

BATTLETECH

FIRESTORM

Weapon Data

Inner Sphere

Energy Weapons	Heat Generated (Kelvin)	Damage	Recharge Rate (Sec.)	Range (Meters)
Small Pulse Laser	2	3	1.5	120
Small Laser	1	3	3	150
ER Small Laser	2	3	3	210
Medium Pulse Laser	5	5	2.5	300
Medium Laser	4	5	5	330
ER Medium Laser	5	5	5	390
Large Pulse Laser	9	8	3.5	540
Large Laser	8	8	7	570
ER Large Laser	9	8	7	630
PPC	10	10	8	720
ER PPC	12	10	8	750

Ballistic Weapons	Heat Generated (Kelvin)	Damage	Recharge Rate (Sec.)	Range (Meters)
Machine Gun	0	0.3	0.3	150
AC 20	6	16	6	300
AC 10	4	8	5	450
AC 5	2	4	3	630
Ultra AC 5	4	8	5	630
AC 2	1	2	2	810
Ultra AC 2	2	4	3	810
Gauss Rifle	5	15	10	840

Missile Weapons	Heat Generated (Kelvin)	Damage	Recharge Rate (Sec.)	Range (Meters)
SRM 2	2	2/Missile	2	360
SRM 4	3	2/Missile	3	360
SRM 6	4	2/Missile	5	360
Streak 2	2	2/Missile	2	360
Streak 4	3	2/Missile	3	360
Streak 6	4	2/Missile	5	360
LRM 5	2	1/Missile	3	1800
LRM 10	4	1/Missile	5	1800
LRM 15	5	1/Missile	6	1800
LRM 20	6	1/Missile	7	1800

Clan

Energy Weapons	Heat Generated (Kelvin)	Damage	Recharge Rate (Sec.)	Range (Meters)
Small Pulse Laser	1.5	3	1.5	150
ER Small Laser	1.5	3	3	240
Medium Pulse Laser	4	5	2.5	330
ER Medium Laser	4	5	5	420
Large Pulse Laser	8	8	3.5	600
ER Large Laser	8	8	7	660
ER PPC	10	10	8	780

Ballistic Weapons	Heat Generated (Kelvin)	Damage	Recharge Rate (Sec.)	Range (Meters)
Machine Gun	0	0.3	0.3	150
Ultra AC 20	10	32	9	330
Ultra AC 10	6	16	7	480
Ultra AC 5	4	8	5	660
Ultra AC 2	2	4	3	840
Gauss Rifle	4	15	10	870

Missile Weapons	Heat Generated (Kelvin)	Damage	Recharge Rate (Sec.)	Range (Meters)
SRM 2	2	2/Missile	2	420
SRM 4	3	2/Missile	3	420
SRM 6	4	2/Missile	5	420
Streak SRM 2	2	2/Missile	2	420
Streak SRM 4	3	2/Missile	3	420
Streak SRM 6	4	2/Missile	5	420
LRM 5	2	1/Missile	3	1800
LRM 10	4	1/Missile	5	1800
LRM 15	5	1/Missile	6	1800
LRM 20	6	1/Missile	7	1800

Special Weapons

	Heat Generated (Kelvin)	Damage	Recharge Rate (Sec.)	Range (Meters)
Narc Beacon	1	1	3	360
Clan Narc Beacon	1	1	3	420

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Light Class Mech Specifications



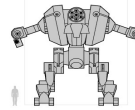
Chassis	Commando	Osiris	Uller	Cougar	Owens	Raven	Wolfhound IIC	Chassis
Model	Stock	Stock	Stock	Stock	Stock	Stock	Stock	Model
Weight (tons)	25	30	30	35	35	35	35	Weight (tons)
External Armor Type	Standard	Ferro	Ferro	Ferro	Standard	Ferro	Ferro	External Armor Type
Internal Armor Type	Standard	Endo	Endo	Endo	Standard	Standard	Endo	Internal Armor Type
Armor Points	227	289	217	274	267	250	268	Armor Points
Technology	Inner Sphere	Inner Sphere	Clan	Clan	Inner Sphere	Inner Sphere	Clan	Technology
Class	Light	Light	Light	Light	Light	Light	Light	Class
SubSystems	LA	LA Jump Jets AMS	LA ECM AMS	Beagle LA Jump Jets	LA ECM	Beagle LA ECM AMS	LA ECM AMS	SubSystems
Flush	2	2	2	2	2	2	2	Flush
Heat Sinks	8	11	8	10	10	7	14	Heat Sinks
Top Speed Normal (kph)	153.94	150.05	161.42	145.84	144.11	140.04	130.03	Top Speed Normal (kph)
Top Speed Gimped (kph)	38.41	41.00	45.00	35.00	34.00	35.00	33.34	Top Speed Gimped (kph)
Acceleration (meters/sec)	35	34.72	45	19.26	29.86	29.86	29.86	Acceleration (meters/sec)
Deceleration (meters/sec)	45	52.08	55	28.89	44.79	44.79	44.86	Deceleration (meters/sec)
Turn Rate (per sec)	0.91°	1.22°	1.22°	1.40°	1.22°	1.40°	1.40°	Turn Rate (per sec)
Twist Range	180°	180°	180°	180°	180°	180°	180°	Twist Range
Twist Speed (per sec)	80°	80°	80°	80°	80°	80°	80°	Twist Speed (per sec)
Weapons	Head S1 S2 LA RA LT RT CT	Medium Pulse Small Pulse Streak 2 (50) Narc (12)	C ER Small C SRM 6 (15)	C Medium Pulse C Medium Pulse	SRM 6 (15) SRM 6 (15)	Narc (12) Medium Medium	C ER Large C Medium Pulse C Medium Pulse	Weapons Head S1 S2 LA RA LT RT CT
Comments	MekTek							Comments

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Medium Class 'Mech Specifications



Chassis	Chimera	Shadowcat	Hellhound	Hunchback	Uziel	Black Lanner	Bushwacker	Ryoken	Chassis	
Model	Stock	Stock	Stock	Stock	Stock	Stock	Stock	Stock	Model	
Weight (tons)	40	45	50	50	50	55	55	55	Weight (tons)	
External Armor Type	Standard	Ferro	Ferro	Standard	Standard	Ferro	Ferro	Ferro	External Armor Type	
Internal Armor Type	Endo	Endo	Endo	Standard	Endo	Endo	Standard	Endo	Internal Armor Type	
Armor Points	315	336	375	406	368	487	449	405	Armor Points	
Technology	Inner Sphere	Clan	Clan	Inner Sphere	Inner Sphere	Clan	Inner Sphere	Clan	Technology	
Class	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Medium	Class	
SubSystems	Beagle LA Jump Jets	Beagle Jump Jets	LA Jump Jets	LA ECM	LA Jump Jets	LA ECM	LA	LA Jump Jets ECM	SubSystems	
Flush	2	2	2	2	2	2	2	2	Flush	
Heat Sinks	14	10	12	10	10	10	11	10	Heat Sinks	
Top Speed Normal (kph)	132.05	132.05	122.08	116.06	125.10	121.93	126.86	126.86	Top Speed Normal (kph)	
Top Speed Gimped (kph)	32.83	32.00	32.65	30.67	32.00	28.04	28.04	28.04	Top Speed Gimped (kph)	
Acceleration (meters/sec)	18.43	17.96	34.72	7.78	7.78	13.74	15.74	15.74	Acceleration (meters/sec)	
Deceleration (meters/sec)	27.64	26.94	52.08	11.67	11.67	23.61	23.61	23.61	Deceleration (meters/sec)	
Turn Rate (per sec)	1.32°	1.13°	0.79°	1.05°	0.91°	0.79°	0.79°	0.79°	Turn Rate (per sec)	
Twist Range	240°	240°	240°	240°	240°	240°	240°	240°	Twist Range	
Twist Speed (per sec)	70°	70°	70°	70°	70°	70°	70°	70°	Twist Speed (per sec)	
Weapons	Head S1 S2 LA Medium Pulse Medium Pulse RA ER Large LT RT LRM 5 (24) LRM 5 (24) LRM 5 (24) LRM 5 (24) CT	C Gauss Rifle (16) C Medium Pulse C Streak 4 (25) C Medium Pulse C Streak 4 (25)	C Medium Pulse C Medium Pulse C Medium Pulse C LRM 10 (12) C Ultra AC 2 (45) C Ultra AC 5 (20)	Small AC 10 (20) Medium Medium Medium Medium Small Pulse MG (200) Small Pulse MG (200)	LRM 10 (24) PPC Ultra AC 5 (20) Small Pulse MG (200)	C LRM 10 (24) C SRM 6 (15) C ER Medium C ER Medium C ER Large Small Pulse MG (200)	LRM 5 (24) LRM 5 (24) ER Large MG (200) MG (200)	C Medium Pulse C Medium Pulse C Medium Pulse C Medium Pulse C Streak 6 (15) C Streak 6 (15)	Head S1 S2 LA RA LT RT CT	Weapons
Comments		This Mech does not have Light Amplification				MekTek			Comments	

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Heavy Class 'Mech Specifications



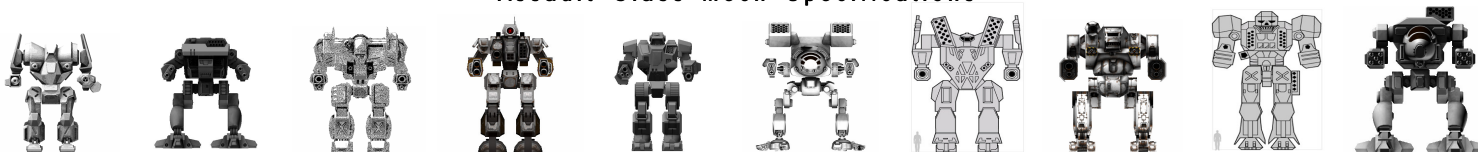
Chassis	Dragon	Vulture	Catapult	Loki	Grizzly	Novacat	Thor	Black Knight	Madcat	Chassis	
Model	Stock	Stock	Stock	Stock	Stock	Stock	Stock	Stock	Stock	Model	
Weight (tons)	60	60	65	65	70	70	70	75	75	Weight (tons)	
External Armor Type	Standard	Reactive	Reactive	Standard	Ferro	Reactive	Ferro	Standard	Ferro	External Armor Type	
Internal Armor Type	Standard	Endo	Standard	Standard	Standard	Endo	Standard	Standard	Endo	Internal Armor Type	
Armor Points	425	488	424	498	526	457	522	517	586	Armor Points	
Technology	Inner Sphere	Clan	Inner Sphere	Clan	Clan	Clan	Clan	Inner Sphere	Clan	Technology	
Class	Heavy	Heavy	Heavy	Heavy	Heavy	Heavy	Heavy	Heavy	Heavy	Class	
SubSystems	LA	Beagle LA	Beagle LA Jump Jets	LA ECM	LA Jump Jets	LA Jump Jets ECM	LA Jump Jets	LA	LA	SubSystems	
Flush	3	3	3	3	3	3	3	3	3	Flush	
Heat Sinks	13	12	11	13	11	17	20	22	17	Heat Sinks	
Top Speed Normal (kph)	115.06	115.06	117.86	103.93	97.56	107.96	91.04	99.07	105.05	Top Speed Normal (kph)	
Top Speed Gimped (kph)	30.85	28.04	27.40	30.85	28.04	29.05	28.04	24.91	27.22	Top Speed Gimped (kph)	
Acceleration (meters/sec)	10	7.87	9.22	12.99	11.81	9.78	11.81	7.41	7.64	Acceleration (meters/sec)	
Deceleration (meters/sec)	14	11.81	13.83	19.48	17.71	14.67	17.71	11.11	11.46	Deceleration (meters/sec)	
Turn Rate (per sec)	0.79°	0.52°	0.49°	0.52°	0.44°	0.44°	0.44°	0.44°	0.39°	Turn Rate (per sec)	
Twist Range	280°	280°	280°	280°	280°	280°	280°	280°	280°	Twist Range	
Twist Speed (per sec)	60°	60°	60°	60°	60°	60°	60°	60°	60°	Twist Speed (per sec)	
Weapons	Head S1 S2 LA RA LT RT CT	C MG (200) C MG (200)	LRM 20 (12)	C Streak 6 (15) C ER Medium C Ultra AC 5 (20)	C Small Pulse C Small Pulse C Large Pulse	C Medium Pulse C Medium Pulse C Medium Pulse	C LRM 10 (24) C Ultra AC 10 (20)	Small Medium Medium PPC Medium Large	C LRM 10 (24) C Medium Pulse C ER Large C Medium Pulse C ER Large C MG (200)	Head S1 S2 LA RA LT RT CT	Weapons
Comments		Best for rookies		Best for rookies	MekTek		Best for rookies		Best for rookies	Comments	

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Assault Class 'Mech Specifications



Chassis		Awesome	Masakari	Templar	Cyclops	Highlander	Madcat Mk II	Mauler	Hauptmann IIC	Atlas	Daishi	Chassis
Model		Stock	Stock	Stock	Stock	Stock	Stock	Stock	Stock	Stock	Stock	Model
Weight (tons)		80	85	85	90	90	90	90	95	100	100	Weight (tons)
External Armor Type		Standard	Ferro	Standard	Ferro	Standard	Reflective	Ferro	Standard	Standard	Standard	External Armor Type
Internal Armor Type		Standard	Standard	Endo	Standard	Standard	Endo	Standard	Standard	Standard	Standard	Internal Armor Type
Armor Points		521	549	542	628	562	695	560	668	840	712	Armor Points
Technology		Inner Sphere	Clan	Inner Sphere	Inner Sphere	Inner Sphere	Clan	Inner Sphere	Clan	Inner Sphere	Clan	Technology
Class		Assault	Assault	Assault	Assault	Assault	Assault	Assault	Assault	Assault	Assault	Class
SubSystems		LA	LA	LA Jump Jets	Beagle LA	LA Jump Jets	LA Jump Jets	LA	LA ECM	LA	LA	SubSystems
		AMS		AMS		AMS					AMS	
Flush		4	4	4	4	4	4	4	4	4	4	Flush
Heat Sinks		28	15	25	16	17	17	11	20	17	21	Heat Sinks
Top Speed Normal (kph)		85.03	89.06	89.03	82.80	77.00	83.02	75.02	64.04	69.05	66.02	Top Speed Normal (kph)
Top Speed Gimped (kph)		26.39	27.68	24.66	23.33	22.32	23.26	23.94	19.33	20.81	19.30	Top Speed Gimped (kph)
Acceleration (meters/sec)		7.41	5	9.41	5.75	6.41	5.6	5.75	4.06	4.38	4.06	Acceleration (meters/sec)
Deceleration (meters/sec)		11.11	8	15.11	8.63	9.11	8.39	8.63	6.09	6.56	6.09	Deceleration (meters/sec)
Turn Rate (per sec)		0.44°	0.44°	0.44°	0.39°	0.44°	0.39°	0.44°	0.44°	0.35°	0.35°	Turn Rate (per sec)
Twist Range		320°	320°	320°	320°	320°	320°	320°	320°	320°	320°	Twist Range
Twist Speed (per sec)		40°	40°	40°	40°	40°	40°	40°	40°	40°	40°	Twist Speed (per sec)
Weapons	Head	Small Pulse							C ER Small	Medium		Head
	S1				Medium Pulse		C LRM 15 (16)		C Ultra AC 20 (16)	AC 20 (10)	C Streak 6 (15) C Streak 6 (15)	S1
	S2						C LRM 15 (16)			SRM 6 (15)		S2
	LA	Ultra AC 5 (40)	C Gauss Rifle (16)	Medium Pulse PPC	Medium Pulse Medium	Gauss Rifle (16)	C Ultra AC 5 (40) C Ultra AC 5 (40)	Gauss Rifle (16)	C Medium Pulse C Large Pulse	Medium	C Gauss Rifle (16)	LA
	RA	ER PPC	C Ultra AC 2 (45) C Ultra AC 2 (45)	Medium Pulse AC 20 (15)	Medium Pulse Medium	Medium Pulse Medium Pulse	C Ultra AC 5 (40) C Ultra AC 5 (40)	Gauss Rifle (16)	C Medium Pulse C Large Pulse	Medium	C Large Pulse C Large Pulse C Large Pulse	RA
	LT	ER PPC	C LRM 10 (24) C LRM 10 (24)	Medium Pulse Medium Pulse (Rear) MG (200)		LRM 10 (24)	C ER Small C MG (200)	Streak 4 (25) LRM 5 (24) LRM 5 (24) LRM 5 (24)	C Streak 2 (50)	Streak 2 (50) LRM 20 (12)		LT
	RT	ER PPC	C ER Medium C ER Medium	Medium Pulse Medium Pulse (Rear) MG (200) SRM 4 (25)		Gauss Rifle (16)	C ER Small C MG (200)	Streak 4 (25) LRM 5 (24) LRM 5 (24) LRM 5 (24)	C Streak 2 (50)	Streak 2 (50)		RT
	CT	LRM 5 (24)				SRM 4 (25)	C ER Small C ER Small			Medium		CT
Comments		Do NOT place in rookie mission	Do NOT place in rookie mission	Do NOT place in rookie mission	MekTek	Do NOT place in rookie mission	Do NOT place in rookie mission	Do NOT place in rookie mission	Do NOT place in rookie mission	Do NOT place in rookie mission	Do NOT place in rookie mission	Comments

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