

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

**[SA]**

Soft, Double-Time, Improved Handling, CHAMELEON, ECM 2, Smoke, TAG, FIST 2.

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

**[WEAPONS]**

**Light MRAC** 4/2 4/2 3/2 3/2 3/1 2/1 2/1  
 x2 (L1/R1), Rng (12), Min Rng (1), Ltd Ammo

**Light R15** 4/4 4/4 3/3 3/3 3/3 3/3 2/2  
 x1 (F1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

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

**[ISA]**

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

**[WEAPONS]**

**Light MRAC** 4/2 4/2 3/2 3/2 3/1 2/1 2/1  
 x2 (L1/R1), Rng (12), Min Rng (1), Ltd Ammo

**Heavy R10** 5/5 5/5 4/4 4/4 4/4 3/3 3/3  
 x2 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

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

**[ISA]**

<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>MOVE</b> (wheeled)	9	8	8	7	6	5
<b>ARMOR</b>	4	4	3	3	2	2
<b>CLOSE ASSAULT</b>	1/1	1/1	1/1	1/1	0/0	0/0
<b>DAMAGE CONTROL</b>	-	-	5	2	1	0
<b>[WEAPONS]</b>						
<b>Heavy Machine Gun</b> x2 (T2), Rng (4), Ammo, Anti-Inf, Ravage	0/2	0/2	0/2	0/2	0/1	0/1

**[SA]** Hard, Improved Handling, Transport x3, Gun Port x3, Turret, Anti-Infantry.

<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
<b>MOVE (walker)</b>	8	8	7	7	6	6	6	5	5
<b>ARMOR</b>	6	6	5	5	5	4	4	3	3
<b>CLOSE ASSAULT</b>	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1	1/1
<b>DAMAGE CONTROL</b>	-	-	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 (L1/R1), Rng (6), Blitz, Overdrive, Ravage

**Medium GM** 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3  
 x1 (L1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

**Heavy R10** 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3  
 x2 (R2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Advanced TC 2.

**[ISA]**

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
<b>MOVE (walker)</b>	7	7	6	6	6	6	5	5	5	4	4
<b>ARMOR</b>	7	7	6	6	6	5	5	5	4	4	4
<b>CLOSE ASSAULT</b>	4/4	4/4	3/3	3/3	3/3	3/3	2/2	2/2	2/2	1/1	1/1
<b>DAMAGE CONTROL</b>	-	-	6	6	5	5	4	3	2	1	0
<b>[WEAPONS]</b>											
<b>Medium MAC</b>	5/2	5/2	5/2	4/2	4/2	4/2	4/1	3/1	3/1	3/1	3/1
x4 (L2/R2), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike											
<b>Light GM</b>	4/4	4/4	4/4	3/3	3/3	3/3	3/3	3/3	2/2	2/2	2/2
x1 (R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)											
<b>Light R10</b>	3/3	3/3	3/3	3/3	3/3	2/2	2/2	2/2	2/2	2/2	2/2
x1 (L1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART											

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

**[SA]**

<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>MOVE (vtol)</b>	15	14	13	11	10	9
<b>ARMOR</b>	5	5	4	4	3	3
<b>DAMAGE CONTROL</b>	-	-	4	2	1	0

**[WEAPONS]**

<b>Light LBG</b>	3/3	3/3	2/2	2/2	1/1	1/1
x2 (L1/R1), Rng (10), Imp Rng						

**[SA]** Soft, Double-Time, Improved Handling, Transport x3, Pop-Up, ECM 1, Reinforced 1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (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 (T1), Rng (6), Blitz, Overdrive, Ravage						
Heavy Machine Gun	0/3	0/3	0/3	0/2	0/2	0/2
x1 (T1), Rng (4), Ammo, Anti-Inf, Ravage						

**[SA]**

Hard, Double-Time, 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 (F1), 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 (T2), Rng (10), Imp Rng									

## [SA]

Hard, Improved Handling, Turret, Anti-Infantry, Counter-Battery, Large Sensor Profile, Reduced Turn, 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]**

**Heavy MAC** 7/3 7/3 6/3 6/2 5/2 5/2 4/2 4/2 4/2  
 x1 (T1), 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 (T2), 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 (F2), Rng (4), Ammo, Anti-Inf, 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 (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
<b>[WEAPONS]</b>									
Heavy MAC	7/3	7/3	6/3	6/2	5/2	5/2	4/2	4/2	4/2
x1 (T1), 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 (T2), 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 (F2), Rng (4), Ammo, Anti-Inf, Ravage									

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

<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>MOVE (grav)</b>	10	9	8	8	7	6
<b>ARMOR</b>	5	5	4	4	3	3
<b>CLOSE ASSAULT</b>	1/1	1/1	1/1	1/1	0/0	0/0
<b>DAMAGE CONTROL</b>	-	-	5	2	1	0
<b>[WEAPONS]</b>						
<b>Light PBG</b>	4/4	3/3	3/3	2/2	2/2	1/1
x1 (T1), Rng (6), Blitz, Overdrive, Ravage						

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

[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
<b>[WEAPONS]</b>											
Medium AC x1 (F1), Rng (8), Ammo, Full Auto	2/4	2/4	2/4	2/4	2/3	2/3	2/3	1/3	1/3	1/3	1/2
Heavy R15 x4 (F2/L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART	6/6	6/6	6/6	5/5	5/5	5/5	5/5	4/4	4/4	4/4	4/4

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

**[ISA]**

[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
<b>[WEAPONS]</b>							
Heavy MAC	8/3	7/3	7/2	6/2	5/2	5/2	4/2
x1 (F1), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike							

**[ISA]** 1. Hard, Assault 1, Reinforced 1, Ammo Bin x4, Advanced TC

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

## [WEAPONS]

Light LBG 3/3 3/3 2/2 2/2 1/1  
 x1 (F1), Rng (10), Imp Rng

Light GM 4/4 4/4 3/3 3/3 2/2  
 x1 (F1), Rng (16), Min Rng (14), 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
<b>[WEAPONS]</b>									
Medium PBG	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2
x1 (T1), Rng (6), Blitz, Overdrive, Ravage									
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x2 (T2), Rng (4), Ammo, Anti-Inf, Ravage									

**[SA]**

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



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

**[WEAPONS]**

**Light MRAC** 4/2 4/2 3/2 3/1 2/1 2/1  
 x2 (F2), Rng (12), Min Rng (1), Ltd Ammo

**Light GM** 4/4 4/4 3/3 3/3 2/2 2/2  
 x2 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

**[SA]**

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

[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 (L1/R1), 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 (F2), Rng (6), Blitz, 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 (L1/R1), 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]**

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

**[WEAPONS]**

**Medium MAC** 5/2 4/2 4/2 3/1 3/1

x1 (F1), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

Hard, Double-Time, Assault 1.

**[SA]**

[DMG TRACK]	0	1	2	3	4	5
MOVE (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 (T1), Rng (6), Blitz, Overdrive, Ravage						

[SA]

Hard, Double-Time, Improved Handling, Turret, Pop-Up, CHAMELEON, ECM 2, Smoke, Advanced TC 1, FIST 1.

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

**[WEAPONS]**

**Heavy R10** 5/5 5/5 4/4 4/4 3/3 3/3  
 x2 (T2), 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  
 x1 (T1), Rng (4), Ammo, Anti-Inf, Ravage

**[SA]**

Hard, Improved Handling, Turret, Pop-Up, Chain-Fire Pod, FCS, Ammo Bin x1, Advanced TC 1.

<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>MOVE (walker)</b>	13	12	11	10	9	9	8
<b>ARMOR</b>	4	4	3	3	3	2	2
<b>CLOSE ASSAULT</b>	4/4	4/4	3/3	3/3	2/2	2/2	1/1
<b>DAMAGE CONTROL</b>	-	-	6	4	2	1	0
<b>[WEAPONS]</b>							
<b>Light PBG</b>	4/4	4/4	3/3	3/3	2/2	2/2	1/1
x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage							

**[SA]**

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

<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>MOVE (walker)</b>	13	12	11	10	9	9	8
<b>ARMOR</b>	4	4	3	3	3	2	2
<b>CLOSE ASSAULT</b>	4/4	4/4	3/3	3/3	2/2	2/2	1/1
<b>DAMAGE CONTROL</b>	-	-	6	4	2	1	0
<b>[WEAPONS]</b>							
<b>Light PBG</b>	4/4	4/4	3/3	3/3	2/2	2/2	1/1
x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage							

**[SA]**

Hard, Double-Time, CHAMELEON, ECM 2, EST, Superior Mobility.

<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>MOVE (walker)</b>	11	10	9	8	7	7
<b>ARMOR</b>	4	4	3	3	2	2
<b>CLOSE ASSAULT</b>	4/4	3/3	3/3	2/2	2/2	1/1
<b>DAMAGE CONTROL</b>	-	-	6	4	2	0
<b>[WEAPONS]</b>						
<b>Medium PBG</b>	6/6	5/5	4/4	4/4	3/3	2/2
x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage						
<b>Heavy Machine Gun</b>	0/2	0/2	0/2	0/2	0/1	0/1
x2 (F2), Rng (4), Ammo, Anti-Inf, Ravage						

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

**[ISA]**



**[DMG TRACK]**

	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>MOVE (walker)</b>	12	10	9	7
<b>ARMOR</b>	4	3	3	2
<b>CLOSE ASSAULT</b>	2/2	2/2	1/1	1/1
<b>DAMAGE CONTROL</b>	-	-	3	0

**[WEAPONS]**

**Light R5** 2/2 2/2 1/1 1/1

x4 (L2/R2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Double-Time, FCS, Ammo Bin x1.

**[SA]**

[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
<b>[WEAPONS]</b>									
Medium PBG	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2
x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage									
Medium GM	5/5	5/5	4/4	4/4	4/4	3/3	3/3	3/3	3/3
x2 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)									

Hard, Reinforced 2, Rugged, Advanced TC 1, Wizzo.

**[ISA]**

<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>MOVE (walker)</b>	8	8	7	7	6	6	5	5
<b>ARMOR</b>	6	6	5	5	4	4	3	3
<b>CLOSE ASSAULT</b>	3/3	3/3	2/2	2/2	2/2	1/1	1/1	1/1
<b>DAMAGE CONTROL</b>	-	-	6	5	3	2	1	0
<b>[WEAPONS]</b>								
<b>Heavy IDC</b> x2 (L1/R1), Rng (8)	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2
<b>Light LBG</b> x2 (F2), Rng (10), Imp Rng	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1

**[SA]** Hard, Specialist, Assault 2, Point Defense 2, Superior Mobility, 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]							

[SA] Hard, Double-Time, Improved Handling, Transport x6,  
Anti-Infantry, Reinforced 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 (F1/L1/R1), Rng (6), Blitz, Overdrive, Ravage												

[SA] Hard, Bulky, Assault 3, 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 (F1/L1/R1), Rng (6), Blitz, Overdrive, Ravage													

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

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (wheeled)	8	8	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	-	-	5	4	3	2	1	0

**[WEAPONS]**

**Heavy MAC** 7/3 7/3 6/3 6/2 5/2 4/2 4/2 4/2  
 x1 (T1), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike

**Light PBG** 4/4 4/4 3/3 3/3 3/3 2/2 2/2 1/1  
 x4 (F4), Rng (6), Blitz, Overdrive, Ravage

**[ISA]** Hard, Bulky, Improved Handling, Turret, CHAMELEON, 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 (F1), Rng (12), Min Rng (1), Ltd Ammo

**Medium GM** 5/5 5/5 4/4 4/4 3/3 3/3 3/3  
 x2 (F2), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

## [SA]

Soft, Double-Time, Improved Handling, Ammo Bin x1, Wizzo, TAG.



<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>MOVE (walker)</b>	9	8	8	7	7	6	5
<b>ARMOR</b>	6	6	5	5	4	3	3
<b>CLOSE ASSAULT</b>	4/4	4/4	3/3	3/3	2/2	2/2	1/1
<b>DAMAGE CONTROL</b>	-	-	6	4	2	1	0
<b>[WEAPONS]</b>							
<b>Medium PBG</b>	6/6	5/5	5/5	4/4	3/3	3/3	2/2
x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage							

**[SA]** Hard, CHAMELEON, EST, Superior Mobility, 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	-	-	7	7	6	5	4	3	2	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 (L1/R1), Rng (6), Blitz, Overdrive, Ravage

**Medium GM** 6/5 6/5 5/4 5/4 5/4 4/4 4/3 4/3 3/3 3/3  
 x2 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

Hard, Reinforced 2, Advanced TC 1, Wizzo.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (grav)	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
<b>[WEAPONS]</b>							
Medium MAC	6/2	6/2	5/2	5/2	4/1	3/1	3/1
x1 (T1), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike							

**[SA]** Hard, Double-Time, Improved Handling, Turret, Pop-Up, Assault 1, Counter-Measures 1, 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	6	6	5	5	4	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 MAC** 5/2 5/2 4/2 4/2 3/1 3/1 3/1  
 x1 (T1), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

**Heavy Machine Gun** 0/2 0/2 0/2 0/2 0/1 0/1 0/1  
 x1 (T1), Rng (4), Ammo, Anti-Inf, Ravage

**[SA]**

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

<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>
<b>MOVE (walker)</b>	8	8	7	7	6	6	6	5	5
<b>ARMOR</b>	6	6	5	5	5	4	4	3	3
<b>CLOSE ASSAULT</b>	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2	1/1
<b>DAMAGE CONTROL</b>	-	-	6	5	4	3	2	1	0
<b>[WEAPONS]</b>									
<b>Light PBG</b>	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2	1/1
x4 (L2/R2), Rng (6), Blitz, Overdrive, Ravage									
<b>Heavy R10</b>	5/5	5/5	5/5	4/4	4/4	4/4	4/4	3/3	3/3
x1 (F1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART									

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

**[ISA]**

**VEHICLE (fire support)****SUPER HORNET**

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

**[WEAPONS]**

**Light R10** 3/3 3/3 3/3 2/2 2/2 2/2 2/2

x4 (T4), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

**[SA]**

Hard, Double-Time, Improved Handling, Turret, Pop-Up, Chain-Fire Pod, FCS, Point Defense 1, Ammo Bin x2, Advanced TC 1.

<b>[DMG TRACK]</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>MOVE (walker)</b>	10	9	9	8	8	7	7	6
<b>ARMOR</b>	6	6	5	5	4	4	3	3
<b>CLOSE ASSAULT</b>	3/3	3/3	2/2	2/2	2/2	1/1	1/1	1/1
<b>DAMAGE CONTROL</b>	-	-	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 (L1/R1), Rng (12), Min Rng (1), Ammo, Blaster, Strike

**Medium GM** 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3  
 x1 (F1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

**Light R5** 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1  
 x2 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

**[ISA]** Hard, Double-Time, Superior Mobility, Ammo Bin x1,  
 Advanced TC 1.