

MECHWARRIOR ONLINE WEAPON VALUES

By Ohmwrecker, with help from ArmyofWon

BALLISTIC

	Damage	Heat	Cooldown	Range	Max Range	Projectile Velocity	Slots	Tons	Max DPS	Ammo PT	HPS	EHS	Impulse
AC/2	2	1	0.5	720	2160	2000	1	6	4	75	2	20	1
AC/5	5	1	1.7	540	1620	900	4	8	2.94	30	0.59	6	1
AC/10	10	3	2.5	450	1350	850	7	12	4	15	1.2	12	1
AC/20	20	6	4	270	810	750	10	14	5	7	1.5	15	1
Ultra AC/5	5*2	1*2	1.1	600	1820	900	5	9	4.54 / 5.54	25	0.91 / 1.82	10 / 19	1
LB 10-X AC	10	2	2.5	540	1620	850	6	11	4	15	0.8	6	1
Gauss Rifle	15	1	4	660	1980	1200	7	15	3.75	10	0.25	3	1
Machine Gun	0.04	0	(10 rounds per second)	90	200	100	1	0.5	0.4	2000	0	1	0.001

ENERGY

	Damage	Heat	Cooldown	Range	Max Range	Projectile Velocity	Slots	Tons	Max DPS	Beam	HPS	EHS	Impulse
Small Laser	3	2	2.25	90	180	∞	1	0.5	1	0.75	0.66	7	0.1
Medium Laser	5	4	3	270	540	∞	1	1	1.25	1	1	10	0.1
Large Laser	9	7	3.25	450	900	∞	2	5	2.12	1	1.64	17	0.1
ER Large Laser	9	10	3.25	675	1350	∞	2	5	2.12	1	2.35	24	0.1
Small Pulse Laser	3	3	2.25	90	180	∞	1	1	1.09	0.5	1.09	11	0.1
Medium Pulse Laser	6	5	3	180	360	∞	1	2	1.6	0.75	1.33	14	0.1
Large Pulse Laser	10	9	3.25	300	600	∞	2	7	2.5	0.75	2.25	23	0.1
PPC	10	9	3	540 (min: 90)	1080	1200	3	7	3.33	-	3.33	30	1
ER PPC	10	13	3	810	1620	1200	3	7	3.33	-	3.33	44	1
Flamer	0.4*	0.6	0	64	64	100	1	1	0.8	∞	-	-	0.1

MISSILE (+ARTEMIS)

	Damage	Heat	Cooldown	Minimum Range	Max Range	Projectile Velocity	Slots	Tons	Max DPS	Ammo PT	HPS	EHS	Impulse
LRM20	36	6	4.75	180	1000	100	5 (6)	10 (11)	7.57	180	1.26	13	0.8
LRM15	27	5	4.25	180	1000	100	3 (4)	7 (8)	6.35	180	1.18	12	0.8
LRM10	18	4	3.75	180	1000	100	2 (3)	5 (6)	4.8	180	1.07	11	0.8
LRM5	9	2	3.25	180	1000	100	1 (2)	2 (3)	2.77	180	0.62	7	0.8
SRM6	15	4	4	-	270	300	2 (3)	3 (4)	3.75	100	1	10	1
SRM4	10	3	3.75	-	270	300	1 (2)	2 (3)	2.67	100	0.8	8	1
SRM2	5	2	3.5	-	270	300	1 (2)	1 (2)	1.43	100	0.57	6	1
Streak SRM2	5	2	3.5	-	270	200	1	1.5	1.43	100	0.57	6	1

UTILITY

	Damage	Heat	Cooldown	Range	Max Range	Projectile Velocity	Slots	Tons	Max DPS	Ammo PT	HPS	EHS	Impulse
AMS	-	-	(30 Rounds per second)	-	200	100	1	0.5	-	1000	-	-	-
NARC	-	-	3.5	-	270	250	2	3	-	6	-	-	0
TAG	-	-	-	-	450	-	1	1	-	-	-	-	-

HPS = Heat Per Second | EHS = Efficient Heatsinks To Negate Heat | LRMs have a minimum range of 180 | UAC/5 can jam if double-shotting

AC = Autocannon | ER = Extended Range | PPC = Particle Projector Cannon | SRM = Short Range Missile | LRM = Long Range Missile

AMS = Anti-Missile System | Streak = Guided SRM | Ultra AC/5 = Faster Firing AC/5 | LB 10-X AC = Lubalin Ballistics-X (Shotgun-Like)

NARC = Homing beacon missile to compliment LRM guidance | TAG = Energy laser which "Paints" target for LRM guidance

Projectile Velocity is measured in Meters/Second

youtube.com/maskedgamer

steamcommunity.com/id/ohmwrecker

Accurate as of 12/07/2012