

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (walker)	10	10	9	9	8	8	7	7	6
ARMOR	5	5	4	4	4	3	3	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]									
Light LBG	3/3	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1
x2 (L1/R1), Rng (10), Imp Rng									
Heavy LBG	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2	2/2
x2 (L1/R1), Rng (10), Imp Rng									
Heavy R10	5/5	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									

Hard, Double-Time, FCS, Reinforced 1, Advanced TC 2.

[ISA]

[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	4/4	4/4	3/3	3/3	2/2	2/2	1/1	1/1
DAMAGE CONTROL	-	-	6	5	3	2	1	0
[WEAPONS]								
Heavy LBG	6/5	5/5	5/4	4/4	4/3	3/3	3/2	2/2
x2 (L1/R1), Rng (10), Imp Rng								

Hard, Assault 2, Advanced TC 2, Wizzo.

[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 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, Assault 2, EST, Ammo Bin x1, 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]

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

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

[ISA] Hard, Counter-Measures 1, ECM 1, FCS, Ammo Bin x1,
Advanced TC 1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	6	6	6	5	5	5	5	5	4	4	4	4	4
ARMOR	8	8	7	7	7	6	6	6	5	5	5	4	4
CLOSE ASSAULT	8/8	8/8	7/7	6/6	6/6	6/6	5/5	4/4	4/4	4/4	3/3	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	2	1	0
[WEAPONS]													
Medium PBG	7/6	7/6	6/5	6/5	5/5	5/4	5/4	4/4	4/3	4/3	3/3	3/2	2/2
x4 (L2/R2), Rng (6), Blitz, Overdrive, Ravage													
Light GM	5/4	5/4	5/4	4/3	4/3	4/3	4/3	4/3	3/3	3/2	3/2	3/2	3/2
x2 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)													

Hard, Bulky, Rugged, Shielded, Advanced TC 2, Wizzo.

[ISA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	8	8	7	7	7	7	6	6	6	6	5	5	5
ARMOR	7	7	6	6	6	6	5	5	5	4	4	4	4
CLOSE ASSAULT	5/5	5/5	4/4	4/4	4/4	3/3	3/3	3/3	3/3	2/2	2/2	2/2	1/1
DAMAGE CONTROL	-	-	7	7	6	6	5	4	4	3	3	2	1

[WEAPONS]

Heavy MAC 7/3 7/3 6/3 6/3 6/2 6/2 5/2 5/2 5/2 4/2 4/2 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 4/4 3/3 3/3 3/3 3/3 3/3
 x2 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

[SA]

Hard, Bulky, Assault 2, Rugged, Shielded, Ammo Bin x2, Advanced TC 2, Wizzo.

[DMG TRACK]	0	1	2	3	4	5
MOVE (hover)	12	11	10	9	8	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]						
Light RAC	2/4	2/4	2/3	2/3	1/3	1/2
x1 (F1), Rng (8), Ltd Ammo, AoE 2						

[SA] Hard, Double-Time, Improved Handling, Transport x2, Anti-Infantry, Reinforced 1, Rugged.

[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 R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1

x4 (F2/L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA]

Hard, Double-Time, Active Phased Array 2, CHAMELEON, Counter-Measures 2, FCS, Ammo Bin x1, Advanced TC 1.

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

x1 (F1), Rng (10), Imp Rng

Light GM 4/4 4/4 3/3 3/3 2/2

x4 (L2/R2), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

[SA]Soft, Double-Time, Improved Handling, Ammo Bin x1,
Advanced TC 1, TAG.

[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	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2	2/2
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
x4 (L2/R2), Rng (6), Blitz, Overdrive, Ravage									

Hard, EST, Fire-Proof 1, Advanced TC 2, Wizzo.

[SA]

[DMG TRACK]	0	1	2	3	4	5
MOVE (hover)	11	10	9	8	7	7
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 LBG 3/3 3/3 2/2 2/2 1/1 1/1
 x1 (F1), Rng (10), Imp Rng

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

[SA] Hard, Double-Time, Improved Handling, Transport x3,
 Anti-Infantry, Rugged, 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]										
Light MAC	4/1	4/1	4/1	3/1	3/1	3/1	3/1	2/1	2/1	2/1
x6 (L3/R3), Rng (12), Min Rng (1), Ammo, Blaster, Strike										

Hard, Reinforced 1, Ammo Bin x2, Advanced TC 1.

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

[WEAPONS]

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

Heavy PBG 8/8 7/7 7/7 6/6 6/6 5/5 5/5 4/4 3/3 3/3
 x2 (L2), Rng (6), Blitz, Overdrive, Ravage

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

[SA]

Hard, AEGIS, Assault 2, Reinforced 1, Ammo Bin x1,
 Advanced TC 1.

[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]

Light GM 4/4 4/4 3/3 3/3 3/3 2/2 2/2
 x2 (L2), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

Heavy R10 5/5 5/5 4/4 4/4 4/4 3/3 3/3
 x2 (R2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Chain-Fire Pod, Counter-Battery, FCS, Rugged, Advanced TC 1.

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

Hard, Advanced TC 1, TAG.

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

[WEAPONS]

Light LBG x4 (F4), Rng (10), Imp Rng	3/3	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
Medium MRAC x1 (R1), Rng (12), Min Rng (1), Ltd Ammo	6/3	6/3	5/3	5/2	5/2	4/2	4/2	4/2	3/2	3/2
Medium PBG x2 (L2), Rng (6), Blitz, Overdrive, Ravage	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2

Hard, AEGIS, Anti-Infantry, Reinforced 1, Advanced TC 1.

[ISA]

[DMG TRACK]	0	1	2	3	4
MOVE (vtol)	14	13	11	10	8
ARMOR	3	3	2	2	2
DAMAGE CONTROL	-	-	4	2	0

[WEAPONS]**[SA]**Soft, Double-Time, Improved Handling, Transport x5,
Pop-Up.

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

[WEAPONS]

Light LBG x2 (F2), Rng (10), Imp Rng	3/3	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
Medium MAC x1 (R1), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike	5/2	5/2	4/2	4/2	4/2	4/1	3/1	3/1	3/1	3/1
Medium PBG x2 (L2), Rng (6), Blitz, Overdrive, Ravage	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2

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

[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	6/6	6/6	5/5	5/5	4/4	3/3	3/3	3/3	2/2	2/2
DAMAGE CONTROL	-	-	7	7	6	5	4	3	2	1
[WEAPONS]										
Light LBG x4 (F4), Rng (10), Imp Rng	3/3	3/3	3/3	2/2	2/2	2/2	2/2	1/1	1/1	1/1
Medium LBG x2 (R2), Rng (10), Imp Rng	4/4	4/4	3/3	3/3	3/3	3/3	2/2	2/2	2/2	1/1
Heavy RAC x1 (L1), Rng (8), Ltd Ammo, AoE 2	4/8	4/8	4/7	3/7	3/7	3/6	3/6	3/6	3/5	2/5

Hard, Reinforced 1, Ammo Bin x1, 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	4/4	3/3	3/3	2/2	2/2	1/1
DAMAGE CONTROL	-	-	6	4	2	0
[WEAPONS]						
Medium RAC	3/6	3/6	3/5	2/5	2/4	2/4
x2 (L1/R1), Rng (8), Ltd Ammo, AoE 2						

Hard, Double-Time, EST, Reinforced 1, Advanced TC 1.

[SA]

[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	8/3	8/3	7/3	6/2	6/2	6/2	5/2	4/2	4/2
x1 (T1), Rng (12), Min Rng (1), Ammo, Blaster 2, 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, Assault 1, Superior Mobility, Ammo Bin x1, Advanced TC 1.

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

[WEAPONS]

Medium PBG 6/6 5/5 5/5 4/4 4/4 3/3 3/3 2/2
 x2 (L2), Rng (6), Blitz, Overdrive, Ravage

Light GM 5/4 5/4 4/3 4/3 4/3 3/3 3/2 3/2
 x1 (L1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

Heavy R5 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2
 x2 (R2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Flamethrower na na na na na na na na
 x1 (R1), Rng (2), Min Rng (1), Anti-Inf, Ltd Ammo, Ravage

Hard, Double-Time, Advanced TC 1, Wizzo.

[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	-	-	4	4	3	2	1	0	-1
[WEAPONS]									
Heavy PBG	8/8	7/7	7/7	6/6	5/5	5/5	4/4	3/3	3/3
x1 (F1), Rng (6), Blitz, Overdrive, Ravage									
Heavy Machine Gun	0/3	0/3	0/3	0/3	0/2	0/2	0/2	0/2	0/2
x2 (F2), Rng (4), Ammo, Anti-Inf, Ravage									

[ISA]Hard, Bulky, Anti-Infantry, Superior Mobility, Advanced TC
1.

[DMG TRACK]	0	1	2	3	4
MOVE (fixed)	16	14	13	11	10
ARMOR	4	4	3	3	2
DAMAGE CONTROL	-	-	2	0	-2

[WEAPONS]

Medium AC 3/4 3/4 2/3 2/3 2/2
 x1 (F1), Rng (8), Ammo, Full Auto

Light GM 4/4 4/4 3/3 3/3 2/2
 x2 (R2), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

Soft, Double-Time, Improved Handling, Advanced TC 1, TAG.

[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 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, Anti-Infantry, Assault 2, ECM 1, Ammo Bin x1.

[DMG TRACK]	0	1	2	3	4	5	6	7	8	9	10	11	12
MOVE (walker)	10	10	9	9	9	8	8	8	7	7	7	6	6
ARMOR	7	7	6	6	6	6	5	5	5	4	4	4	4
CLOSE ASSAULT	7/8	7/8	6/7	6/6	5/6	5/6	4/5	4/4	4/4	3/4	3/3	2/2	2/2
DAMAGE CONTROL	-	-	6	6	5	5	4	3	3	2	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	3/4	2/4
x4 (L2/R2), Rng (8), Ammo, Full Auto													

[SA]

Hard, Bulky, Double-Time, AEGIS, Relentless, Shielded, Superior Mobility, Ammo Bin x2, Advanced TC 2, Wizzo.

[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
x4 (L2/R2), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)							

[SA] Hard, Double-Time, Active Phased Array 1, ECM 1, Superior Mobility, Ammo Bin x1, TAG.

[DMG TRACK]	0	1	2	3	4	5
MOVE (wheeled)	10	9	8	8	7	6
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 MRAC	4/2	4/2	3/2	3/1	2/1	2/1
x1 (T1), Rng (12), Min Rng (1), Ltd Ammo						

[SA] Hard, Double-Time, Improved Handling, Turret,
Anti-Infantry, Assault 1, ECM 1, Advanced TC 2.

[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]

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, FCS, Ammo Bin x2, Advanced TC 1.

[SA]

[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						

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

[SA]

[DMG TRACK]	0	1	2	3	4	5	6	7	8
MOVE (grav)	8	8	7	7	6	6	6	5	5
ARMOR	7	7	6	6	5	5	4	4	4
CLOSE ASSAULT	1/1	1/1	1/1	1/1	1/1	1/1	0/0	0/0	0/0
DAMAGE CONTROL	-	-	6	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
x4 (T4), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike									

[SA]

Hard, Bulky, Improved Handling, Turret, Pop-Up, CHAMELEON, Ammo Bin x1, Advanced TC 1.

[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 RAC 3/6 3/6 3/5 3/5 2/5 2/5 2/4 2/4 2/4
 x2 (L1/R1), Rng (8), Ltd Ammo, AoE 2

Medium GM 5/5 5/5 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x1 (F1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

[SA]

Hard, Double-Time, Assault 2, Ammo Bin x1, Advanced TC 1, Wizzo.

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

[WEAPONS]

Light MAC 3/1 2/1 2/1 2/1

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

[SA]

Soft, Double-Time, Improved Handling, Turret, Assault 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	5	5	4	4	4	3	3	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]									
Heavy LBG	5/5	5/5	4/4	4/4	3/3	3/3	3/3	2/2	2/2
x4 (L2/R2), Rng (10), Imp Rng									

Hard, EST, Fire-Proof 1, Advanced TC 2, 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	-	-	7	6	5	4	3	2	1

[WEAPONS]

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

Heavy R10 5/5 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3
 x3 (F1/L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

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

[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	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	-	-	6	6	5	5	4	3	2	1	0
[WEAPONS]											
Light LBG	3/3	3/3	3/3	2/2	2/2	2/2	2/2	2/2	1/1	1/1	1/1
x2 (F2), Rng (10), Imp Rng											
Heavy GM	6/6	6/6	5/5	5/5	5/5	5/5	4/4	4/4	4/4	3/3	3/3
x2 (F2), Rng (16), Min Rng (14), Ltd Ammo, Shock (6)											
Heavy R20	7/7	7/7	6/6	6/6	6/6	6/6	5/5	5/5	5/5	4/4	4/4
x2 (L1/R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (3), Ravage, SMART											

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

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

[WEAPONS]

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

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

[ISA]

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

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

[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 3/1
 x2 (F2), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike

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

[SA] Hard, Bulky, Reinforced 1, Relentless, Ammo Bin x1,
 Advanced TC 2, Wizzo.

[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]

Heavy MAC 7/3 7/3 6/3 6/2 5/2 5/2 4/2 4/2 4/2
 x2 (L1/R1), 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
 x2 (F2), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

[SA]

Hard, Reinforced 1, Ammo Bin x2, Advanced TC 1, Wizzo, TAG.

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

[WEAPONS]

Heavy PBG 8/8 7/7 7/7 6/6 6/6 5/5 5/5 4/4 3/3 3/3
 x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage

Medium GM 5/5 5/5 4/4 4/4 4/4 4/4 3/3 3/3 3/3 3/3
 x2 (L2), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

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, Ammo Bin x1, 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	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), Ltd Ammo										
Medium GM	5/5	5/5	4/4	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)										

Hard, Ammo Bin x1, Advanced TC 2, Wizzo.

[ISA]