/2		1 per shot	2 per shot	-	1 to 6
Rotary AC/5		1 per shot	5 per shot	-	1 to 5
Ultra AC/2		1	2	3	1 to 8
Ultra AC/5		1	5	2	1 to 6
Ultra AC/10		4	10	-	1 to 6
Ultra AC/20		8	20	-	1 to 3

Missile Weapons					
iNARC		0	-	-	1 to 4
LRM 5		2	1/missile	-	1 to 7
LRM 10		4	1/missile	6	1 to 7
LRM 15		5	1/missile	6	1 to 7
LRM 20		6	1/missile	6	1 to 7
MRM 10		4	1/missile	6	1 to 3
MRM 20		6	1/missile	-	1 to 3
MRM 30		10	1/missile	-	1 to 3

MRM 40		12	1/missile	-	1 to 3
NARC Missile Beacon		0	-	-	1 to 3
Rocket Launcher 10		3	1/missile	-	1 to 5
Rocket Launcher 15		4	1/missile	-	1 to 4
Rocket Launcher 20		5	1/missile	-	1 to 3
<i>SRM 2</i>		2	2/missile	-	1 to 3
<i>SRM 4</i>		3	2/missile	-	1 to 3
<i>SRM 6</i>		4	2/missile	-	1 to 3
Streak SRM 2		2	2/missile	-	1 to 3
Streak SRM 4		3	2/missile	-	1 to 3
Streak SRM 6		4	2/missile	-	1 to 3

### Artillery Weapons

Arrow IV		10	20/10	-	-
<i>Long Tom</i>		20	20/10	-	-
<i>Sniper</i>		10	10/5	-	-
<i>Thumper</i>		6	5/2	-	-

### Equipment

Anti-Personal Pods		0	-	-	-
Artemis IV FCS		-	-	-	-
Beagle Active Probe		-	-	-	-
CASE		-	-	-	-
C3 Computer (Master)		-	-	-	-
C3 Slave		-	-	-	-
Guardian ECM Suite		-	-	-	-
<i>Hatchet</i>		0	*	-	-
Improved C3 Computer (iC3)		0	-	-	-
Double Heat Sink		-2	-	-	-
<i>Heat Sink</i>		-1	-	-	-
MASC		-	-	-	-
<i>Sword</i>		0	*	-	-
TAG		0	-	-	1 to 5
Targeting Computer		-	-	-	-
Triple Strength Myomer		-	-	-	-

\* See special rules

\*\* Mech tonnage/20

\*\*\* Mech tonnage/15

Italics designate Level 1 tech

Medium Range	Long Range	Tons	Critical Slots	Ammo Per Ton
--------------	------------	------	----------------	--------------

8 to 14	15 to 19	5	2	-
5 to 8	9 to 12	1	1	-
3 to 4	5	0.5	1	-
2	3	1	1	-
6 to 10	11 to 15	5	2	-
4 to 6	7 to 9	1	1	-
2	3	0.5	1	-
7 to 12	13 to 18	7	3	-
8 to 14	15 to 23	7	3	-
4 to 7	8 to 10	7	2	-
3 to 4	5 to 6	2	1	-
2	3	1	1	-

-	-	0.5	1	12
9 to 16	17 to 24	6	1	45
7 to 12	13 to 18	8	4	20
6 to 10	11 to 15	12	7	10
4 to 6	7 to 9	14	10	5
2	3	0.5	1	20
7 to 13	14 to 20	18	11	4
8 to 15	16 to 22	15	7	8
9 to 17	18 to 25	12	5	16
10 to 18	19 to 27	6	4	45
8 to 14	15 to 21	8	5	20
7 to 12	13 to 18	11	6	10
5 to 8	9 to 12	14	11	5
2	3	0.5	1	200
7 to 12	13 to 18	8	3	45
6 to 10	11 to 15	10	6	20
9 to 17	18 to 25	7	3	45
7 to 13	14 to 20	9	5	20
7 to 12	13 to 18	13	7	10
4 to 7	8 to 10	15	10	5

5 to 9	10 to 15	5	3	4
8 to 14	15 to 21	2	1	24
8 to 14	15 to 21	5	2	12
8 to 14	15 to 21	7	3	8
8 to 14	15 to 21	10	5	6
4 to 8	9 to 15	3	2	24
4 to 8	9 to 15	7	3	12
4 to 8	9 to 15	10	5	8

4 to 8	9 to 15	12	7	6
4 to 6	7 to 9	3	2	6
6 to 11	12 to 18	0.5	1	-
5 to 9	10 to 15	1	2	-
4 to 7	8 to 12	1.5	3	-
4 to 6	7 to 9	1	1	50
4 to 6	7 to 9	2	1	25
4 to 6	7 to 9	3	2	15
4 to 6	7 to 9	1.5	1	50
4 to 6	7 to 9	3	1	25
4 to 6	7 to 9	4.5	2	15

-	5 maps	15	15	5
-	20 maps	30	30	5
12 maps	20 maps	20	20	10
-	14 maps	15	15	20

-	-	0.5	1	-
-	-	1	1	-
-	4	1.5	2	-
-	-	0.5	1	-
-	-	5	5	-
-	-	1	1	-
-	6	1.5	2	-
-	-	***	***	-
-	-	2.5	2	-
-	-	1	3	-
-	-	1	1	-
-	-	**	**	-
-	-	*	*	-
6 to 9	10 to 15	1	1	-
-	-	*	*	-
-	-	0	6	-