

VEHICLE (transport)**ARMADILLO**

[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]									
Light RAC	2/4	2/4	2/4	2/3	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, Rugged, Ammo Bin x1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (fixed)	19	17	16	14	13	11
ARMOR	4	4	3	3	2	2
DAMAGE CONTROL	-	-	4	2	1	0

[WEAPONS]

Medium MRAC 6/3 5/3 5/2 4/2 4/2 3/2
 x1 (F1), Rng (12), Min Rng (1), Ltd Ammo

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)

[ISA]

Soft, Double-Time, Improved Handling, Assault 1, Wizzo, TAG.

[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	3/3	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 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, Double-Time, Chain-Fire Pod, Counter-Battery, FCS, Advanced TC 1.

[DMG TRACK] **0** **1** **2** **3** **4** **5** **6**

MOVE (vtol)	14	13	12	11	10	9	8
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ARMOR	6	6	5	5	4	3	3
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DAMAGE CONTROL	-	-	4	3	2	1	0
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[WEAPONS]

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

[SA]

Soft, Double-Time, Improved Handling, Transport x3, Pop-Up, Counter-Measures 1, Reinforced 1, Wizzo.

[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	4/4	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 LBG	4/4	4/4	3/3	3/3	3/3	2/2	2/2	2/2	1/1
x2 (L1/R1), Rng (10), Imp Rng									

[SA] Hard, Double-Time, Active Phased Array 2, ECM 2, EST, Advanced TC 1, TAG.

[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	-	-	6	6	5	4	3	2	1	0

[WEAPONS]

Heavy MRAC 8/4 8/4 7/4 7/3 6/3 6/3 5/3 5/2 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 3/3
 x2 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Counter-Measures 1, Relentless, 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	-	-	6	6	5	4	3	2	1	0
[WEAPONS]										
Light MAC	3/1	3/1	3/1	2/1	2/1	2/1	2/1	2/1	2/1	2/1
x6 (L3/R3), Rng (12), Min Rng (1), Ammo, Blaster, Strike										

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

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10
MOVE (walker)	9	9	8	8	8	7	7	6	6	6	5
ARMOR	6	6	5	5	5	5	4	4	4	3	3
CLOSE ASSAULT	5/7	5/7	4/6	4/5	4/5	3/4	3/4	2/3	2/3	2/2	1/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	2	1	0
[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
x4 (L2/R2), Rng (8), Ammo, Full Auto											

[SA] Hard, Active Phased Array 1, Point Defense 2,
Anti-Aircraft 2, Ammo Bin x1, Wizzo.

[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	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	0
[WEAPONS]						
Medium LBG	4/4	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 (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 LBG	4/4	4/4	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 (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 LBG 3/3 3/3 2/2 2/2 2/2 1/1 1/1
x2 (F2), Rng (10), Imp Rng

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, Anti-Infantry, Chain-Fire Pod, FCS, Ammo Bin x1, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5
MOVE (wheeled)	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	-	-	3	0	-1	-2
[WEAPONS]						
Heavy AC	4/6	4/6	3/5	3/5	3/4	2/4
x1 (F1), Rng (8), Ammo, Full Auto						

Hard, Improved Handling, Reduced Turn, Rugged.

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

[SA] Hard, Assault 2, CHAMELEON, Counter-Measures 2, Superior Mobility, Advanced TC 2, Wizzo.

[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]											
Medium MAC	5/2	5/2	5/2	4/2	4/2	4/2	4/1	3/1	3/1	3/1	3/1
x4 (L2/R2), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike											

[SA] Hard, CHAMELEON, Point Defense 1, Shielded, Ammo Bin x1, Advanced TC 2, Wizzo.

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

Hard, Active Phased Array 1, Reinforced 2, Ammo Bin x1.

[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	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 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

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 (F2), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

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

[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 MAC	4/1	4/1	3/1	3/1	3/1	2/1	2/1
x2 (L1/R1), Rng (12), Min Rng	(1), Ammo, Blaster, Strike						
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)						

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

[ISA]

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

[WEAPONS]

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

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, Assault 1, Reduced Turn, Reinforced
 1, Smoke, Advanced TC 2.

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (grav)	6	6	5	5	5	5	4	4	4
ARMOR	8	8	7	6	6	6	5	4	4
CLOSE ASSAULT	2/3	2/3	2/2	1/2	1/2	1/2	1/1	1/1	1/1
DAMAGE CONTROL	-	-	3	3	2	1	0	-1	-2
[WEAPONS]									
Heavy PBG	8/8	7/7	7/7	6/6	5/5	5/5	4/4	3/3	3/3
x1 (T1), Rng (6), Blitz, Overdrive, Ravage									
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, Improved Handling, Turret, Pop-Up, Assault 1, Reinforced 1, Smoke, Advanced TC 2.

[DMG TRACK]	0	1	2	3	4	5
MOVE (wheeled)	9	8	8	7	6	5
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]						
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, Improved Handling, Transport x2, Gun Port x2, Turret, Anti-Infantry, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (fixed)	14	13	12	11	10	9	8
ARMOR	7	6	6	5	5	4	4
DAMAGE CONTROL	-	-	2	1	0	-1	-2

[WEAPONS]

Medium LBG 4/4 4/4 3/3 3/3 2/2 2/2 1/1
 x2 (T2), Rng (10), Imp Rng

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]

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

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (grav)	10	9	9	8	7	7	6
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]

Light R10 3/3 3/3 3/3 2/2 2/2 2/2 2/2
 x4 (T4), 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
 x1 (F1), Rng (4), Ammo, Anti-Inf, Ravage

[SA]

Hard, Double-Time, Improved Handling, Turret, Pop-Up, Anti-Infantry, Chain-Fire Pod, Counter-Battery, FCS, 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	9	9	8	8	7	7	7	6	6	5	5	5
CLOSE ASSAULT	6/6	6/6	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	1	0
[WEAPONS]												
Heavy Howitzer	4/5	4/5	4/5	4/4	3/4	3/4	3/4	3/4	3/4	3/3	3/3	2/3
x1 (F1), Rng (36), Min Rng (18), IF, AoE 3, Ltd Ammo, Ravage, Shock (8)												

[SA] Hard, Bulky, Counter-Battery, FCS, Rugged, Ammo Bin x1, Advanced TC 1, Wizzo, FIST 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	3/4	3/3	2/3	2/2	1/2	1/1
DAMAGE CONTROL	-	-	6	4	2	0

[WEAPONS]

Light LBG 3/3 3/3 2/2 2/2 1/1 1/1
 x2 (F2), Rng (10), Imp Rng

Light RAC 2/4 2/4 2/3 2/3 1/3 1/2
 x2 (L1/R1), Rng (8), Ltd Ammo, AoE 2

[SA] Hard, Double-Time, Assault 4, CHAMELEON, Ammo Bin x1, 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 IDC x2 (F2), Rng (8)	4/4	3/3	3/3	2/2	2/2	1/1
Light LBG x2 (L1/R1), Rng (10), Imp Rng	3/3	3/3	2/2	2/2	1/1	1/1

[SA]

Hard, Double-Time, Specialist, AEGIS, Assault 4,
CHAMELEON, Advanced TC 1.

[DMG TRACK] **0** **1** **2** **3** **4** **5****MOVE (rotorcraft)** 9 8 8 7 6 5**ARMOR** 7 6 6 5 4 4**DAMAGE CONTROL** - - 4 2 1 0**[WEAPONS]****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]Soft, Improved Handling, Transport x3, Pop-Up,
Counter-Measures 1, 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]						
Light LBG	3/3	3/3	2/2	2/2	1/1	1/1
x2 (L1/R1), Rng (10), Imp Rng						

[SA] Hard, Double-Time, Assault 2, Chain-Fire Pod, EST, Advanced TC 2.

[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 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, Chain-Fire Pod, ECM 1, EST, FCS, Reinforced 1, Rugged, Advanced TC 1.

[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 LBG 3/3 3/3 2/2 2/2 1/1
 x1 (R1), Rng (10), Imp Rng

Flamethrower na na na na na
 x1 (L1), Rng (2), Min Rng (1), Anti-Inf, Ltd Ammo, Ravage

[SA] Hard, Double-Time, Assault 1, ECM 2, Relentless,
 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	9	9	8	8	7	7	7	6	6	5	5	5
CLOSE ASSAULT	6/6	6/6	5/5	5/5	4/4	4/4	4/4	3/3	3/3	2/2	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	1	0

[WEAPONS]

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

[SA] Hard, Bulky, Assault 2, Reinforced 2, 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

Heavy GM 6/6 6/6 6/6 5/5 5/5 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 (6)

[ISA]

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

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

[SA] Soft, Double-Time, Improved Handling, Anti-Infantry, Assault 1, Reinforced 1, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7
MOVE (walker)	6	6	5	5	5	4	4	4
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 MRAC	5/2	5/2	4/2	4/2	4/1	3/1	3/1	3/1
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 (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 AC	1/2	1/2	1/2	1/1	1/1
x4 (F4), Rng (8), Ammo, Full Auto					

[SA]

Soft, Double-Time, Improved Handling, Assault 1, EST, Reinforced 1, 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 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)										

[SA] Hard, Counter-Measures 1, Ammo Bin x1, Advanced TC 2, Wizzo, TAG.

[DMG TRACK]	0	1	2	3	4
MOVE (walker)	8	7	6	6	5
ARMOR	5	4	4	3	3
CLOSE ASSAULT	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	3	0
[WEAPONS]					
Light PBG	4/4	3/3	3/3	2/2	1/1
x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage					

Hard, Assault 2, Relentless, Advanced TC 2.

[ISA]

[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 R20	7/7	7/7	6/6	6/6	6/6	6/6	5/5	5/5	5/5	4/4	4/4
x4 (F2/L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (3), Ravage, SMART											

Hard, Counter-Battery, Ammo Bin x2.

[ISA]

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

[SA] Hard, Assault 2, Reinforced 2, Rugged, Ammo Bin x2, Advanced TC 1, Wizzo.

[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 MAC	8/3	8/3	7/3	7/2	6/2	6/2	5/2	5/2	4/2	4/2
x2 (L1/R1), Rng (12), Min Rng	(1), Ammo, Blaster 2, Strike									

[ISA] Hard, Assault 2, Reinforced 2, Ammo Bin x2, Advanced TC 1, Wizzo.

[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	-	-	7	7	6	5	4	3	2	1
[WEAPONS]										
Heavy MAC	8/3	8/3	7/3	7/2	6/2	6/2	5/2	5/2	4/2	4/2
x2 (L1/R1), Rng (12), Min Rng	(1), Ammo, Blaster 2, Strike									

[ISA]

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

[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

[SA] Soft, Double-Time, Improved Handling, Active Phased Array
 1, Counter-Measures 2, ECM 1, Point Defense 1.

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

[WEAPONS]

Medium LBG	4/4	3/3	3/3	2/2	2/2	1/1
x4 (L2/R2), Rng (10), Imp Rng						

[SA]

Soft, Double-Time, Improved Handling, Pop-Up, Counter-Measures 1, Advanced TC 1.

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

Heavy R5 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3 2/2
 x6 (F2/L2/R2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Anti-Infantry, FCS, Ammo Bin x2.

[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]

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

Flamethrower na 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, Reinforced 2, Rugged,
 Ammo Bin x1, Advanced TC 1.