

[DMG TRACK]	0	1	2	3
MOVE (vtol)	17	15	12	10
ARMOR	2	2	1	1
DAMAGE CONTROL	-	-	4	0

[WEAPONS]

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

[SA] Soft, Double-Time, Improved Handling, Pop-Up, ECM 1, Advanced TC 1.

[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]

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

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.

[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]

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

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]

[DMG TRACK]**0 1 2 3 4****MOVE (walker)** 10 9 8 7 6**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 MAC** 3/1 3/1 2/1 2/1 2/1

x2 (L1/R1), Rng (12), Min Rng (1), Ammo, Blaster, Strike

Hard, Double-Time, Advanced TC 2.

[SA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9
MOVE (quad)	4	4	4	4	4	4	3	3	3	3
ARMOR	9	8	8	7	7	6	6	5	5	5
CLOSE ASSAULT	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	6	5	4	3	2	1	0
[WEAPONS]										
Heavy R15	6/6	6/6	5/5	5/5	5/5	5/5	4/4	4/4	4/4	4/4
x4 (F4), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART										

[SA]

Hard, Improved Handling, Anti-Infantry, Counter-Battery, FCS, Ammo Bin x1, Advanced TC 2.

[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

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x2 (T2), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

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

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

[SA] Hard, Bulky, Turret, Assault 1, CHAMELEON, Ammo Bin
 x1, 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	3/3	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 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

[SA] Hard, Anti-Infantry, Assault 2, Reinforced 1, Ammo Bin x1, Advanced TC 1, Wizzo.

[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	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	4	4	3	2	1	0	-1	-2

[WEAPONS]

Medium MAC 6/2 6/2 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

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)

Light R10 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2 2/2
 x1 (R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

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

[ISA]

[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	-	-	4	3	2	1	0	-1	-2

[WEAPONS]

Light PBG 4/4 4/4 3/3 3/3 3/3 2/2 2/2 2/2 1/1
 x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage

Heavy R15 6/6 6/6 5/5 5/5 5/5 5/5 4/4 4/4 4/4
 x2 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

[SA]

Hard, FCS, Reinforced 1, Ammo Bin x1, 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	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 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
 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 4/4 3/3 3/3 3/3 3/3 3/3
 x1 (F1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

Light R10 3/3 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2 2/2 2/2 2/2
 x2 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

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

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

[WEAPONS]

Heavy RAC 4/8 4/8 4/7 3/7 3/6 3/6 3/5 2/5
 x1 (L1), Rng (8), Ltd Ammo, AoE 2

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)

Light R5 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

[ISA] Hard, Double-Time, Assault 1, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (tracked)	9	8	8	7	7	6	5
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

[WEAPONS]

Light Howitzer 1/3 1/3 1/3 1/2 1/2 1/2 1/2
 x2 (T2), Rng (24), Min Rng (12), IF, AoE 1, Ltd Ammo, Ravage, Shock (6)

[SA]

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

[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]

Flamethrower na na na na na na
 x1 (F1), Rng (2), Min Rng (1), Anti-Inf, Ltd Ammo, Ravage

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

[SA] Hard, Double-Time, Improved Handling, Transport x2, Anti-Infantry, Reinforced 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	-	-	7	7	6	6	5	4	3	2	1
[WEAPONS]											
Heavy MAC	8/3	8/3	7/3	7/3	6/2	6/2	6/2	5/2	5/2	4/2	4/2
x2 (L1/R1), Rng (12), Min Rng	(1), Ammo, Blaster 2, Strike										

[SA] Hard, Assault 2, Rugged, Ammo Bin x1, Advanced TC 2, Wizzo.

[DMG TRACK]	0	1	2	3	4	5
MOVE (hover)	13	12	11	10	9	8
ARMOR	3	3	2	2	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						
Flamethrower	na	na	na	na	na	na
x1 (F1), Rng (2), Min Rng (1), Anti-Inf, Ltd Ammo, Ravage						

[SA]

Hard, Double-Time, Improved Handling, Turret, Assault 1, ECM 1, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (walker)	11	10	9	8	7	7
ARMOR	4	4	3	3	2	2
CLOSE ASSAULT	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	4	2	0
[WEAPONS]						
Light LBG	3/3	3/3	2/2	2/2	1/1	1/1
x2 (L1/R1), Rng (10), Imp Rng						

Hard, Double-Time, Assault 1, ECM 2, EST, Advanced TC 2.

[SA]

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

[SA]

Soft, Double-Time, Improved Handling, Turret, Assault 1, EST, Point Defense 1.

[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	-	-	6	4	2	0
[WEAPONS]						
Light LBG	3/3	3/3	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	2/2	2/2
x2 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)						

Hard, Double-Time, Ammo Bin x1, Advanced TC 2, TAG.

[ISA]

[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	-	-	6	4	2	0
[WEAPONS]						
Light LBG	3/3	3/3	2/2	2/2	1/1	1/1
x4 (F2/L1/R1), Rng (10), Imp Rng						
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)						

Hard, Double-Time, Ammo Bin x1, Advanced TC 1, TAG.

[ISA]

[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	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	0
[WEAPONS]						
Medium PBG	6/6	5/5	4/4	4/4	3/3	2/2
x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage						

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

[DMG TRACK] **0** **1** **2** **3** **4**

MOVE (fixed)	18	16	14	13	11
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ARMOR	4	4	3	3	2
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DAMAGE CONTROL	-	-	4	2	0
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[WEAPONS]

Light GM	4/4	4/4	3/3	3/3	2/2
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x5 (F1/L2/R2), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

[SA]

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

[DMG TRACK]	0	1	2	3	4
MOVE (fixed)	18	16	14	13	11
ARMOR	4	4	3	3	2
DAMAGE CONTROL	-	-	4	2	0

[WEAPONS]

Light MAC 4/1 4/1 3/1 3/1 2/1
 x2 (F2), Rng (12), Min Rng (1), Ammo, Blaster, Strike

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

Pylon 1/2 1/2 1/2 1/1 1/1
 x1 (F1), Ltd Ammo, AoE 1, Ravage, Shock (6+)

[SA]

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

[DMG TRACK]	0	1	2	3	4
MOVE (fixed)	18	16	14	13	11
ARMOR	4	4	3	3	2
DAMAGE CONTROL	-	-	4	2	0

[WEAPONS]

Light RAC 2/4 2/4 2/3 1/3 1/2
x2 (F2), Rng (8), Ltd Ammo, AoE 2

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

Pylon 1/2 1/2 1/2 1/1 1/1
x1 (F1), Ltd Ammo, AoE 1, Ravage, Shock (6+)

[SA]

Soft, Double-Time, Improved Handling, Assault 2, Counter-Measures 1, Reduced Turn, Shielded, TAG, Orbital Flight.

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (tracked)	9	8	8	7	7	6	6	5
ARMOR	7	7	6	6	5	4	4	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 PBG x1 (T1), Rng (6), Blitz, Overdrive, Ravage	8/8	7/7	6/6	6/6	5/5	4/4	4/4	3/3
Heavy Machine Gun x1 (F1), Rng (4), Ammo, Anti-Inf, Ravage	0/2	0/2	0/2	0/2	0/2	0/1	0/1	0/1

Hard, Bulky, Turret, Anti-Infantry, Rugged, Advanced TC 1.

[ISA]

[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]

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, Double-Time, Chain-Fire Pod, FCS, Ammo Bin x1.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (vtol)	16	15	14	13	12	11	10
ARMOR	5	5	4	4	3	3	3
DAMAGE CONTROL	-	-	5	4	3	2	1

[WEAPONS]

Light RAC	2/4	2/4	2/3	2/3	1/3	1/3	1/2
x2 (F2), Rng (8), Ltd Ammo, AoE 2							

[SA] Soft, Double-Time, Improved Handling, Transport x4, Pop-Up, Reinforced 1.

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

Hard, Double-Time, Assault 2, EST, Advanced TC 1.

[SA]

[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	-	-	4	4	3	3	2	1	0	-1	-2
[WEAPONS]											
Heavy GM	6/6	6/6	5/5	5/5	5/5	5/5	4/4	4/4	4/4	3/3	3/3
x4 (L2/R2), Rng (16), Min Rng (14), Ltd Ammo, Shock (6)											

Hard, Advanced TC 2, Wizzo, TAG.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11
MOVE (walker)	8	8	7	7	7	7	6	6	6	5	5	5
ARMOR	8	8	7	7	7	6	6	5	5	5	4	4
CLOSE ASSAULT	7/8	7/7	6/7	6/6	5/6	5/5	4/5	4/4	3/4	3/3	2/3	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	1	0
[WEAPONS]												
Heavy AC	4/6	4/6	4/6	4/5	3/5	3/5	3/5	3/5	3/4	3/4	3/4	2/4

x4 (L2/R2), Rng (8), Ammo, Full Auto

[SA] Hard, Bulky, AEGIS, Rugged, Superior Mobility, Ammo Bin
x2, Advanced TC 1, Wizzo.

VEHICLE (transport)**TRANSGRESSOR**

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (tracked)	10	9	9	8	8	7	7	6
ARMOR	6	6	5	5	4	4	3	3
CLOSE ASSAULT	1/2	1/2	1/2	1/1	1/1	0/1	0/1	0/1
DAMAGE CONTROL	-	-	5	4	3	2	1	0
[WEAPONS]								
Medium AC	2/4	2/4	2/4	2/3	2/3	1/3	1/3	1/2
x1 (T1), Rng (8), Ammo, Full Auto								

[SA] Hard, Bulky, Double-Time, Transport x2, Turret, Anti-Infantry, Rugged, Superior Mobility.

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

[SA] Hard, Specialist, Active Phased Array 2, EST, Advanced TC 1, FIST 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	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 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

Light GM 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2 2/2
 x1 (F1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

Light R10 3/3 3/3 3/3 3/3 2/2 2/2 2/2 2/2 2/2
 x1 (F1), 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
 x1 (F1), Rng (4), Ammo, Anti-Inf, Ravage

Hard, Assault 4, Superior Mobility, Advanced TC 1.

[SA]

[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	4/5	4/4	3/4	3/3	2/3	2/2	1/2	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0

[WEAPONS]

Light RAC 2/4 2/4 2/4 2/3 2/3 1/3 1/3 1/2
 x4 (L2/R2), Rng (8), Ltd Ammo, AoE 2

Light GM 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 1/1 1/1 1/1
 x3 (R3), 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 0/1 0/1 0/1
 x1 (F1), Rng (4), Ammo, Anti-Inf, Ravage

Hard, Anti-Infantry, Advanced TC 1, Wizzo.

[ISA]

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

Light MRAC 4/2 4/2 4/2 3/2 3/2 3/1 3/1 2/1 2/1
 x4 (L2/R2), Rng (12), Min Rng (1), Ltd Ammo

Light R5 2/2 2/2 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x5 (F1/L2/R2), 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
 x1 (F1), Rng (4), Ammo, Anti-Inf, Ravage

Hard, Anti-Infantry, Advanced TC 1, Wizzo.

[ISA]

[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	6/7	6/7	5/6	5/5	4/5	4/4	3/4	3/3	2/3	2/2	2/2
DAMAGE CONTROL	-	-	4	4	3	3	2	1	0	-1	-2

[WEAPONS]

Heavy AC 3/6 3/6 3/6 3/5 3/5 2/5 2/5 2/4 2/4 2/4 2/4
 x2 (L1/R1), Rng (8), Ammo, Full Auto

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

[SA]

Hard, Assault 2, Point Defense 2, Superior Mobility, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4
MOVE (wheeled)	11	10	9	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]					
Light MRAC	4/2	4/2	3/2	3/1	2/1
x1 (F1), Rng (12), Min Rng (1), Ltd Ammo					

Soft, Double-Time, Improved Handling, ECM 1, Rugged.

[SA]