

[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]							
Medium GM	5/5	5/5	4/4	4/4	3/3	3/3	3/3

x4 (T4), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

Hard, Turret, Anti-Aircraft 2, Ammo Bin x1.

[SA]

[DMG TRACK]

	0	1	2	3	4
MOVE (rotorcraft)	14	13	11	10	8
ARMOR	4	4	3	3	2
DAMAGE CONTROL	-	-	4	2	0

[WEAPONS]

Light RAC 2/4 2/4 2/3 1/3 1/2
 x1 (F1), Rng (8), Ltd Ammo, AoE 2

Light R5 2/2 2/2 2/2 1/1 1/1
 x4 (L2/R2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Soft, Double-Time, Improved Handling, Pop-Up, Assault 1, Counter-Measures 1, Wizzo.

AIRCRAFT (utility)**CARGO AIRCRAFT**

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (fixed)	20	19	17	16	15	13	12
ARMOR	2	2	2	2	1	1	1
DAMAGE CONTROL	-	-	5	4	3	2	1

[WEAPONS]**[SA]**

Soft, Double-Time, Improved Handling, Counter-Measures
1, Reduced Turn, Cargo x6.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (fixed)	20	19	17	16	15	13	12
ARMOR	4	4	3	3	3	2	2
DAMAGE CONTROL	-	-	4	3	2	1	0

[WEAPONS]

Medium RAC 3/6 3/6 3/5 2/5 2/4 2/4 2/4
 x1 (F1), Rng (8), Ltd Ammo, AoE 2

Light GM 4/4 4/4 3/3 3/3 3/3 2/2 2/2
 x4 (L2/R2), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

[SA] Soft, Double-Time, Improved Handling, Assault 1, Counter-Measures 1, ECM 1, Anti-Aircraft 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
 x2 (L1/R1), Rng (8), Ammo, Full Auto

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

[SA] Hard, Double-Time, Anti-Infantry, Superior Mobility,
 Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (quad)	3	3	3	3	3	3	3	3	2	2	2	2	2
ARMOR	10	10	9	9	8	8	8	7	7	6	6	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	-	-	4	4	3	3	2	1	1	0	0	-1	-2
[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
x4 (F4), Rng (12), Min Rng (1), Ltd Ammo													

[SA]

Hard, Bulky, Improved Handling, Specialist, Unique, Large
 Sensor Profile, Ammo Bin x1, Advanced TC 2.

VEHICLE (utility)

ENGINEERING VEHICLE A

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

Soft, Improved Handling, Specialist, Combat Engineer 1.

[SA]

TV: 13

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

Soft, Improved Handling, Specialist, Combat Engineer 2.

[SA]

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

Soft, Improved Handling, Specialist, Combat Engineer 3.

[SA]

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

Heavy R5 4/4 4/4 3/3 3/3 3/3 2/2
 x2 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

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

[ISA]

[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	4/4	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	1	0

[WEAPONS]

Medium PBG 6/6 5/5 5/5 4/4 3/3 3/3 2/2
 x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage

Flamethrower na na na na na na na
 x2 (F2), Rng (2), Min Rng (1), Anti-Inf, Ltd Ammo, Ravage

[ISA]

Hard, Double-Time, Assault 2, Counter-Measures 2, Smoke.

[DMG TRACK]	0	1
MOVE (wheeled)	8	5
ARMOR	1	1
CLOSE ASSAULT	0/0	0/0
DAMAGE CONTROL	-	-
[WEAPONS]		

Soft, Improved Handling, Cargo x2.

[SA]

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

[SA]

Soft, Double-Time, Improved Handling, Active Phased Array
 1, Amphibious, Anti-Aircraft 2.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (tracked)	7	7	6	6	5	5	4
ARMOR	7	6	6	5	5	4	4
CLOSE ASSAULT	2/3	2/3	2/2	1/2	1/2	1/1	1/1
DAMAGE CONTROL	-	-	5	3	2	1	0
[WEAPONS]							
Medium AC	2/4	2/4	2/3	2/3	1/3	1/3	1/2
x4 (T4), Rng (8), Ammo, Full Auto							

[SA]

Hard, Turret, Active Phased Array 1, Smoke, Anti-Aircraft 2.

[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), Full Auto				
Panzerfaust AT	3/2	3/2	2/1	2/1
x1 (N), Rng (4), Min Rng (1), Strike, Blaster 2				

Soft, 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), Full Auto

Heavy Minigun -/3 -/2 -/2 -/2
 x1 (N), Rng (4), Min Rng (1), AoE 1, Full Auto, Ravage

Soft, 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]

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

Soft, Bulky, Pop-Up, Assault 1.

[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]

Submachine Gun	-/1	-/1	-/1	-/1
x1 (N), Rng (1), AoE 1, Anti-Inf				
Medium Mortar	5/5	4/4	4/4	3/3
x1 (N), Rng (16), Min Rng (14), Ltd Ammo, IF, 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), 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				

Soft, Pop-Up, Assault 1.

[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), Full Auto

Stinger (MANPADS) -/4 -/3 -/3 -/2
 x1 (N), Rng (8), Anti-Aircraft 1, Locked-On

Soft, Pop-Up.

[SA]

[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]						
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1
x2 (L1/R1), Rng (4), Ammo, Anti-Inf, Ravage						
[SA] Soft, Double-Time, Improved Handling, Transport x3, Pop-Up, Reinforced 1, Rugged.						

[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	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	4	2	0	-2
[WEAPONS]						
Light IDC	4/4	3/3	3/3	2/2	2/2	1/1
x2 (L1/R1), Rng (8)						

[SA] Hard, Double-Time, Specialist, Assault 2, Advanced TC 1, FIST 1.

[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]

Assault Rifle x1 (N), Rng (2), Full Auto	-/1	-/1	-/1	-/1
Grenade x1 (N), Blitz	na	na	na	na
Panzerfaust AT x1 (N), Rng (4), Min Rng (1), Strike, Blaster 2	2/2	2/2	1/1	1/1

Soft, 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]

Assault Rifle	-/1	-/1	-/1	-/1
x1 (N), Rng (2), Full Auto				
Heavy MAR	2/0	2/0	1/0	1/0
x1 (N), Rng (6), Min Rng (1), Blaster 1				

Soft, Pop-Up.

[SA]

[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, Anti-Inf				
Light Mortar	3/3	3/3	2/2	2/2
x1 (N), Rng (16), Min Rng (14), IF, Ltd Ammo, Strike				
Grenade	na	na	na	na
x1 (N), Blitz				

Soft, Bulky, Pop-Up, Assault 1.

[SA]

[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, Anti-Inf				
Medium Mortar	5/5	4/4	4/4	3/3
x1 (N), Rng (16), Min Rng (14), Ltd Ammo, IF, 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), 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				

Soft, Pop-Up, Assault 1.

[SA]

[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]

Assault Rifle -/1 -/1 -/1 -/1
 x1 (N), Rng (2), Full Auto

Stinger (MANPADS) -/3 -/3 -/2 -/2
 x1 (N), Rng (8), Anti-Aircraft 1, Locked-On

Soft, Pop-Up, Assault 1.

[SA]

[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), Blaster				
Grenade	na	na	na	na
x1 (N), Blitz				
Panzerfaust AT	2/2	2/2	1/1	1/1
x1 (N), Rng (4), Min Rng (1), Strike, Blaster 2				

Soft, Bulky, Pop-Up, Assault 1.

[SA]

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), Blaster

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

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

Grenade na na na na

x1 (N), Blitz

Soft, Bulky, Pop-Up, Assault 1.

[SA]

[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), Blaster				
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				

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), Blaster

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

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

Soft, Bulky, Pop-Up.

[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), Blaster				
Grenade	na	na	na	na
x1 (N), Blitz				
Stinger (MANPADS)	-/3	-/3	-/2	-/2
x1 (N), Rng (8), Anti-Aircraft 1, Locked-On				

Soft, Bulky, Pop-Up, Assault 1.

[SA]

VEHICLE (fire support)**PALADIN MKII**

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

Heavy Howitzer 3/5 3/5 3/4 2/4 2/4 2/4 2/3 2/3
 x1 (T1), Rng (36), Min Rng (18), IF, AoE 3, Ltd Ammo, Ravage, Shock (8)

[SA]

Hard, Bulky, Turret, Chain-Fire Pod, Counter-Battery, FCS, Ammo Bin x1, Advanced TC 1.

VEHICLE (fire support)**PALADIN MKIII**

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (grav)	8	8	7	7	6	6	5	5
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]								
Heavy Howitzer	3/5	3/5	3/4	2/4	2/4	2/4	2/3	2/3
x1 (T1), Rng (36), Min Rng (18), IF, AoE 3, Ltd Ammo, Ravage, Shock (8)								

[SA]

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

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (fixed)	20	19	17	16	15	13	12
ARMOR	1	1	1	1	1	1	1
DAMAGE CONTROL	-	-	5	4	3	2	1

[WEAPONS]

[SA]

Soft, Double-Time, Improved Handling, Transport x6,
Counter-Measures 1, Reduced Turn.

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

Soft, Improved Handling, Cargo x4.

[SA]

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

[SA] Soft, Double-Time, Improved Handling, Specialist, Amphibious, Fire-Proof 1, Re-Supply, Cargo x1.

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

[WEAPONS]

Cruise Missile Launcher na na na na na
 x1 (F1), Page 141 (Cruise/Advanced Cruise Missile)

Soft, Double-Time, Improved Handling.

[SA]

[DMG TRACK]	0	1	2	3	4	5
MOVE (tracked)	7	6	6	5	5	4
ARMOR	6	5	5	4	4	3
CLOSE ASSAULT	2/2	2/2	1/1	1/1	1/1	1/1
DAMAGE CONTROL	-	-	5	2	1	0
[WEAPONS]						
Heavy LBG	5/5	4/4	4/4	3/3	2/2	2/2
x1 (T1), Rng (10), Imp Rng						

Hard, Turret, Assault 1, Advanced TC 2.

[SA]

[DMG TRACK]	0	1	2	3	4	5
MOVE (quad)	8	8	8	7	6	6
ARMOR	6	5	5	4	4	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 (T1), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

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, Improved Handling, Turret, Ammo Bin x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3
MOVE (rotorcraft)	15	13	11	9
ARMOR	2	2	1	1
DAMAGE CONTROL	-	-	4	0

[WEAPONS]

[SA]

Soft, Double-Time, Improved Handling, Pop-Up, Active Phased Array 1, Counter-Measures 1, EST, 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	-	-	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 (F2), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

Heavy R10 5/5 5/5 4/4 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, Improved Handling, FCS, Superior Mobility, Advanced TC 2, Wizzo.

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

[WEAPONS]

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

x1 (T1), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

[SA]

Hard, Double-Time, Improved Handling, Turret, Assault 1, Smoke.

[DMG TRACK]	0	1
MOVE (wheeled)	12	7
ARMOR	1	1
CLOSE ASSAULT	0/0	0/0
DAMAGE CONTROL	-	-
[WEAPONS]		
Heavy Machine Gun	0/2	0/1
x1 (T1), Rng (4), Ammo, Anti-Inf, Ravage		
[SA] Soft, Double-Time, Improved Handling, Turret, Superior Mobility.		

[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	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 LBG	4/4	4/4	3/3	3/3	3/3	3/3	2/2	2/2	2/2	2/2	1/1
x1 (F1), Rng (10), Imp Rng											

[SA] Hard, Improved Handling, Transport x6, Rugged, Shielded, Superior Mobility.

[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 AC	2/4	2/4	2/3	2/3	1/3	1/2
x5 (F1/L2/R2), Rng (8), Ammo, Full Auto						

[ISA]

Soft, Double-Time, Improved Handling, Counter-Measures 2, Ammo Bin x1, Advanced TC 1, Wizzo.

AIRCRAFT (transport) **TRANSPORT HELICOPTER**

[DMG TRACK]	0	1	2	3
MOVE (rotorcraft)	15	13	11	9
ARMOR	2	2	1	1
DAMAGE CONTROL	-	-	4	0

[WEAPONS]

[SA] Soft, Double-Time, Improved Handling, Transport x2, Pop-Up, Counter-Measures 1, Shielded.

[DMG TRACK]	0	1
MOVE (wheeled)	8	5
ARMOR	1	1
CLOSE ASSAULT	0/0	0/0
DAMAGE CONTROL	-	-
[WEAPONS]		

Soft, Improved Handling, Cargo x2.

[SA]

VEHICLE (transport)**UTILITY VEHICLE**

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

[SA] Soft, Double-Time, Improved Handling, Transport x1,
Superior Mobility.

[DMG TRACK] **0** **1** **2**

MOVE (wheeled) 11 9 7

ARMOR 2 2 1

CLOSE ASSAULT 0/0 0/0 0/0

DAMAGE CONTROL - - 0

[WEAPONS]

Light GM 4/4 3/3 2/2

x1 (F1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

[SA]Soft, Double-Time, Improved Handling, Superior Mobility,
Anti-Aircraft 1.

VEHICLE (attack)**UTILITY VEHICLE AT****[DMG TRACK]** **0** **1** **2** **MOVE (wheeled)** 11 9 7 **ARMOR** 2 2 1 **CLOSE ASSAULT** 0/0 0/0 0/0 **DAMAGE CONTROL** - - 0**[WEAPONS]** **Light GM** 4/4 3/3 2/2

x1 (F1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

[SA]Soft, Double-Time, Improved Handling, Superior Mobility,
TAG, Miscellaneous x1.

VEHICLE (attack)**UTILITY VEHICLE MG**

[DMG TRACK]	0	1	2
MOVE (wheeled)	11	9	7
ARMOR	2	2	1
CLOSE ASSAULT	1/1	1/1	0/0
DAMAGE CONTROL	-	-	0
[WEAPONS]			
Heavy Machine Gun	1/2	1/2	1/1
x1 (T1), Rng (4), Ammo, Anti-Inf, Ravage			

[SA]

Soft, Double-Time, Improved Handling, Turret, Superior Mobility.

VEHICLE (fire support)**WHISPER**

[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]

Cruise Missile Launcher	na	na	na	na	na	na
x1 (F1), Page 141 (Cruise/Advanced Cruise Missile)						

Hard, Double-Time, Improved Handling.

[SA]