

[DMG TRACK]	0	1	2	3
MOVE (hover)	12	10	9	7
ARMOR	4	3	3	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 (F4), 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 (F1), Rng (8), Ammo, Full Auto

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

Light R10 3/3 3/3 3/3 2/2 2/2 2/2 2/2
 x2 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Superior Mobility, Ammo Bin x1, Advanced TC 1.

[ISA]

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

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

[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 (F1), Rng (6), Blitz, Overdrive, Ravage

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

Hard, Double-Time, Superior Mobility, Advanced TC 1.

[ISA]