

[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]

Medium PBG 7/6 7/6 6/5 5/5 5/4 4/4 4/3 3/3 3/3 2/2
 x2 (L1/R1), Rng (6), Blitz, Overdrive, Ravage

Light R5 3/2 3/2 3/2 3/2 2/2 2/2 2/1 2/1 2/1 2/1
 x2 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[ISA]

Hard, Active Phased Array 2, Counter-Measures 1, Shielded.

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

x1 (F1), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

[SA] Hard, Improved Handling, Assault 1, ECM 1, EST, Relentless, Rugged, Ammo Bin x1, Advanced TC 1.

VEHICLE (fire support)**ASHIGARU NI**

[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 GM	4/4	4/4	3/3	3/3	3/3	2/2	2/2
x5 (F5), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)							

[SA] Hard, Improved Handling, Relentless, Rugged, Ammo Bin x2, Advanced TC 2.

VEHICLE (fire support)**ASHIGARU SAN**

[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 GM	4/4	4/4	3/3	3/3	3/3	2/2	2/2
x5 (F5), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)							

[SA] Hard, Improved Handling, Relentless, Rugged, Anti-Aircraft
2, Ammo Bin x2.

[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 R15 4/4 4/4 4/4 3/3 3/3 3/3 3/3 2/2
 x4 (F4), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

Hard, Chain-Fire Pod, FCS, Ammo Bin x2, Advanced TC 1.

[ISA]

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

[WEAPONS]

Heavy Machine Gun 0/2 0/2 0/2 0/2 0/1 0/1 0/1
 x2 (L1/R1), Rng (4), Ammo, Anti-Inf, Ravage

[SA]

Soft, Double-Time, Improved Handling, Transport x3,
 Pop-Up, Reinforced 2, Rugged, 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]

Medium MRAC	6/3	6/3	5/2	5/2	4/2	3/2	3/2
x1 (T1), Rng (12), Min Rng (1), Ltd Ammo							
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x1 (T1), Rng (4), Ammo, Anti-Inf, Ravage							

[SA]

Hard, Turret, Anti-Infantry, Assault 1, Smoke, 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	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 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									
Medium MAC	6/2	6/2	5/2	5/2	5/2	4/1	4/1	3/1	3/1
x2 (F2), Rng (12), Min Rng (1), Ammo, Blaster 1, Strike									

[SA] Hard, Double-Time, Superior Mobility, Ammo Bin x1, Advanced TC 1, Wizzo.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	13	12	11	10	9	9	8
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, Active Phased Array 1,
Counter-Measures 2, ECM 1, EST, Reinforced 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 MRAC	4/2	4/2	3/2	3/1	2/1
x2 (L1/R1), Rng (12), Min Rng (1), Ltd Ammo					
Light GM	4/4	4/4	3/3	3/3	2/2
x2 (L1/R1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)					

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

[ISA]

[DMG TRACK]	0	1	2	3	4
MOVE (vtol)	14	13	11	10	8
ARMOR	4	4	3	3	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
 x2 (F2), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

Soft, Double-Time, Improved Handling, Pop-Up, Wizzo, TAG.

[SA]

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

[WEAPONS]

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

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

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

[ISA]

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

[WEAPONS]

Medium PBG 7/6 6/6 6/5 5/5 5/4 4/4 4/3 3/3 2/2
 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 (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
 x1 (R1), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

Hard, Advanced TC 1.

[ISA]

[DMG TRACK]

	0	1	2	3	4	5
MOVE (vtol)	13	12	11	10	9	8
ARMOR	4	4	3	3	2	2
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

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

[SA] Soft, Double-Time, Improved Handling, Pop-Up, Ammo Bin
 x1, Wizzo, TAG.

VEHICLE (attack)

NAGINATA

[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	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]									
Medium PBG	6/6	6/6	5/5	5/5	4/4	4/4	3/3	3/3	2/2
x2 (T2), Rng (6), Blitz, Overdrive, Ravage									

[SA]

Hard, Bulky, Turret, Assault 2, Rugged, Shielded, 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	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]

Medium AC 2/4 2/4 2/4 2/3 2/3 2/3 1/3 1/3 1/2
 x2 (F2), Rng (8), Ammo, Full Auto

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, AEGIS, Assault 4, Shielded, Superior Mobility, 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	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]											
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 (L2/R2), Rng (14), Min Rng	(12), IF, Ltd Ammo, AoE (3), Ravage, SMART										

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

[SA]

[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]

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

[SA]

Hard, Double-Time, EST, Ammo Bin x2, 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	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]

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)

Light R15 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3 2/2
 x2 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

[SA] Hard, Double-Time, FCS, Relentless, Rugged, Shielded,
 Ammo Bin x1, Advanced TC 1, 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]

Heavy MAC 8/3 8/3 7/3 7/3 7/2 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

Light R15 4/4 4/4 4/4 4/4 3/3 3/3 3/3 3/3 3/3 3/3 3/3 2/2
 x2 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

[SA] Hard, Bulky, Assault 2, Rugged, Shielded, 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	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 R10 5/5 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, Rugged, Shielded, Superior
 Mobility, 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 R15 4/4 4/4 3/3 3/3 3/3 3/3 2/2
 x2 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

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

[SA]

Hard, Anti-Infantry, ECM 1, EST, 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 R15 4/4 4/4 3/3 3/3 3/3 3/3 2/2
 x2 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (2), Ravage, SMART

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

[SA] Hard, Anti-Infantry, Chain-Fire Pod, FCS, Smoke, 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 IDC 4/4 4/4 3/3 3/3 2/2 2/2 1/1
x2 (L1/R1), Rng (8)

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

[SA]

Hard, Double-Time, Specialist, CHAMELEON, EST, Shielded,
Ammo Bin x1, Advanced TC 2.

[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]

Light LBG 4/3 4/3 3/3 3/2 3/2 3/2 2/2 2/2 2/1 2/1 1/1
 x3 (T3), Rng (10), Imp Rng

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

[ISA]

Hard, Improved Handling, Turret, Rugged, Shielded,
 Superior Mobility, Advanced TC 1, Wizzo.

[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]****Heavy R5** 4/4 4/4 3/3 3/3 2/2

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

Hard, Double-Time, Counter-Battery, FCS, Ammo Bin x1.

[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]

Light RAC 3/4 3/4 3/4 2/3 2/3 2/3 2/3 2/2
 x2 (L1/R1), 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 (F1), Rng (16), Min Rng (14), Ltd Ammo, Shock (4)

[ISA] Hard, Assault 3, Ammo Bin x1, Advanced TC 1, Wizzo, 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	4/4	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	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
 x2 (F2), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)

[ISA]

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

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

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)

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

[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
 x2 (L1/R1), Rng (10), Imp Rng

Light R5 2/2 2/2 2/2 2/2 1/1 1/1
 x2 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

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

[ISA]

[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 R5 2/2 2/2 2/2 2/2 1/1 1/1 1/1
 x2 (F2), Rng (14), Min Rng (12), IF, Ltd Ammo, AoE (1), Ravage, SMART

[SA] Hard, Double-Time, Assault 1, ECM 1, EST, Rugged, Advanced TC 1.

[DMG TRACK]	0	1	2	3	4
MOVE (walker)	10	9	8	7	6
ARMOR	5	4	4	3	3
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, Counter-Measures 1, Superior Mobility, Ammo Bin x1.

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

[WEAPONS]

Heavy PBG 8/8 8/8 7/7 7/7 6/6 6/6 5/5 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 5/5 4/4 4/4 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, Bulky, Assault 2, Chain-Fire Pod, FCS, Rugged, Shielded, Ammo Bin x1, Advanced TC 2, Wizzo.

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

Heavy R10 5/5 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, Rugged, Ammo Bin x2, Advanced TC 1, Wizzo.

[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 MRAC	6/3	5/3	5/2	4/2	4/2	3/2
x1 (F1), Rng (12), Min Rng (1), Ltd Ammo						
Pylon	1/2	1/2	1/2	1/2	1/1	1/1
x2 (F2), Ltd Ammo, AoE 1, Ravage, Shock (6+)						

[SA]

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

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

[WEAPONS]

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

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)

Pylon 1/2 1/2 1/2 1/2 1/1 1/1 1/1
 x2 (F2), Ltd Ammo, AoE 1, Ravage, Shock (6+)

[SA]

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

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

[SA]

Hard, Double-Time, Improved Handling, Transport x3, Gun Port x1, Turret, Anti-Infantry, Advanced TC 1.

[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 GM	5/5	5/5	5/5	4/4	4/4	4/4	4/4	3/3	3/3	3/3	3/3
x4 (T4), Rng (16), Min Rng (14), Ltd Ammo, Shock (5)											

[SA]

Hard, Improved Handling, Turret, Rugged, Shielded,
Superior Mobility, Ammo Bin x1, Advanced TC 1, Wizzo,
TAG.

[DMG TRACK]	0	1	2	3	4	5	6
MOVE (walker)	13	12	11	10	9	9	8
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
x4 (F2/L1/R1), Rng (10), Imp Rng							

[SA] Hard, Double-Time, Counter-Measures 1, EST, Reinforced 1, Advanced TC 2, TAG.

[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]									
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									
Heavy Machine Gun	0/2	0/2	0/2	0/2	0/2	0/2	0/1	0/1	0/1
x2 (T2), Rng (4), Ammo, Anti-Inf, Ravage									

[SA]

Hard, Bulky, Turret, Anti-Infantry, Rugged, Shielded, 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 MRAC	4/2	4/2	3/2	3/2	3/1	2/1	2/1
x1 (T1), Rng (12), Min Rng (1), Ltd Ammo							

Hard, Transport x3, Turret, Anti-Infantry.

[ISA]

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

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

[SA]

Hard, Double-Time, Improved Handling, Turret, Assault 2, FCS, Advanced TC 1.