

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

[WEAPONS]

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

x4 (F4), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Soft, Double-Time, Improved Handling, Chain-Fire Pod, FCS, Advanced TC 1.

[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 x2 (T2), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike	5/2	5/2	4/2	4/2	4/2	3/1	3/1	3/1	3/1
Light RAC x2 (F2), Rng (8), Ltd Ammo, AoE 2	2/4	2/4	2/4	2/3	2/3	2/3	1/3	1/3	1/2

[SA] Hard, Bulky, Turret, Anti-Infantry, Assault 2, Ammo Bin x2, 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 R15	7/6	7/6	6/5	6/5	6/5	5/5	5/4	5/4	4/4	4/4
x4 (F2/L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART										

Hard, Counter-Battery, Ammo Bin x2.

[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	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 (F2/L1/R1), 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)	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 R10 3/3 3/3 3/3 2/2 2/2 2/2 2/2
 x4 (L2/R2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Double-Time, Chain-Fire Pod, Counter-Measures 1, Superior Mobility, Ammo Bin x1, Advanced TC 1, FIST 1.

[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 (L1/R1), Rng (10), Imp Rng							

[SA] Hard, Double-Time, Active Phased Array 1, EST, 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	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 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x4 (F4), Rng (10), Imp Rng

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 (L1/R1), Rng (10), Imp Rng

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 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

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

[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	1/2	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 (T1), Rng (8), Ammo, Full Auto

Light R5 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

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x2 (F2), Rng (4), Ammo, Anti-Inf, Ravage

[SA]

Hard, Double-Time, Improved Handling, Turret, Pop-Up, Assault 2, Counter-Measures 2, Smoke, 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	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 MRAC	4/2	4/2	3/2	3/2	3/1	2/1	2/1
x4 (F2/L1/R1), Rng (12), Min Rng (1), Ltd Ammo							

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

[ISA]

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

[WEAPONS]

Light GM 5/4 4/4 4/3 3/3 3/2
 x2 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

Pylon 1/2 1/2 1/2 1/1 1/1
 x2 (L1/R1), Ltd Ammo, AoE 1, Ravage, Shock (6+)

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

[ISA]

[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]

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

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3
 x4 (T4), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

[SA] Hard, Improved Handling, Turret, Amphibious, Ammo Bin
 x2, Advanced TC 1, 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	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 GM	5/5	5/5	4/4	4/4	4/4	4/4	3/3	3/3	3/3	3/3
x5 (F1/L2/R2), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)										

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

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

Flamethrower na na na na na na na na
 x1 (T1), Rng (2), Min Rng (1), Anti-Inf, Ltd Ammo, Ravage

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

[DMG TRACK]	0	1	2	3	4	5
MOVE (fixed)	15	14	13	11	10	9
ARMOR	6	5	5	4	4	3
DAMAGE CONTROL	-	-	2	0	-1	-2

[WEAPONS]

Light LBG 3/3 3/3 2/2 2/2 1/1 1/1
 x2 (T2), Rng (10), Imp Rng

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

[SA]

Soft, Double-Time, Improved Handling, Turret, Counter-Measures 1, Reinforced 1, Wizzo.

[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]

Light AC 1/2 1/2 1/2 1/2 1/1 1/1
 x1 (T1), Rng (8), Ammo, Full Auto

Light GM 4/4 4/4 3/3 3/3 2/2 2/2
 x2 (F2), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

[SA]

Hard, Double-Time, Improved Handling, Transport x2,
 Turret, Ammo Bin x1, TAG.

[DMG TRACK]	0	1	2	3	4
MOVE (walker)	12	11	10	8	7
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 LBG	3/3	3/3	2/2	2/2	1/1
x2 (L1/R1), Rng (10), Imp Rng					

[SA] Hard, Double-Time, Active Phased Array 1, ECM 1, EST, Reinforced 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 (T2), Rng (8), Ltd Ammo, AoE 2							

[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	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]									
Heavy MAC	7/3	7/3	6/3	6/2	5/2	5/2	4/2	4/2	4/2
x2 (L1/R1), Rng (12), Min Rng	(1), Ammo, Blaster 2, Strike								

[ISA] Hard, Double-Time, Assault 2, Rugged, Ammo Bin x2, Advanced TC 1, Wizzo.

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

[WEAPONS]

Heavy PBG 8/8 7/7 6/6 6/6 5/5 4/4 4/4 3/3
 x1 (T1), Rng (6), Blitz, Overdrive, Ravage

Heavy Machine Gun 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, Assault 1, Reduced Turn, Reinforced 1, Smoke, Advanced TC 1.

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

[WEAPONS]

Heavy PBG 8/8 7/7 6/6 6/6 5/5 4/4 4/4 3/3
 x1 (T1), Rng (6), Blitz, Overdrive, Ravage

Heavy Machine Gun 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, Assault 1, Reinforced 1, Smoke, 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 (L1/R1), Rng (8), Ltd Ammo, AoE 2

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Double-Time, Improved Handling, Transport x2, Gun Port x2, 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 (F4), Rng (10), Imp Rng											
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 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART											

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

[ISA]

AIRCRAFT (transport)**GROUPER**

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

[WEAPONS]

[SA] Soft, Double-Time, Improved Handling, Transport x2, Pop-Up, Counter-Measures 2, 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	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 LBG	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1
x2 (L1/R1), Rng (10), Imp Rng								

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

[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 MRAC	8/4	8/4	7/4	7/3	6/3	6/3	6/3	5/3	5/2	4/2	4/2
x2 (L1/R1), Rng (12), Min Rng (1), 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
x2 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)											

[ISA]

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

[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]

Heavy MRAC 8/4 8/4 7/4 6/3 6/3 6/3 5/3 4/2 4/2
 x2 (L1/R1), Rng (12), Min Rng (1), Ltd Ammo

Heavy R10 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3
 x2 (L1/R1), 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 (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 (F1), Rng (12), Min Rng (1), Ltd Ammo

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

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

[SA]

[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 IDC x4 (F2/L1/R1), Rng (8)	4/4	4/4	3/3	3/3	2/2	2/2	1/1

[SA]

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

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

[WEAPONS]

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Soft, Double-Time, Improved Handling, Pop-Up,
 Counter-Measures 1, ECM 2, Wizzo, TAG.

[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 (T2), Rng (4), Ammo, Anti-Inf, Ravage						

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

[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 (F2/L1/R1), Rng (10), Imp Rng									

[SA] Hard, Double-Time, Anti-Infantry, ECM 2, Superior Mobility, Advanced TC 2, TAG.

[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 (F1/L1/R1), 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 (F2), 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	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 (L1/R1), Rng (12), Min Rng (1), Ltd Ammo									
Medium RAC	3/6	3/6	3/5	3/5	2/5	2/5	2/4	2/4	2/4
x2 (F2), Rng (8), Ltd Ammo, AoE 2									

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

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (quad)	6	6	6	6	6	5	5	5	5	4	4
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]											
Rocket Artillery	2/4	2/4	2/4	2/4	2/3	2/3	2/3	1/3	1/3	1/3	1/2
x4 (T4), Rng (48), Min Rng (24), IF, AoE 2, Ravage, Shock (7), Slow Fire											

[SA]

Hard, Improved Handling, Turret, Chain-Fire Pod,
Counter-Battery, FCS, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (quad)	4	4	4	4	4	4	3	3	3	3	3
ARMOR	9	9	8	8	7	7	6	6	5	5	5
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 GM 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x4 (T4), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

Light R5 2/2 2/2 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1 1/1
 x3 (F3), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Improved Handling, Turret, CHAMELEON, EST, Ammo Bin x1, Advanced TC 2, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (quad)	4	4	4	4	4	4	3	3	3	3	3
ARMOR	9	9	8	8	7	7	6	6	5	5	5
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 GM 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x4 (T4), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

Light R5 2/2 2/2 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1 1/1
 x3 (F3), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Improved Handling, Turret, CHAMELEON, EST, Anti-Aircraft 2, Ammo Bin x1, Wizzo.

VEHICLE (transport)**VAGABOND**

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (tracked)	6	6	5	5	5	4	4	4
ARMOR	8	7	7	6	6	5	5	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]								
Light RAC	2/4	2/4	2/4	2/3	2/3	1/3	1/3	1/2
x2 (F2), Rng (8), Ltd Ammo, AoE 2								

[SA] Hard, Bulky, Transport x4, Gun Port x2, Anti-Infantry, Ammo Bin x1.