

# Battletech Repair Costs

STRUCTURE AND ARMOR	Cost (C-Bills)
Cockpit	Tonnage x 2,000
Life Support	Tonnage x 2,500
Sensors	Tonnage x 2,000
Shoulder	Tonnage x 80
Upper Arm Actuator	Tonnage x 100
Lower Arm Actuator	Tonnage x 50
Hand Actuator	Tonnage x 80
Hip	Tonnage x 80
Upper Leg Actuator	Tonnage x 150
Lower Leg Actuator	Tonnage x 80
Foot Actuator	Tonnage x 120
Engine	Tonnage x Walk Speed x 1000
Gyro	Tonnage x 2,500
Jump Jets	Tonnage x 200
Heat Sinks	Tonnage x 10
Double Heat Sinks*	Tonnage x 60
Armor	750 per dot

STANDARD WEAPONS	Cost (C-Bills)
Weapon	Cost (C-Bills)
AC/2	37,500
AC/5	62,500
AC/10	100,000
AC/20	150,000
Flamer	3,750
Laser (Large)	50,000
Laser (Medium)	20,000
Laser (Small)	5,625
LRM 5	15,000
LRM 10	50,000
LRM 15	87,500
LRM 20	125,000
Machine Gun	2,500
PPC	100,000
SRM-2	5,000
SRM-4	30,000
SRM-6	40,000

RESTRICTED WEAPONS AND EQUIPMENT*	
Anti-Personnel Pod	150,000
C6 Master Unit	200,000 per hit
C6 Slave Unit	125,000
Coolant Pod	125,000
ECM Unit	150,000 per hit
ER Laser (Large)	100,000
ER Laser (Medium)	40,000
ER Laser (Small)	5,625
ER PPC	150,000
Gauss Rifle	150,000
Hatchet / Shield	300 per ton
Infantry Pods	12,500
Knee Treads	400 per ton
Pulse Laser (Large)	87,500
Pulse Laser (Medium)	30,000
Pulse Laser (Small)	8,000
Smoke Canister Launcher	75,000
SRM-2 Inferno	9,250
Streak SRM-2	7,500
Streak SRM-4	45,000
Streak SRM-6	60,000
Thunder LRM-5	30,000
Thunder LRM-10	100,000
Thunder LRM-15	175,000
Thunder LRM-20	250,000
Ultra AC/5	60,000
Ultra AC/10	100,000
Ultra AC/15	160,000
Ultra AC/20	240,000

RESTRICTED ARTILLERY / SUPPORT*		
Name	Cost	Ammo
Long Tom Artillery	450,000	10,000
Sniper Artillery	300,000	6,000
Thumper Artillery	187,500	4,500
(Ammo is per shot)		

\*Items marked with an asterik may only be purchased with special access gained through a mission.

**Limb Loss: to replace an arm or leg, you need to pay for all internal and external armor, all internal criticals that were destroyed before it was blown off, and the upper actuator for the limb, even if it was not destroyed.**