	apon sounds:	https://yo	utu.be/X	yA4iC1ZhaE													
ight Autocann	ons: A modifie	d version of t	he Inner S	phere AC/2 and AC/5 weapo	ons, these variations	sacrifice range an	d cooldown for inci	eased weight s	wings.						-		
	Tech	Tonnage	Slots	Damage	Rounds	Cooldown	Optimal Range	Max Range	Heat	Ghost Heat	GH Multiplier	GH Family	Velocity	Quirk Families	Bullet Color		
iC/2	Inner Sphere		1 slot	2 damage	1 round	1.1 seconds	540m	1080m	0.6 heat	NA	NA	NA	1600	Ballistic, Autocannon, AC2	Red		
iC/5	Inner Sphere	5 tons	2 slots	5 damage(2.5 per round)	2 rounds	2.15 seconds	450m	900m	1.5 heat	6	0.5	AC5	1300	Ballistic, Autocannon, AC5	Red		
ote: Ghost Heat is s	tarting at 6. For	less will not t	riager GH												Red		
nte. Gnost Heat is s	atarting at 0.5 or	IESS WIII HOL I	rigger un.														
otomech Auto	ocannons: Cla	an modified v	ersions of	the C-AC/2, C-AC/5, and C-	-ΔC/10 Like LΔCs. tl	nese also sacrifice	range and cooldow	for lighter tor	nage								
	Tech	Tonnage	Slots	Damage	Rounds	Cooldown	Optimal Range		Heat	Ghost Heat	GH Multiplier	GH Family	Velocity	Quirk Families	Bullet Color		
C/2	Clan	3.5 tons	2 slots	2 damage	1 round	1.25 seconds	600m	1200m	0.75 heat	NA	NA	NA	1600	Ballistic, Autocannon, AC2	Green		
C/4	Clan	4.5 tons	3 slots	4 damage	1 round	2 seconds	450m	900m	1.5 heat	5	0.8	AC5	1400	Ballistic, Autocannon, AC5	Green		
C/8	Clan	5.5 tons	4 slots	8 damage(4 per round)	2 rounds	3 seconds	270m	540m	3 heat	5	24	AC10	1200	Ballistic, Autocannon, AC10	Green		
underbolt Mi	issiles: Similar	r to LRMs, th	ese missile	es carry a much larger paylo	ad, fire in lower arc	s, and have a lower	max range. These	missiles are slig	htly more vulnerable t	o AMS than the	ir LRM counterpart	s.					
	Tech	Tonnage	Slots	Damage	Missiles	Cooldown	Optimal Range			Heat	Ghost Heat	GH Multiplier		Velocity	Quirk Families	Spread(INDI/LOS)	
underbolt 5	Inner Sphere		1 slot	5 damage	1 missile	3.25 seconds	630m	630m	150m(half damage)		5	3-4	LRM 5/ATM 3	190	Missile, Thunderbolt	3/1.5	Red
underbolt 10	Inner Sphere		2 slots	10 damage(5 per missile)		3.7 seconds	630m	630m		3.6 heat	4	3-4	LRM	190	Missile, Thunderbolt	3/2	Red
underbolt 15	Inner Sphere		3 slots	15 damage(5 per missile)		4 seconds	630m	630m	150m(half damage)		3	3.4	LRM	190	Missile, Thunderbolt	4/3	Red
underbolt 20 ite: Thunderbolt fo	Inner Sphere	15 tons	5 slots	20 damage(5 per missile)	4 missiles	4.3 seconds	630m	630m	150m(half damage)	5.4 heat	3	3.4	LRM	190	Missile, Thunderbolt	4/3	Red
ne. Thunderbon je	anniy is a new qi	инк јиниу.														-	
arehot/AB Ga	nee: A much on	nallor Cause	nific docim	ned for anti infantry. Unlike	their larger counts	marte thecorroon	one do not require	sharge up befor	o fising								
agsilot/Ar Ga	Tech	Tonnage		Damage	Rounds	Cooldown	Optimal Range		Heat	Ghost Heat	GH Multiplier	GH Family	Velocity	Explosion Damage	Quirk Families	Bullet Color	
gshot	Inner Sphere			2 damage	1 round	2 seconds	270m	540m	0.5	NA NA	NA National	NA NA	1700	5	Ballistic, Autocannon	Blue	
Gauss	Clan	0.5 tons		2 damage	1 round	2 seconds	270m 270m	540m	0.6	NA NA	NA NA	NA NA	1700	5	Ballistic, Autocannon	Blue	
Guuss	Ciun	0.) totta	1 3101	z duniuge	Tround	2 Seconds	2/011	ущон	0.0	101	TOR	TOR	1,00	2	Danistic, Autocumon	Diuc	
lver Bullet Ga	use Rifle: Am	ndified Gane	Diflo with	spread and a much shorter	cooldown												•
iver Dunet ou	Tech	Tonnage		Damage	Rounds	Cooldown	Optimal Range	May Pango	Heat	Chart Host	GH Multiplier	GU Family	Velocity	Spread	Explosion Damage	Quirk Families	Bullet/Sparks (
lver Bullet Gauss				15 damage(5 per round)		3.5 seconds	810m	1620m)	NA	NA National	NA NA	2200	0.4	20	Ballistic, Gauss	Orange
iver punct outurs	inner opnere	1) 10113	Jaiota	1) dumage() per round)	j rounus(ibx)	3.) accorda	Olom	1020111	1	101	101	TOTAL CONTRACTOR OF THE PARTY O	2200	0.4	20	bunnete, outus	orange
eam Laser: A C	lan experimenta	al weanon me	ant to emi	ulate the Large X-Pulse Las		a continuous bear	n										
eam Laser: A C				ulate the Large X-Pulse Las				Ghost Heat	GH Multiplier	GH Family	Onirk Families	Ream Color					
	Tech	Tonnage	Slots	Damage	Heat	Optimal Range	Max Range	Ghost Heat	GH Multiplier	GH Family	Quirk Families						
eam Laser	Tech Clan	Tonnage 6 tons	Slots 2 slots	Damage 5 damage per second		Optimal Range		Ghost Heat	GH Multiplier	GH Family Large Laser	Quirk Families Laser, STD Laser						
am Laser	Tech Clan	Tonnage 6 tons	Slots 2 slots	Damage 5 damage per second	Heat	Optimal Range	Max Range	Ghost Heat									
am Laser	Tech Clan	Tonnage 6 tons	Slots 2 slots	Damage 5 damage per second	Heat	Optimal Range	Max Range	Ghost Heat									
am Laser ste: This weapon is	Tech Clan s not impacted by	Tonnage 6 tons y duration or	Slots 2 slots cooldown q	Damage 5 damage per second wirks	Heat 3 heat per second	Optimal Range 600m	Max Range 900m	Ghost Heat 3									
eam Laser ote: This weapon is	Tech Clan s not impacted by	Tonnage 6 tons by duration or ation of the C	Slots 2 slots cooldown q an ER-PPC	Damage 5 damage per second uirks C, this weapon deals a marg	Heat 3 heat per second final amount of heat	Optimal Range 600m damage to targets	Max Range 900m as well.	3	10	Large Laser	Laser, STD Laser	Purple	Velocity	Ouirk Eamilies	Ream Color		
eam Laser ote: This weapon is	Tech Clan s not impacted by A lighter varia	Tonnage 6 tons by duration or ation of the C	Slots 2 slots cooldown q an ER-PPC	Damage 5 damage per second uirks C, this weapon deals a marg	Heat 3 heat per second inal amount of heat Cooldown	Optimal Range 600m damage to targets Optimal Range	Max Range 900m as well. Max Range	3 Heat	10 Heat Damage	Large Laser Ghost Heat	Laser, STD Laser GH Multiplier	Purple GH Family	Velocity	Quirk Families Eneroy (lan RRPPC Light PP	Beam Color		
eam Laser ote: This weapon is lasma Cannon asma Cannon	Tech Clan s not impacted by A lighter varia Tech Clan	Tonnage 6 tons by duration or ation of the C Tonnage 3 tons	Slots 2 slots cooldown q an ER-PPC Slots 2 slots	Damage 5 damage per second uirks C, this weapon deals a marg Damage 4.5 + 1 splash to each side	Heat 3 heat per second inal amount of heat Cooldown 3.5 seconds	Optimal Range 600m damage to targets Optimal Range 540m	Max Range 900m as well. Max Range 1080m	Heat	Heat Damage 0.25(1-2% heat)	Large Laser Ghost Heat 4	Laser, STD Laser GH Multiplier 7	Purple GH Family PPC	1650	Energy, Clan ERPPC, Light PP	C Green		
eam Laser ote: This weapon is lasma Cannon asma Cannon	Tech Clan s not impacted by A lighter varia Tech Clan	Tonnage 6 tons by duration or ation of the C Tonnage 3 tons	Slots 2 slots cooldown q an ER-PPC Slots 2 slots	Damage 5 damage per second uirks C, this weapon deals a marg Damage 4.5 + 1 splash to each side	Heat 3 heat per second inal amount of heat Cooldown 3.5 seconds	Optimal Range 600m damage to targets Optimal Range 540m	Max Range 900m as well. Max Range 1080m	Heat	Heat Damage 0.25(1-2% heat)	Large Laser Ghost Heat 4	Laser, STD Laser GH Multiplier 7	Purple GH Family PPC	1650		C Green		
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am Laser te: This weapon is asma Cannon te: Not all of the F nmo Values:	Tech Clan s not impacted by A lighter varia Tech Clan Heat Damage in t	Tonnage 6 tons by duration or ation of the C Tonnage 3 tons the Plasma Co Damage	Slots 2 slots cooldown q an ER-PPC Slots 2 slots	Damage 5 damage per second uirks c, this weapon deals a marg Damage Damage A5 + 5 + 1 splash to each side the primary damage, some is	Heat 3 heat per second sinal amount of heat Cooldown 3.5 seconds in the splash damage	Optimal Range 600m damage to targets Optimal Range 540m	Max Range 900m as well. Max Range 1080m	Heat	Heat Damage 0.25(1-2% heat)	Large Laser Ghost Heat 4	Laser, STD Laser GH Multiplier 7	Purple GH Family PPC	1650	Energy, Clan ERPPC, Light PP	C Green		
am Laser te: This weapon is asma Cannon asma Cannon te: Not all of the F nmo Values:	Tech Clan s not impacted b : A lighter varia Tech Clan Heat Damage in t	Tonnage 6 tons 4 duration or ation of the C Tonnage 3 tons 4 the Plasma Ca Damage 200	Slots 2 slots cooldown q an ER-PPC Slots 2 slots	Damage 5 damage per second uirls c, this weapon deals a marg Damage Damage Damage, some is Half ton 50 rounds	Heat 3 heat per second inal amount of heat Cooldown 3.5 seconds in the splash damage	Optimal Range 600m damage to targets Optimal Range 540m	Max Range 900m as well. Max Range 1080m	Heat	Heat Damage 0.25(1-2% heat)	Large Laser Ghost Heat 4	Laser, STD Laser GH Multiplier 7	Purple GH Family PPC	1650	Energy, Clan ERPPC, Light PP	C Green		
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am Laser lasma Cannon asma Cannon asma Cannon one Not all of the I mmo Values: CC/2 CC/2 CC/2 CC/2 AC/2 AC/2	Tech Clan It is not impacted by A lighter varia Tech Clan Ican Ican Ican Ico Tounds So rounds 100 rounds 50 rounds 50 rounds 40 missiles	Tonnage 6 tons by duration of the C Tonnage 3 tons the Plasma Co Damage 200 200 200 200 200 200 200 200 200 20	Slots 2 slots cooldown q an ER-PPC Slots 2 slots	Damage 5 damage per second uirls , this weapon deals a marg Damage 4.5 + 1 splash to each side the primary damage, some is pri	Heat 3 heat per second simal amount of heat per second Simal Sim	Optimal Range 600m damage to targets Optimal Range 540m	Max Range 900m as well. Max Range 1080m	Heat	Heat Damage 0.25(1-2% heat)	Large Laser Ghost Heat 4	Laser, STD Laser GH Multiplier 7	Purple GH Family PPC	1650	Energy, Clan ERPPC, Light PP	C Green		
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Beam Laser Note: This weapon is Plasma Cannon	Tech Clan snot impacted by A lighter varia Tech Clan Tech Clan 100 rounds 80 rounds 100 rounds 50 rounds 50 rounds 100 rounds	Tonnage 6 tons stion of the C Tonnage 3 tons the Plasma Co Damage 200 200 200 200 200 200 200	Slots 2 slots cooldown q an ER-PPC Slots 2 slots	Damage 5 damage per second uiris , this weapon deals a marg Damage 46,5 + 18 plash to each side 46,5 + 19 plash to each side 47,5 + 19 plash to each side 47,5 + 19 plash to each side 48,5 + 19 plash to each side 59,5 + 19 plash to each side 50,5 +	Heat 3 heat per second inal amount of heat Cooldown 35 seconds in the splash damage 100 100 100 100 100 100 100	Optimal Range 600m damage to targets Optimal Range 540m	Max Range 900m as well. Max Range 1080m	Heat	Heat Damage 0.25(1-2% heat)	Large Laser Ghost Heat 4	Laser, STD Laser GH Multiplier 7	Purple GH Family PPC	1650	Energy, Clan ERPPC, Light PP	C Green		