

Weapons Data

Primary List

from MechCorps.com

Weapon	Class	Developer	Heat (Damage)		Recharge	Range	Rounds
Small Pulse Laser	Energy	Inner Sphere	2	3	1.5	120	n/a
Small Laser	Energy	Inner Sphere	1	3	3	150	n/a
ER Small Laser	Energy	Inner Sphere	2	3	3	210	n/a
Medium Pulse Laser	Energy	Inner Sphere	5	5	2.5	300	n/a
Medium Laser	Energy	Inner Sphere	4	5	5	330	n/a
ER Medium Laser	Energy	Inner Sphere	5	5	5	390	n/a
Large Pulse Laser	Energy	Inner Sphere	9	8	3.5	540	n/a
Large Laser	Energy	Inner Sphere	8	8	7	570	n/a
ER Large Laser	Energy	Inner Sphere	9	8	7	630	n/a
PPC	Energy	Inner Sphere	10	10	8	720	n/a
ER PPC	Energy	Inner Sphere	12	10	8	750	n/a
Machine Gun	Ballistic	Inner Sphere	0	0.3	0.3	150	
AC 20	Ballistic	Inner Sphere	6	16	6	300	
AC 10	Ballistic	Inner Sphere	4	8	5	450	
AC 5	Ballistic	Inner Sphere	2	4	3	630	
Ultra AC 5	Ballistic	Inner Sphere	4	8	5	630	
AC 2	Ballistic	Inner Sphere	1	2	2	810	
Ultra AC 2	Ballistic	Inner Sphere	2	4	3	810	
Gauss Rifle	Ballistic	Inner Sphere	5	15	10	840	
SRM 2	Missile	Inner Sphere	2	2/missile	2	360	
SRM 4	Missile	Inner Sphere	3	2/missile	3	360	
SRM 6	Missile	Inner Sphere	4	2/missile	5	360	
Streak 2	Missile	Inner Sphere	2	2/missile	2	360	
Streak 4	Missile	Inner Sphere	3	2/missile	3	360	
Streak 6	Missile	Inner Sphere	4	2/missile	5	360	
LRM 5	Missile	Inner Sphere	2	1/missile	3	1800	
LRM 10	Missile	Inner Sphere	4	1/missile	5	1800	
LRM 15	Missile	Inner Sphere	5	1/missile	6	1800	
LRM 20	Missile	Inner Sphere	6	1/missile	7	1800	
Small Pulse Laser	Energy	Clan	1.5	3	1.5	150	n/a
ER Small Laser	Energy	Clan	1.5	3	3	240	n/a
Medium Pulse Laser	Energy	Clan	4	5	2.5	330	n/a
ER Medium Laser	Energy	Clan	4	5	5	420	n/a
Large Pulse Laser	Energy	Clan	8	8	3.5	600	n/a
ER Large Laser	Energy	Clan	8	8	7	660	n/a
ER PPC	Energy	Clan	10	10	8	780	n/a
Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200
Ultra AC 20	Ballistic	Clan	10	32	9	330	
Ultra AC 10	Ballistic	Clan	6	16	7	480	
Ultra AC 5	Ballistic	Clan	4	8	5	660	
Ultra AC 2	Ballistic	Clan	2	4	3	840	
Gauss Rifle	Ballistic	Clan	4	15	10	870	
SRM 2	Missile	Clan	2	2/missile	2	420	
SRM 4	Missile	Clan	3	2/missile	3	420	
SRM 6	Missile	Clan	4	2/missile	5	420	
Streak SRM 2	Missile	Clan	2	2/missile	2	420	
Streak SRM 4	Missile	Clan	3	2/missile	3	420	
Streak SRM 6	Missile	Clan	4	2/missile	5	420	15
LRM 5	Missile	Clan	2	1/missile	3	1800	24
LRM 10	Missile	Clan	4	1/missile	5	1800	24
LRM 15	Missile	Clan	5	1/missile	6	1800	
LRM 20	Missile	Clan	6	1/missile	7	1800	
Narc Beacon	Special	Inner Sphere	1	1	3	360	
Narc Beacon	Special	Clan	1	1	3	420	

Weapons Data

Sorted by Heat Generated

from MechCorps.com

Weapon	Class	Developer	Heat (Damage)		Recharge	Range	Rounds
ER PPC	Energy	Inner Sphere	12	10	8	750	n/a
PPC	Energy	Inner Sphere	10	10	8	720	n/a
ER PPC	Energy	Clan	10	10	8	780	n/a
Ultra AC 20	Ballistic	Clan	10	32	9	330	
Large Pulse Laser	Energy	Inner Sphere	9	8	3.5	540	n/a
ER Large Laser	Energy	Inner Sphere	9	8	7	630	n/a
Large Laser	Energy	Inner Sphere	8	8	7	570	n/a
Large Pulse Laser	Energy	Clan	8	8	3.5	600	n/a
ER Large Laser	Energy	Clan	8	8	7	660	n/a
AC 20	Ballistic	Inner Sphere	6	16	6	300	
LRM 20	Missile	Inner Sphere	6	1/missile	7	1800	
Ultra AC 10	Ballistic	Clan	6	16	7	480	
LRM 20	Missile	Clan	6	1/missile	7	1800	
Medium Pulse Laser	Energy	Inner Sphere	5	5	2.5	300	n/a
ER Medium Laser	Energy	Inner Sphere	5	5	5	390	n/a
Gauss Rifle	Ballistic	Inner Sphere	5	15	10	840	
LRM 15	Missile	Inner Sphere	5	1/missile	6	1800	
LRM 15	Missile	Clan	5	1/missile	6	1800	
Medium Laser	Energy	Inner Sphere	4	5	5	330	n/a
AC 10	Ballistic	Inner Sphere	4	8	5	450	
Ultra AC 5	Ballistic	Inner Sphere	4	8	5	630	
SRM 6	Missile	Inner Sphere	4	2/missile	5	360	
Streak 6	Missile	Inner Sphere	4	2/missile	5	360	
LRM 10	Missile	Inner Sphere	4	1/missile	5	1800	
Medium Pulse Laser	Energy	Clan	4	5	2.5	330	n/a
ER Medium Laser	Energy	Clan	4	5	5	420	n/a
Ultra AC 5	Ballistic	Clan	4	8	5	660	
Gauss Rifle	Ballistic	Clan	4	15	10	870	
SRM 6	Missile	Clan	4	2/missile	5	420	
Streak SRM 6	Missile	Clan	4	2/missile	5	420	15
LRM 10	Missile	Clan	4	1/missile	5	1800	24
SRM 4	Missile	Inner Sphere	3	2/missile	3	360	
Streak 4	Missile	Inner Sphere	3	2/missile	3	360	
SRM 4	Missile	Clan	3	2/missile	3	420	
Streak SRM 4	Missile	Clan	3	2/missile	3	420	
Small Pulse Laser	Energy	Inner Sphere	2	3	1.5	120	n/a
ER Small Laser	Energy	Inner Sphere	2	3	3	210	n/a
AC 5	Ballistic	Inner Sphere	2	4	3	630	
Ultra AC 2	Ballistic	Inner Sphere	2	4	3	810	
SRM 2	Missile	Inner Sphere	2	2/missile	2	360	
Streak 2	Missile	Inner Sphere	2	2/missile	2	360	
LRM 5	Missile	Inner Sphere	2	1/missile	3	1800	
Ultra AC 2	Ballistic	Clan	2	4	3	840	
SRM 2	Missile	Clan	2	2/missile	2	420	
Streak SRM 2	Missile	Clan	2	2/missile	2	420	
LRM 5	Missile	Clan	2	1/missile	3	1800	24
Small Pulse Laser	Energy	Clan	1.5	3	1.5	150	n/a
ER Small Laser	Energy	Clan	1.5	3	3	240	n/a
Small Laser	Energy	Inner Sphere	1	3	3	150	n/a
AC 2	Ballistic	Inner Sphere	1	2	2	810	
Narc Beacon	Special	Inner Sphere	1	1	3	360	
Narc Beacon	Special	Clan	1	1	3	420	
Machine Gun	Ballistic	Inner Sphere	0	0.3	0.3	150	
Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200

Weapons Data

Sorted by Damage

from MechCorps.com

Weapon	Class	Developer	Heat	(Damage	Recharge	Range	Rounds
SRM 2	Missile	Inner Sphere	2	2/missile	2	360	
Streak 2	Missile	Inner Sphere	2	2/missile	2	360	
SRM 2	Missile	Clan	2	2/missile	2	420	
Streak SRM 2	Missile	Clan	2	2/missile	2	420	
SRM 4	Missile	Inner Sphere	3	2/missile	3	360	
Streak 4	Missile	Inner Sphere	3	2/missile	3	360	
SRM 4	Missile	Clan	3	2/missile	3	420	
Streak SRM 4	Missile	Clan	3	2/missile	3	420	
SRM 6	Missile	Inner Sphere	4	2/missile	5	360	
Streak 6	Missile	Inner Sphere	4	2/missile	5	360	
SRM 6	Missile	Clan	4	2/missile	5	420	
Streak SRM 6	Missile	Clan	4	2/missile	5	420	15
LRM 5	Missile	Inner Sphere	2	1/missile	3	1800	
LRM 5	Missile	Clan	2	1/missile	3	1800	24
LRM 10	Missile	Inner Sphere	4	1/missile	5	1800	
LRM 10	Missile	Clan	4	1/missile	5	1800	24
LRM 15	Missile	Inner Sphere	5	1/missile	6	1800	
LRM 15	Missile	Clan	5	1/missile	6	1800	
LRM 20	Missile	Inner Sphere	6	1/missile	7	1800	
LRM 20	Missile	Clan	6	1/missile	7	1800	
Ultra AC 20	Ballistic	Clan	10	32	9	330	
AC 20	Ballistic	Inner Sphere	6	16	6	300	
Ultra AC 10	Ballistic	Clan	6	16	7	480	
Gauss Rifle	Ballistic	Clan	4	15	10	870	
Gauss Rifle	Ballistic	Inner Sphere	5	15	10	840	
PPC	Energy	Inner Sphere	10	10	8	720	n/a
ER PPC	Energy	Clan	10	10	8	780	n/a
ER PPC	Energy	Inner Sphere	12	10	8	750	n/a
AC 10	Ballistic	Inner Sphere	4	8	5	450	
Ultra AC 5	Ballistic	Inner Sphere	4	8	5	630	
Ultra AC 5	Ballistic	Clan	4	8	5	660	
Large Laser	Energy	Inner Sphere	8	8	7	570	n/a
Large Pulse Laser	Energy	Clan	8	8	3.5	600	n/a
ER Large Laser	Energy	Clan	8	8	7	660	n/a
Large Pulse Laser	Energy	Inner Sphere	9	8	3.5	540	n/a
ER Large Laser	Energy	Inner Sphere	9	8	7	630	n/a
Medium Laser	Energy	Inner Sphere	4	5	5	330	n/a
Medium Pulse Laser	Energy	Clan	4	5	2.5	330	n/a
ER Medium Laser	Energy	Clan	4	5	5	420	n/a
Medium Pulse Laser	Energy	Inner Sphere	5	5	2.5	300	n/a
ER Medium Laser	Energy	Inner Sphere	5	5	5	390	n/a
AC 5	Ballistic	Inner Sphere	2	4	3	630	
Ultra AC 2	Ballistic	Inner Sphere	2	4	3	810	
Ultra AC 2	Ballistic	Clan	2	4	3	840	
Small Laser	Energy	Inner Sphere	1	3	3	150	n/a
Small Pulse Laser	Energy	Clan	1.5	3	1.5	150	n/a
ER Small Laser	Energy	Clan	1.5	3	3	240	n/a
Small Pulse Laser	Energy	Inner Sphere	2	3	1.5	120	n/a
ER Small Laser	Energy	Inner Sphere	2	3	3	210	n/a
AC 2	Ballistic	Inner Sphere	1	2	2	810	
Narc Beacon	Special	Inner Sphere	1	1	3	360	
Narc Beacon	Special	Clan	1	1	3	420	
Machine Gun	Ballistic	Inner Sphere	0	0.3	0.3	150	
Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200

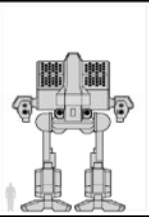
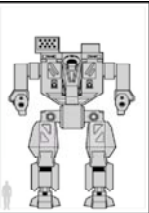
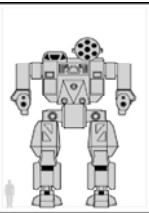

Weapons Data

Sorted by Range

from MechCorps.com

Weapon	Class	Developer	Heat	(Damage	Recharge	Range	Rounds
LRM 5	Missile	Inner Sphere	2	1/missile	3	1800	
LRM 5	Missile	Clan	2	1/missile	3	1800	24
LRM 10	Missile	Inner Sphere	4	1/missile	5	1800	
LRM 10	Missile	Clan	4	1/missile	5	1800	24
LRM 15	Missile	Inner Sphere	5	1/missile	6	1800	
LRM 15	Missile	Clan	5	1/missile	6	1800	
LRM 20	Missile	Inner Sphere	6	1/missile	7	1800	
LRM 20	Missile	Clan	6	1/missile	7	1800	
Gauss Rifle	Ballistic	Clan	4	15	10	870	
Ultra AC 2	Ballistic	Clan	2	4	3	840	
Gauss Rifle	Ballistic	Inner Sphere	5	15	10	840	
AC 2	Ballistic	Inner Sphere	1	2	2	810	
Ultra AC 2	Ballistic	Inner Sphere	2	4	3	810	
ER PPC	Energy	Clan	10	10	8	780	n/a
ER PPC	Energy	Inner Sphere	12	10	8	750	n/a
PPC	Energy	Inner Sphere	10	10	8	720	n/a
Ultra AC 5	Ballistic	Clan	4	8	5	660	
ER Large Laser	Energy	Clan	8	8	7	660	n/a
AC 5	Ballistic	Inner Sphere	2	4	3	630	
Ultra AC 5	Ballistic	Inner Sphere	4	8	5	630	
ER Large Laser	Energy	Inner Sphere	9	8	7	630	n/a
Large Pulse Laser	Energy	Clan	8	8	3.5	600	n/a
Large Laser	Energy	Inner Sphere	8	8	7	570	n/a
Large Pulse Laser	Energy	Inner Sphere	9	8	3.5	540	n/a
Ultra AC 10	Ballistic	Clan	6	16	7	480	
AC 10	Ballistic	Inner Sphere	4	8	5	450	
Narc Beacon	Special	Clan	1	1	3	420	
ER Medium Laser	Energy	Clan	4	5	5	420	n/a
SRM 2	Missile	Clan	2	2/missile	2	420	
Streak SRM 2	Missile	Clan	2	2/missile	2	420	
SRM 4	Missile	Clan	3	2/missile	3	420	
Streak SRM 4	Missile	Clan	3	2/missile	3	420	
SRM 6	Missile	Clan	4	2/missile	5	420	
Streak SRM 6	Missile	Clan	4	2/missile	5	420	15
ER Medium Laser	Energy	Inner Sphere	5	5	5	390	n/a
Narc Beacon	Special	Inner Sphere	1	1	3	360	
SRM 2	Missile	Inner Sphere	2	2/missile	2	360	
Streak 2	Missile	Inner Sphere	2	2/missile	2	360	
SRM 4	Missile	Inner Sphere	3	2/missile	3	360	
Streak 4	Missile	Inner Sphere	3	2/missile	3	360	
SRM 6	Missile	Inner Sphere	4	2/missile	5	360	
Streak 6	Missile	Inner Sphere	4	2/missile	5	360	
Medium Laser	Energy	Inner Sphere	4	5	5	330	n/a
Medium Pulse Laser	Energy	Clan	4	5	2.5	330	n/a
Ultra AC 20	Ballistic	Clan	10	32	9	330	
Medium Pulse Laser	Energy	Inner Sphere	5	5	2.5	300	n/a
AC 20	Ballistic	Inner Sphere	6	16	6	300	
ER Small Laser	Energy	Clan	1.5	3	3	240	n/a
ER Small Laser	Energy	Inner Sphere	2	3	3	210	n/a
Machine Gun	Ballistic	Inner Sphere	0	0.3	0.3	150	
Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200
Small Laser	Energy	Inner Sphere	1	3	3	150	n/a
Small Pulse Laser	Energy	Clan	1.5	3	1.5	150	n/a
Small Pulse Laser	Energy	Inner Sphere	2	3	1.5	120	n/a

Mech weapons payout

Weapon	Class	Developer	Heat (Damage)		Recharge (Range)		Rounds	Trigger		Maximum possible values			
										Trigger 1	Trigger 2	FULL Alpha	
Vulture											1	2	Alpha
	Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200	1	Heat	16	12	28
	Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200	1	Damage	17.2	#VALUE!	#VALUE!
	Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200	1				
	Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200	1				
	Large Pulse Laser	Energy	Clan	8	8	3.5	600	n/a	1				
	Large Pulse Laser	Energy	Clan	8	8	3.5	600	n/a	1				
	LRM 5	Missile	Clan	2	1/missile	3	1800	24	2				
	LRM 5	Missile	Clan	2	1/missile	3	1800	24	2				
	LRM 10	Missile	Clan	4	1/missile	5	1800	24	2				
	LRM 10	Missile	Clan	4	1/missile	5	1800	24	2				
Loki											1	2	Alpha
	Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200	1	Heat	16	4	20
	Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200	1	Damage	26.6	2/missile	#VALUE!
	Ultra AC 5	Ballistic	Clan	4	8	5	660	0	1				
	Ultra AC 5	Ballistic	Clan	4	8	5	660	0	1				
	ER Medium Laser	Energy	Clan	4	5	5	420	n/a	1				
	ER Medium Laser	Energy	Clan	4	5	5	420	n/a	1				
	Streak SRM 6	Missile	Clan	4	2/missile	5	420	15	2				
Thor											1	2	Alpha
	Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200	1	Heat	24	4	28
	Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200	1	Damage	36.6	1/missile	#VALUE!
	Ultra AC 10	Ballistic	Clan	6	16	7	480	0	1				
	Medium Pulse Laser	Energy	Clan	4	5	2.5	330	n/a	1				
	Medium Pulse Laser	Energy	Clan	4	5	2.5	330	n/a	1				
	ER PPC	Energy	Clan	10	10	8	780	n/a	1				
	LRM 10	Missile	Clan	4	1/missile	5	1800	24	2				
MadCat											1	2	Alpha
	Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200	1	Heat	24	4	28
	Machine Gun	Ballistic	Clan	0	0.3	0.3	150	200	1	Damage	26.6	1/missile	#VALUE!
	Medium Pulse Laser	Energy	Clan	4	5	2.5	330	n/a	1				
	Medium Pulse Laser	Energy	Clan	4	5	2.5	330	n/a	1				
	ER Large Laser	Energy	Clan	8	8	7	660	n/a	1				
	ER Large Laser	Energy	Clan	8	8	7	660	n/a	1				
	LRM 10	Missile	Clan	4	1/missile	5	1800	24	2				
	LRM 10	Missile	Clan	4	1/missile	5	1800	24	2				