

Link to new weapon sounds: <https://youtu.be/XyA6CjZhaE>

Light Autocannons: A modified version of the Inner Sphere AC/2 and AC/5 weapons, these variations sacrifice range and cooldown for increased weight savings.

	Tech	Tonnage	Slots	Damage	Rounds	Cooldown	Optimal Range	Max Range	Heat	Ghost Heat	GH Multiplier	GH Family	Velocity	Quirk Families	Bullet Color
LAC/2	Inner Sphere	4 tons	1 slot	2 damage	1 round	1.1 seconds	540m	1080m	0.6 heat	NA	NA	NA	1600	Ballistic, Autocannon, AC2	Red
LAC/5	Inner Sphere	5 tons	2 slots	5 damage(3.5 per round)	2 rounds	2.15 seconds	450m	900m	1.5 heat	6	0.5	AC5	1300	Ballistic, Autocannon, AC5	Red

Note: Ghost Heat is starting at 6.5 or less will not trigger GH.

Protomech Autocannons: Clan modified versions of the C-AC/2, C-AC/5, and C-AC/10. Like LACs, these also sacrifice range and cooldown for lighter tonnage.

	Tech	Tonnage	Slots	Damage	Rounds	Cooldown	Optimal Range	Max Range	Heat	Ghost Heat	GH Multiplier	GH Family	Velocity	Quirk Families	Bullet Color
PAC/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
PAC/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
PAC/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

Thunderbolt Missiles: Similar to LEMs, these missiles carry a much larger payload, fire in lower arcs, and have a lower max range. These missiles are slightly more vulnerable to AMS than their LRM counterparts.

	Tech	Tonnage	Slots	Damage	Missiles	Cooldown	Optimal Range	Max Range	Minimum Range	Heat	Ghost Heat	GH Multiplier	GH Family	Velocity	Quirk Families	Spread(NDI/LOS)	Missile Color
Thunderbolt 5	Inner Sphere	3 tons	1 slot	5 damage	1 missile	1.25 seconds	630m	630m	150m(half damage)	2.2 heat	5	3.4	LRM 5/ATM 3	190	Missile, Thunderbolt	3/7.5	Red
Thunderbolt 10	Inner Sphere	7 tons	2 slots	10 damage(5 per missile)	2 missiles	1.7 seconds	630m	630m	150m(half damage)	1.6 heat	4	3.4	LRM	190	Missile, Thunderbolt	3/2	Red
Thunderbolt 15	Inner Sphere	11 tons	3 slots	15 damage(5 per missile)	3 missiles	4 seconds	630m	630m	150m(half damage)	4.5 heat	3	3.4	LRM	190	Missile, Thunderbolt	4/3	Red
Thunderbolt 20	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

Note: Thunderbolt family is a new quirk family.

Magshot/AP Gauss: A much smaller Gauss Rifle designed for anti infantry. Unlike their larger counterparts, these weapons do not require charge up before firing.

	Tech	Tonnage	Slots	Damage	Rounds	Cooldown	Optimal Range	Max Range	Heat	Ghost Heat	GH Multiplier	GH Family	Velocity	Explosion Damage	Quirk Families	Bullet Color
Magshot	Inner Sphere	0.5 tons	2 slots	2 damage	1 round	2 seconds	270m	540m	0.5	NA	NA	NA	1700	5	Ballistic, Autocannon	Blue
AP Gauss	Clan	0.5 tons	1 slot	2 damage	1 round	2 seconds	270m	540m	0.6	NA	NA	NA	1700	5	Ballistic, Autocannon	Blue

Silver Bullet Gauss Rifle: A modified Gauss Rifle with spread and a much shorter cooldown.

	Tech	Tonnage	Slots	Damage	Rounds	Cooldown	Optimal Range	Max Range	Heat	Ghost Heat	GH Multiplier	GH Family	Velocity	Spread	Explosion Damage	Quirk Families	Bullet/Sparks Color
Silver Bullet Gauss	Inner Sphere	15 tons	7 slots	15 damage(5 per round)	3 rounds(box)	1.5 seconds	810m	1620m	1	NA	NA	NA	2200	0.4	20	Ballistic, Gauss	Orange

Beam Laser: A Clan experimental weapon meant to emulate the Large X-Pulse Laser, this weapon fires a continuous beam.

	Tech	Tonnage	Slots	Damage	Heat	Optimal Range	Max Range	Ghost Heat	GH Multiplier	GH Family	Quirk Families	Beam Color
Beam Laser	Clan	6 tons	2 slots	5 damage per second	3 heat per second	600m	900m	3	10	Large Laser	Laser, STD Laser	Purple

Note: This weapon is not impacted by duration or cooldown quirks

Plasma Cannon: A lighter variation of the Clan ER-PPC, this weapon deals a marginal amount of heat damage to targets as well.

	Tech	Tonnage	Slots	Damage	Cooldown	Optimal Range	Max Range	Heat	Heat Damage	Ghost Heat	GH Multiplier	GH Family	Velocity	Quirk Families	Beam Color
Plasma Cannon	Clan	3 tons	2 slots	4.5 + 1 splash to each side	3.5 seconds	540m	1080m	7	0.25(1-3% heat)	4	7	PPC	1650	Energy, Clan ERPPC, Light PPC	Green

Note: Not all of the Heat Damage in the Plasma Cannon is in the primary damage, some is in the splash damage as well. In order to land full heat damage on your target, you must hit them in a torso component. Hitting them in a limb will result in only 2/3rds of the heat damage being dealt as some splash damage is lost

Ammo Values:

	Full ton	Damage	Half ton	Damage
LAC/2	100 rounds	200	50 rounds	100
LAC/5	80 rounds	200	40 rounds	100
PAC/2	100 rounds	200	50 rounds	100
PAC/4	50 rounds	200	25 rounds	100
PAC/8	50 rounds	200	24 rounds	96
Thunderbolt	40 missiles	200	20 missiles	100
Magshot	100 rounds	200	50 rounds	100
AP Gauss	100 rounds	200	50 rounds	100
Silver Bullet Gauss	14 rounds	210	7 rounds	105