

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
Medium Pulse Laser	5	5	2.5	300
Medium Laser	4	5	5	330
Large Pulse Laser	9	8	3.5	540
Large Laser	8	8	7	570
PPC	10	10	8	720

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)
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