RENEGADE TECH 2.0 WEAPONS BOOK TECH LEVEL 'D'

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OPTIONAL RULE: Realistic Ranges

Readers will note that in the tables at the end of this document, most systems list two numbers for each range-category. The former, smaller number is the range in hexes in standard BT play; the latter is a more 'realistic' range, assuming that all missiles have a velocity-on-launch of about 1,000m/s (approx. Mach 3) and that autocannon shells have a muzzle-velocity of 2,000m/s (approx. Mach 6). These longer ranges are included for the use of those who find the thirty-metre hexes and 'short ranges' of BT weaponry frustratingly unrealistic or inconsistent with the super-science found elsewhere in the BattleTech setting.

That said, the use of these longer ranges ***will*** radically change the game-play experience in any scenario, and they should only be used with the agreement of all players involved in a scenario.

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MISSILE SYSTEMS

LONG- AND SHORT-RANGE MISSILE SYSTEMS

One of the lightest, most compact ways to give even the smallest battlefield platforms anti-armour capability, missiles are one of the most common weapons in the modern arsenal. Effectively a rocket carrying a semi-smart guidance system and a payload of high-explosives, a missile's warhead damages armour through focused blast-effect. (Weapons engineers of earlier eras would weep at the way modern semi-ablative laminates negate the Munroe Effect upon which shaped-charge warheads rely.)

During the rise of the Terran Hegemony and the wide dispersal of BattleMech technology, a major instinct of the military mindset — standardization of components and munitions — was applied to the myriad of missile-systems previously in place. The standard eventually chosen was a forty-five-kilogram semi-guided free-flight rocket with either of two internal arrangements. The short-range warhead-bus mounted a ring of six heavy warheads, allowing the missile to deliver a hefty punch. Long-range missiles generally use a similar arrangement, obtaining longer range by carrying lighter warheads and using the freed volume for more fuel for the sustainer-motor; the proliferation of the new standard of BattleMech-grade armour led to the deployment of a unitary warhead that provided more direct punch than the 'scatter-pack', but many units mounted sufficient active defences to limit their tactical efficacy. LRMs were typically carried in a five-cell box-launcher, each cell being 'quad-packed' to hold four missiles; similarly, SRMs were often packed into four-cell arrangements, each holding a 'diamond-five' set of SRMs; however, SRM systems using five quad-packed cells, or versions of either missile-system based on a rotating drum-launcher or tube-launchers supplied by linkless or pneumatic feeds, are not at all uncommon.

Observation of these systems in action with the THAF led to their imitation by the Great Houses and other powers, and soon all of human-occupied space had adopted these standards for missile-systems, which have persisted to this day.

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Combat Rules:

Each missile-launcher resolves to-hit rolls as normal for tabletop BattleTech play; however, for launchers other than LRM/1/6s, the Margin of Success (or Margin of Failure) for each to-hit roll should be noted as well. The number of templates which should hit is determined by making a roll on the appropriate column of the Cluster Hits table (6, 12, or 18 for SRMs; 2, 3, or 4 for LRMs), modified by the MoS/MoF of the to-hit roll; modified Cluster Hits rolls of less than 2 mean that no hits were scored. (This represents the dual facts that multiple-warhead launches tend to disperse over range, but solid fire-control locks before launch and mid-course guidance corrections can bring errant warheads back on target.) Point-defence fire (q.v.) is resolved against the number of missiles which would hit the target according to the modified Cluster Hits roll (each LRM/S6 template is treated as six warheads for PD purposes); any missiles which survive the PD fire connect.

For each cluster which connects with the target unit, roll a hit-location and centre-point, then apply the template for the appropriate warhead-type. With the exception noted above, LRM/S templates are handled as per *Renegade Tech*, p.12, and each box of damage 'seeps' as normal; each LRM/U and SRM warhead is treated as a single weapons-strike, and their damage does not 'seep'.

If detonated within a unit by overheat or damage, each missile (no matter its range-profile or warhead type) causes 15 points of damage (300 points per full ton of missiles!).

Optional Rule: Ammunition for LRM/3/18s and SRM/3/18s:

Simple maths shows that these launchers do not make the best use of their ammunition volume, leaving two missiles out of a twenty-shot 'pack' unused by dint of their salvo-size. For the sake of simplicity, the default assumption is that these two 'spare' missiles-per-ton go unloaded and unused. However, by agreement between players before a game, those two 'spare' missiles may be deemed to be accessible; when the remainder of the ton of ammunition has been expended, these two 'spare' missiles may be fired as if they were a two-missile salvo of the appropriate type (LRM/2/12 or SRM/2/12), including heat incurred by the firing unit. These missiles must be of the same guidance- and warhead-type as the other missiles they are stored with.

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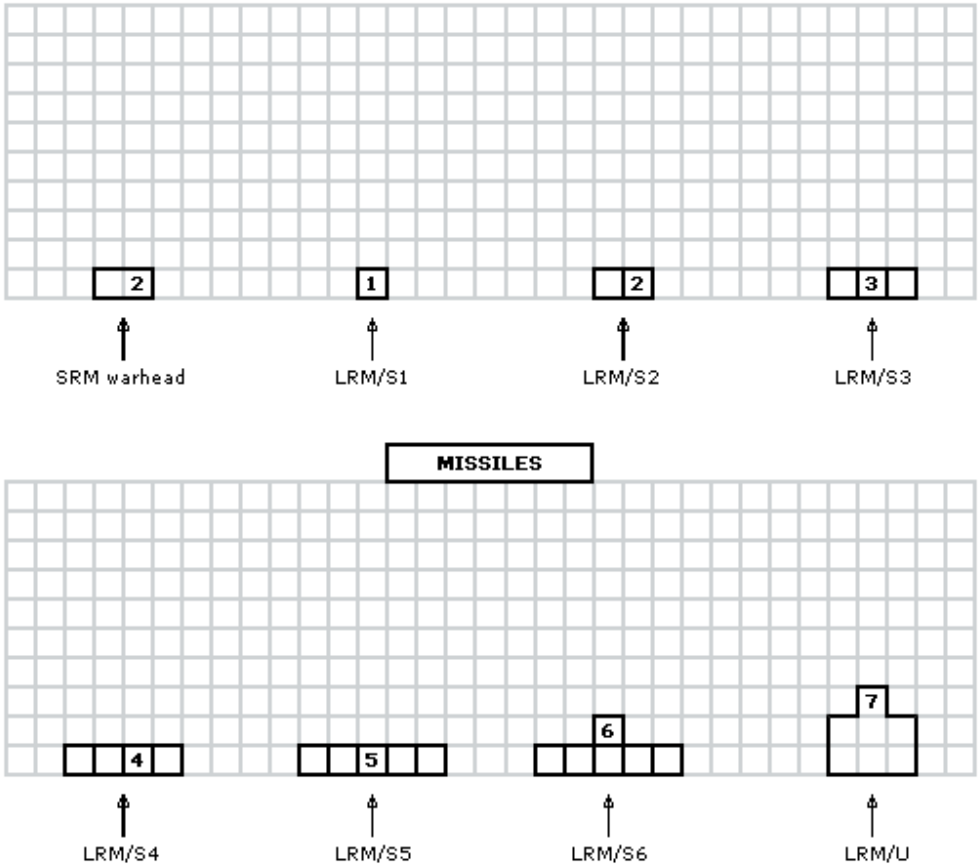
Missile Damage Templates



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Rocket Pods

Modern rockets are typically a product of limitations on production and industrial capability, replacing the motors, guidance systems and warheads of normal missiles with cheaper, less powerful propellants and explosives, such as the archaic trinitrotoluene. While many commentators sneer at the continued use of rockets, declaring them a crude, brute-force, 'point-and-shoot' weapon used only because the user cannot find or build anything better, the fact remains that rocket-pods are cheap, light, and in some ways safer to use than modern missiles.

Tech Level D rocket-pods generally come in three sizes. The smallest is a simple five-tube pod, the RL5 (one-shot), which 'ripple-fires' all five rockets in one engagement. The ten- and fifteen-tube pods combine more five-tube cells and come in two variants: 'full-ripple' pods which expend all their rockets at once like the RL5(OS), and 'sustained-fire' pods which fire one rocket per cell per engagement, intended for longer-term harassment.

Combat Rules:

Rocket-launchers are direct-fire missile weapons and resolve to-hit rolls as normal for tabletop BattleTech play, subject to a +1 to hit penalty (reflecting their unguided nature). The number of templates which should hit is determined by making a roll on the appropriate column of the Cluster Hits table (at a -2 penalty at Medium range and a -4 penalty at Long range, with a minimum modified result of 2; this penalty reflects their inability to home on their targets). Point-defence fire (q.v.) is resolved against the number of rockets which would hit the target; any rockets which survive the PD fire connect.

For each rocket which connects with the target unit, roll a hit-location and centre-point, then apply the rocket template; each rocket-warhead is a single weapons-strike, and the damage does not 'seep'.

RL5(OS), RL10(OS) and RL15(OS) pods are single-shot weapons, rolling on the 5, 10, or 15 columns of the Cluster Hits table as appropriate. RL10(2/5) and RL15(3/5) pods are five-shot weapons, each salvo rolling on the 2 or 3 column of the Cluster Hits table.

The rocket-pods used in the air-to-surface role by VTOLs, atmospheric fighters, and aerospace fighters are always RL10(OS) pods. Other combat units which mount RL10 or RL15 pods must declare whether they are OS or 5-shot pods at the beginning of the scenario; although launchers can be switched out between scenarios, this may not be done during battle unless the unit expends its entire load of rockets and reloads during play (*Tactical Operations*, p.213, 'Rearming under Fire'). Rocket-pods of any size and type may be designated as armed with Fragmentation or Smoke warheads at the start of a scenario, but a given rocket-pod may only load one type of warhead.

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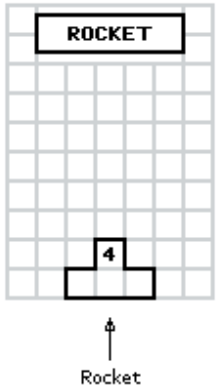
If detonated within a unit by damage, each rocket (no matter its range-profile or warhead type) causes 10 points of damage (50 points per full ton of rockets!). The propellants and explosives used in rocket-pods are less powerful than those in missiles, but also less sensitive; rocket-pods are *not* subject to 'ammunition explosion' rolls caused by a unit overheating.

Rocket Damage Template



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Grenade Launcher, Vehicular

Originally used for anti-infantry fragmentation grenades or simple smoke-rounds, the VGL continues to be deployed because of the plethora of alternate munitions which were invented to meet evolving battlefield conditions. Many combat units (including BattleMechs in some under-supplied units) mount VGLs loaded with Chaff or Smoke grenades in lieu of full-scale ECM suites.

Combat Rules:

Tech Level D VGLs are eight-shot weapons, and may mount grenades within those eight shots in any combination the player sees fit. A given VGL may deploy only one kind of grenade in a turn, but may deploy multiple grenades of that type if the player so chooses. Otherwise, VGLs comply with their standard rules as found in *Tactical Operations*, p.315.

A-Pods

The idea of strapping directional anti-personnel mines or similar explosives to the outside of a combat unit and firing them to 'discourage' infantry attacks is almost as old as armoured combat vehicles. Building banks of these mines into the armoured skin *of* the unit is somewhat more complex, but given the dangers that infantry 'swarm' attacks pose, not a few 'Mech designers consider them worth the trouble.

Combat Rules:

Tech Level D A-Pods are four-shot weapons, though only one 'shot' may be expended per A-Pod per turn. Otherwise, they comply with their standard rules as found in *Total Warfare*, p.130.

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BALLISTIC SYSTEMS

AUTOCANNONS

Almost as soon as the first armoured vehicles appeared on the modern battlefield, opponents were using field-guns against them. Though their construction and rates-of-fire have changed radically since those early days, the principle remains the same: the ignition of chemical propellants drive projectiles down the weapon's barrel and down-range at significant velocity, causing damage through their kinetic energy. Although more efficient systems for penetrating armour have been fielded in the intervening centuries — particularly the electro-magnetic mass drivers known as 'gauss rifles' — autocannons remain popular for many reasons, not the least of them being the lower standard of technology required to manufacture and support them, as well as the ability to use alternate forms of ammunition for dealing with targets other than armoured vehicles.

(Many observers find a certain perverse cosmic humour in the continued efficacy of autocannon as anti-armour weapons. It was widely believed that the proliferation of practical battlefield energy-weapons, with their nominally line-of-sight ranges and freedom from ammunition constraints, would render ballistic weapons obsolescent; instead, they remain viable against modern semi-ablative armour precisely *because* that armour is optimized to defeat energy-weapons, and thus is eroded quite efficiently by the application of large-calibre kinetic-energy rounds.)

Class Five autocannon are most typically revolver- or Gatling-style weapons in the seventy-five- to one-hundred-millimetre class, with projectile muzzle-velocities on the order of 2,000m/s, firing discarding-sabot rounds that crush or penetrate armour through pure kinetic energy. The Western Alliance first fielded what is now known as the 'Light' AC/5 in 2025, but continued development in a quest to improve damage concentration at range and introduced the 'standard' AC/5 in 2089. Even so, the advantages of combat lasers meant that ballistic weapons were increasingly 'unfashionable'. Neither the 'light' nor standard AC/5 saw operational service until the mid-twenty-fourth century, when the first primitive forms of laser-defeating semi-ablative armour (which have become so ubiquitous in the intervening centuries) were fielded, creating a need for penetrating weapons that, unlike missiles, could not be defeated by a simple point-defence machine-gun.

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Class Ten and Twenty autocannon are scaled-up versions of the Class Five weapons, usually firing rounds in the 100-130mm range which carry greater individual energy. Of course, the muzzle-energies of those same rounds require heavier operating-mechanisms and barrels to stand up to the attendant temperatures and pressures, and much stronger compensation systems to manage the punishing recoil and keep the rounds within acceptable groupings. Indeed, it was not until the introduction of practical myomer that these weapons truly began to shrink to a practical size. The Western Alliance considered its AC/10 designs 'combat-ready' in 2043, but they were not put into the field for simple lack of either a system big enough to carry them or a target tough enough to need such concentrated firepower; anything heavy enough to need 'that much gun' was more easily engaged with missiles or the newly-'completed' laser systems.

A relative newcomer among chemical-driven ballistic weapons, the Class Twenty autocannon was developed by the Lyran Commonwealth in the late twenty-fifth century. Using technical data obtained as part of Operation PROMETHEUS, Defiance Industries engineers reinforced the recoil-myomers on a standard AC/10 and doubled the burst-length, accepting the higher recoil-impulse and its impact on range and shot-groupings to create a weapon with true 'knock-down power'.

Combat Rules:

Each class of autocannon has two different templates, each representing different firing modes. The 'wide' template represents the default firing mode, in which the autocannon's burst of five (or ten) rounds 'rakes' across the surface of the target; this fire-mode provides a -1 To-Hit bonus, may be used at any range, and is considered 'flak' for anti-aerospace purposes. The 'deep' template represents a more focused burst, intended to bore into a hardened target; owing to the extra precision it requires of the unit's fire-control system, this firing-mode provides no To-Hit bonus and can only be used at Short or Medium range.

Each individual projectile in an autocannon burst is its own damaging impact, so each outlined box of an autocannon template 'seeps' separately. Note that the kinetic-energy penetrators of autocannon ammunition are of limited efficacy against buildings and structures (AC/5s cause no damage, AC/10 uses AC/5 templates, AC/20 applies two AC/5 templates).

If detonated within a unit by overheat or damage, each burst of autocannon ammunition causes its own damage-value to the unit (100 points per full ton of ammunition).

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Alternate Autocannon Munitions:

Alternate ammunition types have their own effect. Flechette ammunition consists of bundles of darts or proximity-detonated shrapnel shells, which are completely ineffective against armoured targets (no damage) but are intended to shred exposed personnel or other 'soft' targets; they may also be used to shoot down missiles targeted on the unit mounting the autocannon (target number: Gunnery +6). A burst of flechette munitions allows the attacker to roll on the following table to determine the damage to an infantry squad/platoon (or flight of missile warheads):

AUTOCANNON CLASS	FLECHETTE DAMAGE
AC/5	5d2
AC/10	5d3
AC/20	10d3

High-explosive munitions are of limited efficacy against modern heavy armour (AC/5s cause no damage, AC/10 uses AC/5 templates, AC/20 applies two AC/5 templates to the same location with separately-determined centre-points), but have the same anti-personnel effect as flechettes and are highly effective at damaging structures (full damage to buildings).

'Precision' ammunition consists of 'gyrojet' (rocket-assisted) projectiles with limited mid-course guidance capabilities. These rounds reduce the Target Movement Modifier by 2 (to a minimum of 0), but may only use the 'wide' template.

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OPTIONAL RULE: AUTOCANNON SEMI-AUTOMATIC FIRE:

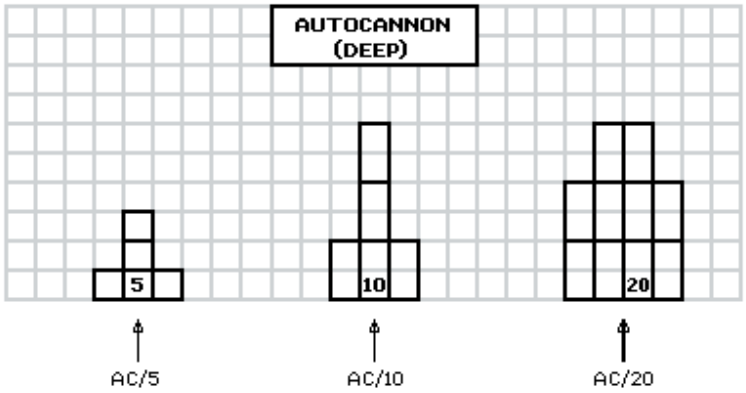
With the agreement of all players involved, autocannon may be used in 'single-shot' modes — essentially as oversized Rifle (Cannons) (q.v.) — trading concentrated damage for improved precision and range-performance. The to-hit roll and damage location/template of each shot is resolved individually. (If this optional rule is in effect, it is recommended that ammunition be tracked as RC shells of the relevant size, being either 100 RC/1 or 50 RC/2 rounds per ton.)

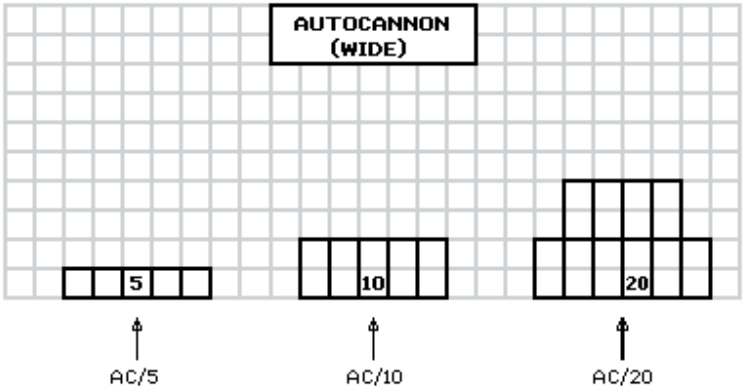
AC/5s may be used as RC/1s (five RC/1 shots per burst of AC/5 ammunition) and may fire up to 5 shots in a turn, building 1 point of heat for every two shots fired (round up).

AC/10s may be used as RC/2s (five RC/2 shots per burst of AC/10 ammunition) and may fire up to 5 shots in a turn, building 1 point of heat per shot.

AC/20s may be used as RC/2s (ten RC/2 shots per burst of AC/20 ammunition) and may fire up to 10 shots in a turn, building 1 point of heat per shot.

AUTOCANNON DAMAGE TEMPLATES





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Rifle (Cannons)

The immediate predecessors of autocannon, these single-barrel, semi-automatic weapons lack the concentrated punch of their descendants, but do allow gunners to take aimed single shots with more precision at somewhat longer ranges. Perhaps more important, they enjoy better ammunition-endurance than their full-automatic brethren, are far lighter, and do not have the same heat-problems, making them attractive to designers who find their weapons-platforms squeezed for internal space or taxing their cooling systems.

Combat Rules:

Rifle (cannons) are direct-fire ballistic weapons and inflict their respective damage-templates when they hit a target.

Each individual rifle (cannon) projectile is its own damaging impact, so each outlined box of an RC template 'seeps' separately. Note that the kinetic-energy penetrators of RC ammunition are of limited efficacy against buildings and structures (RC/1s cause no damage, RC/2 uses RC/1 template).

If detonated within a unit by overheat or damage, each round of rifle (cannon) ammunition causes its own damage-value to the unit (100 points per full ton of ammunition).

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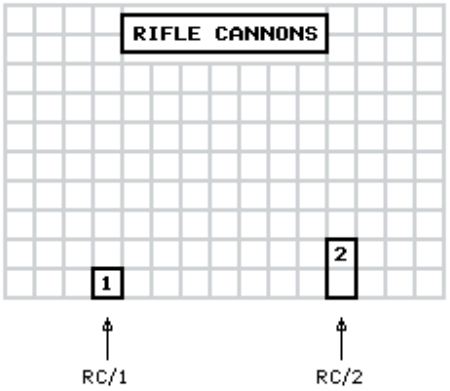
Alternate Munitions:

Alternate rifle (cannon) ammunition types have their own effect. Flechette or 'canister' ammunition consists of bundles of darts or proximity-detonated shrapnel shells, which are completely ineffective against armoured targets (no damage) but are intended to shred exposed personnel or other 'soft' targets. A flechette round allows the attacker to roll on the following table to determine the damage to an infantry squad/platoon:

RIFLE (CANNON) CLASS	FLECHETTE DAMAGE
RC/1	1d2
RC/2	1d3

High-explosive munitions are of limited efficacy against modern heavy armour (RC/1s cause no damage, RC/2 uses RC/1 template), but have the same anti-personnel effect as flechettes and are highly effective at damaging structures (full damage to buildings).

Rifle (Cannon) Damage Templates



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Machine-Guns

One of the most venerable weapons-systems on the modern battlefield, the humble 'machine-gun' remains in arsenals throughout human space partly because the advance of military technology has lent it a remarkable flexibility. Once merely used for infantry-suppression, the modern machine-gun now incorporates on-mount tracking capabilities that let it double as an anti-missile system.

Combat Rules:

Against armoured targets, machine-guns of all classes are direct-fire offensive weapons and inflict their respective damage-templates (LMGs roll 1d6; on a roll of 3+, they inflict their one-box template, otherwise they deal no damage). The damage listed in each template is the machine-gun's damage towards forcing a Piloting Skill Roll (or breaching a unit's Damage Threshold, if applicable); when attacking an infantry unit, this is also the number of d6 the machine-gun should roll to determine total damage to the infantry.

Alternatively, at the start of the Weapons Fire phase, a unit's player may declare any machine-gun(s) it mounts to be in Point-Defence mode; all other weapons that are mounted in the same location as an MG in PD mode suffer the +1 'secondary target' to-hit modifier if used for offensive fire. If the unit comes under missile-attack, the PD MGs fire *after* the attacker resolves the number of missiles/warheads which would strike the unit. Each PD MG which fires on these missiles consumes 5 rounds of ammunition, generates 1 point of heat, and destroys the listed dice-value of those inbound warheads; any warheads which survive this defensive fire then resolve their hit-locations and centre-points as normal.

The point-defence capabilities of a machine-gun mount can be upgraded by increasing its weight by half a ton, the additional mass representing an expansion of on-mount sensor and computer capabilities as well as more precise fire-control servos. This system remains useable in the offensive role (treat as a machine-gun in all respects, including ammunition type and consumption), but in point-defence mode, a 'point-defence/machine-gun' system (PD/MG) does not impose the +1 to-hit penalty on other weapons mounts in the same location, consumes ammunition and generates heat as normal for a machine-gun in point-defence mode, and gains a +2 bonus to the number of warheads it destroys.

MACHINE-GUN	PD MODE	PD MODE (WITH PD-FCS)
LMG	1d3-1	1d3+1
MG	1d3	1d3+2
HMG	2d3	2d3+2

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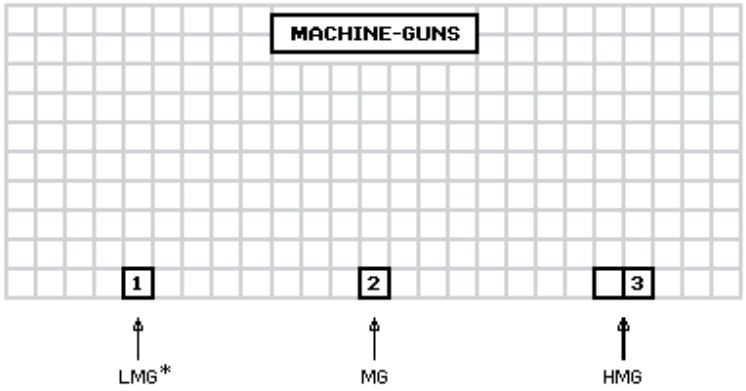
For flavor purposes, 'normal' machine-guns are usually light automatic- or Gatling-cannons with bores in the fifteen- to thirty-five-millimetre class. Real-world examples: M197/M61 Vulcan (20mm), ZU-23-2 (23mm), M242 (25mm), M230 (30mm), GSh-23L (23mm), Mauser BK-27 (27mm).

Light machine-guns are generally meant purely for anti-personnel purposes, and as such range from rifle-calibre up to the thirteen-millimetre class. Real-world examples: GAU-19 (.50BMG), M134 Minigun (7.62mm), Yak-B (12.7mm).

Heavy machine-guns generally fire heavier projectiles than the smaller weapons, trading rate-of-fire for range performance, and have bores in the thirty-seven- to seventy-millimetre range; many are easily mistaken for lighter autocannons. However, some particularly rapid-fire 'medium'-calibre machine-guns, especially the heavier rotary-barrel weapons, also fall into this category. Real-world examples: GAU-8 (30mm gatling), GSh-6-30 (30mm gatling), S-60 (57mm), Bofors L/70 (40mm), Bofors Mk.3 (57mm).

Machine-Gun Damage Templates



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ENERGY WEAPONS

LASERS

Workhorse weapons of almost every BattleMech and aerospace fighter in existence for their light weight and lack of ammunition requirements, lasers are nonetheless rather less than ideal equipment with which to tackle modern armour. Despite popular misconceptions, lasers do not 'melt' modern armour or structural materials, as the energies they deliver are too massive and arrive too quickly for mere 'melting' to take place, and they certainly do not melt 'holes' into that armour. Instead, lasers superheat their point-of-impact with the target material(s) to the point of sublimation or outright flash-conversion into plasma, causing a localized explosion and secondary thermal-shock effects that shatter the surrounding material. Modern semi-ablative armour-laminates are specifically designed to deal with laser-strikes by simply shedding the compromised layer(s), meaning that for all their popularity with logisticians and the makers of visual fiction, laser weapons generally lack 'knock-out punch' against intact armour.

COMBAT RULES:

Damage from a standard laser strike is dealt as a single unitary template, effectively radiating from the rolled centre-point. This note aside, standard lasers have no special rules and inflict their respective damage-templates on the armour/structure they strike.

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Pulse Lasers

'Pulse' lasers contain a series of smaller lasing assemblies and discharge them in sequence, creating a weapon whose effects more resemble a 'sustained-discharge' laser-beam that 'slashes' across a target, rather than the 'stuttering line' effect suggested by the popular misnomer. These weapons were intended primarily to improve hit-chances against high-speed targets, and succeeded in that effort at the price of increased weight and decreased effective range.

Combat Rules:

Pulse lasers enjoy a -2 To-Hit bonus, reflecting how their sustained-discharge can be 'walked' onto a target. Each outlined block within a pulse-laser template attacks the first box of armour/structure it comes to. These notes aside, pulse-lasers have no special rules and inflict their respective damage-templates on the armour/structure they strike.

Within their range, small pulse lasers may be used against infantry as if they were machine-guns (2d6 damage).

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Particle-Beam Weapons

Their combination of thermal energy and kinetic impact means that particle-beams offer highly efficient penetration of target materials, as the bolt of charged particles both 'burns' and 'bores' a path deep into even modern armour laminates. Indeed, the operational realities of particle beam weapons are a closer match to the general public's perception of the damage-mechanism of 'laser' weapons than are actual battlefield lasers. However, this same penetrating efficiency means that particle-weapons have a very narrow 'wound channel', limiting the damage they can do to components within the armoured shells they bore through so readily.

Combat Rules:

Each individual box of damage from a PPC strike damages the first box of armour/structure it comes to. This note aside, PPCs of all sizes have no special rules and inflict their respective damage-templates on the armour/structure they strike.

Flamers

Using a lasing process to turn blocks of polymer into plasma, then magnetically impelling them down-range at near-light-speed velocities, modern fusion-flamers in operation more closely resemble particle weapons than the immolating streams of noxious, smoky burning chemicals seen in vehicular flamers. These plasma bolts tend to disperse rapidly and destructively upon impact with any relatively solid object, limiting their ability to penetrate or degrade modern armour, but the sudden transfer of heat into a semi-closed system like an armoured combat vehicle can greatly impede its operating efficiency.

(That said, many combat vehicles do use the old petrochemical flamers, if only because they are relatively easy to make and maintain, independent of expensive and finicky fusion powerplants, and possessed of undeniable value as psychological weapons.)

Combat Rules:

Each individual box of damage from a flamer strike damages the first box of armour/structure it comes to. This note aside, fusion flamers have no special rules and inflict their damage-template to the armour/structure they strike. Vehicular flamers do not have the power to damage modern armour and can only inflict 'heat' damage to armoured units.

When attacking infantry units, flamers roll 4d6 to determine their total damage.

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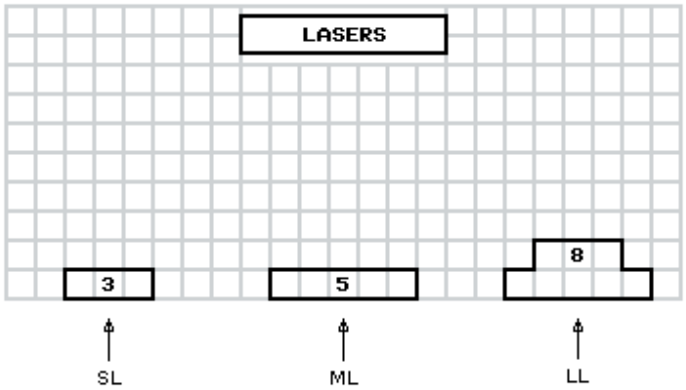
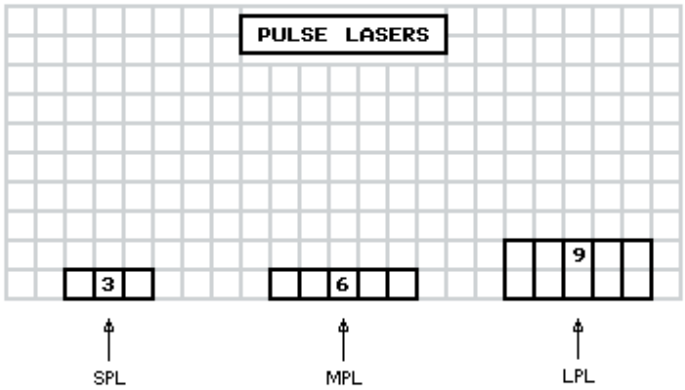
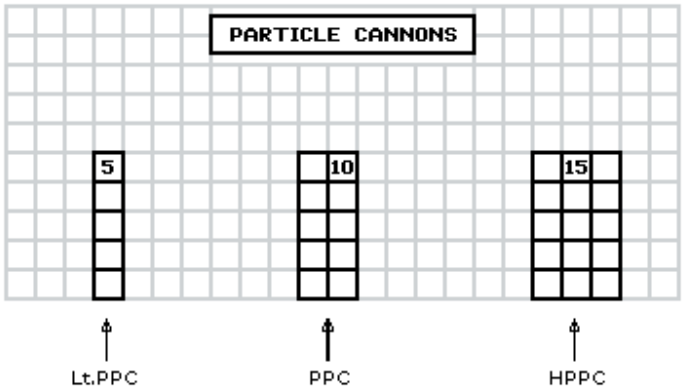
Laser Damage Templates

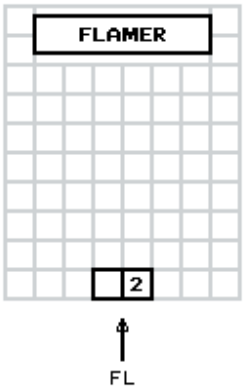




Particle-Cannon Damage Templates



Flamer Damage Template



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MASTER WEAPONS TABLE – MISSILE SYSTEMS

MISSILE SYSTEMS	CRITICALS SPACE	MASS	HEAT	AMMO (SHOTS/TON)	MINIMUM RANGE	SHORT RANGE	MEDIUM RANGE	LONG RANGE
SRM/1/ 6	1	1.00	2	20	-	3 (30)	6 (60)	9 (90)
SRM/2/12	1	2.00	3	10	-	3 (30)	6 (60)	9 (90)
SRM/3/18	2	3.00	4	6*	-	3 (30)	6 (60)	9 (90)
LRM/1/ 6	1	2.00	2	20	6	7 (70)	14 (140)	21 (210)
LRM/2/12	2	5.00	3	10	6	7 (70)	14 (140)	21 (210)
LRM/3/18	3	7.00	4	6*	6	7 (70)	14 (140)	21 (210)
LRM/4/24	5	10.00	5	5	6	7 (70)	14 (140)	21 (210)
ROCKET PODS								
RL5(OS)	1	0.50	2	OS	-	5 (50)	10 (100)	15 (150)
RL10(OS)	1	1.00	3	OS	-	5 (50)	10 (100)	15 (150)
RL10(2/5)	1	1.00	1	-	-	5 (50)	10 (100)	15 (150)
RL15(OS)	2	1.50	4	OS	-	5 (50)	10 (100)	15 (150)
RL15(3/5)	2	1.50	1	-	-	5 (50)	10 (100)	15 (150)
GRENADE LAUNCHER, VEHICULAR	1	0.50	1	8	-	1	2	3
A-POD	1	0.50	0	4	-	*	-	-

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MASTER WEAPONS TABLE – BALLISTIC SYSTEMS

AUTOCANNONS	CRITICALS SPACE	MASS	HEAT	AMMO (SHOTS/TON)	MINIMUM RANGE	SHORT RANGE	MEDIUM RANGE	LONG RANGE
Light AC/5	1	6.00	1	20	-	4 (40)	8 (80)	12 (120)
AC/5	4	8.00	1	20	-	6 (60)	12 (120)	18 (180)
AC/10	7	12.00	3	10	-	5 (50)	10 (100)	15 (150)
AC/20	10	14.00	7	5	-	4 (40)	8 (80)	12 (120)
RIFLE (CANNONS)								
RC/1 (TL-D)	1	2.50	1	100	-	6 (60)	12 (120)	18 (180)
RC/2 (TL-D)	2	4.00	1	50	-	8 (80)	16 (160)	24 (240)
MACHINE-GUNS								
LMG	1	0.25	-/1*	200	-	2 (40)	4 (80)	6 (120)
MG	1	0.50	-/1*	200	-	2 (40)	4 (80)	6 (120)
HMG	1	1.00	1/2*	100	-	3 (60)	6 (120)	9 (180)
VEHICLE FLAMER	1	0.50	3	20	-	1 (5)	2 (10)	3 (15)

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MASTER WEAPONS TABLE – ENERGY WEAPONS

STANDARD LASERS	CRITICALS SPACE	MASS	HEAT	MINIMUM RANGE	SHORT RANGE	MEDIUM RANGE	LONG RANGE
Small Laser	1	0.50	1	-	1 (20)	2 (40)	3 (60)
Medium Laser	1	1.00	3	-	3 (60)	6 (120)	9 (180)
Large Laser	2	5.00	8	-	5 (100)	10 (200)	15 (300)
PULSE LASERS							
Small Pulse Laser	1	1.00	2	-	1 (20)	2 (40)	3 (60)
Medium Pulse Laser	1	2.00	4	-	2 (40)	4 (80)	6 (120)
Large Pulse Laser	2	7.00	10	-	3 (60)	7 (140)	10 (200)
PARTICLE PROJECTION CANNONS							
Light PPC	2	3.00	5	3	6 (120)	12 (240)	18 (360)
PPC	3	7.00	10	3	6 (120)	12 (240)	18 (360)
Heavy PPC	4	10.00	15	3	6 (120)	12 (240)	18 (360)
FUSION FLAMER	1	1.00	3	-	2 (30)	4 (60)	6 (90)

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