

[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	-	-	7	6	5	4	3	2	1

[WEAPONS]

Medium MAC 5/2 5/2 4/2 4/2 4/2 3/1 3/1 3/1 3/1
 x2 (L1/R1), 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 (L1), Rng (16), Min Rng (14), 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 (R2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

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

[ISA]

VEHICLE (attack)**BANSHEE**

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

[SA] Hard, Double-Time, Improved Handling, Turret, Pop-Up, Assault 1, CHAMELEON, Shielded, 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]

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

Medium GM 5/5 5/5 4/4 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 R5 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3 3/3 2/2
 x2 (R2), 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
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 (L1/R1), Rng (12), Min Rng (1), Ltd Ammo						
Pylon	1/2	1/2	1/2	1/2	1/1	1/1
x2 (L1/R1), 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	3/3	3/3	2/2	2/2	2/2	1/1	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 (L1/R1), Rng (10), Imp Rng

Light GM 4/4 4/4 3/3 3/3 3/3 2/2 2/2
x1 (L1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
x2 (R2), 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
MOVE (vtol)	14	13	11	10	8
ARMOR	5	4	4	3	3
DAMAGE CONTROL	-	-	4	2	0

[WEAPONS]

Light AC	1/2	1/2	1/2	1/1	1/1
-----------------	-----	-----	-----	-----	-----

x2 (F2), Rng (8), Ammo, Full Auto

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

[SA]

Soft, Double-Time, Improved Handling, Transport x2, Pop-Up, Counter-Measures 1, Ammo Bin x1.

[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 IDC x2 (L1/R1), Rng (8)	4/4	4/4	3/3	3/3	2/2	2/2	1/1

[SA] Hard, Double-Time, Specialist, Assault 2, CHAMELEON, Counter-Measures 1, Superior Mobility, Advanced TC 2, TAG.

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (quad)	9	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	-	-	7	6	4	3	2	1

[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

Heavy R10 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3
 x4 (F2/T2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Improved Handling, Turret, Counter-Measures 1, FCS, Reinforced 1, Ammo Bin x2.

[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 (T1), 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 (F2), Rng (4), Ammo, Anti-Inf, Ravage									

[SA] Hard, Bulky, Turret, Anti-Infantry, 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	-	-	6	6	5	5	4	3	2	1	0
[WEAPONS]											
Heavy R10	5/5	5/5	5/5	4/4	4/4	4/4	4/4	4/4	3/3	3/3	3/3
x6 (F4/L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART											

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

[ISA]

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

[WEAPONS]

Light PBG	4/4	3/3	3/3	2/2	1/1
x1 (T1), Rng (6), Blitz, Overdrive, Ravage					
Heavy Machine Gun	0/2	0/2	0/2	0/1	0/1
x1 (T1), Rng (4), Ammo, Anti-Inf, Ravage					

[SA]

Soft, Double-Time, Improved Handling, Turret, ECM 2, EST, 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	3/4	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]

Light AC 1/2 1/2 1/2 1/2 1/2 1/2 1/1 1/1 1/1
 x2 (L1/R1), Rng (8), Ammo, Full Auto

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x4 (F4), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

[ISA]

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

[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 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Chain-Fire Pod, Counter-Battery, FCS, Reinforced 1, Rugged, Ammo Bin x1, 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	2/3	2/2	1/2	1/1	1/1
DAMAGE CONTROL	-	-	6	3	0
[WEAPONS]					
Light AC	1/2	1/2	1/2	1/1	1/1
x4 (F2/L1/R1), Rng (8), Ammo, Full Auto					

[SA] Hard, Double-Time, CHAMELEON, Shielded, Ammo Bin x1, 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	8	8	7	7	7	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	3/3	3/3	2/2	2/2
DAMAGE CONTROL	-	-	7	7	6	6	5	4	4	3	2	1

[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
 x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage

Heavy R10 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

[SA] Hard, Bulky, Assault 2, Counter-Measures 2, Rugged,
 Advanced TC 2, Wizzo.

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 (T4), Rng (12), Min Rng (1), Ltd Ammo

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x1 (F1), Rng (4), Ammo, Anti-Inf, Ravage

[ISA]

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

[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 (T1), Rng (12), Min Rng (1), Ltd Ammo

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

Hard, Bulky, Transport x4, Turret, Rugged.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	11	10	10	9	8	7	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]							
Light LBG	3/3	3/3	2/2	2/2	2/2	1/1	1/1
x4 (F4), Rng (10), Imp Rng							

[SA] Hard, Double-Time, ECM 2, EST, Relentless, Superior Mobility.

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

[SA]

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

[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	4/6	4/5	3/5	3/4	3/4	2/3	2/3	1/2	1/2
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
x4 (L2/R2), Rng (8), Ltd Ammo, AoE 2									

[SA]

Hard, Double-Time, Reinforced 1, Superior Mobility, Ammo Bin x2, 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 (L1/R1), Rng (12), Min Rng (1), Ammo, Blaster 2, Strike													
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 (F2), 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
MOVE (walker)	7	6	6	5	5	4
ARMOR	5	5	4	4	3	3
CLOSE ASSAULT	3/4	3/3	2/3	2/2	1/2	1/1
DAMAGE CONTROL	-	-	6	4	2	0

[WEAPONS]

Heavy AC 3/6 3/6 3/5 2/5 2/4 2/4
 x1 (R1), Rng (8), Ammo, Full Auto

Heavy R5 4/4 4/4 3/3 3/3 3/3 2/2
 x2 (L2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Assault 1, Reinforced 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 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)							

[SA]

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

[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 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

Heavy R5 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2
 x3 (F3), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

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

[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	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 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)									
Heavy R15	6/6	6/6	5/5	5/5	5/5	5/5	4/4	4/4	4/4
x1 (F1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART									

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

[ISA]

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

[SA] Hard, Bulky, Turret, Anti-Infantry, Smoke, Ammo Bin x1, Advanced TC 2.

[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 (T1), Rng (12), Min Rng (1), Ammo, Blaster, Strike

Light PBG 4/4 4/4 3/3 3/3 2/2 2/2 1/1
 x1 (T1), Rng (6), Blitz, Overdrive, Ravage

[SA] Hard, Improved Handling, Turret, Assault 1, EST, Rugged, Advanced TC 2.

[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 (L2/R2), 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 R5	4/4	4/4	4/4	3/3	3/3	3/3	3/3	3/3	2/2
x1 (R1), 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**

MOVE (vtol)	15	14	13	11	10	9
--------------------	----	----	----	----	----	---

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 (F2), Rng (12), Min Rng (1), Ltd Ammo

[SA]

Soft, Double-Time, Improved Handling, Transport x2, Pop-Up, Counter-Measures 1, Advanced TC 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 (L1/R1), 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 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Reinforced 2, Rugged, Ammo Bin x2, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	11	11	10	10	9	9	8	8	7	7	7
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	-	-	7	7	6	6	5	4	3	2	1
[WEAPONS]											
Medium MAC	6/2	6/2	5/2	5/2	5/2	5/2	4/1	4/1	4/1	3/1	3/1
x2 (L1/R1), Rng (12), Min Rng	(1), Ammo, Blaster 1, Strike										

[ISA] Hard, Double-Time, Reinforced 2, Rugged, Ammo Bin x1, Advanced TC 2, Wizzo.

[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 (L1/R1), Rng (12), Min Rng (1), Ltd Ammo

Light GM 4/4 4/4 3/3 3/3 3/3 2/2 2/2
 x1 (R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

Light R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (L2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Advanced TC 1, Wizzo.

[ISA]