

[DMG TRACK]	0	1	2	3
MOVE (hover)	13	11	9	8
ARMOR	3	2	2	2
CLOSE ASSAULT	1/1	1/1	1/1	0/0
DAMAGE CONTROL	-	-	3	0

[WEAPONS]

Heavy R5 4/4 3/3 3/3 2/2

x4 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Double-Time, Improved Handling, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	7	7	6	6	5	5	4
ARMOR	5	5	4	4	3	3	3
CLOSE ASSAULT	3/4	3/4	2/3	2/3	2/2	1/2	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Heavy AC 3/6 3/6 3/5 2/5 2/4 2/4 2/4
 x1 (F), Rng (8), Ammo, Full Auto

Light GM 4/4 4/4 3/3 3/3 3/3 2/2 2/2
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R10 3/3 3/3 3/3 2/2 2/2 2/2 2/2
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Improved Chassis, Superior Mobility, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (walker)	5	5	5	4	4	4	4	3	3	3
ARMOR	8	8	7	7	6	6	5	5	4	4
CLOSE ASSAULT	6/6	6/6	5/5	5/5	4/4	3/3	3/3	3/3	2/2	2/2
DAMAGE CONTROL	-	-	5	5	4	3	2	1	0	-1
[WEAPONS]										
Medium PBG	7/6	7/6	6/5	5/5	5/4	4/4	4/3	3/3	3/3	2/2
x2 (L/R), Rng (6), Blitz 2, Overdrive, Ravage, Piercing										
Light R5	3/2	3/2	3/2	3/2	2/2	2/2	2/1	2/1	2/1	2/1
x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART, Piercing										

[SA] Hard, Active Phased Array 2, Counter-Measures 1, Improved Armor, Improved Damage Control, Shielded.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	5	5	5	4	4	4	4	3	3
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	2/2	2/2	2/2	1/1	1/1	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	3	3	2	1	0	-1	-2

[WEAPONS]

Medium MAC 5/2 5/2 4/2 4/2 4/2 3/1 3/1 3/1 3/1
 x2 (T), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

Light RAC 2/4 2/4 2/4 2/3 2/3 2/3 1/3 1/3 1/2
 x2 (F), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto

[SA] Hard, Bulky, Turret, Anti-Infantry, Assault 2, Improved Armor, Ammo Bin x1, Advanced TC 1, TAG.

VEHICLE (transport)**ARMADILLO**

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	6	6	5	5	5	5	4	4	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	2/2	2/2	2/2	1/1	1/1	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	5	4	3	2	1	0
[WEAPONS]									
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x2 (F), Rng (4), Ammo, Blitz 1, Ravage									

[SA] Hard, Bulky, Transport x3, Gun Port x1, Anti-Infantry, Assault 2, ECM 1, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (wheeled)	9	8	8	7	7	6	5
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 3/3 3/3 3/3

x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[SA]

Hard, Improved Handling, Assault 1, Chain-Fire Pod, ECM 1, EST, Expanded Chassis, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Medium MAC 5/2 5/2 4/2 4/2 4/2 3/1 3/1 3/1 3/1
 x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

Light GM 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2 2/2
 x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R10 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2
 x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Assault 2, Ammo Bin x2, Advanced TC 1, Wizzo.

[ISA]

[DMG TRACK]

	0	1	2	3	4	5
MOVE (vtol)	15	14	13	11	10	9
ARMOR	5	5	4	4	3	3
DAMAGE CONTROL	-	-	4	2	1	0

[WEAPONS]

Light GM 4/4 4/4 3/3 3/3 2/2 2/2
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1
 x2 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA]

Soft, Double-Time, Improved Handling, Transport x3,
 Pop-Up, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (anti-grav)	11	10	9	8	7	7
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0

[WEAPONS]

Light PBG	4/4	3/3	3/3	2/2	2/2	1/1
x1 (T), Rng (6), Blitz 2, Overdrive, Ravage						
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1
x1 (T), Rng (4), Ammo, Blitz 1, Ravage						

[SA] Hard, Double-Time, Improved Handling, Turret, Pop-Up, Assault 1, Reinforced 2, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (vtol)	12	11	10	10	9	8	7
ARMOR	7	6	6	5	5	4	4
DAMAGE CONTROL	-	-	4	3	2	1	0

[WEAPONS]

Light GM 4/4 4/4 3/3 3/3 3/3 2/2 2/2
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

[SA]

Soft, Double-Time, Improved Handling, Transport x3,
 Pop-Up, Assault 1, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3
MOVE (vtol)	17	15	12	10
ARMOR	2	2	1	1
DAMAGE CONTROL	-	-	4	0

[WEAPONS]

Medium LBG	4/4	3/3	2/2	1/1
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x1 (F), Rng (10), Imp Rng, Overdrive

[SA]

Soft, Double-Time, Improved Handling, Pop-Up, ECM 1, Improved Chassis, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Heavy R10 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3
 x4 (F/L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Anti-Infantry, Chain-Fire Pod, FCS, Point Defense 1, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	9	8	8	7	7	6	5
ARMOR	5	5	4	4	3	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Light MRAC 4/2 4/2 3/2 3/2 3/1 2/1 2/1
 x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Light R15 4/4 4/4 3/3 3/3 3/3 3/3 2/2
 x1 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

Hard, Chain-Fire Pod, FCS, Advanced TC 1.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (walker)	10	9	9	8	8	7	7	6
ARMOR	5	5	4	4	4	3	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Heavy R10 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Chain-Fire Pod, Counter-Battery, FCS, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11
MOVE (quad)	5	5	5	5	5	5	4	4	4	4	4	4
ARMOR	9	9	8	8	7	7	7	6	6	5	5	5
CLOSE ASSAULT	6/6	6/6	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	1	0
[WEAPONS]												
Rocket Artillery	2/4	2/4	2/4	2/4	2/3	2/3	2/3	2/3	1/3	1/3	1/3	1/2
x4 (T), Rng (48), Min Rng (24), IF, AoE 2, Ravage, Shock (7), Slow Fire												

[SA]

Hard, Bulky, Improved Handling, Turret, Chain-Fire Pod, Counter-Battery, FCS, Advanced TC 2, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (walker)	7	7	6	6	6	5	5	5	4	4
ARMOR	7	7	6	6	5	5	5	4	4	4
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	6	5	4	3	2	1	0

[WEAPONS]

Medium MRAC 6/3 6/3 5/3 5/2 5/2 4/2 4/2 4/2 3/2 3/2
 x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Light GM 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2 2/2 2/2
 x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Heavy R10 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3 3/3
 x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Rugged, Shielded, Advanced TC 1, Wizzo.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (walker)	5	5	5	4	4	4	4	3	3	3
ARMOR	8	8	7	7	6	6	5	5	4	4
CLOSE ASSAULT	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	6	5	4	3	2	1	0

[WEAPONS]

Heavy MRAC 8/4 8/4 7/4 7/3 6/3 6/3 5/3 5/2 4/2 4/2
 x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Heavy R10 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3 3/3
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Counter-Measures 1, Relentless, Ammo Bin x1,
 Advanced TC 1, Wizzo.

VEHICLE (transport)**CENTIPEDE**

[DMG TRACK]	0	1	2	3	4	5
MOVE (wheeled)	9	8	8	7	6	5
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0
[WEAPONS]						
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1
x2 (T), Rng (4), Ammo, Blitz 1, Ravage						

[SA] Hard, Improved Handling, Transport x3, Gun Port x2, Turret, Anti-Infantry, Expanded Chassis, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	6	6	6	5	5	5	5	5	4	4	4	4	4
ARMOR	8	8	7	7	7	6	6	6	5	5	5	4	4
CLOSE ASSAULT	8/8	8/8	7/7	6/6	6/6	6/6	5/5	4/4	4/4	4/4	3/3	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	2	1	0

[WEAPONS]

Medium PBG 7/6 7/6 6/5 6/5 5/5 5/4 5/4 4/4 4/3 4/3 3/3 3/2 2/2
 x4 (L/R), Rng (6), Blitz 2, Overdrive, Ravage, Piercing

Light GM 5/4 5/4 5/4 4/3 4/3 4/3 4/3 4/3 3/3 3/2 3/2 3/2 3/2
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4), Piercing

[SA]

Hard, Bulky, Assault 2, Rugged, Shielded, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	7	6	5	4	3	2	1

[WEAPONS]

Medium PBG 6/6 6/6 5/5 5/5 4/4 4/4 3/3 3/3 2/2
 x2 (L/R), Rng (6), Blitz 2, Overdrive, Ravage

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Heavy R10 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3
 x2 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Improved Damage Control, Advanced TC 2.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	7	7	6	6	6	6	5	5	5	4	4
ARMOR	7	7	6	6	6	5	5	5	4	4	4
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	6	5	5	4	3	2	1	0

[WEAPONS]

Medium MAC 5/2 5/2 5/2 4/2 4/2 4/2 4/1 3/1 3/1 3/1 3/1
 x4 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

Light GM 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3 2/2 2/2 2/2
 x1 (R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R10 3/3 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2 2/2
 x1 (L), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Reinforced 1, Rugged, Advanced TC 1, Wizzo.

[SA]

[DMG TRACK]	0	1	2	3	4	5
MOVE (hover)	12	11	10	9	8	7
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0
[WEAPONS]						
Light RAC	2/4	2/4	2/3	2/3	1/3	1/2
x1 (F), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto						

[SA] Hard, Double-Time, Improved Handling, Transport x2, Anti-Infantry, Reinforced 1, Rugged.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	9	9	8	8	8	7	7	6	6	6	5
ARMOR	6	6	5	5	5	5	4	4	4	3	3
CLOSE ASSAULT	5/7	5/7	4/6	4/5	4/5	3/4	3/4	2/3	2/3	2/2	1/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	2	1	0
[WEAPONS]											
Heavy AC x4 (L/R), Rng (8), Ammo, Full Auto	3/6	3/6	3/6	3/5	3/5	2/5	2/5	2/4	2/4	2/4	2/4

[SA] Hard, Active Phased Array 1, Point Defense 1, Reinforced 1, Ammo Bin x2, Advanced TC 2, Wizzo, SPECIAL.

[DMG TRACK]	0	1	2	3	4	5
MOVE (anti-grav)	10	9	8	8	7	6
ARMOR	5	5	4	4	3	3
CLOSE ASSAULT	2/2	2/2	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	2	1	0

[WEAPONS]

Medium PBG 6/6 5/5 4/4 4/4 3/3 2/2
 x1 (T), Rng (6), Blitz 2, Overdrive, Ravage

Heavy Machine Gun 0/3 0/3 0/3 0/2 0/2 0/2
 x1 (T), Rng (4), Ammo, Blitz 1, Ravage, Shredder

[SA] Hard, Improved Handling, Turret, Pop-Up, Anti-Infantry,
 Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (quad)	5	5	5	5	5	4	4	4	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Heavy Howitzer	3/5	3/5	3/5	3/4	2/4	2/4	2/4	2/3	2/3
x1 (F), Rng (36), Min Rng (18), IF, AoE 3, Ltd Ammo, Ravage, Shock (8)									
Light LBG	3/3	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1
x2 (T), Rng (10), Imp Rng, Overdrive									

[SA]

Hard, Improved Handling, Turret, Anti-Infantry, Counter-Battery, Large Sensor Profile, Reduced Turn, Ammo Bin x2, Advanced TC 2.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	13	12	11	10	9	9	8
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0
[WEAPONS]							
Light LBG	3/3	3/3	2/2	2/2	2/2	1/1	1/1
x2 (L/R), Rng (10), Imp Rng, Overdrive							

[SA] Hard, Double-Time, Active Phased Array 1, EST, Improved Breeder, Relentless, Superior Mobility, Advanced TC 1, TAG.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	6	6	5	5	5	5	4	4	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	2/2	2/2	2/2	1/1	1/1	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	5	4	3	2	1	0

[WEAPONS]

Heavy MAC 7/3 7/3 6/3 6/2 5/2 5/2 4/2 4/2 4/2
 x1 (T), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike

Light R10 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2
 x2 (T), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x2 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA] Hard, Bulky, Turret, Anti-Infantry, Reinforced 1, Ammo Bin
 x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (anti-grav)	8	8	7	7	6	6	6	5	5
ARMOR	7	7	6	6	5	5	4	4	4
CLOSE ASSAULT	1/2	1/2	1/2	1/1	1/1	1/1	0/1	0/1	0/1
DAMAGE CONTROL	-	-	5	5	4	3	2	1	0
[WEAPONS]									
Heavy MAC	7/3	7/3	6/3	6/2	5/2	5/2	4/2	4/2	4/2
x1 (T), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike									
Light R10	3/3	3/3	3/3	3/3	2/2	2/2	2/2	2/2	2/2
x2 (T), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART									
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x2 (F), Rng (4), Ammo, Blitz 1, Ravage									

[SA] Hard, Bulky, Improved Handling, Turret, Pop-Up,
Anti-Infantry, Reinforced 1, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	5	5	5	4	4	4	4	4	3	3	3
ARMOR	8	8	7	7	6	6	6	5	5	4	4
CLOSE ASSAULT	7/7	7/7	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	2	1	0

[WEAPONS]

Light LBG 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x4 (F), Rng (10), Imp Rng, Overdrive

Heavy LBG 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 2/2 2/2 2/2
 x2 (L/R), Rng (10), Imp Rng, Overdrive

Heavy R10 5/5 5/5 5/5 4/4 4/4 4/4 4/4 4/4 3/3 3/3 3/3
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Chain-Fire Pod, FCS, Ammo Bin x1, Advanced TC 2.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (vtol)	14	13	12	11	10	9	8
ARMOR	6	6	5	5	4	3	3
DAMAGE CONTROL	-	-	4	3	2	1	0

[WEAPONS]

Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x2 (L/R), Rng (4), Ammo, Blitz		1, Ravage					

[SA] Soft, Double-Time, Improved Handling, Transport x3, Pop-Up, Reinforced 2, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	9	8	8	7	7	6	5
ARMOR	5	5	4	4	3	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Light R15 4/4 4/4 3/3 3/3 3/3 3/3 2/2
 x1 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

Hard, Chain-Fire Pod, FCS, Advanced TC 1.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (anti-grav)	10	9	9	8	7	7	6
ARMOR	5	5	4	4	3	3	3
CLOSE ASSAULT	1/2	1/2	1/2	1/1	1/1	0/1	0/1
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Medium AC 2/4 2/4 2/3 2/3 1/3 1/3 1/2
 x1 (T), Rng (8), Ammo, Full Auto

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x2 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA]

Hard, Improved Handling, Turret, Pop-Up, Assault 1, Counter-Measures 1, Ammo Bin x1, Advanced TC 1, Wizzo, TAG.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	12	11	11	10	10	9	8	8	7
ARMOR	5	5	4	4	4	3	3	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0
[WEAPONS]									
Medium LBG	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2	1/1
x2 (L/R), Rng (10), Imp Rng, Overdrive									

[SA]

Hard, Double-Time, Active Phased Array 2, ECM 2, EST, Improved Breeder, Advanced TC 1, TAG.

[DMG TRACK]	0	1	2	3	4	5
MOVE (anti-grav)	10	9	8	8	7	6
ARMOR	5	5	4	4	3	3
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0
[WEAPONS]						
Light PBG	4/4	3/3	3/3	2/2	2/2	1/1
x1 (T), Rng (6), Blitz 2, Overdrive, Ravage						

[SA] Hard, Improved Handling, Transport x2, Turret, Pop-Up, Assault 1, Rugged.

[DMG TRACK]	0	1	2	3
MOVE (fixed)	19	17	14	11
ARMOR	2	2	1	1
DAMAGE CONTROL	-	-	4	0

[WEAPONS]

Medium LBG 4/4 3/3 2/2 1/1
 x1 (F), Rng (10), Imp Rng, Overdrive

Light GM 4/4 3/3 3/3 2/2
 x4 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

[SA] Soft, Double-Time, Improved Handling, Improved Chassis, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0
[WEAPONS]									
Medium PBG	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2
x4 (L/R), Rng (6), Blitz 2, Overdrive, Ravage									

Hard, ECM 1, Fire-Proof 1, Advanced TC 2, Wizzo.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	5	5	5	4	4	4	4	4	3	3	3
ARMOR	8	8	7	7	6	6	6	5	5	4	4
CLOSE ASSAULT	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	6	5	5	4	3	2	1	0

[WEAPONS]

Medium AC 2/4 2/4 2/4 2/4 2/3 2/3 2/3 1/3 1/3 1/3 1/2
 x1 (F), Rng (8), Ammo, Full Auto

Heavy R15 6/6 6/6 6/6 5/5 5/5 5/5 5/5 4/4 4/4 4/4 4/4
 x4 (F/L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

Hard, Chain-Fire Pod, FCS, Ammo Bin x2, Advanced TC 1.

[ISA]

[DMG TRACK]

	0	1	2	3	4	5
MOVE (vtol)	15	14	13	11	10	9
ARMOR	5	5	4	4	3	3
DAMAGE CONTROL	-	-	4	2	1	0

[WEAPONS]

Light GM 4/4 4/4 3/3 3/3 2/2 2/2
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1
 x1 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA]

Soft, Double-Time, Improved Handling, Transport x3,
 Pop-Up, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4
MOVE (walker)	14	13	11	10	8
ARMOR	3	3	2	2	2
CLOSE ASSAULT	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	3	0

[WEAPONS]

Light AC 1/2 1/2 1/2 1/1 1/1
 x2 (L/R), Rng (8), Ammo, Full Auto

Heavy Machine Gun 0/2 0/2 0/2 0/1 0/1
 x2 (F), Rng (4), Ammo, Blitz 1, Ravage

[ISA] Hard, Double-Time, Anti-Infantry, Improved Breeder, Superior Mobility, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	9	8	8	7	7	6	5
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Heavy MAC 8/3 7/3 7/2 6/2 5/2 5/2 4/2
 x1 (F), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike, Piercing

[SA]

Hard, Assault 1, Improved Chassis, Reinforced 1, Ammo Bin x4, Advanced TC 1, SPECIAL.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	6	6	5	5	5	5	4	4	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	2/2	2/2	2/2	1/1	1/1	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	5	4	3	2	1	0

[WEAPONS]

Heavy MAC 7/3 7/3 6/3 6/2 5/2 5/2 4/2 4/2 4/2
 x1 (T), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x2 (T), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[ISA] 1. Hard, Bulky, Turret, Assault 1, Ammo Bin x1, Advanced TC

[DMG TRACK]	0	1	2	3	4	5
MOVE (hover)	11	10	9	8	7	7
ARMOR	3	3	2	2	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0

[WEAPONS]

Light LBG 3/3 3/3 2/2 2/2 1/1 1/1
 x1 (F), Rng (10), Imp Rng, Overdrive

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1
 x1 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA] Hard, Double-Time, Improved Handling, Transport x3, Anti-Infantry, Expanded Chassis, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Medium MAC 5/2 5/2 4/2 4/2 4/2 3/1 3/1 3/1 3/1
 x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

Light GM 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2 2/2
 x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R5 2/2 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Anti-Infantry, Assault 2, Reinforced 1, Ammo Bin x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (walker)	5	5	5	4	4	4	4	3	3	3
ARMOR	8	8	7	7	6	6	5	5	4	4
CLOSE ASSAULT	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	4	4	3	2	1	0	-1	-2

[WEAPONS]

Medium MAC 6/2 6/2 5/2 5/2 5/2 4/1 4/1 4/1 3/1 3/1
 x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike, Piercing

Light GM 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2 2/2 2/2
 x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R10 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2 2/2
 x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Improved Armor, Reinforced 1, Ammo Bin x1,
 Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (tracked)	9	8	8	7	7	6	5
ARMOR	5	5	4	4	3	3	3
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Medium MRAC	6/3	6/3	5/2	5/2	4/2	3/2	3/2
x1 (T), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo							
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x1 (T), Rng (4), Ammo, Blitz 1, Ravage							

Hard, Turret, Anti-Infantry, Smoke, Advanced TC 1.

[ISA]

[DMG TRACK]	0	1	2	3
MOVE (fixed)	21	18	15	13
ARMOR	2	2	1	1
DAMAGE CONTROL	-	-	4	0

[WEAPONS]

Light LBG 3/3 2/2 2/2 1/1
 x1 (F), Rng (10), Imp Rng, Overdrive

Light GM 4/4 3/3 3/3 2/2
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

[SA]

Soft, Double-Time, Improved Handling, Active Phased Array
 2, TAG.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	6	6	5	5	5	5	4	4	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	2/3	2/3	2/2	1/2	1/2	1/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	5	4	3	2	1	0
[WEAPONS]									
Medium PBG	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2
x1 (T), Rng (6), Blitz 2, Overdrive, Ravage									
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x2 (T), Rng (4), Ammo, Blitz 1, Ravage									

[SA]

Hard, Bulky, Turret, Anti-Infantry, Reinforced 2, Relentless, Rugged, Superior Mobility, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (walker)	7	7	6	6	6	5	5	5	4	4
ARMOR	7	7	6	6	5	5	5	4	4	4
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	6	5	4	3	2	1	0
[WEAPONS]										
Heavy MAC	8/3	8/3	7/3	7/2	6/2	6/2	5/2	5/2	4/2	4/2
x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike, Piercing										

Hard, EST, Reinforced 2, Rugged, Advanced TC 2.

[ISA]

[DMG TRACK]

	0	1	2	3	4
MOVE (fixed)	18	16	14	13	11
ARMOR	3	3	2	2	2
DAMAGE CONTROL	-	-	4	2	0

[WEAPONS]

Medium RAC 3/6 3/5 2/5 2/4 2/4

x1 (F), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto

Light GM 4/4 4/4 3/3 3/3 2/2

x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

[SA]

Soft, Double-Time, Improved Handling, Counter-Measures 1, Improved Chassis, Reduced Turn, Shielded, Ammo Bin x1, Advanced TC 1, Orbital Flight.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	4	4	4	4	3	3	3	3	3	3	3	3	2
ARMOR	9	9	8	8	7	7	7	6	6	6	5	5	5
CLOSE ASSAULT	6/6	6/6	5/5	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	2	1	0

[WEAPONS]

Heavy MRAC 9/4 9/4 8/4 8/3 7/3 7/3 7/3 6/3 6/3 6/2 5/2 5/2 5/2
 x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo, Piercing

Medium GM 5/5 5/5 5/5 4/4 4/4 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Light R10 3/3 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2 2/2 2/2 2/2
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Bulky, Assault 2, Reinforced 1, Rugged, Advanced TC
 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	6	6	6	5	5	5	5	5	4	4	4	4	4
ARMOR	8	8	7	7	7	6	6	6	5	5	5	4	4
CLOSE ASSAULT	7/7	7/7	6/6	6/6	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	2	1	0

[WEAPONS]

Heavy MAC 7/3 7/3 6/3 6/3 6/2 6/2 5/2 5/2 5/2 4/2 4/2 4/2 4/2
 x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike

Heavy PBG 8/8 8/8 7/7 7/7 6/6 6/6 5/5 5/5 5/5 4/4 4/4 3/3 3/3
 x2 (F), Rng (6), Blaster 1, Blitz 2, Overdrive, Ravage

Heavy R5 4/4 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3 3/3 3/3 3/3 2/2
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Bulky, Anti-Infantry, Reinforced 2, Ammo Bin x1,
 Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	10	10	9	9	8	8	7	7	6
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Light LBG 3/3 3/3 3/3 2/2 2/2 2/2 2/2 1/1 1/1
 x2 (L/R), Rng (10), Imp Rng, Overdrive

Medium MAC 6/2 6/2 5/2 5/2 5/2 4/1 4/1 3/1 3/1
 x2 (F), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike, Piercing

[ISA] Hard, Improved Breeder, Superior Mobility, Ammo Bin x1,
 Advanced TC 1, Wizzo.

[DMG TRACK]

	0	1	2	3
MOVE (vtol)	15	13	11	9
ARMOR	4	3	3	2
DAMAGE CONTROL	-	-	4	0

[WEAPONS]

Light GM 4/4 3/3 3/3 2/2
 x2 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

[SA]

Soft, Double-Time, Improved Handling, Transport x1,
 Pop-Up, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (walker)	7	6	6	5	5	4
ARMOR	5	5	4	4	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	0

[WEAPONS]

Medium MAC 5/2 5/2 4/2 4/1 3/1 3/1
 x1 (F), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

Heavy R5 4/4 4/4 3/3 3/3 3/3 2/2
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Assault 1, Improved Chassis, Ammo Bin x1,
 Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (tracked)	8	7	7	6	6	5	5
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Light GM 4/4 4/4 3/3 3/3 3/3 2/2 2/2
 x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R15 4/4 4/4 3/3 3/3 3/3 3/3 2/2
 x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

[SA]

Hard, Chain-Fire Pod, Counter-Battery, FCS, Expanded Chassis, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (vtol)	14	13	12	11	10	9	8
ARMOR	6	6	5	5	4	3	3
DAMAGE CONTROL	-	-	4	3	2	1	0

[WEAPONS]

Light RAC 2/4 2/4 2/3 2/3 1/3 1/3 1/2
 x2 (T), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto

[SA]

Soft, Double-Time, Improved Handling, Transport x3,
 Turret, Pop-Up, Counter-Measures 1, Point Defense 1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (fixed)	17	16	14	13	12	10
ARMOR	5	5	4	4	3	3
DAMAGE CONTROL	-	-	4	2	1	0

[WEAPONS]

Medium MRAC	6/3	5/3	5/2	4/2	4/2	3/2
x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo						
Pylon	1/2	1/2	1/2	1/2	1/1	1/1
x2 (L/R), Ltd Ammo, AoE 1, Ravage, Shock (6+)						

[SA] Soft, Double-Time, Improved Handling, Reinforced 2, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	7	7	6	6	5	5	4
ARMOR	7	6	6	5	5	4	4
CLOSE ASSAULT	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	5	3	1	0	-1

[WEAPONS]

Light LBG 3/3 3/3 2/2 2/2 2/2 1/1 1/1
x2 (L/R), Rng (10), Imp Rng, Overdrive

Light GM 4/4 4/4 3/3 3/3 3/3 2/2 2/2
x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[ISA]

Hard, Improved Armor, Improved Breeder, Improved
Damage Control, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (walker)	8	8	7	7	6	6	5	5
ARMOR	6	6	5	5	4	4	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0

[WEAPONS]

Medium MRAC 6/3 6/3 5/3 5/2 4/2 4/2 3/2 3/2
 x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Medium GM 6/5 6/5 5/4 5/4 4/4 4/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6), Piercing

Hard, Advanced TC 1, TAG.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (walker)	10	9	9	8	8	7	7	6
ARMOR	5	5	4	4	4	3	3	3
CLOSE ASSAULT	3/4	3/4	2/3	2/3	2/2	1/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0

[WEAPONS]

Heavy RAC	4/8	4/8	4/7	3/7	3/6	3/6	3/5	2/5
x1 (L), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto								
Light GM	4/4	4/4	3/3	3/3	3/3	3/3	2/2	2/2
x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)								
Light R15	4/4	4/4	4/4	3/3	3/3	3/3	3/3	2/2
x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART								

Hard, Assault 1, Ammo Bin x1.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	9	8	8	7	7	6	5
ARMOR	5	5	4	4	3	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Light LBG 3/3 3/3 2/2 2/2 2/2 1/1 1/1
 x2 (F), Rng (10), Imp Rng, Overdrive

Light R10 3/3 3/3 3/3 2/2 2/2 2/2 2/2
 x4 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Anti-Infantry, Chain-Fire Pod, FCS, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	7	7	6	6	6	6	5	5	5	4	4
ARMOR	7	7	6	6	6	5	5	5	4	4	4
CLOSE ASSAULT	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	7	7	6	6	5	4	3	2	1

[WEAPONS]

Heavy LBG 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 2/2 2/2 2/2
 x4 (F), Rng (10), Imp Rng, Overdrive

Light R5 2/2 2/2 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1 1/1
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Improved Damage Control, Reinforced 2, Rugged,
 Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (walker)	12	11	11	10	9	9	8	7
ARMOR	5	5	4	4	4	3	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0
[WEAPONS]								
Light LBG	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1
x2 (L/R), Rng (10), Imp Rng, Overdrive								

[SA] Hard, Double-Time, Active Phased Array 1, EST, Improved Breeder, Relentless, Superior Mobility, Advanced TC 2, TAG.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (walker)	7	7	6	6	6	5	5	5	4	4
ARMOR	7	7	6	6	5	5	5	4	4	4
CLOSE ASSAULT	7/7	6/6	6/6	5/5	5/5	4/4	4/4	3/3	2/2	2/2
DAMAGE CONTROL	-	-	7	7	6	5	4	3	2	1

[WEAPONS]

Light LBG 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x4 (F), Rng (10), Imp Rng, Overdrive

Medium LBG 4/4 4/4 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 1/1
 x2 (R), Rng (10), Imp Rng, Overdrive

Heavy RAC 4/8 4/8 4/7 3/7 3/7 3/6 3/6 3/6 3/5 2/5
 x1 (L), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto

[SA] Hard, Improved Damage Control, Reinforced 1, Ammo Bin x1, Advanced TC 1.

[DMG TRACK] **0** **1** **2** **3** **4****MOVE (vtol)** 14 13 11 10 8**ARMOR** 4 4 3 3 2**DAMAGE CONTROL** - - 4 2 0**[WEAPONS]****Medium LBG** 4/4 3/3 3/3 2/2 1/1

x1 (F), Rng (10), Imp Rng, Overdrive

Light GM 4/4 4/4 3/3 3/3 2/2

x2 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

[SA]

Soft, Double-Time, Improved Handling, Pop-Up, Improved Chassis, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3
MOVE (foot)	2	2	2	2
ARMOR	2	2	2	2
CLOSE ASSAULT	1/2	1/2	1/1	0/1
DAMAGE CONTROL	-	-	3	2

[WEAPONS]

Submachine Gun	-/1	-/1	-/1	-/1
x1 (N), Rng (1), AoE 1, Blitz 1				
Light Mortar	3/3	3/3	2/2	2/2
x1 (N), Rng (16), Min Rng (14), Imp Rng, IF, Ltd Ammo, Strike				
Grenade	na	na	na	na
x1 (N), Blitz 1				

Soft, Bulky, Pop-Up, Assault 1.

[ISA]

[DMG TRACK]	0	1	2	3
MOVE (foot)	2	2	2	2
ARMOR	2	2	2	2
CLOSE ASSAULT	1/2	1/2	1/1	0/1
DAMAGE CONTROL	-	-	3	2

[WEAPONS]

Submachine Gun -/1 -/1 -/1 -/1
 x1 (N), Rng (1), AoE 1, Blitz 1

Medium Mortar 5/5 4/4 4/4 3/3
 x1 (N), Rng (16), Min Rng (14), Ltd Ammo, Imp Rng, IF, Blaster 1, Strike

Soft, Bulky, Pop-Up.

[SA]

[DMG TRACK]	0	1	2	3
MOVE (foot)	2	2	2	2
ARMOR	2	2	2	2
CLOSE ASSAULT	1/2	1/2	1/1	0/1
DAMAGE CONTROL	-	-	3	2
[WEAPONS]				
Assault Rifle	-/1	-/1	-/1	-/1
x1 (N), Rng (2)				
Grenade Launcher	-/2	-/2	-/1	-/1
x1 (N), Rng (3), Min Rng (1), AoE 1, IF, Ravage				
Grenade	na	na	na	na
x1 (N), Blitz I				

Soft, Pop-Up, Assault 1.

[SA]

[DMG TRACK] **0** **1** **2** **3** **4** **5**

MOVE (vtol)	13	12	11	10	9	8
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ARMOR	6	5	5	4	4	3
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DAMAGE CONTROL	-	-	4	2	1	0
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[WEAPONS]

Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1
x2 (L/R), Rng (4), Ammo, Blitz		1, Ravage				

[SA]

Soft, Double-Time, Improved Handling, Transport x3, Pop-Up, Reinforced 1, Rugged.

[DMG TRACK]	0	1	2	3	4	5
MOVE (wheeled)	11	10	9	8	7	7
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0

[WEAPONS]

Flame Thrower na na na na na na
 x1 (F), Rng (2), Min Rng (1), Blitz 1, Ltd Ammo, Ravage

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1
 x2 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA] Hard, Double-Time, Improved Handling, Transport x2,
 Anti-Infantry, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (rotorcraft)	6	6	5	5	4	4	4
ARMOR	9	8	7	7	6	5	5
DAMAGE CONTROL	-	-	2	1	0	-1	-2

[WEAPONS]

Medium MRAC 6/3 6/3 5/2 5/2 4/2 3/2 3/2
 x1 (F), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Soft, Improved Handling, Pop-Up, Improved Armor, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5
MOVE (anti-grav)	9	8	8	7	6	5
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0

[WEAPONS]

Light GM	4/4	4/4	3/3	3/3	2/2	2/2
x1 (T), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)						
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1
x1 (T), Rng (4), Ammo, Blitz 1, Ravage						

[SA]

Hard, Improved Handling, Turret, Pop-Up, Anti-Infantry, Chain-Fire Pod, FCS, Expanded Chassis, Ammo Bin x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5
MOVE (anti-grav)	9	8	8	7	6	5
ARMOR	5	5	4	4	3	3
CLOSE ASSAULT	2/2	2/2	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	2	1	0
[WEAPONS]						
Heavy PBG	8/8	7/7	6/6	5/5	4/4	3/3
x1 (T), Rng (6), Blaster 1, Blitz 2, Overdrive, Ravage						

[SA] Hard, Improved Handling, Turret, Pop-Up, Anti-Infantry, Assault 1, Improved Chassis, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (wheeled)	10	9	8	8	7	6
ARMOR	5	5	4	4	3	3
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0
[WEAPONS]						
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1
x2 (T), Rng (4), Ammo, Blitz 1, Ravage						

[SA] Hard, Improved Handling, Turret, Active Phased Array 2, EST, Relentless, TAG.

VEHICLE (attack)
HUNTER

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	7	7	6	6	6	5	5	5	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	2/2	2/2	2/2	1/1	1/1	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	3	3	2	1	0	-1	-2

[WEAPONS]

Medium MAC	5/2	5/2	4/2	4/2	4/2	3/1	3/1	3/1	3/1
x1 (T), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike									
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x2 (F), Rng (4), Ammo, Blitz 1, Ravage									

[SA] Hard, Bulky, Turret, Anti-Infantry, Improved Armor, Improved Breeder, Rugged, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	5	5	5	4	4	4	4	4	3	3	3
ARMOR	8	8	7	7	6	6	6	5	5	4	4
CLOSE ASSAULT	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2	2/2	1/1
DAMAGE CONTROL	-	-	7	7	6	6	5	4	3	2	1
[WEAPONS]											
Heavy MAC	8/3	8/3	7/3	7/3	6/2	6/2	6/2	5/2	5/2	4/2	4/2
x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike, Piercing											

[SA]

Hard, Assault 2, Improved Damage Control, Rugged, Ammo Bin x1, Advanced TC 2, Wizzo.

[DMG TRACK]	0	1	2	3	4	5
MOVE (hover)	13	12	11	10	9	8
ARMOR	3	3	2	2	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0

[WEAPONS]

Light PBG 4/4 3/3 3/3 2/2 2/2 1/1
 x1 (T), Rng (6), Blitz 2, Overdrive, Ravage

Flame Thrower na na na na na na
 x1 (F), Rng (2), Min Rng (1), Blitz 1, Ltd Ammo, Ravage

[SA]

Hard, Double-Time, Improved Handling, Turret, Assault 1, ECM 1, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0
[WEAPONS]									
Medium PBG	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2
x2 (L/R), Rng (6), Blitz 2, Overdrive, Ravage									

[SA] Hard, Assault 2, CHAMELEON, Counter-Measures 1, Superior Mobility, Advanced TC 2, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	13	12	11	10	9	9	8
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0
[WEAPONS]							
Light PBG	4/4	4/4	3/3	3/3	2/2	2/2	1/1
x2 (L/R), Rng (6), Blitz 2, Overdrive, Ravage							

[SA]

Hard, Double-Time, Active Phased Array 2, EST, Improved Breeder, Superior Mobility.

[DMG TRACK]	0	1	2	3	4	5
MOVE (walker)	11	10	9	8	7	7
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	0
[WEAPONS]						
Light LBG	3/3	3/3	2/2	2/2	1/1	1/1
x2 (L/R), Rng (10), Imp Rng, Overdrive						

Hard, Double-Time, Assault 1, ECM 2, EST, Advanced TC 2.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	6	6	5	5	5	5	4	4	4
ARMOR	7	7	6	6	5	5	4	4	4
CLOSE ASSAULT	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2
DAMAGE CONTROL	-	-	7	6	5	4	3	2	1

[WEAPONS]

Medium PBG 7/6 6/6 6/5 5/5 5/4 4/4 4/3 3/3 2/2
 x4 (L/R), Rng (6), Blitz 2, Overdrive, Ravage, Piercing

Light GM 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2 2/2
 x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R10 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2
 x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Improved Damage Control, Advanced TC 1.

[ISA]

[DMG TRACK]	0	1	2	3	4	5
MOVE (walker)	11	10	9	8	7	7
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	0
[WEAPONS]						
Medium PBG	6/6	5/5	4/4	4/4	3/3	2/2
x2 (L/R), Rng (6), Blitz 2, Overdrive, Ravage						
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1
x2 (F), Rng (4), Ammo, Blitz 1, Ravage						

Hard, Double-Time, Superior Mobility, Advanced TC 2.

[ISA]

[DMG TRACK]	0	1	2	3	4
MOVE (fixed)	20	18	16	14	12
ARMOR	2	2	2	1	1
DAMAGE CONTROL	-	-	4	2	0

[WEAPONS]

Light GM 4/4 4/4 3/3 3/3 2/2
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Medium GM 5/5 4/4 4/4 3/3 3/3
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[SA]

Soft, Double-Time, Improved Handling, Counter-Measures 1, Improved Chassis, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5
MOVE (vtol)	13	12	11	10	9	8
ARMOR	4	4	3	3	2	2
DAMAGE CONTROL	-	-	4	2	1	0

[WEAPONS]

Light MRAC 4/2 4/2 3/2 3/1 2/1 2/1
 x2 (F), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Medium GM 5/5 5/5 4/4 4/4 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[SA]

Soft, Double-Time, Improved Handling, Pop-Up, Expanded Chassis, Ammo Bin x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	10	10	9	9	8	8	7	7	6
ARMOR	5	5	4	4	4	3	3	3	3
CLOSE ASSAULT	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0
[WEAPONS]									
Medium LBG	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2	1/1
x4 (F/L/R), Rng (10), Imp Rng,		Overdrive							

[SA]

Hard, Anti-Infantry, ECM 2, Superior Mobility, Advanced TC 2, TAG.

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (walker)	10	9	9	8	8	7	7	6
ARMOR	5	5	4	4	4	3	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0
[WEAPONS]								
Light PBG	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1
x2 (L), Rng (6), Blitz 2, Overdrive, Ravage								
Light GM	5/4	5/4	4/3	4/3	4/3	3/3	3/2	3/2
x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4), Piercing								
Light R10	3/4	3/4	3/4	2/3	2/3	2/3	2/3	2/2
x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART, Shredder								
Flame Thrower	na	na	na	na	na	na	na	na
x1 (R), Rng (2), Min Rng (1), Blitz 1, Ltd Ammo, Ravage								
Hard, Advanced TC 1, Wizzo.								
[ISA]								

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	4	4	4	4	3	3	3	3	3	3	3	3	2
ARMOR	9	9	8	8	7	7	7	6	6	6	5	5	5
CLOSE ASSAULT	6/6	6/6	5/5	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	2	1	0
[WEAPONS]													
Heavy MAC	7/3	7/3	6/3	6/3	6/2	6/2	5/2	5/2	5/2	4/2	4/2	4/2	4/2
x3 (F/L/R), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike													
Heavy R10	5/5	5/5	5/5	5/5	4/4	4/4	4/4	4/4	4/4	4/4	3/3	3/3	3/3
x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART													

Hard, Bulky, Rugged, Ammo Bin x1, Advanced TC 1, Wizzo.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (vtol)	16	15	14	13	12	11	10
ARMOR	5	5	4	4	3	3	3
DAMAGE CONTROL	-	-	4	3	2	1	0

[WEAPONS]

Medium MAC 5/2 5/2 4/2 4/2 3/1 3/1 3/1
 x2 (F), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

[SA]

Soft, Double-Time, Improved Handling, Transport x2,
 Pop-Up, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4
MOVE (fixed)	22	20	18	15	13
ARMOR	2	2	2	1	1
DAMAGE CONTROL	-	-	4	2	0

[WEAPONS]

Light MAC 4/1 4/1 3/1 3/1 2/1
 x2 (F), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike, Piercing

Light GM 4/4 4/4 3/3 3/3 2/2
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Pylon 1/2 1/2 1/2 1/1 1/1
 x1 (F), Ltd Ammo, AoE 1, Ravage, Shock (6+)

[SA]

Soft, Double-Time, Improved Handling, Counter-Measures 1, Reduced Turn, Shielded, Ammo Bin x1, Advanced TC 1, Orbital Flight.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	4	4	4	3	3	3	3	3	2
ARMOR	9	8	8	7	7	6	6	5	5
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	4	4	3	2	1	0	-1
[WEAPONS]									
Heavy PBG	8/8	7/7	7/7	6/6	5/5	5/5	4/4	3/3	3/3
x1 (F), Rng (6), Blaster 1, Blitz 2, Overdrive, Ravage									
Heavy Machine Gun	0/3	0/3	0/3	0/3	0/2	0/2	0/2	0/2	0/2
x2 (F), Rng (4), Ammo, Blitz 1, Ravage, Shredder									

[SA] Hard, Bulky, Anti-Infantry, Improved Armor, Improved Damage Control, Superior Mobility, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	7	7	6	6	5	5	4
ARMOR	6	6	5	5	4	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Light MAC 4/1 4/1 3/1 3/1 3/1 2/1 2/1
 x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike, Piercing

Medium GM 5/5 5/5 4/4 4/4 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Hard, Reinforced 1, Ammo Bin x1, Advanced TC 1.

[ISA]

[DMG TRACK]	0	1	2	3
MOVE (foot)	3	3	3	3
ARMOR	1	1	1	1
CLOSE ASSAULT	1/1	1/1	1/1	0/0
DAMAGE CONTROL	-	-	3	2

[WEAPONS]

Submachine Gun	-/1	-/1	-/1	-/1
x1 (N), Rng (1), AoE 1, Blitz 1				
Light Mortar	3/3	3/3	2/2	2/2
x1 (N), Rng (16), Min Rng (14), Imp Rng, IF, Ltd Ammo, Strike				
Grenade	na	na	na	na
x1 (N), Blitz 1				

Soft, Bulky, Pop-Up, Assault 1.

[ISA]

[DMG TRACK]	0	1	2	3
MOVE (foot)	3	3	3	3
ARMOR	1	1	1	1
CLOSE ASSAULT	1/1	1/1	1/1	0/0
DAMAGE CONTROL	-	-	3	2

[WEAPONS]

Submachine Gun -/1 -/1 -/1 -/1
 x1 (N), Rng (1), AoE 1, Blitz 1

Medium Mortar 5/5 4/4 4/4 3/3
 x1 (N), Rng (16), Min Rng (14), Ltd Ammo, Imp Rng, IF, Blaster 1, Strike

Soft, Bulky, Pop-Up.

[ISA]

[DMG TRACK]	0	1	2	3
MOVE (foot)	3	3	3	3
ARMOR	1	1	1	1
CLOSE ASSAULT	1/2	1/2	1/1	0/1
DAMAGE CONTROL	-	-	3	2
[WEAPONS]				
Assault Rifle	-/1	-/1	-/1	-/1
x1 (N), Rng (2)				
Grenade Launcher	-/2	-/2	-/1	-/1
x1 (N), Rng (3), Min Rng (1), AoE 1, IF, Ravage				
Grenade	na	na	na	na
x1 (N), Blitz I				

Soft, Pop-Up, Assault 1.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	4	4	4	3	3	3	3	3	2
ARMOR	9	8	8	7	7	6	6	5	5
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	3	3	2	1	0	-1	-2

[WEAPONS]

Heavy PBG	8/8	7/7	7/7	6/6	5/5	5/5	4/4	3/3	3/3
x1 (T), Rng (6), Blaster 1, Blitz 2, Overdrive, Ravage									
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x2 (F), Rng (4), Ammo, Blitz 1, Ravage									

[SA]

Hard, Bulky, Turret, Assault 1, Improved Armor, Reduced Turn, Smoke, Advanced TC 2.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (anti-grav)	6	6	5	5	5	5	4	4	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	2/3	2/3	2/2	1/2	1/2	1/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	3	3	2	1	0	-1	-2

[WEAPONS]

Heavy PBG 8/8 7/7 7/7 6/6 5/5 5/5 4/4 3/3 3/3
 x1 (T), Rng (6), Blaster 1, Blitz 2, Overdrive, Ravage

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x2 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA]

Hard, Bulky, Improved Handling, Turret, Pop-Up, Assault 1, Improved Armor, Smoke, Advanced TC 2.

[DMG TRACK]	0	1	2	3
MOVE (fixed)	21	18	15	13
ARMOR	2	2	1	1
DAMAGE CONTROL	-	-	4	0

[WEAPONS]

Light MRAC 4/2 3/2 3/1 2/1
 x1 (L), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Light GM 4/4 3/3 3/3 2/2
 x2 (R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

[SA]

Soft, Double-Time, Improved Handling, Assault 1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (wheeled)	9	8	8	7	6	5
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0
[WEAPONS]						
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1
x2 (T), Rng (4), Ammo, Blitz 1, Ravage						

[SA] Hard, Improved Handling, Transport x2, Gun Port x1, Turret, Anti-Infantry, Expanded Chassis, Reinforced 1, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (fixed)	17	16	14	13	12	10
ARMOR	4	4	3	3	2	2
DAMAGE CONTROL	-	-	4	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 3/3 3/3
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[SA]

Soft, Double-Time, Improved Handling, Transport x2,
 Counter-Measures 1, Improved Chassis, Advanced TC 1,
 Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (tracked)	9	8	8	7	7	6	6	5
ARMOR	7	7	6	6	5	4	4	4
CLOSE ASSAULT	2/2	2/2	2/2	1/1	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	4	3	2	1	0

[WEAPONS]

Heavy PBG 8/8 7/7 6/6 6/6 5/5 4/4 4/4 3/3
 x1 (T), Rng (6), Blaster 1, Blitz 2, Overdrive, Ravage

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x1 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA]

Hard, Bulky, Turret, Anti-Infantry, Improved Breeder, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4
MOVE (wheeled)	12	11	10	8	7
ARMOR	3	3	2	2	2
CLOSE ASSAULT	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	1	0

[WEAPONS]

Light RAC 2/4 2/4 2/3 1/3 1/2
 x1 (F), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto

[SA] Hard, Double-Time, Improved Handling, Anti-Infantry, Assault 1, ECM 1, Advanced TC 1, TAG.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (anti-grav)	10	9	9	8	7	7	6
ARMOR	3	3	2	2	2	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Light R10 3/3 3/3 3/3 2/2 2/2 2/2 2/2
 x4 (T), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x1 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA]

Hard, Improved Handling, Turret, Pop-Up, Anti-Infantry,
 Chain-Fire Pod, Counter-Battery, FCS, Expanded Chassis,
 Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	7	6	5	4	3	2	1

[WEAPONS]

Medium PBG 6/6 6/6 5/5 5/5 4/4 4/4 3/3 3/3 2/2
 x2 (L/R), Rng (6), Blitz 2, Overdrive, Ravage

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[SA] Hard, Improved Damage Control, Reinforced 2, Rugged,
 Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11
MOVE (walker)	6	6	6	5	5	5	5	5	4	4	4	4
ARMOR	8	8	7	7	7	6	6	5	5	5	4	4
CLOSE ASSAULT	6/6	6/6	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	1	0
[WEAPONS]												
Heavy Howitzer	4/5	4/5	4/5	4/4	3/4	3/4	3/4	3/4	3/4	3/3	3/3	2/3
x1 (F), Rng (36), Min Rng (18), IF, AoE 3, Ltd Ammo, Ravage, Shock (8), Piercing												

[SA] Hard, Bulky, Counter-Battery, FCS, Reinforced 1, Rugged, Ammo Bin x1, Advanced TC 2, Wizzo.

[DMG TRACK]	0	1	2	3	4
MOVE (vtol)	16	14	13	11	10
ARMOR	4	4	3	3	2
DAMAGE CONTROL	-	-	4	2	0

[WEAPONS]

Light GM 4/4 4/4 3/3 3/3 2/2
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Heavy Machine Gun 0/2 0/2 0/2 0/1 0/1
 x2 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA] Soft, Double-Time, Improved Handling, Transport x2,
 Pop-Up, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (hover)	14	13	12	11	10	9	8
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	1/2	1/2	1/2	1/1	1/1	0/1	0/1
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Light RAC 2/4 2/4 2/3 2/3 1/3 1/3 1/2
 x2 (L/R), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Double-Time, Improved Handling, Transport x2, Gun Port x2, Improved Breeder, Advanced TC 1.

VEHICLE (attack)**NAGINATA**

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	7	7	6	6	6	5	5	5	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	4	4	3	2	1	0	-1
[WEAPONS]									
Medium PBG	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2
x2 (T), Rng (6), Blitz 2, Overdrive, Ravage									

[SA]

Hard, Bulky, Turret, Assault 2, Improved Armor, Improved Breeder, Improved Damage Control, Rugged, Shielded, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Medium AC 2/4 2/4 2/4 2/3 2/3 2/3 1/3 1/3 1/2
 x2 (F), Rng (8), Ammo, Full Auto

Medium PBG 6/6 6/6 5/5 5/5 4/4 4/4 3/3 3/3 2/2
 x2 (L/R), Rng (6), Blitz 2, Overdrive, Ravage

[ISA]

Hard, AEGIS, Assault 2, Rugged, Ammo Bin x1, Advanced TC 2.

[DMG TRACK]	0	1	2	3	4	5
MOVE (wheeled)	11	10	9	8	7	7
ARMOR	2	2	2	1	1	1
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0

[WEAPONS]

Light PBG 4/4 3/3 3/3 2/2 2/2 1/1
 x1 (T), Rng (6), Blitz 2, Overdrive, Ravage

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1
 x1 (T), Rng (4), Ammo, Blitz 1, Ravage

[SA]

Hard, Double-Time, Improved Handling, Turret,
 Anti-Infantry, Assault 1, ECM 2, Expanded Chassis,
 Advanced TC 2.

[DMG TRACK]

	0	1	2	3	4
MOVE (walker)	12	11	10	8	7
ARMOR	3	3	2	2	2
CLOSE ASSAULT	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	3	0

[WEAPONS]

Light LBG 3/3 3/3 2/2 2/2 1/1
 x2 (F), Rng (10), Imp Rng, Overdrive

Light RAC 2/4 2/4 2/3 1/3 1/2
 x2 (L/R), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto

[SA]

Hard, Double-Time, Assault 2, CHAMELEON, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11
MOVE (walker)	6	6	6	5	5	5	5	5	4	4	4	4
ARMOR	9	9	8	8	7	7	7	6	6	5	5	5
CLOSE ASSAULT	8/8	7/7	7/7	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	1	0
[WEAPONS]												
Heavy PBG	8/8	8/8	7/7	7/7	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3
x3 (F/L/R), Rng (6), Blaster 1, Blitz 2, Overdrive, Ravage												

[SA] Hard, Bulky, Assault 3, Improved Breeder, Reinforced 2, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	4	4	4	4	3	3	3	3	3	3	3	3	2
ARMOR	9	9	8	8	7	7	7	6	6	6	5	5	5
CLOSE ASSAULT	9/8	8/8	8/7	7/6	7/6	6/6	6/5	5/4	5/4	4/4	3/3	3/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	2	1	0
[WEAPONS]													
Heavy PBG	9/8	9/8	8/7	8/7	7/6	7/6	6/5	6/5	5/5	5/4	4/4	4/3	3/3
x3 (F/L/R), Rng (6), Blaster 1, Blitz 2, Overdrive, Ravage, Piercing													

[SA] Hard, Bulky, Assault 3, Reinforced 2, Rugged, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (tracked)	9	8	8	7	7	6	5
ARMOR	3	3	2	2	2	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Heavy R10 5/5 5/5 4/4 4/4 4/4 3/3 3/3

x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Chain-Fire Pod, Counter-Battery, FCS, Expanded Chassis, Reinforced 1, Rugged, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (fixed)	16	15	14	13	12	11	10
ARMOR	6	6	5	5	4	3	3
DAMAGE CONTROL	-	-	4	3	2	1	0

[WEAPONS]

Medium MRAC 6/3 6/3 5/2 5/2 4/2 3/2 3/2
 x1 (F), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Medium GM 5/5 5/5 4/4 4/4 3/3 3/3 3/3
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[SA] Soft, Double-Time, Improved Handling, Ammo Bin x1,
 Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5
MOVE (walker)	11	10	9	8	7	7
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	0
[WEAPONS]						
Light LBG	3/3	3/3	2/2	2/2	1/1	1/1
x2 (L/R), Rng (10), Imp Rng, Overdrive						

[SA] Hard, Double-Time, Assault 2, Chain-Fire Pod, EST, Advanced TC 2.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	11	10	10	9	8	7	7
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0
[WEAPONS]							
Light LBG	3/3	3/3	2/2	2/2	2/2	1/1	1/1
x2 (L/R), Rng (10), Imp Rng, Overdrive							

[SA] Hard, Double-Time, Chain-Fire Pod, ECM 1, EST, FCS, Reinforced 1, Rugged, Advanced TC 1.

VEHICLE (attack)**POLTERGEIST**

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	7	7	6	6	6	5	5	5	4
ARMOR	7	7	6	6	5	5	4	4	4
CLOSE ASSAULT	1/2	1/2	1/2	1/1	1/1	1/1	0/1	0/1	0/1
DAMAGE CONTROL	-	-	5	5	4	3	2	1	0

[WEAPONS]

Light MRAC 5/2 5/2 4/2 4/2 4/2 3/1 3/1 3/1 3/1
 x4 (T), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo, Piercing

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x1 (F), Rng (4), Ammo, Blitz 1, Ravage

[ISA]

Hard, Bulky, Turret, Anti-Infantry, Ammo Bin x1, Advanced TC 1.

POWERED ARMOR (fire support)**PA INF(LMORTAR)****[DMG TRACK]** **0** **1** **2** **3** **MOVE (foot)** 4 4 4 4 **ARMOR** 3 3 3 3 **CLOSE ASSAULT** 3/3 2/2 2/2 1/1 **DAMAGE CONTROL** - - 3 2**[WEAPONS]** **MAR** 1/0 1/0 1/0 1/0

x1 (N), Rng (6), Full Auto

Light Mortar 3/3 3/3 2/2 2/2

x1 (N), Rng (16), Min Rng (14), Imp Rng, IF, Ltd Ammo, Strike

Grenade na na na na

x1 (N), Blitz I

Soft, Bulky, Pop-Up, Assault 1.

[ISA]

[DMG TRACK]	0	1	2	3
MOVE (foot)	4	4	4	4
ARMOR	3	3	3	3
CLOSE ASSAULT	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	3	2

[WEAPONS]

MAR 1/0 1/0 1/0 1/0
 x1 (N), Rng (6), Full Auto

Grenade Launcher -/2 -/2 -/1 -/1
 x1 (N), Rng (3), Min Rng (1), AoE 1, IF, Ravage

Grenade na na na na
 x1 (N), Blitz I

Soft, Bulky, Pop-Up, Assault 1.

[SA]

POWERED ARMOR (fire support) PA INF(MMORTAR)**[DMG TRACK]** **0** **1** **2** **3****MOVE (foot)** 4 4 4 4**ARMOR** 3 3 3 3**CLOSE ASSAULT** 3/3 2/2 2/2 1/1**DAMAGE CONTROL** - - 3 2**[WEAPONS]****MAR** 1/0 1/0 1/0 1/0

x1 (N), Rng (6), Full Auto

Medium Mortar 5/5 4/4 4/4 3/3

x1 (N), Rng (16), Min Rng (14), Ltd Ammo, Imp Rng, IF, Blaster 1, Strike

Soft, Bulky, Pop-Up.

[SA]

[DMG TRACK]	0	1	2	3	4
MOVE (walker)	10	9	8	7	6
ARMOR	4	4	3	3	2
CLOSE ASSAULT	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	3	0

[WEAPONS]

Light LBG 3/3 3/3 2/2 2/2 1/1
 x1 (R), Rng (10), Imp Rng, Overdrive

Flame Thrower na na na na na
 x1 (L), Rng (2), Min Rng (1), Blitz 1, Ltd Ammo, Ravage

Hard, Assault 1, ECM 2, Relentless, Advanced TC 1.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (tracked)	7	7	6	6	5	5	5	4
ARMOR	5	5	4	4	4	3	3	3
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	0/0	0/0	0/0
DAMAGE CONTROL	-	-	5	4	3	2	1	0

[WEAPONS]

Light MRAC 4/2 4/2 3/2 3/2 3/1 3/1 2/1 2/1
 x1 (T), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x1 (T), Rng (4), Ammo, Blitz 1, Ravage

[SA]

Hard, Bulky, Transport x2, Turret, Anti-Infantry, Assault 1, Expanded Chassis, Reinforced 1, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	5	5	5	4	4	4	4	4	3	3	3
ARMOR	6	6	5	5	5	5	4	4	4	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	6	5	5	4	3	2	1	0
[WEAPONS]											
Heavy R20	7/7	7/7	6/6	6/6	6/6	6/6	5/5	5/5	5/5	4/4	4/4
x4 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (3), Ravage, SMART											

[SA] Hard, Chain-Fire Pod, FCS, Expanded Chassis, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	11	10	10	9	8	7	7
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Light R10 3/3 3/3 3/3 2/2 2/2 2/2 2/2
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Double-Time, EST, Ammo Bin x1, Advanced TC 2.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	11	10	10	9	8	7	7
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Medium LBG 4/4 4/4 3/3 3/3 2/2 2/2 1/1
 x2 (L/R), Rng (10), Imp Rng, Overdrive

Light GM 4/4 4/4 3/3 3/3 3/3 2/2 2/2
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

[SA] Hard, Double-Time, Assault 2, Relentless, Superior
 Mobility, Advanced TC 1, TAG.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	5	5	5	4	4	4	4	4	3	3	3
ARMOR	8	8	7	7	6	6	6	5	5	4	4
CLOSE ASSAULT	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2	2/2	1/1
DAMAGE CONTROL	-	-	4	4	3	3	2	1	0	-1	-2
[WEAPONS]											
Heavy GM	6/6	6/6	5/5	5/5	5/5	5/5	4/4	4/4	4/4	3/3	3/3
x4 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 2, Shock (8)											

Hard, Improved Armor, Advanced TC 2, Wizzo, TAG.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (quad)	10	10	10	9	8	8	7
ARMOR	5	5	4	4	3	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 3/3 3/3 3/3
 x2 (T), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[SA]

Hard, Improved Handling, Turret, ECM 1, EST, Superior
 Mobility, Advanced TC 2.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	10	10	9	9	8	8	7	7	6
ARMOR	5	5	4	4	4	3	3	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Light R15 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3 2/2
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

[SA] Hard, Chain-Fire Pod, FCS, Rugged, Shielded, Ammo Bin
 x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	4	4	4	4	3	3	3	3	3	3	3	3	2
ARMOR	9	9	8	8	7	7	7	6	6	6	5	5	5
CLOSE ASSAULT	6/6	6/6	5/5	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	2	1	0

[WEAPONS]

Heavy MAC 8/3 8/3 7/3 7/3 7/2 6/2 6/2 6/2 5/2 5/2 5/2 4/2 4/2
 x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike, Piercing

Heavy R15 6/6 6/6 6/6 5/5 5/5 5/5 5/5 5/5 4/4 4/4 4/4 4/4 4/4
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

[SA] Hard, Bulky, Assault 2, Reinforced 1, Rugged, Ammo Bin
 x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11
MOVE (walker)	6	6	6	5	5	5	5	5	4	4	4	4
ARMOR	9	9	8	8	7	7	7	6	6	5	5	5
CLOSE ASSAULT	6/6	6/6	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	1	0

[WEAPONS]

Heavy MRAC 8/4 8/4 7/4 7/3 7/3 6/3 6/3 5/3 5/3 5/2 4/2 4/2
 x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Medium GM 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[SA] Hard, Bulky, Assault 2, Improved Breeder, Reinforced 2, Ammo Bin x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	4	4	4	4	3	3	3	3	3	3	3	3	2
ARMOR	9	9	8	8	7	7	7	6	6	6	5	5	5
CLOSE ASSAULT	6/6	6/6	5/5	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	2	1	0

[WEAPONS]

Heavy MRAC 9/4 9/4 8/4 8/3 7/3 7/3 7/3 6/3 6/3 6/2 5/2 5/2 5/2
 x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo, Piercing

Heavy GM 6/6 6/6 6/6 5/5 5/5 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 2, Shock (8)

[SA] Hard, Bulky, Assault 2, Reinforced 1, Rugged, Advanced TC
 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (wheeled)	11	10	10	9	8	7	7
ARMOR	2	2	2	2	1	1	1
CLOSE ASSAULT	0/0	0/0	0/0	0/0	0/0	0/0	0/0
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Cruise Missile Launcher	na	na	na	na	na	na	na
x1 (F), Page 141 (Cruise/Advanced Cruise Missile)							

Soft, Double-Time, Improved Handling, FIST.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11
MOVE (walker)	4	4	4	4	3	3	3	3	3	3	3	2
ARMOR	9	9	8	8	7	7	7	6	6	5	5	5
CLOSE ASSAULT	6/6	6/6	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	4	4	3	3	2	1	1	0	-1	-2

[WEAPONS]

Heavy MAC 8/3 8/3 7/3 7/3 7/2 6/2 6/2 5/2 5/2 5/2 4/2 4/2
 x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike, Piercing

Light R15 4/4 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3 3/3 3/3 2/2
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

[SA] Hard, Bulky, Assault 2, Improved Armor, Rugged, Shielded,
 Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4
MOVE (wheeled)	12	11	10	8	7
ARMOR	3	3	2	2	2
CLOSE ASSAULT	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	1	0

[WEAPONS]

Light RAC 2/4 2/4 2/3 1/3 1/2
 x1 (F), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto

[SA] Hard, Double-Time, Improved Handling, Anti-Infantry, Assault 1, Reinforced 1, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (tracked)	9	8	8	7	7	6	5
ARMOR	5	5	4	4	3	3	3
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Light R15 4/4 4/4 3/3 3/3 3/3 3/3 2/2
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x2 (F), Rng (4), Ammo, Blitz 1, Ravage

Hard, Anti-Infantry, ECM 1, Ammo Bin x1, Advanced TC 2.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (walker)	6	6	5	5	5	4	4	4
ARMOR	7	7	6	6	5	4	4	4
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0
[WEAPONS]								
Light MRAC	5/2	5/2	4/2	4/2	4/1	3/1	3/1	3/1
x4 (F/L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo, Piercing								

Hard, Ammo Bin x1, Advanced TC 1, Wizzo.

[SA]

[DMG TRACK]	0	1	2	3	4	5
MOVE (wheeled)	10	9	8	8	7	6
ARMOR	3	3	2	2	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	2	1	0
[WEAPONS]						
Light MRAC	4/2	4/2	3/2	3/1	2/1	2/1
x1 (T), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo						

[SA] Hard, Improved Handling, Turret, Anti-Infantry, Assault 1, ECM 1, Expanded Chassis, Advanced TC 2.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (tracked)	8	7	7	6	6	5	5
ARMOR	6	6	5	5	4	3	3
CLOSE ASSAULT	2/2	2/2	2/2	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Medium PBG 6/6 5/5 5/5 4/4 3/3 3/3 2/2
 x1 (T), Rng (6), Blitz 2, Overdrive, Ravage

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x1 (T), Rng (4), Ammo, Blitz 1, Ravage

[SA] Hard, Turret, Anti-Infantry, Assault 1, Reinforced 1, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (quad)	9	9	9	9	8	8	7	7	6
ARMOR	7	7	6	6	5	5	4	4	4
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Medium MAC 5/2 5/2 4/2 4/2 4/2 3/1 3/1 3/1 3/1
 x1 (T), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x2 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[SA] Hard, Improved Handling, Turret, Improved Breeder,
 Superior Mobility, Ammo Bin x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4
MOVE (walker)	12	11	10	8	7
ARMOR	4	4	3	3	2
CLOSE ASSAULT	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	3	0

[WEAPONS]

Light PBG 4/4 3/3 3/3 2/2 1/1
 x1 (F), Rng (6), Blitz 2, Overdrive, Ravage

Light R5 2/2 2/2 2/2 1/1 1/1
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Double-Time, Improved Breeder, Superior Mobility, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (walker)	7	6	6	5	5	4
ARMOR	6	5	5	4	4	3
CLOSE ASSAULT	3/4	3/3	2/3	2/2	1/2	1/1
DAMAGE CONTROL	-	-	6	4	2	0

[WEAPONS]

Medium AC 2/4 2/4 2/3 2/3 1/3 1/2
 x1 (R), Rng (8), Ammo, Full Auto

Light R10 3/3 3/3 3/3 2/2 2/2 2/2
 x1 (L), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1
 x4 (F), Rng (4), Ammo, Blitz 1, Ravage

[ISA] 1. Hard, Assault 1, Reinforced 1, Ammo Bin x1, Advanced TC

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	7	7	6	6	6	6	5	5	5	4	4
ARMOR	7	7	6	6	6	5	5	5	4	4	4
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	6	5	5	4	3	2	1	0
[WEAPONS]											
Heavy GM	6/6	6/6	5/5	5/5	5/5	5/5	4/4	4/4	4/4	3/3	3/3
x4 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 2, Shock (8)											

Hard, FCS, Ammo Bin x1, Advanced TC 2, Wizzo, TAG.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (quad)	8	8	8	8	8	7	7	7	6	6	6
ARMOR	8	8	7	7	6	6	6	5	5	4	4
CLOSE ASSAULT	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	2	1	0
[WEAPONS]											
Light LBG	4/3	4/3	3/3	3/2	3/2	3/2	2/2	2/2	2/1	2/1	1/1
x3 (T), Rng (10), Imp Rng, Overdrive, Piercing											

[SA]

Hard, Improved Handling, Transport x4, Turret, Improved Breeder, Rugged, Shielded, Superior Mobility, TAG.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	7	7	6	6	5	5	4
ARMOR	6	6	5	5	4	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Heavy R10 5/5 5/5 4/4 4/4 4/4 3/3 3/3
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, FCS, Ammo Bin x2, Advanced TC 1.

[SA]

[DMG TRACK]	0	1	2	3	4	5
MOVE (walker)	11	10	9	8	7	7
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	0
[WEAPONS]						
Light LBG	3/3	3/3	2/2	2/2	1/1	1/1
x2 (L/R), Rng (10), Imp Rng, Overdrive						

Hard, Double-Time, Assault 2, ECM 2, Advanced TC 2, TAG.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (walker)	8	8	7	7	6	6	5	5
ARMOR	6	6	5	5	4	4	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Heavy R5 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2
 x3 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Chain-Fire Pod, FCS, Ammo Bin x1, Wizzo.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	6	6	5	5	5	5	4	4	4
ARMOR	7	7	6	6	5	5	4	4	4
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Heavy R15 6/6 6/6 5/5 5/5 5/5 5/5 4/4 4/4 4/4
 x1 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

Hard, Chain-Fire Pod, FCS, Ammo Bin x1, Wizzo.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (quad)	7	7	7	7	6	6	5	5
ARMOR	7	7	6	6	5	4	4	4
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0

[WEAPONS]

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3
 x2 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Heavy R10 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Improved Handling, FCS, Superior Mobility, Advanced TC 2, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	6	6	5	5	5	5	4	4	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	2/2	2/2	2/2	1/1	1/1	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	5	4	3	2	1	0
[WEAPONS]									
Medium MRAC	6/3	6/3	5/3	5/2	5/2	4/2	4/2	3/2	3/2
x1 (T), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo									
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x1 (T), Rng (4), Ammo, Blitz 1, Ravage									

[SA]

Hard, Bulky, Turret, Anti-Infantry, Smoke, Advanced TC 2, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (wheeled)	9	8	8	7	7	6	5
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Light MAC 3/1 3/1 2/1 2/1 2/1 2/1 2/1
 x1 (T), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

Light PBG 4/4 4/4 3/3 3/3 2/2 2/2 1/1
 x1 (T), Rng (6), Blitz 2, Overdrive, Ravage

[SA]

Hard, Improved Handling, Turret, Assault 1, EST, Expanded Chassis, Rugged, Advanced TC 2.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	10	10	9	9	8	8	7	7	6
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Medium RAC 3/6 3/6 3/5 3/5 2/5 2/5 2/4 2/4 2/4
 x2 (L/R), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[SA] Hard, Assault 2, Improved Breeder, Ammo Bin x1,
 Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (walker)	7	7	6	6	6	5	5	5	4	4
ARMOR	7	7	6	6	5	5	5	4	4	4
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	6	5	4	3	2	1	0

[WEAPONS]

Medium MRAC 6/3 6/3 5/3 5/2 5/2 4/2 4/2 4/2 3/2 3/2
 x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Medium GM 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x2 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

[ISA]

Hard, Assault 2, Rugged, Ammo Bin x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3
MOVE (wheeled)	11	10	8	7
ARMOR	4	3	3	2
CLOSE ASSAULT	1/1	1/1	1/1	0/0
DAMAGE CONTROL	-	-	3	0

[WEAPONS]

Light MAC 3/1 2/1 2/1 2/1

x1 (T), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

[SA] Hard, Double-Time, Improved Handling, Turret, Assault 1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0
[WEAPONS]									
Light PBG x4 (L/R), Rng (6), Blitz 2, Overdrive, Ravage	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2	1/1
Heavy R10 x1 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART	5/5	5/5	5/5	4/4	4/4	4/4	4/4	3/3	3/3

Hard, Counter-Battery, FCS, Advanced TC 2, Wizzo.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	10	10	9	9	8	8	7	7	6
ARMOR	5	5	4	4	4	3	3	3	3
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0
[WEAPONS]									
Medium MRAC	6/3	6/3	5/3	5/2	5/2	4/2	4/2	3/2	3/2
x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo									
Medium RAC	3/6	3/6	3/5	3/5	2/5	2/5	2/4	2/4	2/4
x2 (F), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto									

Hard, Anti-Infantry, Assault 4, Ammo Bin x1.

[ISA]

[DMG TRACK]	0	1	2	3	4	5
MOVE (walker)	11	10	9	8	7	7
ARMOR	5	5	4	4	3	3
CLOSE ASSAULT	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	0

[WEAPONS]

Light LBG 3/3 3/3 2/2 2/2 1/1 1/1
 x2 (L/R), Rng (10), Imp Rng, Overdrive

Light R5 2/2 2/2 2/2 2/2 1/1 1/1
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Double-Time, Assault 1, ECM 1, EST, Improved Breeder, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	11	10	10	9	8	7	7
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Medium LBG 4/4 4/4 3/3 3/3 2/2 2/2 1/1
 x2 (L/R), Rng (10), Imp Rng, Overdrive

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Double-Time, Assault 1, ECM 1, EST, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Light PBG 5/4 5/4 4/3 4/3 3/3 3/2 3/2 2/2 2/1
 x4 (L/R), Rng (6), Blitz 2, Overdrive, Ravage, Piercing

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Heavy R5 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3 2/2
 x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Relentless, Advanced TC 1, Wizzo.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	6	6	6	5	5	5	5	5	4	4	4	4	4
ARMOR	8	8	7	7	7	6	6	6	5	5	5	4	4
CLOSE ASSAULT	7/7	7/7	6/6	6/6	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	2	1	0

[WEAPONS]

Heavy PBG 8/8 8/8 7/7 7/7 6/6 6/6 5/5 5/5 5/5 4/4 4/4 3/3 3/3
 x2 (L/R), Rng (6), Blaster 1, Blitz 2, Overdrive, Ravage

Heavy R10 5/5 5/5 5/5 5/5 4/4 4/4 4/4 4/4 4/4 4/4 3/3 3/3 3/3
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Bulky, Assault 2, Chain-Fire Pod, FCS, Rugged, Shielded, Ammo Bin x1, Advanced TC 2, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	7	7	6	6	6	6	5	5	5	4	4
ARMOR	7	7	6	6	6	5	5	5	4	4	4
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	6	5	5	4	3	2	1	0
[WEAPONS]											
Heavy R20	7/7	7/7	6/6	6/6	6/6	6/6	5/5	5/5	5/5	4/4	4/4
x4 (F/L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (3), Ravage, SMART											

Hard, Counter-Battery, Ammo Bin x2.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (walker)	7	7	6	6	6	5	5	5	4	4
ARMOR	7	7	6	6	5	5	5	4	4	4
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	7	7	6	5	4	3	2	1
[WEAPONS]										
Heavy MAC	8/3	8/3	7/3	7/2	6/2	6/2	5/2	5/2	4/2	4/2
x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike, Piercing										

[SA] Hard, Improved Damage Control, Reinforced 2, Rugged,
Ammo Bin x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	7	6	5	4	3	2	1

[WEAPONS]

Light LBG 3/3 3/3 3/3 2/2 2/2 2/2 2/2 1/1 1/1
 x2 (L/R), Rng (10), Imp Rng, Overdrive

Medium LBG 4/4 4/4 3/3 3/3 3/3 2/2 2/2 2/2 1/1
 x2 (L/R), Rng (10), Imp Rng, Overdrive

Heavy R10 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Chain-Fire Pod, FCS, Improved Damage Control,
 Ammo Bin x1, Advanced TC 1, TAG.

[DMG TRACK]

	0	1	2	3	4	5
MOVE (vtol)	13	12	11	10	9	8
ARMOR	6	5	5	4	4	3
DAMAGE CONTROL	-	-	4	2	1	0

[WEAPONS]

Medium MRAC 6/3 5/3 5/2 4/2 4/2 3/2

x1 (F), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Light GM 4/4 4/4 3/3 3/3 2/2 2/2

x2 (L/R), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Pylon 1/2 1/2 1/2 1/2 1/1 1/1

x2 (F), Ltd Ammo, AoE 1, Ravage, Shock (6+)

[SA]

Soft, Double-Time, Improved Handling, Pop-Up, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (wheeled)	10	9	9	8	7	7	6
ARMOR	3	3	2	2	2	2	2
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	3	2	1	0

[WEAPONS]

Light MRAC 4/2 4/2 3/2 3/2 3/1 2/1 2/1
 x1 (T), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

[SA] Hard, Improved Handling, Transport x3, Gun Port x1,
 Turret, Anti-Infantry, Expanded Chassis, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	8	8	7	7	6	6	6	5	5
ARMOR	6	6	5	5	5	4	4	3	3
CLOSE ASSAULT	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Light PBG 4/4 4/4 3/3 3/3 3/3 2/2 2/2 2/2 1/1
 x4 (L/R), Rng (6), Blitz 2, Overdrive, Ravage

Light GM 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2 2/2
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R10 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2
 x1 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x1 (F), Rng (4), Ammo, Blitz 1, Ravage

[SA]

Hard, Assault 2, Reinforced 1, Relentless, Superior
 Mobility, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (walker)	8	8	7	7	6	6	5	5
ARMOR	6	6	5	5	4	4	3	3
CLOSE ASSAULT	4/5	4/4	3/4	3/3	2/3	2/2	1/2	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0

[WEAPONS]

Light RAC 2/4 2/4 2/4 2/3 2/3 1/3 1/3 1/2
 x4 (L/R), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto

Light GM 4/4 4/4 3/3 3/3 3/3 3/3 2/2 2/2
 x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R5 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x3 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x1 (F), Rng (4), Ammo, Blitz 1, Ravage

Hard, Anti-Infantry, Advanced TC 1, Wizzo.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	6	6	5	5	5	5	4	4	4
ARMOR	5	5	4	4	4	3	3	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0

[WEAPONS]

Light MRAC 4/2 4/2 4/2 3/2 3/2 3/1 3/1 2/1 2/1
 x4 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo

Light R5 2/2 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x5 (F/L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x1 (F), Rng (4), Ammo, Blitz 1, Ravage

[ISA]

Hard, Anti-Infantry, Expanded Chassis, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5
MOVE (fixed)	17	16	14	13	12	10
ARMOR	5	5	4	4	3	3
DAMAGE CONTROL	-	-	4	2	1	0

[WEAPONS]

Light MRAC	4/2	4/2	3/2	3/1	2/1	2/1
x2 (F), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo						

[SA]

Soft, Double-Time, Improved Handling, Transport x2, Ammo Bin x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	5	5	5	4	4	4	4	4	3	3	3
ARMOR	8	8	7	7	6	6	6	5	5	4	4
CLOSE ASSAULT	6/7	6/7	5/6	5/5	4/5	4/4	3/4	3/3	2/3	2/2	2/2
DAMAGE CONTROL	-	-	4	4	3	3	2	1	0	-1	-2

[WEAPONS]

Heavy AC 3/6 3/6 3/6 3/5 3/5 2/5 2/5 2/4 2/4 2/4 2/4
 x2 (L/R), Rng (8), Ammo, Full Auto

Medium PBG 6/6 6/6 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 2/2
 x2 (L/R), Rng (6), Blitz 2, Overdrive, Ravage

[SA] Hard, Assault 2, Improved Armor, Point Defense 2,
 Superior Mobility, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (wheeled)	10	9	9	8	7	7	6
ARMOR	5	5	4	4	3	3	3
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	0/0	0/0
DAMAGE CONTROL	-	-	5	3	2	1	0
[WEAPONS]							
Medium MRAC	6/3	6/3	5/2	5/2	4/2	3/2	3/2
x1 (T), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo							

[SA] Hard, Improved Handling, Turret, ECM 1, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	10	10	9	9	8	8	7	7	6
ARMOR	5	5	4	4	4	3	3	3	3
CLOSE ASSAULT	3/4	3/4	2/3	2/3	2/3	2/2	1/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	4	3	2	1	0
[WEAPONS]									
Medium MAC	5/2	5/2	4/2	4/2	4/2	3/1	3/1	3/1	3/1
x1 (L), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike									
Medium RAC	3/6	3/6	3/5	3/5	2/5	2/5	2/4	2/4	2/4
x1 (R), Rng (8), Ltd Ammo, Anti-Air, AoE 1, Full Auto									
Light GM	4/4	4/4	4/4	3/3	3/3	3/3	3/3	2/2	2/2
x2 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)									

Hard, Reinforced 2, Rugged, Advanced TC 1.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (walker)	7	7	6	6	6	5	5	5	4	4
ARMOR	7	7	6	6	5	5	5	4	4	4
CLOSE ASSAULT	6/6	6/6	5/5	5/5	4/4	3/3	3/3	3/3	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	4	3	2	1	0

[WEAPONS]

Heavy PBG 8/8 7/7 7/7 6/6 6/6 5/5 5/5 4/4 3/3 3/3
 x2 (L/R), Rng (6), Blaster 1, Blitz 2, Overdrive, Ravage

Medium GM 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x2 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Heavy R10 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3 3/3
 x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Ammo Bin x1, Advanced TC 1, Wizzo.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	13	12	11	10	9	9	8
ARMOR	4	4	3	3	3	2	2
CLOSE ASSAULT	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0
[WEAPONS]							
Light LBG	3/3	3/3	2/2	2/2	2/2	1/1	1/1
x4 (F/L/R), Rng (10), Imp Rng,		Overdrive					

[SA] Hard, Double-Time, Counter-Measures 1, EST, Improved Breeder, Reinforced 1, Advanced TC 2, TAG.

VEHICLE (fire support)**WHISPER****[DMG TRACK]****0 1 2 3 4 5 6 7 8****MOVE (wheeled)** 10 10 9 9 8 8 7 7 6**ARMOR** 3 3 3 2 2 2 2 2 2**CLOSE ASSAULT** 1/1 1/1 1/1 1/1 1/1 1/1 0/0 0/0 0/0**DAMAGE CONTROL** - - 6 6 5 4 3 2 1**[WEAPONS]****Cruise Missile Launcher** na na na na na na na na na

x1 (F), Page 141 (Cruise/Advanced Cruise Missile)

[SA]

Soft, Bulky, Improved Handling, Improved Damage Control, Relentless, FIST 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (walker)	9	9	8	8	7	7	7	6	6	5
ARMOR	7	7	6	6	5	5	5	4	4	4
CLOSE ASSAULT	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	6	5	4	3	2	1	0

[WEAPONS]

Medium MAC 5/2 5/2 4/2 4/2 4/2 4/1 3/1 3/1 3/1 3/1
 x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

Light R10 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2 2/2
 x2 (L/R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[ISA] Hard, Improved Breeder, Reinforced 2, Rugged, Ammo Bin
 x2, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	7	7	6	6	6	5	5	5	4
ARMOR	7	7	6	6	5	5	4	4	4
CLOSE ASSAULT	1/2	1/2	1/2	1/1	1/1	1/1	0/1	0/1	0/1
DAMAGE CONTROL	-	-	5	5	4	3	2	1	0
[WEAPONS]									
Heavy MAC	7/3	7/3	6/3	6/2	5/2	5/2	4/2	4/2	4/2
x1 (T), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike									
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x2 (T), Rng (4), Ammo, Blitz 1, Ravage									

[SA]

Hard, Bulky, Turret, Anti-Infantry, Rugged, Shielded, Ammo Bin x1, Advanced TC 1.

VEHICLE (attack)**WOLVERINE**

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (tracked)	6	6	5	5	5	5	4	4	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	2/2	2/2	2/2	1/1	1/1	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	5	4	3	2	1	0

[WEAPONS]

Heavy MAC 7/3 7/3 6/3 6/2 5/2 5/2 4/2 4/2 4/2
 x1 (T), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike

Flame Thrower na na na na na na na na na
 x1 (T), Rng (2), Min Rng (1), Blitz 1, Ltd Ammo, Ravage

[SA] Hard, Bulky, Turret, Assault 1, Reinforced 2, Rugged,
 Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	9	8	8	7	7	6	5
ARMOR	5	5	4	4	3	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Light MRAC 5/2 5/2 4/2 4/2 3/1 3/1 3/1
 x2 (L/R), Rng (12), Min Rng (1), Anti-Air, Ltd Ammo, Piercing

Light GM 4/4 4/4 3/3 3/3 3/3 2/2 2/2
 x1 (L), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Shock (4)

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x1 (R), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Advanced TC 1, Wizzo.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (walker)	10	9	9	8	8	7	7	6
ARMOR	6	6	5	5	4	4	3	3
CLOSE ASSAULT	3/3	3/3	2/2	2/2	2/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0

[WEAPONS]

Light MAC 3/1 3/1 3/1 2/1 2/1 2/1 2/1 2/1
 x2 (L/R), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3
 x1 (F), Rng (16), Min Rng (14), Imp Rng, Ltd Ammo, Blaster 1, Shock (6)

Light R5 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (F), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[ISA] Hard, Improved Breeder, Superior Mobility, Ammo Bin x1, Advanced TC 1.