

Name	Model	Pt	Size	MV	S Dam	M Dam	L Dam	A	S	Special
Achileus	(Flamer)	2	1	3j	1	0	0	1	2	STL,MEC,CAR4,AM,LECM,HT1
Achileus	(Laser)	2	1	3j	1	0	0	1	2	STL,MEC,CAR4,AM,LECM
Achileus	(MG)	2	1	3j	1	0	0	1	2	STL,MEC,CAR4,AM,LECM
Achileus	(WoB-Flamer)	3	1	3j	1	0	0	1	2	STL,MEC,CAR6,AM,LECM,HT1
Achileus	(WoB-Laser)	4	1	3j	2	0	0	1	2	STL,MEC,CAR6,AM,LECM
Achileus	(WoB-MG)	3	1	3j	1	0	0	1	2	STL,MEC,CAR6,AM,LECM
Achileus	(WoB-Scout)	3	1	3j	1	0	0	1	2	STL,MEC,CAR6,AM,LECM,RCN
Aerie	(Flamer)	1	1	3j	1	0	0	0	2	STL,SOA,MEC,CAR5,AM,LECM
Aerie	(Laser)	1	1	3j	1	1	0	0	2	STL,SOA,MEC,CAR5,AM,LECM
Aerie	(MG)	1	1	3j	1	0	0	0	2	STL,SOA,MEC,CAR5,AM,LECM
Aerie	(Rifle)	1	1	3j	1	0	0	0	2	STL,SOA,MEC,CAR5,AM,LECM
Aerie	(SRM)	1	1	3j	1	1	0	0	2	STL,SOA,MEC,CAR5,AM,LECM
Afreet	(HH)	2	1	4j	2	1	0	1	2	MEC,CAR5,AM
Afreet	(JF)	4	1	4j	2	1	0	1	2	MEC,CAR5,AM,FR
Afreet	(Standard)	3	1	4j	2	1	0	1	2	MEC,CAR5,AM,RCN
Asterion	(PPC)	2	1	3	1	1	0	1	2	MEC,CAR4,AM
Asterion	(Standard)	2	1	3	1	1	0	1	2	MEC,CAR4,AM
Asura	(Anti Infantry)	3	1	3j	2	0	0	1	2	MEC,CAR6,AM,LMAS
Asura	(SRM)	4	1	3j	2	1	0	1	2	MEC,CAR6,AM
Asura	(Standard)	5	1	3j	2	3	0	1	2	MEC,CAR6,AM
Cavalier	(Flamer)	2	1	3j	1	0	0	1	2	MEC,CAR4,AM,HT1
Cavalier	(Laser)	2	1	3j	1	0	0	1	2	MEC,CAR4,AM
Cavalier	(MG)	2	1	3j	1	0	0	1	2	MEC,CAR4,AM
Cavalier	(SRM)	2	1	3j	1	1	0	1	2	MEC,CAR4,AM
Corona	(SRM)	5	1	2	4	3	0	1	2	MEC,CAR5,HT1
Corona	(Standard)	7	1	2	3	3	0	1	2	MEC,CAR5
Djinn	(Standard)	2	1	4j	1	0	0	1	2	MEC,CAR6,AM,LTAG
Djinn	(Stealth)	3	1	3j	1	1	0	1	2	MEC,CAR6,AM,LMAS
Elemental	(ER Laser)	4	1	3j	2	1	0	2	2	MEC,CAR5,AM
Elemental	(Flamer)	4	1	3j	2	1	0	2	2	MEC,CAR5,AM,HT1
Elemental	(Headhunter)	3	1	3j	1	0	0	2	2	MEC,CAR5,AM,RCN,RSD1
Elemental	(HMG)	4	1	3j	2	1	0	2	2	MEC,CAR5,AM
Elemental	(Laser)	4	1	3j	2	1	0	2	2	MEC,CAR5,AM
Elemental	(MG)	4	1	3j	2	1	0	2	2	MEC,CAR5,AM
Elemental	(Pulse Laser)	5	1	3j	2	1	0	2	2	MEC,CAR5,AM
Fa Shih	(Flamer)	2	1	3j	1	0	0	1	2	XMEC,CAR4,AM,MDS4,MWS,HT1
Fa Shih	(Laser)	2	1	3j	1	0	0	1	2	XMEC,CAR4,AM,MDS4,MWS
Fa Shih	(MG)	2	1	3j	1	0	0	1	2	XMEC,CAR4,AM,MDS4,MWS
Fa Shih	(TAG)	1	1	3j	0	0	0	1	2	XMEC,CAR4,AM,LTAG,MDS4,MWS
Fenrir	(ERML)	4	1	4	2	2	0	1	2	CAR4
Fenrir	(MG)	2	1	4	2	0	0	1	2	CAR4
Fenrir	(Mortar)	2	1	4	2	1	0	1	2	CAR4

Name	Model	Pt	Size	MV	S Dam	M Dam	L Dam	A	S	Special
Fenrir	(MPLAS)	3	1	4	2	2	0	1	2	CAR4
Fenrir	(SLAS)	2	1	4	3	0	0	1	2	CAR4
Fenrir	(SPLAS)	2	1	4	2	0	0	1	2	CAR4
Fenrir	(SRM)	3	1	4	2	2	0	1	2	CAR4
Gnome	(Standard)	6	1	2j	3	3	0	2	2	MEC,CAR5
Gnome	(Upgrade)	5	1	2j	3	1	0	2	2	MEC,CAR5
Golem	(Fast Assault)	5	1	3j	1	1	0	3	2	CAR5
Golem	(Standard)	9	1	2	4	2	0	3	2	CAR5,FR
Gray Death Scout	(Flamer)	1	1	4j	1	0	0	1	2	MEC,CAR4,AM,PRB,RCN
Gray Death Scout	(Inferno)	1	1	4j	1	1	0	1	2	MEC,CAR4,AM,PRB,RCN
Gray Death Scout	(Laser)	1	1	4j	1	1	0	1	2	MEC,CAR4,AM,PRB,RCN
Gray Death Scout	(LRM)	1	1	4j	1	1	0	1	2	MEC,CAR4,AM,PRB,RCN
Gray Death Scout	(MG)	1	1	4j	1	0	0	1	2	MEC,CAR4,AM,PRB,RCN
Gray Death Scout	(Rifle)	1	1	4j	1	0	0	1	2	MEC,CAR4,AM,PRB,RCN
Gray Death Scout	(SRM)	1	1	4j	1	1	0	1	2	MEC,CAR4,AM,PRB,RCN
Gray Death Scout	(Standard)	1	1	4j	0	0	0	1	2	MEC,CAR4,AM,PRB,RCN
Gray Death Standard	(Flamer)	2	1	3	1	0	0	1	2	MEC,CAR4,AM,HT1
Gray Death Standard	(Laser)	2	1	3	1	0	0	1	2	MEC,CAR4,AM
Gray Death Standard	(LRR)	2	1	3	1	1	0	1	2	MEC,CAR4,AM
Gray Death Standard	(MG)	2	1	3	1	0	0	1	2	MEC,CAR4,AM
Gray Death Standard	(SRM)	2	1	3	1	1	0	1	2	MEC,CAR4,AM
Grenadier	(Flamer)	3	1	2	3	2	0	1	2	STL,CAR4,LECM,HT1
Grenadier	(Gauss)	3	1	2	3	3	0	1	2	STL,CAR4,LECM
Grenadier	(H-K NARC)	4	1	2	3	2	0	1	2	STL,CAR4,LECM,CNARC
Grenadier	(H-K)	4	1	2	3	3	0	1	2	STL,CAR4,LECM
Grenadier	(Laser)	3	1	2	3	2	0	1	2	STL,CAR4,LECM
Grenadier	(LRR)	3	1	2	3	3	0	1	2	STL,CAR4,LECM
Grenadier	(TAG)	3	1	2	2	2	0	1	2	STL,CAR4,LECM,LTAG
Hauberk	(Standard)	4	1	1	2	1	1	1	2	STL,CAR4,LECM,IF1
Hauberk II	(Standard)	3	1	1	3	2	0	1	2	STL,CAR4,LECM
Hurricane P12	(Flamer)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM,LMAS
Hurricane P12	(Laser)	1	1	1	1	1	0	0	2	STL,MEC,CAR6,AM,LECM,LMAS
Hurricane P12	(MG)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM,LMAS
Hurricane P12	(Rifle)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM,LMAS
Hurricane P12	(SRM)	1	1	1	1	1	0	0	2	STL,MEC,CAR6,AM,LECM,LMAS
Infiltrator	Mk I	1	1	2	1	0	0	1	2	STL,CAR4,LECM,RCN
Infiltrator	Mk I (Spec Ops)	1	1	2	1	0	0	1	2	STL,CAR4,LECM,RCN,RSD1
Infiltrator	Mk II	3	1	3j	1	1	0	1	2	STL,MEC,CAR4,AM,LECM
Infiltrator	Mk II (Sensor)	2	1	3j	1	0	0	1	2	STL,MEC,CAR4,AM,LECM,RCN
IS Standard	(Flamer)	2	1	3j	1	0	0	1	2	MEC,CAR4,AM,HT1
IS Standard	(Laser)	2	1	3j	1	0	0	1	2	MEC,CAR4,AM
IS Standard	(MG)	2	1	3j	1	0	0	1	2	MEC,CAR4,AM

Name	Model	Pt	Size	MV	S Dam	M Dam	L Dam	A	S	Special
IS Standard	(SRM)	2	1	3j	1	1	0	1	2	MEC,CAR4,AM
Kage	(Flamer)	1	1	4j	1	1	0	1	2	STL,MEC,CAR4,AM,LECM
Kage	(Laser)	1	1	4j	1	1	0	1	2	STL,MEC,CAR4,AM,LECM
Kage	(MG)	1	1	4j	1	1	0	1	2	STL,MEC,CAR4,AM,LECM
Kage	(TAG)	1	1	4j	1	1	0	1	2	STL,MEC,CAR4,AM,LECM,LTAG
Kage	(Vibro)	1	1	4j	1	1	0	1	2	STL,MEC,CAR4,AM,LECM
Kanazuchi	(Standard)	4	1	1	2	2	0	2	2	CAR4
Kanazuchi	(Upgrade)	4	1	1	4	4	0	2	2	CAR4
Kobold	(Comstar-Flamer)	1	1	3j	2	0	0	1	2	STL,MEC,CAR6,AM,LECM
Kobold	(Comstar-Grenade)	2	1	3j	1	0	0	1	2	STL,MEC,CAR6,AM,LECM
Kobold	(Comstar-Laser)	3	1	3j	2	0	0	1	2	STL,MEC,CAR6,AM,LECM
Kobold	(Comstar-TAG)	1	1	3j	2	0	0	1	2	STL,MEC,CAR6,AM,LECM
Kobold	(FRR-Flamer)	1	1	3j	1	0	0	1	2	STL,MEC,CAR4,AM,LECM
Kobold	(FRR-Laser)	1	1	3j	1	0	0	1	2	STL,MEC,CAR4,AM,LECM
Kobold	(FRR-TAG)	1	1	3j	1	0	0	1	2	STL,MEC,CAR4,AM,LECM
Kobold	(GB-Flamer)	1	1	3j	1	0	0	1	2	STL,MEC,CAR5,AM,LECM
Kobold	(GB-Laser)	1	1	3j	1	0	0	1	2	STL,MEC,CAR5,AM,LECM
Kobold	(GB-TAG)	1	1	3j	1	0	0	1	2	STL,MEC,CAR5,AM,LECM
Longinus	(Flamer)	2	1	3j	1	1	0	1	2	MEC,CAR4,AM,HT1
Longinus	(Laser)	2	1	3j	1	1	0	1	2	MEC,CAR4,AM
Longinus	(Lt Gauss)	2	1	3j	1	1	0	1	2	MEC,CAR4,AM
Longinus	(MG)	2	1	3j	1	1	0	1	2	MEC,CAR4,AM
Longinus	(WoB-Flamer)	4	1	3j	4	4	0	2	2	MEC,CAR6,AM,HT1
Longinus	(WoB-Gauss)	4	1	3j	4	4	0	2	2	MEC,CAR6,AM
Longinus	(WoB-Laser)	4	1	3j	2	1	0	2	2	MEC,CAR6,AM
Longinus	(WoB-MG)	4	1	3j	1	1	0	2	2	MEC,CAR6,AM
Medium BA	(Bär)	4	1	4j	2	0	0	2	2	SRCH,MEC,CAR5,AM
Medium BA	(Standard)	3	1	4j	1	1	0	2	2	SRCH,MEC,CAR5,AM,HT1
Medium BA	(Volk)	3	1	4j	1	1	0	2	2	SRCH,MEC,CAR5,AM
Nephilim	(Gauss)	7	1	2	2	2	0	3	2	CAR6,MAS
Nephilim	(Seeker)	7	1	2	3	2	0	3	2	SRCH,CAR6,RCN,MAS
Nephilim	(Standard)	6	1	2	2	1	0	3	2	CAR6,MAS
Nephilim	(Support)	6	1	2	2	1	0	3	2	CAR6,MAS
Nighthawk XXI	(Flamer)	1	1	3j	1	0	0	0	2	STL,MEC,CAR6,AM,LECM
Nighthawk XXI	(Laser)	1	1	3j	1	1	0	0	2	STL,MEC,CAR6,AM,LECM
Nighthawk XXI	(MG)	1	1	3j	1	1	0	0	2	STL,MEC,CAR6,AM,LECM
Nighthawk XXI	(Rifle)	1	1	3j	1	0	0	0	2	STL,MEC,CAR6,AM,LECM
Nighthawk XXI	(SRM)	1	1	3j	1	1	0	0	2	STL,MEC,CAR6,AM,LECM
Nighthawk XXII	(Flamer)	1	1	3j	1	0	0	0	2	STL,MEC,CAR4,AM,LECM
Nighthawk XXII	(Laser)	1	1	3j	1	1	0	0	2	STL,MEC,CAR4,AM,LECM
Nighthawk XXII	(MG)	1	1	3j	1	1	0	0	2	STL,MEC,CAR4,AM,LECM
Nighthawk XXII	(Rifle)	1	1	3j	1	0	0	0	2	STL,MEC,CAR4,AM,LECM

Name	Model	Pt	Size	MV	S Dam	M Dam	L Dam	A	S	Special
Nighthawk XXII	(SRM)	1	1	3j	1	1	0	0	2	STL,MEC,CAR4,AM,LECM
Phalanx	(A)	3	1	2	2	2	0	1	2	STL,MEC,CAR4,LECM
Phalanx	(B)	3	1	2	2	2	0	1	2	STL,MEC,CAR4,LECM
Phalanx	(C)	2	1	2	3	3	0	1	2	STL,MEC,CAR4,LECM
Phalanx	(WoB-A)	5	1	2	3	3	0	1	2	STL,MEC,CAR6,LECM
Phalanx	(WoB-B)	6	1	2	3	3	0	1	2	STL,MEC,CAR6,LECM
Phalanx	(WoB-C)	4	1	2	2	2	0	1	2	STL,MEC,CAR6,LECM
Purifier	(Laser)	5	1	3j	2	2	0	1	2	MEC,CAR6,AM,MAS
Purifier	(NARC)	5	1	3j	0	0	0	1	2	MEC,CAR6,AM,MAS
Purifier	(PPC)	4	1	3j	1	1	0	1	2	MEC,CAR6,AM,MAS
Purifier	(TAG)	2	1	3j	0	0	0	1	2	MEC,CAR6,AM,LTAG,MAS
Raiden	(Flamer)	2	1	3j	1	0	0	1	2	MEC,CAR4,AM,HT1
Raiden	(Laser)	2	1	3j	1	0	0	1	2	MEC,CAR4,AM
Raiden	(MG)	2	1	3j	1	0	0	1	2	MEC,CAR4,AM
Rock Golem	(Standard)	8	1	2	3	3	0	3	2	CAR5,AM,FR
Rogue Bear	(Standard)	5	1	2j	3	2	0	2	2	MEC,CAR5
Rottweiler	(Close Combat)	2	1	5	2	0	0	1	2	STL,CAR4,LECM,RCN,HT1
Rottweiler	(Standard)	2	1	5	2	0	0	1	2	STL,CAR4,LECM,RCN
Rottweiler	(Upgrade)	2	1	5	1	1	0	1	2	STL,CAR4,LECM,RCN,RSD1
Salamander	(HMG)	4	1	3j	2	1	0	1	2	MEC,CAR5,AM,FR
Salamander	(Laser)	4	1	3j	2	1	0	1	2	MEC,CAR5,AM,FR,HT1
Salamander	(Standard)	4	1	3j	2	1	0	1	2	MEC,CAR5,AM,FR,HT2
Se'irim	(Anti Infantry)	3	1	3	3	0	0	1	2	STL,MEC,CAR6,AM,LECM,HT1
Se'irim	(Capture Team)	4	1	3	1	0	0	1	2	MEC,CAR6,AM,BTAS
Se'irim	(Standard)	4	1	3	2	2	0	1	2	SRCH,STL,MEC,CAR6,AM,LECM
Shedu	(Recon)	6	1	3	2	0	0	3	2	CAR6,LECM,RCN,LMAS
Shedu	(Standard)	7	1	3	3	2	0	3	2	CAR6
Shedu	(Support)	6	1	3	3	1	0	3	2	CAR6
Sloth	Assault	2	1	3	2	0	0	1	2	CAR4,MDS4
Standard	(CS-Flamer)	3	1	3j	1	0	0	2	2	MEC,CAR6,AM,HT1
Standard	(CS-Laser)	4	1	3j	2	0	0	2	2	MEC,CAR6,AM
Standard	(CS-MG)	3	1	3j	1	1	0	2	2	MEC,CAR6,AM
Standard	(CS-SRM)	4	1	3j	2	2	0	2	2	MEC,CAR6,AM
Sylph	(Standard)	4	1	5v	2	0	0	1	2	MEC,CAR5,AM
Sylph	(Upgrade)	3	1	5v	2	0	0	1	2	MEC,CAR5,AM,BOMB1
Tengu	(Standard)	4	1	2j	1	1	0	3	2	CAR6
Tengu	(Support)	5	1	2j	2	2	0	3	2	CAR6
Theseus	(RL)	2	1	3	1	1	0	1	2	MEC,CAR4,AM
Theseus	(Standard)	2	1	3	1	1	0	1	2	MEC,CAR4,AM
Tornado G12	(Flamer)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM,LMAS
Tornado G12	(Laser)	1	1	1	1	1	0	0	2	STL,MEC,CAR6,AM,LECM,LMAS
Tornado G12	(MG)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM,LMAS

Name	Model	Pt	Size	MV	S Dam	M Dam	L Dam	A	S	Special
Tornado G12	(Rifle)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM,LMAS
Tornado G12	(SRM)	1	1	1	1	1	0	0	2	STL,MEC,CAR6,AM,LECM,LMAS
Tornado G13	(Auto GL)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM
Tornado G13	(Flamer)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM,HT1
Tornado G13	(Gauss)	1	1	1	1	1	0	0	2	STL,MEC,CAR6,AM,LECM
Tornado G13	(Laser)	2	1	1	2	0	0	0	2	STL,MEC,CAR6,AM,LECM
Tornado G13	(MG)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM
Tornado G14	(Flamer)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM
Tornado G14	(Laser)	1	1	1	1	1	0	0	2	STL,MEC,CAR6,AM,LECM
Tornado G14	(MG)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM
Tornado G14	(Rifle)	1	1	1	1	0	0	0	2	STL,MEC,CAR6,AM,LECM
Tornado G14	(SRM)	1	1	1	1	1	0	0	2	STL,MEC,CAR6,AM,LECM
Undine	(Standard)	3	1	3	1	1	1	1	2	SRCH,CAR5
Undine	(Upgrade)	5	1	3j	2	1	1	1	2	MEC,CAR5,AM,IF1
Void	(DCA)	2	1	4j	1	0	0	1	2	STL,MEC,CAR4,AM,LECM
Void	(NC)	3	1	4j	1	1	0	1	2	STL,MEC,CAR5,AM,LECM
Void	(Standard)	2	1	4j	1	1	0	1	2	STL,MEC,CAR4,AM,LECM
Ying Long	(Standard)	2	1	3	1	1	0	1	2	MEC,CAR4,AM,MAS