

Name	Model	Pt	Size	MV	S	M	L	Column 1	A	S2	Special Attacks	Special
AC/2 Carrier	(Standard)	4	3	3t	0	0	0		2	3	AC1/1/1	SRCH,EE
AC/2 Carrier	(LB-X)	5	3	3t	1	1	1		3	3		C3S,SRCH
Ajax Assault Tank	Prime	18	4	3t	0	0	0		10	5	TUR(5/6/3)	CASE,OMNI,C3S,SRCH
Ajax Assault Tank	A	20	4	3t	0	0	0		10	5	TUR(7/7/0)	CASE,ECM,OMNI,C3S,SRCH
Ajax Assault Tank	B	17	4	3t	0	0	0		10	5	TUR(3/5/5,IF4)	CASE,OMNI,TAG,C3M,MHQ5,SRCH
Alacorn Heavy Tank	Mk III	14	4	3t	0	0	0		10	5	TUR(AC3/3/0)	SRCH
Alacorn Heavy Tank	Mk IV	14	4	3t	0	0	0		7	5	TUR(AC6/6/0)	SRCH
Alacorn Heavy Tank	Mk VI	19	4	3t	0	0	0		7	5	TUR(4/5/5)	SRCH
Alacorn Heavy Tank	Mk VII	22	4	3t	3	4	2		10	4		SRCH
Anhur Transport	(Standard)	7	1	8v	2	2	0		2	2		ENE,IT7,SRCH,ATMO
APC	(Hover)	1	1	10h	0	0	0		1	1		IT1,SRCH,EE
APC	(Tracked)	2	1	6t	0	0	0		1	1		IT1,SRCH,EE
APC	(Wheeled)	1	1	6w	0	0	0		2	1		IT1,SRCH,EE
Ares Medium Tank	(Standard)	12	2	5t	2	2	2		3	2	IF2,TUR(1/1/1)	CASE,SRCH
Asshur Artillery Spotter	(Standard)	9	1	9h	0	0	0		2	1	TUR(3/3/0)	CASE,TAG,SRCH
Asshur Fast Reconnaissance Vehicle	(Standard)	10	1	9h	1	0	0		2	1	TUR(3/3/0)	CASE,SRCH
Athena Combat Vehicle	(Standard)	19	3	3t	4	4	5		5	4	TUR(2/2/0)	CASE,SRCH
Axel	Mk 1	9	3	3t	1	0	0		6	4	TUR(1/1/1,AC2/2/0,IF1)	SRCH,EE
Axel	Mk 2	9	3	3t	1	0	0		5	4	TUR(1/1/1,AC2/2/0,IF1)	SRCH,EE
Badger Tracked Transport	Prime	5	1	6t	1	1	0		3	2	TUR(2/2/0)	OMNI,IT4,SRCH
Badger Tracked Transport	(Clan 2)	5	1	6t	0	0	0		3	2	TUR(3/2/0)	CASE,IT5,SRCH
Badger Tracked Transport	(Clan)	6	1	6t	0	0	0		3	2	TUR(2/2/0)	CASE,IT5,SRCH
Badger Tracked Transport	A	4	1	6t	1	1	0		3	2	TUR(1/1/0)	OMNI,IT4,SRCH
Badger Tracked Transport	B	4	1	6t	1	1	0		3	2	TUR(1/1/0)	OMNI,IT4,SRCH
Badger Tracked Transport	C	4	1	6t	0	0	0		3	2	TUR(1/1/1,IF1)	OMNI,IT4,SRCH
Badger Tracked Transport	D	5	1	6t	1	0	0		3	2	TUR(2/2/0)	ENE,OMNI,IT4,SRCH
Badger Tracked Transport	E	4	1	6t	1	0	0		3	2		ENE,OMNI,IT4,SRCH
Badger Tracked Transport	F	4	1	6t	0	0	0		3	1	TUR(1/1/0)	ENE,SRCH
Bandit Hovercraft	Prime	9	2	9h	1	1	0		6	3	TUR(2/2/0)	OMNI,IT4,SRCH
Bandit Hovercraft	(Clan 2 RS)	12	2	9h	1	1	0		6	3	TUR(2/2/1)	CASE,IT3,SRCH
Bandit Hovercraft	(Clan 2)	11	2	9h	0	0	0		6	3	TUR(2/2/1)	CASE,IT5,SRCH
Bandit Hovercraft	(Clan)	11	2	9h	0	0	0		6	3	TUR(2/2/0)	CASE,IT5,SRCH
Bandit Hovercraft	A	9	2	9h	0	0	0		6	3	TUR(1/1/1)	ENE,OMNI,IT4,SRCH
Bandit Hovercraft	B	8	2	9h	1	1	0		6	3	TUR(SRM1/1)	OMNI,IT4,SRCH
Bandit Hovercraft	C	8	2	9h	0	0	0		6	3	TUR(SRM1/1)	OMNI,IT4,SRCH
Bandit Hovercraft	D	8	2	9h	0	0	0		6	3	TUR(1/1/1,IF1)	OMNI,IT4,SRCH
Bandit Hovercraft	E	8	2	9h	1	1	0		6	3	TUR(1/1/1,IF1)	OMNI,IT4,SRCH
Bandit Hovercraft	F	9	2	9h	1	1	0		6	3	TUR(1/1/0)	ENE,OMNI,IT4,SRCH
Bandit Hovercraft	G	8	2	9h	2	0	0		6	3	TUR(1/1/0)	ENE,OMNI,IT4,SRCH
Battlemech Recovery Vehicle	(Standard)	1	2	6w	0	0	0		0	2		ENE,CT10,SRCH,EE
Beagle	(C3i)	3	1	14h	0	0	0		2	1		MHQ2,AMS,SRCH
Beagle	(TAG)	3	1	14h	0	0	0		2	1		ENE,ECM,PRB,RCN,TAG,SRCH
Beagle	(Standard)	3	1	12h	1	0	0		2	1	TUR(1/1/0)	ENE,PRB,RCN,SRCH
Behemoth Heavy Tank	(Standard)	12	4	2t	2	1	1		7	5	LRM1/1/1,IF1,TUR(SRM2/2,AC2/2/0)	SRCH,EE
Bellona Hover Tank	(Standard)	10	2	9h	1	0	0		4	3	TUR(2/2/2)	CASE,SRCH
Blizzard Hover Transport	(Standard)	3	1	9h	0	0	0		2	2	TUR(1/1/1)	IT6,SRCH,EE
Blizzard Hover Transport	(Black)	5	1	9h	0	0	0		2	2	TUR(SRM1/1)	ECM,SRCH,EE
Blizzard Hover Transport	(SRM)	3	1	9h	0	0	0		2	2	TUR(1/1/0)	IT6,SRCH,EE
Bolla Stealth Tank	(Comminus)	9	3	5w	1	0	0		6	3	TUR(1/1/1)	ECM,MHQ2,AMS,IT6,SRCH
Bolla Stealth Tank	(Dominus)	8	3	5w	1	0	0		6	3	TUR(1/1/0,AC1/1/1)	ECM,MHQ2,IT6,SRCH
Bolla Stealth Tank	(Infernus)	10	3	5w	1	0	0		6	3	TUR(4/4/0)	ECM,MHQ2,IT6,SRCH
Bolla Stealth Tank	(Invictus)	9	3	5w	1	0	0		6	3	TUR(3/2/2,IF1)	ECM,MHQ2,IT6,SRCH

Name	Model	Pt	Size	MV	S	M	L	Column 1	A	S2	Special Attacks	Special
Brutus Assault Tank	(Standard)	11	3	3t	0	0	0		5	4	SRM2/2,TUR(2/2/0,LRM1/1/1,IF1)	SRCH
Brutus Assault Tank	(LRM)	12	3	3t	0	0	0		6	4	SRM2/2,TUR(LRM1/2/2,IF2)	SRCH
Brutus Assault Tank	(PPC)	12	3	3t	0	0	0		7	4	SRM2/2,TUR(2/2/2)	SRCH
Bulldog Medium Tank	(Standard)	6	3	4t	1	0	0		3	3	TUR(1/1/0,SRM1/1)	SRCH,EE
Bulldog Medium Tank	(AC2)	5	3	4t	1	0	0		3	3	TUR(1/1/1)	SRCH,EE
Bulldog Medium Tank	(LRM)	7	3	4t	1	0	0		3	3	TUR(SRM1/1,LRM1/1/1,IF1)	SRCH,EE
Burke	(Standard)	8	3	2t	1	1	1		3	4	TUR(3/3/3)	SRCH
Burke	(HPPC)	9	3	2t	1	1	0		3	4	TUR(3/3/3)	MHQ2,SRCH
Cavalry Attack Helicopter	(Standard)	5	1	10v	0	0	0		2	2	SRM1/1	SRCH,EE,ATMO
Cavalry Attack Helicopter	(Infantry)	6	1	10v	3	2	0		2	2		IT4,SRCH,ATMO
Cavalry Attack Helicopter	(SRM)	5	1	10v	0	0	0		1	2	SRM1/1	SRCH,EE,ATMO
Centipede Scout Car	(Standard)	3	1	8h	1	1	0		2	1		PRB,RCN,SRCH,EE
Centipede Scout Car	(SRM)	4	1	8h	1	1	0		2	1		SRCH,EE
Centipede Scout Car	(TAG)	3	1	8h	1	0	0		3	1		ECM,PRB,RCN,TAG,SRCH,EE
Challenger X MBT	(Standard)	17	4	3t	2	2	0		8	5	TUR(3/3/3,IF1)	AMS,SRCH
Challenger XI MBT	(Standard)	17	4	3t	1	1	0		8	5	TUR(3/4/4)	TAG,C3M,MHQ5,SRCH
Challenger XII MBT	(Standard)	19	4	3t	1	1	0		8	5	TUR(3/4/4,IF1)	SRCH
Chaparral	(Standard)	8	2	4t	1	1	0		3	2		ARTAIS1,SRCH
Chaparral	(ERML)	8	2	4t	1	1	0		3	2		SRCH
Chaparral	(MG)	8	2	4t	1	1	0		3	2		SRCH
Chaparral	(SRM)	8	2	4t	1	1	0		3	2		SRCH
Chevalier	(Active Probe)	6	1	6w	1	1	0		2	2	TUR(1/1/1)	PRB,RCN,SRCH
Chevalier	(Speed)	3	1	7w	1	1	0		2	2		SRCH
Chevalier Light Tank	(Standard)	7	1	6w	1	1	0		3	2	TUR(1/1/1)	SRCH
Cobra	(Standard)	4	1	8v	1	1	0		2	2		AMS,IT10,SRCH,ATMO
Cobra	(Command)	4	1	8v	1	1	0		2	2		MHQ7,AMS,IT3,SRCH,ATMO
Cobra	(M.A.S.H.)	4	1	8v	1	1	0		2	2		AMS,IT9,SRCH,ATMO
Condor	(Upgrade Laser)	12	2	9h	2	1	1		4	3	TUR(1/1/1,IF1)	ECM,AMS,SRCH
Condor	(Upgrade)	10	2	9h	1	1	1		4	3	TUR(1/1/1,IF1)	SRCH
Condor Heavy Hover Tank	(Standard)	7	2	8h	1	0	0		3	3	TUR(2/2/1)	SRCH,EE
Condor Heavy Hover Tank	(Davion)	6	2	8h	1	0	0		3	3	TUR(AC1/1/1)	SRCH,EE
Condor Heavy Hover Tank	(Liao)	8	2	8h	0	0	0		5	3	TUR(2/2/0)	ENE,SRCH,EE
Coolant Truck	(135-K)	3	1	4w	0	0	0		4	2		SRCH,EE
Crow	(C3)	4	1	13v	1	1	0		1	1		ENE,ECM,PRB,RCN,C3S,SRCH,ATMO
Crow	(Export)	3	1	13v	2	1	1		2	1		SRCH,ATMO
Crow Scout VTOL	(Standard)	3	1	13v	1	1	0		1	1		ENE,ECM,PRB,RCN,TAG,SRCH,ATMO
Cyrano	(Standard)	4	1	12v	1	1	0		1	2		ENE,PRB,RCN,SRCH,ATMO
Cyrano	(ML)	6	1	12v	2	2	1		1	2		PRB,RCN,SRCH,ATMO
Cyrano	(Plasma)	9	1	12v	1	1	0		2	2		ENE,SRCH,ATMO
Cyrano	(Royal)	7	1	12v	1	1	1		1	2		PRB,RCN,TAG,AMS,SRCH,ATMO
Daimyo HQ	67-K	6	2	6w	0	0	0		4	3	TUR(2/1/0)	MHQ7,IT3,SRCH
Daimyo HQ	67-K2	6	2	6w	1	0	0		4	3	TUR(1/1/1)	MHQ7,IT3,SRCH
Daimyo HQ	67-R	7	2	6w	1	1	1		4	3	TUR(1/1/0)	MHQ7,IT3,SRCH
Danai Support Vehicle	(Standard)	6	2	5w	0	0	0		3	3	TUR(1/1/0)	ARTT1,SRCH
Darter	(BAP)	1	1	7w	1	0	0		1	1		PRB,RCN,IT1,SRCH,EE
Darter	(C3)	1	1	7w	1	0	0		1	1		C3S,IT1,SRCH,EE
Darter	(ECM)	2	1	7w	1	0	0		1	1		ECM,IT1,SRCH,EE
Darter	(SRM)	2	1	7w	1	1	0		1	1		SRCH,EE
Darter Scout Car	(Standard)	1	1	7w	1	0	0		1	1		IT3,SRCH,EE
Demolisher Heavy Tank	(Standard)	10	4	3t	0	0	0		5	4	TUR(AC4/4/0)	SRCH,EE
Demolisher Heavy Tank	(Arrow IV)	13	4	3t	1	1	0		5	4		ARTAIS2,SRCH
Demolisher Heavy Tank	(Clan)	16	4	3t	2	0	0		6	4	TUR(5/5/0,FLK3/3/0)	CASE,SRCH

Name	Model	Pt	Size	MV	S	M	L	Column 1	A	S2	Special Attacks	Special
Demolisher Heavy Tank	(Gauss)	15	4	3t	0	0	0		7	4	TUR(4/4/3)	SRCH
Demolisher Heavy Tank	(MRM)	12	4	3t	0	0	0		6	4	TUR(6/6/0)	C3S,SRCH
Demolisher II Heavy Tank	(Standard)	16	4	3t	1	0	0		9	5	TUR(5/5/0,FLK1/1/0)	CASE,SRCH
Demon	(Standard)	11	3	4w	2	2	0		5	3	TUR(2/2/2)	CASE,SRCH
Demon	(HGR)	13	3	4w	4	5	2		5	3		CASE,MHQ2,SRCH
Demon	(PPC)	8	3	4w	0	0	0		5	3	TUR(2/2/2)	CASE,ENE,SRCH
Demon	(Royal)	13	3	5w	3	3	0		6	3	TUR(2/2/2)	CASE,SRCH
Devastator Heavy Tank	(Standard)	9	4	3t	1	1	0		5	4	TUR(AC2/2/0)	SRCH
DI Morgan	(Standard)	14	4	3t	1	0	0		7	5	TUR(3/3/3)	SRCH
DI Morgan	(Gauss)	16	4	2t	1	0	0		5	5	TUR(5/5/5)	C3S,SRCH
DI Morgan	(LRM)	19	4	3t	1	1	0		7	5	TUR(4/7/7,IF6)	CASE,C3S,SRCH
Donar	(Recon)	8	1	9v	1	1	1		2	1		ENE,ECM,PRB,RCN,TAG,SRCH,ATMO
Donar Assault Helicopter	(Standard)	9	1	9v	2	2	1		2	1		CASE,SRCH,ATMO
Drillson Heavy Hover Tank	(Standard)	10	2	9h	1	1	1		4	3	TUR(2/2/0)	SRCH
Drillson Heavy Hover Tank	(SRM)	9	2	9h	2	1	0		4	3	TUR(2/2/0)	SRCH
Drillson Heavy Hover Tank	(ERLL)	9	2	9h	1	1	1		3	3	IF1,TUR(1/1/1)	SRCH
Engineering Vehicle	(Standard)	2	2	6t	0	0	0		1	2		ENE,SRCH,EE
Enyo Strike Tank	(Standard)	15	2	6t	3	3	0		5	3	TUR(3/3/2)	CASE,SRCH
Epona Pursuit Tank	Prime	15	2	9h	0	0	0		3	3	TUR(4/4/0)	CASE,OMNI,SRCH
Epona Pursuit Tank	A	20	2	9h	2	2	0		3	3	TUR(LRM2/2/2,IF2)	CASE,OMNI,TAG,SRCH
Epona Pursuit Tank	B	13	2	9h	2	2	0		3	3	TUR(2/2/2)	CASE,OMNI,SRCH
Epona Pursuit Tank	C	16	2	9h	0	0	0		3	3	TUR(3/3/2)	CASE,ECM,OMNI,TAG,SRCH
Falcon Hover Tank	(Standard)	7	2	9h	0	0	0		3	3	TUR(1/1/0,SRM2/2)	SRCH,EE
Ferret Light Scout VTOL	(Standard)	1	1	15v	1	0	0		0	1		IT1,SRCH,EE,ATMO
Ferret Light Scout VTOL	(Armor)	1	1	15v	1	0	0		1	1		SRCH,EE,ATMO
Ferret Light Scout VTOL	(Cargo)	0	1	15v	0	0	0		0	1		ENE,IT2,CT1,SRCH,EE,ATMO
Flatbed Truck	(Standard)	0	1	5w	0	0	0		0	1		ENE,CT6,SRCH,EE
Flatbed Truck	(Armor)	1	1	5w	0	0	0		1	1		ENE,CT4,SRCH,EE
Flatbed Truck	(SRM)	1	1	5w	1	1	0		0	1		CT4,SRCH,EE
Fortune Wheeled Assault Vehicle	(Standard)	13	4	3w	0	0	0		7	4	TUR(3/3/0,FLK3/3/0)	SRCH
Fulcrum Heavy Hovortank	(Standard)	12	2	10h	0	0	0		5	3	TUR(2/2/1,IF1)	ECM,TAG,SRCH
Fulcrum Heavy Hovortank	II	12	2	10h	0	0	0		5	3	TUR(3/3/1,IF1)	ECM,TAG,SRCH
Fury	(Standard)	12	4	4t	0	0	0		8	4	TUR(2/2/2)	IT1,SRCH
Fury	(C3M)	13	4	4t	0	0	0		8	4	TUR(3/3/0)	TAG,C3M,MHQ5,IT4,SRCH
Fury	(C3S)	14	4	4t	1	1	1		9	4	TUR(2/2/2)	C3S,SRCH
Fury	(Royal)	12	4	4t	0	0	0		8	4	TUR(2/2/2)	AMS,SRCH
Gabriel	(Standard)	2	1	13h	0	0	0		1	1	TUR(1/1/0)	ENE,SRCH
Gabriel	(ERSL)	2	1	13h	0	0	0		1	1	TUR(1/1/0)	ENE,SRCH
Gabriel	(TDF)	2	1	13h	0	0	0		1	1	TUR(1/1/1)	SRCH
Galleon Light Tank	(3050 Upgrade)	7	1	7t	1	1	0		4	2	TUR(1/1/0)	ENE,PRB,RCN,SRCH
Galleon Light Tank	GAL-100	3	1	6t	1	0	0		2	2	TUR(1/1/0)	ENE,SRCH,EE
Galleon Light Tank	GAL-200	3	1	6t	1	0	0		2	2	TUR(1/1/0)	SRCH,EE
Galleon Light Tank	GAL-300	9	1	7t	1	1	0		5	2	TUR(1/1/0)	ENE,ECM,PRB,RCN,C3I,MHQ2,SRCH
Galleon Light Tank	GAL-400	7	1	7t	0	0	0		4	2	TUR(1/1/1)	ENE,C3I,MHQ2,SRCH
Gladius Medium Hover Tank	(Standard)	6	2	8h	1	1	0		3	2		SRCH,EE
Glaive Medium Tank	(Standard)	8	2	5w	1	2	2		3	3	IF1,TUR(2/1/1)	SRCH
Glory Heavy Fire Support Vehicle	(Standard)	17	4	3t	1	1	0		8	5	TUR(3/4/3,IF2)	ECM,SRCH
Glory Heavy Fire Support Vehicle	(Light Gauss)	15	4	3t	0	0	0		8	5	TUR(2/4/4,IF2)	ECM,SRCH
Goblin Infantry Support Vehicle	(Standard)	8	2	4t	1	0	0		6	3	TUR(2/2/0)	AMS,IT3,SRCH
Goblin Infantry Support Vehicle	II	8	2	4t	1	0	0		6	3	TUR(2/2/1,IF1)	AMS,IT3,SRCH
Goblin Medium Tank	(Standard)	6	2	4t	1	0	0		4	3	TUR(1/1/0)	IT1,SRCH,EE
Goblin Medium Tank	(Kurita)	6	2	4t	1	0	0		4	3	TUR(SRM2/2)	IT3,SRCH,EE

Name	Model	Pt	Size	MV	S	M	L	Column 1	A	S2	Special Attacks	Special
Goblin Medium Tank	(LRM)	7	2	4t	1	0	0		4	3	TUR(LRM1/1/1,IF1)	IT1,SRCH,EE
Goblin Medium Tank	(SRM)	6	2	4t	1	0	0		4	3	TUR(SRM2/2)	IT1,SRCH,EE
Goblin Medium Tank	(MG)	5	2	4t	1	0	0		4	3	TUR(1/1/0)	IT5,SRCH,EE
Hachiman Fire Support Tank	(Standard)	15	2	4t	1	1	0		4	3	TUR(5/5/4,IF3)	CASE,SRCH
Harasser Laser Platform	(Standard)	3	1	10h	0	0	0		1	2	TUR(1/1/0)	ENE,SRCH,EE
Harasser Missile Platform	(Standard)	4	1	10h	0	0	0		1	2	TUR(SRM2/2)	SRCH,EE
Harasser Missile Platform	(LRM)	4	1	10h	0	0	0		1	2	TUR(1/1/1,IF1)	SRCH,EE
Hawk Moth	(Armor)	5	1	8v	1	1	1		1	2		SRCH,EE,ATMO
Hawk Moth Gunship	(Standard)	5	1	8v	1	1	1		1	2		SRCH,EE,ATMO
Heavy Battlemech Recovery Vehicle	(Standard)	2	3	4w	0	0	0		1	3		ENE,CT30,SRCH,EE
Heavy Hover APC	(Standard)	2	1	8h	1	0	0		2	1		IT6,SRCH,EE
Heavy Hover APC	(LRM)	3	1	8h	1	1	1		2	1		IT3,SRCH,EE
Heavy Hover APC	(MG)	2	1	8h	1	0	0		2	1		IT3,SRCH,EE
Heavy Hover APC	(SRM)	3	1	8h	1	1	0		2	1		IT3,SRCH,EE
Heavy LRM Carrier	(Standard)	9	4	2t	0	0	0		2	4	TUR(LRM2/5/5,IF5)	SRCH,EE
Heavy Tracked APC	(Standard)	2	1	5t	1	0	0		2	1		IT6,SRCH,EE
Heavy Tracked APC	(LRM)	3	1	5t	1	1	1		2	1		IT3,SRCH,EE
Heavy Tracked APC	(MG)	2	1	5t	1	0	0		2	1		IT3,SRCH,EE
Heavy Tracked APC	(SRM)	3	1	5t	1	1	0		2	1		IT3,SRCH,EE
Heavy Wheeled APC	(Standard)	2	1	6w	1	0	0		2	1		IT6,SRCH,EE
Heavy Wheeled APC	(LRM)	3	1	6w	1	1	1		2	1		IT3,SRCH,EE
Heavy Wheeled APC	(MG)	2	1	6w	1	0	0		2	1		IT3,SRCH,EE
Heavy Wheeled APC	(SRM)	3	1	6w	1	1	0		2	1		IT3,SRCH,EE
Heimdall Ground Monitor Tank	Prime	19	4	3t	2	2	2		12	5	FLK1/1?1,TUR(4/4/0)	CASE,OMNI,SRCH
Heimdall Ground Monitor Tank	A	22	4	3t	2	2	2		12	5	FLK1/1?1,TUR(7/5/2)	CASE,OMNI,SRCH
Hephaestus Scout Tank	Prime	8	1	8h	0	0	0		3	2	TUR(2/2/0)	ENE,ECM,PRB,RCN,OMNI,TAG,IT4,SRCH
Hephaestus Scout Tank	A	8	1	8h	0	0	0		3	2	TUR(2/2/2,IF1)	CASE,PRB,RCN,OMNI,IT4,SRCH
Hephaestus Scout Tank	B	10	1	8h	0	0	0		3	2	TUR(3/3/0)	CASE,PRB,RCN,OMNI,IT4,SRCH
Hephaestus Scout Tank	C	6	1	8h	0	0	0		3	2	TUR(2/1/1)	CASE,PRB,RCN,OMNI,IT4,SRCH
Hetzer Wheeled Assault Gun	(Standard)	6	2	4w	0	0	0		3	2	AC2/2/0	SRCH,EE
Hetzer Wheeled Assault Gun	(LBX)	8	2	4w	1	1	0		4	2		SRCH
Hetzer Wheeled Assault Gun	(Laser)	5	2	4w	2	2	0		4	2		ENE,SRCH,EE
Hetzer Wheeled Assault Gun	(LRM)	7	2	4w	0	0	1		4	2	LRM1/2/2,IF2	SRCH,EE
Hetzer Wheeled Assault Gun	(SRM)	6	2	4w	0	0	0		3	2	SRM3/3	IT1,SRCH,EE
Hiryo	(Light PPC)	7	2	8g	1	1	1		4	2		ENE,IT8,SRCH
Hiryo	(MRM)	6	2	8g	1	1	0		4	2		IT4,SRCH
Hiryo Armored Infantry Transport	(Standard)	7	2	8g	1	1	0		4	2		ENE,IT8,SRCH
Hi-Scout Drone	(NapFind)	0	1	25h	0	0	0		0	1		ENE,SRCH,EE
Hi-Scout Drone	(Path Track)	0	1	8t	0	0	0		0	1		ENE,SRCH,EE
Hi-Scout Drone Carrier	(Standard)	3	3	4t	0	0	0		3	3	TUR(1/1/0)	IT15,SRCH,EE
Horned Demon	(Standard)	12	3	4w	2	2	0		6	3	TUR(2/2/2)	SRCH
Huitzilopochtli Assault Tank	(Standard)	10	4	2t	2	1	1		3	5	TUR(3/3/0)	CASE,ECM,ARTAIIC2,SRCH,EE
Hunter Light Support Tank	(Standard)	6	1	5t	1	1	2		3	2	IF1	SRCH
Hunter Light Support Tank	(Assault)	7	1	4t	3	3	0		2	2		SRCH
Hunter Light Support Tank	(ER Large)	7	1	4t	0	0	0		2	2		SRCH
Hunter Light Support Tank	(LPL)	6	1	4t	0	0	0		2	2		SRCH
Hunter Light Support Tank	(3055 Upgrade)	6	1	4t	2	3	3		2	2	IF2	SRCH
Hunter Light Support Tank	(LRM10)	6	1	5t	3	2	1		3	2	IF1	SRCH
Hunter Light Support Tank	(LRM15)	6	1	5t	2	1	2		3	2	IF1	SRCH
Ignis	(Standard)	5	1	4t	1	0	0		5	2	HT1	IT1,SRCH,EE
Ignis	(SRM)	5	1	4t	1	0	0		5	2	TUR(1/1/0)	IT1,SRCH,EE
Indra Infantry Transport	(Standard)	9	1	5w	2	2	2		3	2		CASE,IT3,SRCH

Name	Model	Pt	Size	MV	S	M	L	Column 1	A	S2	Special Attacks	Special
Ishtar	(Original)	11	3	4w	1	1	1		4	4	IF1,TUR(3/3/3)	CASE,SRCH
Ishtar Heavy Fire Support Tank	(Standard)	14	3	3w	3	3	2		5	4	IF1,TUR(3/3/3)	CASE,AMS,SRCH
J. Edgar Light Hover Tank	(Standard)	5	1	11h	0	0	0		3	2	TUR(1/1/0)	SRCH
J. Edgar Light Hover Tank	(Flamer)	5	1	11h	0	0	0		3	2	TUR(1/1/0)	SRCH
J. Edgar Light Hover Tank	(ICE)	4	1	8h	0	0	0		3	2	TUR(1/1/0)	SRCH,EE
J. Edgar Light Hover Tank	(Kurita RS)	7	1	11h	0	0	0		3	2	TUR(2/2/0)	ENE,C3S,SRCH
J. Edgar Light Hover Tank	(Kurita)	7	1	11h	0	0	0		4	2	TUR(2/2/0)	ENE,SRCH
J. Edgar Light Hover Tank	(MG)	5	1	11h	0	0	0		3	2	TUR(2/1/0)	SRCH
J. Edgar Light Hover Tank	(TAG RS)	5	1	11h	0	0	0		3	2	TUR(1/1/0)	ENE,PRB,RCN,TAG,SRCH
J. Edgar Light Hover Tank	(TAG)	5	1	11h	0	0	0		4	2	TUR(1/1/0)	ENE,PRB,RCN,TAG,SRCH
J-27 Ordance Transport	(+ Trailer)	1	1	5t	0	0	0		1	1		IT11,SRCH,EE
JES I Tactical Missile Carrier	(Standard)	8	2	5h	1	1	0		2	3	SRM4/4,TUR(1/1/0)	SRCH
Jifty Transportable Field Repair Unit	JI-50	3	3	4t	1	0	0		3	3		BAR,IT19
Kanga Medium Hovertank	(Standard)	6	2	8h	2	2	2		2	2	IF1	SRCH
Karnov UR Gunship	(Standard)	1	1	11v	2	0	0		1	2		SRCH,EE,ATMO
Karnov UR Transport	(Standard)	1	1	11v	0	0	0		1	2		ENE,IT6,SRCH,EE,ATMO
Karnov UR Transport	(BA)	5	1	10v	1	1	0		1	2		ENE,ECM,IT8,SRCH,ATMO
Karnov UR Transport	(Periphery)	6	1	10v	1	1	1		1	2		SRCH,EE,ATMO
Karnov UR Transport	(3058 Upgrade)	2	1	10v	1	0	0		1	2		IT7,SRCH,EE,ATMO
Kestrel VTOL	(Standard)	2	1	12v	1	0	0		1	2		IT3,SRCH,EE,ATMO
Kestrel VTOL	(ISSmallLaser Vari	2	1	12v	1	0	0		1	2		ENE,IT1,SRCH,EE,ATMO
Kestrel VTOL	(MedEvac Variant)	1	1	12v	0	0	0		1	2		ENE,IT5,SRCH,EE,ATMO
Kestrel VTOL	(ML)	3	1	12v	1	1	0		1	2		ENE,SRCH,EE,ATMO
Kestrel VTOL	(SRM)	2	1	12v	1	1	0		1	2		IT3,SRCH,EE,ATMO
Korvin	KRV-2	6	2	5t	1	0	0		2	3	TUR(2/2/0)	SRCH
Korvin	KRV-3	8	2	5t	2	0	0		4	3	TUR(2/2/1,IF1)	SRCH
Ku Wheeled Assault Tank	(Standard)	11	2	4w	1	1	0		4	3	TUR(3/3/3)	CASE,SRCH
Laser Carrier	(Standard)	5	3	3t	3	2	0		2	3		ENE,SRCH,EE
Light SRM Carrier	(Standard)	6	2	4w	0	0	0		2	2	TUR(SRM3/3)	SRCH,EE
Lightning	(Standard)	5	1	11h	2	2	0		2	2		ENE,SRCH
Lightning	(ERML)	10	1	11h	2	2	0		2	2		SRCH
Lightning	(ERSL)	9	1	11h	2	2	0		2	2		SRCH
Lightning	(RL)	7	1	11h	1	1	0		2	2		AMS,SRCH
Lightning	(Royal)	6	1	11h	3	3	0		2	2		TAG,SRCH
LRM Carrier	(Standard)	8	3	3t	0	0	2		2	3	LRM1/3/3,IF3	SRCH,EE
LRM Carrier	(WoB)	11	3	3t	3	5	5		2	3	IF5	MHQ2,SRCH
LRM Carrier	(3055 Upgrade)	8	3	2t	3	5	5		2	3	IF5	C3S,SRCH,EE
M.A.S.H. Truck	(Standard)	2	1	5w	0	0	0		2	1		ENE,IT1,SRCH,EE
M.A.S.H. Vehicle	MIT23	2	1	6w	0	0	0		2	1		ENE,MASH7,SRCH
Magi	(Standard)	8	3	5t	2	2	0		6	3		CASE,SRCH
Magi	(UCSV)	8	3	5t	3	2	0		6	3		MHQ2,IT6,SRCH
Main Gauche Light Support Tank	(Standard)	5	1	4t	1	1	1		3	2		SRCH
Main Gauche Light Support Tank	(C3)	5	1	4t	1	2	1		3	2		C3S,SRCH
Main Gauche Light Support Tank	(XL)	6	1	6t	1	1	1		3	2		SRCH
Manteuffel Attack Tank	Prime	15	3	5t	0	0	0		7	4	TUR(4/4/0)	CASE,ECM,OMNI,C3S,SRCH
Manteuffel Attack Tank	A	15	3	5t	2	2	0		7	4	TUR(3/3/0)	CASE,OMNI,C3S,SRCH
Manteuffel Attack Tank	B	15	3	5t	2	2	1		7	4	TUR(1/1/0)	CASE,OMNI,SRCH
Manticore Heavy Tank	(Standard)	10	3	4t	1	1	0		6	3	TUR(2/3/2,IF1)	SRCH
Manticore Heavy Tank	(C3 Master)	9	3	4t	1	1	0		6	3	TUR(2/2/2,IF1)	ENE,SRCH
Manticore Heavy Tank	(C3S)	10	3	4t	1	1	0		6	3	TUR(2/3/2,IF1)	C3S,SRCH
Manticore Heavy Tank	(LBX)	10	3	4t	1	1	0		6	3	TUR(1/2/2,IF1)	ENE,SRCH
Manticore Heavy Tank	(RAC5)	12	3	4t	1	1	0		6	3	TUR(3/3/0)	SRCH

Name	Model	Pt	Size	MV	S	M	L	Column 1	A	S2	Special Attacks	Special
Manticore Heavy Tank	(3058 Upgrade)	10	3	4t	1	1	0		6	3	TUR(3/3/1,IF1)	SRCH
Mantis Light Attack VTOL	(Standard)	4	1	11v	2	2	0		1	1		ENE,ECM,PRB,RCN,SRCH,ATMO
Marksman	(Standard)	7	3	4t	0	0	0		4	4	TUR(1/1/0)	ARTS3,SRCH
Marksman	(LPPC)	7	3	4t	1	0	0		4	4	TUR(1/1/1)	ARTS3,SRCH
Mars	(ATM)	19	4	2t	7	6	2		7	5	TUR(4/4/2)	CASE,ECM,SRCH
Mars	(XL)	25	4	3t	6	6	5		7	5	IF4,TUR(3/3/3)	CASE,ECM,SRCH
Mars Assault Vehicle	(Standard)	21	4	2t	6	6	5		7	5	IF4,TUR(3/3/3)	CASE,ECM,SRCH
Marsden II	(Standard)	11	3	3t	0	0	0		9	3	SRM1/1,TUR(1/1/1)	SRCH,EE
Marsden II	(Primitive Armor)	8	3	3t	0	0	0		6	3	SRM1/1,TUR(1/1/1)	SRCH,EE
Marsden II-A	(Standard)	11	3	3t	1	1	0		9	3	TUR(AC1/1/0)	SRCH,EE
Marsden II-A	(LB-X)	11	3	3t	1	1	0		9	3	TUR(1/1/1)	SRCH,EE
Maultier Hover APC	(Standard)	2	1	9h	1	1	0		2	1		IT3,SRCH,EE
Maultier Hover APC	(Basic)	2	1	9h	1	1	0		2	1		IT3,SRCH,EE
Mauna Kea Command Vessel	(Standard)	9	4	3n	1	0	0		8	5	TUR(1/1/1,AC1/1/0,IF1)	IT9,SRCH,EE
Mauna Kea Command Vessel	(LB-X Variant)	9	4	3n	1	0	0		8	5	TUR(2/2/2,IF1)	IT9,SRCH,EE
Mauna Kea Command Vessel	(LRM Variant)	10	4	3n	2	1	2		8	5	IF1,TUR(1/1/1,AC1/1/0,IF1)	IT2,SRCH,EE
Mauna Kea Command Vessel	(LRT Variant)	9	4	3n	1	0	0		8	5	TUR(1/1/1,AC1/1/0,IF1)	IT9,SRCH,EE
Maxim Heavy Hover Transport	(Standard)	8	2	8h	1	1	1		3	3	IF1,TUR(2/1/0)	IT3,SRCH,EE
Maxim Heavy Hover Transport	(Anti-Personnel)	7	2	8h	2	1	1		3	3	IF1,TUR(2/1/0)	TAG,IT3,SRCH,EE
Maxim Heavy Hover Transport	(C3 Master)	8	2	8h	1	2	1		4	3	IF1,TUR(1/1/0)	TAG,C3M,MHQ5,SRCH,EE
Maxim Heavy Hover Transport	(C3 Slave)	8	2	8h	1	2	1		4	3	IF1,TUR(1/1/0)	TAG,C3S,IT4,SRCH,EE
Maxim Heavy Hover Transport	(Clan)	12	2	8h	1	1	2		4	3	IF1,TUR(2/2/0)	CASE,ECM,IT6,SRCH
Maxim Heavy Hover Transport	(Company Commar)	9	2	8h	0	0	0		4	3	TUR(3/3/0)	ECM,TAG,C3M,MHQ10,SRCH
Maxim Heavy Hover Transport	(Field Upgrade)	8	2	8h	1	2	1		4	3	IF1,TUR(1/1/0)	TAG,IT4,SRCH,EE
Maxim Heavy Hover Transport	(Fire Support)	9	2	8h	1	1	1		4	3	IF1,TUR(1/1/1,IF1)	IT3,SRCH,EE
Maxim Heavy Hover Transport	(Infantry)	8	2	8h	0	0	0		4	3	TUR(3/3/0)	TAG,IT12,SRCH
Maxim Heavy Hover Transport	(SRM2)	0	2	8h	1	1	1		3	3	IF1,TUR(SRM1/1)	IT3,SRCH,EE
Maxim Heavy Hover Transport	(SRM4)	0	2	8h	1	1	0		3	3	TUR(2/1/0)	IT3,SRCH,EE
Maxim Heavy Hover Transport	(3039 Upgrade)	8	2	8h	1	2	1		4	3	IF1,TUR(2/1/0)	TAG,IT3,SRCH,EE
Merkava Heavy Tank	Mk IX	11	3	4t	1	0	0		5	4	TUR(3/3/2,IF1)	SRCH
Merkava Heavy Tank	Mk VIII	9	3	4t	1	0	0		5	4	TUR(2/2/2,IF1)	SRCH
Minion Advanced Tactical Vehicle	(Standard)	5	1	9h	2	2	0		3	1		ENE,C3S,SRCH
Minion Advanced Tactical Vehicle	(TAG)	5	1	9h	2	2	0		3	1		ENE,TAG,SRCH
Minion Advanced Tactical Vehicle	(Targeting Compute)	5	1	9h	2	2	0		3	1		ENE,SRCH
Mithras Light Tank	(Standard)	7	1	6t	1	1	0		2	2	TUR(1/1/1)	CASE,SRCH
Mobile Headquarters	(Standard)	3	1	6w	0	0	0		3	2	TUR(1/1/0)	ENE,IT1,SRCH
Mobile Headquarters	(LL)	4	1	6w	0	0	0		3	2	TUR(1/1/0)	ENE,MHQ3,SRCH
Mobile Headquarters	(LRM)	4	1	6w	0	0	0		3	2	TUR(1/1/1,IF1)	MHQ2,SRCH
Mobile Long Tom Artillery	(+ Carriage)	15	4	2t	1	0	0		11	4		ARTLT11,SRCH,EE
Moltke MBT	M1	14	3	4t	0	0	0		8	4	TUR(2/3/3)	SRCH
Moltke MBT	M2	14	3	4t	1	1	1		8	4	TUR(1/1/0,SRM3/1,LRM0/1/2,IF2)	SRCH
Monitor Naval Vessel	(Standard)	8	3	3n	1	1	0		4	4	TUR(AC3/3/0)	IT1,SRCH
Morningstar City Command Vehicle	(Standard)	7	3	5w	1	0	0		5	3	TUR(AC1/1/0)	TAG,C3M,MHQ5,IT4,SRCH
Morningstar City Command Vehicle	(Company Commar)	7	3	5w	1	0	0		5	3	TUR(1/1/1)	ECM,TAG,C3M,MHQ10,IT4,SRCH
Morningstar City Command Vehicle	(Laser)	9	3	5w	1	1	0		5	3	TUR(AC1/1/0)	IT4,SRCH
Morrigu Fire Support Vehicle	(Standard)	17	4	3t	1	1	0		7	4	TUR(2/2/2,LRM2/2/2,IF2)	CASE,ECM,SRCH
Morrigu Fire Support Vehicle	(Laser)	13	4	3t	0	0	0		6	4	TUR(3/3/3)	ENE,SRCH
Musketeer Hover Tank	(Standard)	11	2	7h	0	0	0		4	3	TUR(3/3/0)	CASE,TAG,SRCH,EE
Musketeer Hover Tank	(Armor)	9	2	7h	0	0	0		6	3	TUR(2/2/1)	CASE,TAG,SRCH,EE
Myrmidon Medium Tank	(Standard)	8	2	5t	0	0	0		5	2	TUR(2/2/1)	SRCH
Neptune Submarine	(Standard)	10	4	3s	1	1	0		8	4	TOR,SRM1/1,TOR,LRM1/1/1,IF1	SRCH,SEAL
Neptune Submarine	(SRM)	11	4	3s	0	0	0		8	4	TOR,SRM4/4,TOR,LRM1/1/1,IF1	SRCH,SEAL

Name	Model	Pt	Size	MV	S	M	L	Column 1	A	S2	Special Attacks	Special
Nightshade	(Standard)	3	1	12v	1	1	0		1	2		ENE,ECM,SRCH,ATMO
Nightshade	(Armor)	3	1	14v	1	1	0		2	2		ENE,IT1,SRCH,ATMO
Nightshade	(LAC)	3	1	12v	1	1	1		2	2		TAG,SRCH,ATMO
Nightshade	(LPPC)	5	1	12v	1	1	1		1	2		ENE,ECM,MHQ2,SRCH,ATMO
Nightshade	(Royal)	6	1	14v	1	1	0		1	2		ENE,ECM,SRCH,ATMO
Odin Scout Tank	(Standard)	7	1	8w	1	1	0		1	1	TUR(2/2/0)	CASE,PRB,RCN,SRCH
Ontos Heavy Tank	(Standard)	10	4	3t	0	0	0		5	5	TUR(5/5/1,IF1)	SRCH,EE
Ontos Heavy Tank	(Light Gauss)	13	4	3t	0	0	0		6	5	TUR(3/4/3)	SRCH
Ontos Heavy Tank	(LRM)	12	4	3t	0	0	0		5	5	TUR(LRM2/3/3,IF3)	SRCH,EE
Ontos Heavy Tank	(3053 Upgrade)	12	4	3t	0	0	0		6	5	TUR(6/6/2,IF1)	CASE,SRCH
Oro Heavy Tank	(Standard)	11	3	4t	1	1	0		4	3	TUR(3/3/2,FLK1/1/0)	CASE,SRCH
Packrat LRPV	(PKR-T5)	3	1	7w	1	1	0		2	1		IT1,SRCH
Packrat LRPV	PKR-T5 (ML)	5	1	7w	2	2	0		2	1		SRCH
Packrat LRPV	PKR-T5 (SRM2)	3	1	7w	1	1	0		2	1		IT3,SRCH
Padilla Heavy Artillery Tank	(Standard)	11	3	5t	2	2	0		3	4		TAG,ARTAIS1,AMS,SRCH
Padilla Heavy Artillery Tank	(LRM)	11	3	5t	0	0	2		3	4	LRM1/2/2,IF2	AMS,SRCH
Partisan Air Defense Tank	(Standard)	9	4	3t	0	0	0		5	4	TUR(2/2/2)	C3S,SRCH
Partisan Air Defense Tank	(C3S)	7	4	3t	0	0	0		3	4	TUR(AC2/2/2)	CASE,C3S,SRCH,EE
Partisan Air Defense Tank	(Company Commar	9	4	3t	0	0	0		5	4	TUR(2/2/2,FLK1/1/1)	TAG,C3M,MHQ10,SRCH
Partisan Air Defense Tank	(Lance Command)	8	4	3t	0	0	0		5	4	TUR(2/2/2)	TAG,C3M,MHQ5,SRCH
Partisan Air Defense Tank	(Quad RAC2)	13	4	3t	0	0	0		7	4	TUR(3/3/3)	C3S,SRCH
Partisan Air Defense Tank	(RAC)	12	4	3t	0	0	0		5	4	TUR(4/4/1)	C3S,SRCH
Partisan Air Defense Tank	(XL)	12	4	3t	0	0	0		7	4	TUR(2/2/2)	C3S,SRCH
Partisan Heavy Tank	(Standard)	7	4	3t	1	0	0		3	4	TUR(AC2/2/2)	SRCH,EE
Partisan Heavy Tank	(AC2)	6	4	3t	1	0	0		3	4	TUR(AC1/1/1)	SRCH,EE
Partisan Heavy Tank	(LRM)	10	4	3t	1	0	0		3	4	TUR(LRM2/4/4,IF4)	SRCH,EE
Patton Tank	(Standard)	9	3	4t	1	0	0		7	4	TUR(1/1/1,AC1/1/0)	SRCH
Patton Tank	(Ultra)	12	3	4t	1	0	0		8	4	TUR(3/3/2)	SRCH
Pegasus Scout Hover Tank	(Standard)	6	1	8h	1	1	0		3	2	TUR(SRM1/1)	SRCH,EE
Pegasus Scout Hover Tank	(C3)	8	1	9h	0	0	0		3	2	TUR(3/3/0)	C3S,SRCH
Pegasus Scout Hover Tank	(MRM)	8	1	9h	1	1	0		3	2	TUR(2/2/0)	ECM,C3S,SRCH
Pegasus Scout Hover Tank	(3050 Upgrade)	7	1	9h	1	1	0		2	2	TUR(SRM1/1)	ECM,PRB,RCN,TAG,SRCH
Peregrine Attack VTOL	(Standard)	3	1	12v	2	1	0		0	2		SRCH,ATMO
Pike Support Vehicle	(Standard)	6	3	3t	1	1	0		5	3	TUR(1/1/1)	SRCH,EE
Pike Support Vehicle	(Clan)	9	3	3t	1	1	0		5	3	TUR(2/2/2)	CASE,SRCH
Pike Support Vehicle	(RAC)	9	3	3t	1	0	0		5	3	TUR(3/3/3)	SRCH
Pilum Heavy Tank	(Standard)	11	3	4w	2	2	0		6	4	TUR(2/4/3,IF2)	SRCH
Pilum Heavy Tank	(Arrow IV)	11	3	4w	2	2	0		6	4	TUR(1/1/0)	ARTAIS1,SRCH
Pinto Attack VTOL	(Standard)	7	1	10v	2	2	1		2	2		PRB,RCN,IT1,SRCH,ATMO
Plainsman Medium Hovertank	(Standard)	6	1	9h	1	1	0		3	2	TUR(SRM2/2)	SRCH,EE
Plainsman Medium Hovertank	(Scout)	6	1	9h	0	0	0		3	2	TUR(SRM2/2)	PRB,RCN,SRCH,EE
Plainsman Medium Hovertank	(SSRM)	6	1	9h	1	1	0		3	2	TUR(2/2/0)	SRCH,EE
Po Heavy Tank	(Standard)	7	3	4t	1	0	0		6	3	TUR(AC1/1/0)	SRCH,EE
Po Heavy Tank	(LBX)	8	3	4t	1	0	0		6	3	TUR(1/1/1)	SRCH,EE
Po Heavy Tank	(Light Gauss)	7	3	4t	1	0	0		5	3	TUR(1/1/1)	CASE,SRCH
Puma	(Royal)	16	4	3t	4	5	4		6	5	IF3,TUR(1/1/1)	CASE,SRCH
Puma	PMA-005	14	4	3t	2	2	1		6	5	LRM1/2/2,IF2,TUR(1/1/1)	SRCH
Puma	PMA-007	13	4	3t	4	3	2		6	5	IF1,TUR(2/2/2)	MHQ2,SRCH
Puma	PMA-008	16	4	3t	5	4	3		7	5	IF2,TUR(1/1/1)	ECM,AMS,SRCH
Regulator Hovertank	(Standard)	12	2	9h	0	0	0		4	3	TUR(2/2/2)	SRCH
Regulator Hovertank	(Arrow IV)	10	2	9h	0	0	0		3	3		ARTAIS1,SRCH
Regulator Hovertank	(RAC)	13	2	9h	0	0	0		4	3	TUR(3/3/0)	CASE,SRCH

Name	Model	Pt	Size	MV	S	M	L	Column 1	A	S2	Special Attacks	Special
Rhino	(Standard)	15	4	3t	1	1	1		9	4	TUR(1/1/0,LRM1/2/2,IF2)	SRCH
Rhino	(Flamer)	14	4	3t	1	1	0		9	4	TUR(1/1/0,LRM1/2/2,IF2)	SRCH
Rhino	(MG)	14	4	3t	2	1	0		9	4	TUR(1/1/0,LRM1/2/2,IF2)	SRCH
Rhino	(ML)	15	4	3t	2	2	0		9	4	TUR(1/1/0,LRM1/2/2,IF2)	SRCH
Rhino	(Royal)	17	4	3t	1	1	1		9	4	IF1,TUR(3/4/3,IF2)	ECM,AMS,SRCH
Rhino	(SL)	15	4	3t	2	1	0		9	4	TUR(1/1/0,LRM1/2/2,IF2)	SRCH
Ripper	(Standard)	3	1	12v	1	1	0		1	1		ENE,IT1,SRCH,ATMO
Ripper	(ERML)	4	1	12v	1	1	0		1	1		ENE,IT1,SRCH,ATMO
Ripper	(Infantry)	1	1	12v	1	0	0		1	1		ENE,IT4,SRCH,ATMO
Ripper	(LPFC)	4	1	12v	1	1	1		1	1		ENE,IT1,SRCH,ATMO
Ripper	(MG)	1	1	12v	1	0	0		1	1		IT1,SRCH,ATMO
Ripper	(Royal)	2	1	12v	1	1	0		1	1		ENE,IT1,SRCH,ATMO
Ripper	(SPL)	2	1	12v	1	0	0		1	1		ENE,IT1,SRCH,ATMO
Rommel Tank	(Standard)	10	3	4t	1	0	0		6	4	TUR(1/1/1,AC2/2/0)	SRCH
Rommel Tank	(Gauss)	12	3	4t	1	0	0		6	4	TUR(3/3/2)	SRCH
Rotunda	(Standard)	4	1	9w	1	1	0		1	1		SRCH
Sabaku Kaze Heavy Scout Hover Tank	(Standard)	10	2	9h	1	1	0		5	3	TUR(3/2/0)	SRCH
Saladin Assault Hover Tank	(Standard)	6	1	8h	0	0	0		1	2	AC2/2/0	SRCH,EE
Saladin Assault Hover Tank	(Armor)	0	1	8h	0	0	0		2	2	AC2/2/0	SRCH
Saladin Assault Hover Tank	(LBX)	8	1	8h	1	1	0		1	2		SRCH
Saladin Assault Hover Tank	(Ultra)	8	1	8h	3	3	0		1	2		SRCH
Saracen Medium Hover Tank	(Standard)	7	1	8h	0	0	0		4	2	TUR(1/2/1,IF1)	SRCH,EE
Saracen Medium Hover Tank	(MRM)	7	1	8h	0	0	0		4	2	TUR(2/2/0)	SRCH
Savannah Master Hovercraft	(Standard)	2	1	13h	1	1	0		1	1		ENE,SRCH
Saxon APC	(Standard)	4	1	10h	0	0	0		5	2		IT5,SRCH
Saxon APC	(HQ)	7	1	10h	0	0	0		5	2	TUR(1/1/0)	ENE,TAG,IT3,SRCH
Saxon APC	(Laser)	6	1	10h	0	0	0		5	2	TUR(1/1/0)	ENE,IT5,SRCH
Saxon APC	(MASH)	4	1	10h	0	0	0		5	2		MASH2,SRCH
Schiltron	Prime	14	4	3w	0	0	0		6	4	TUR(3/1/0)	ECM,OMNI,TAG,ARTAIS2,C3M,MHQ5,SRCH
Schiltron	A	15	4	3w	4	4	0		6	4	TUR(4/3/0)	ECM,OMNI,TAG,C3M,MHQ5,SRCH
Schiltron	B	14	4	3w	2	3	3		6	4	IF2,TUR(3/3/3,IF2)	ECM,OMNI,TAG,C3M,MHQ5,SRCH
Schiltron	C	11	4	3w	0	0	0		6	4	TUR(4/4/0)	ENE,ECM,OMNI,TAG,C3M,MHQ5,SRCH
Schiltron	D	16	4	3w	1	2	2		6	4	IF1,TUR(5/5/0)	ECM,OMNI,TAG,C3M,MHQ5,SRCH
Schrek AC Carrier	(Standard)	8	4	3t	1	0	0		5	4	TUR(AC1/2/2)	SRCH,EE
Schrek PPC Carrier	(Standard)	10	4	3t	0	0	0		4	4	TUR(3/3/3)	ENE,SRCH
Scimitar Medium Hover Tank	(Standard)	5	1	8h	0	0	0		3	2	TUR(1/1/1)	SRCH,EE
Scimitar Medium Hover Tank	(TAG)	6	1	8h	0	0	0		4	2	TUR(SRM1/1)	TAG,SNARC,SRCH
Scorpion Light Tank	(Standard)	3	1	4t	1	0	0		2	2	TUR(1/1/1)	SRCH,EE
Scorpion Light Tank	(Laser)	3	1	4t	1	0	0		2	2	TUR(2/1/0)	SRCH,EE
Scorpion Light Tank	(LRM)	4	1	4t	1	0	0		2	2	TUR(1/1/1,IF1)	SRCH,EE
Scorpion Light Tank	(MRM)	5	1	4t	1	0	0		3	2	TUR(2/2/0)	SRCH
Scorpion Light Tank	(SRM)	4	1	4t	1	0	0		2	2	TUR(SRM2/2)	SRCH,EE
Sea Skimmer Hydrofoil	(SRM2)	4	1	12n	1	1	0		1	2	TUR(1/1/0)	SRCH
Sea Skimmer Hydrofoil	(SRM6)	0	1	12n	0	0	0		1	2	TUR(1/1/0)	SRCH
Sea Skimmer Hydrofoil	(Standard)	3	1	12n	1	0	0		1	2	TUR(1/1/0)	SRCH
Shamash Reconnaissance Vehicle	(Standard)	5	1	13h	0	0	0		1	1	TUR(2/2/0)	ENE,SRCH
Shoden Assault Vehicle	(Standard)	14	3	4w	1	0	0		6	4	TUR(7/5/3)	CASE,SRCH
Shoden Assault Vehicle	(SSRM)	14	3	4w	1	0	0		6	4	TUR(7/7/1)	CASE,SRCH
Skulker Wheeled Scout	(MG)	3	1	7w	1	0	0		2	1		IT2,SRCH,EE
Skulker Wheeled Scout Tank	(Standard)	3	1	7w	1	1	0		2	1		ENE,SRCH,EE
Skulker Wheeled Scout Tank	(SRM)	3	1	7w	1	1	0		2	1		SRCH,EE
SM1 Tank Destroyer	(Standard)	16	2	8h	3	3	0		5	3		CASE,SRCH

Name	Model	Pt	Size	MV	S	M	L	Column 1	A	S2	Special Attacks	Special
SM1A Tank Destroyer	(Standard)	12	2	8h	2	2	0		5	3	FLK1/1?0	CASE,RCN,LPRB,SRCH
SM3 Tank Destroyer	(Standard)	16	2	8h	3	3	2		5	3		CASE,SRCH
Sprint	(C3i)	1	1	13v	0	0	0		1	1		ENE,MHQ2,SRCH,ATMO
Sprint Scout Helicopter	(Standard)	1	1	13v	0	0	0		1	1		ENE,PRB,RCN,TAG,SRCH,ATMO
Sprint Scout Helicopter	(C3)	1	1	13v	0	0	0		1	1		ENE,PRB,RCN,C3S,SRCH,ATMO
Sprint Scout Helicopter	(Laser)	2	1	13v	1	1	0		1	1		ENE,PRB,RCN,SRCH,ATMO
Sprint Scout Helicopter	(Troop Transport)	1	1	13v	0	0	0		1	1		ENE,IT2,SRCH,ATMO
SRM Carrier	(Standard)	8	3	3t	0	0	0		2	3	SRM6/6	SRCH,EE
SRM Carrier	(C3)	9	3	3t	0	0	0		3	3	SRM5/5	ECM,C3S,SRCH,EE
SRM Carrier	(MRM)	8	3	3t	4	4	0		2	3		C3S,SRCH,EE
SRM Carrier	(WoB)	10	3	4t	0	0	0		2	3	TUR(6/6/0)	ECM,TAG,C3I,MHQ2,SRCH
SRM Carrier	(3055 Upgrade)	8	3	3t	0	0	0		2	3	SRM7/7	SNARC,SRCH,EE
Striker Light Tank	(Standard)	6	1	5w	0	0	0		3	2	TUR(2/2/1,IF1)	SRCH,EE
Striker Light Tank	(C3)	8	1	5w	0	0	0		4	2		ENE,SRCH
Striker Light Tank	(Laser)	9	1	5w	0	0	0		4	2		ENE,SRCH
Striker Light Tank	(LRM)	6	1	5w	0	0	0		3	2	TUR(1/1/1,IF1)	SRCH,EE
Striker Light Tank	(Narc)	6	1	5w	0	0	0		4	2	TUR(1/1/1,IF1)	SNARC,SRCH
Striker Light Tank	(SRM)	5	1	5w	0	0	0		3	2	TUR(2/2/1,IF1)	SRCH,EE
Striker Light Tank	(3058 Upgrade)	7	1	5w	0	0	0		4	2	TUR(2/2/2,IF1)	SRCH
Sturmfeur Heavy Tank	(Standard)	14	4	3t	1	1	2		10	5	IF1,TUR(1/1/1,IF1)	SRCH,EE
Sturmfeur Heavy Tank	(Heavy Gauss)	17	4	3t	2	2	1		10	5	TUR(1/2/1,IF1)	SRCH
Sturmfeur Heavy Tank	(SRM)	14	4	3t	1	1	2		10	5	IF1,TUR(SRM2/2)	SRCH,EE
Stygian Strike Tank	(Standard)	10	2	9h	1	1	0		3	2	TUR(1/1/1,IF1)	SRCH
Stygian Strike Tank	(Armor)	10	2	8h	1	1	0		4	2	TUR(1/1/1,IF1)	SRCH
Svantovit	(Streak SRM)	9	1	10h	1	1	2		2	2	IF1,TUR(2/2/0)	CASE,IT3,SRCH
Svantovit Infantry Fighting Vehicle	(Standard)	7	1	10h	1	1	2		2	2	IF1,TUR(1/1/0)	CASE,IT5,SRCH
Swift Wind Scout Car	(Standard)	1	1	10w	0	0	0		1	1		ENE,SRCH
Swift Wind Scout Car	(ICE)	1	1	10w	0	0	0		1	1		ENE,SRCH,EE
Tamerlane	(Flamer)	5	1	12h	1	0	0		2	1	TUR(1/1/0)	ENE,SRCH
Tamerlane	(Rocket)	5	1	12h	1	1	1		2	1	TUR(1/1/0)	SRCH
Tamerlane	2	4	1	12h	1	1	0		2	1	TUR(1/1/0)	SRCH
Tamerlane Strike Sled	(Standard)	4	1	12h	1	1	0		2	1	TUR(1/1/0)	SRCH
Thor	(Standard)	6	2	5w	0	0	0		4	3	TUR(1/1/0)	CASE,ARTT1,SRCH
Thor	(C3i)	5	2	5w	0	0	0		4	3		CASE,ARTT1,MHQ2,SRCH
Thor	(Clan)	8	2	5w	0	0	0		5	3	TUR(2/2/0)	CASE,SRCH
Thumper	TAV-1	6	3	4w	1	0	0		6	3		ARTT1,SRCH,EE
Thumper	TAV-2	7	3	4w	1	0	0		7	3	TUR(1/1/0)	CASE,PRB,RCN,ARTT1,SRCH
Thumper Artillery Vehicle	(Standard)	7	3	4w	1	0	0		7	3	TUR(1/1/0)	CASE,ECM,ARTT1,SRCH
Tokugawa Heavy Tank	(Standard)	9	3	4w	2	2	0		6	3	TUR(2/2/1)	SRCH
Tokugawa Heavy Tank	(C3S)	9	3	4w	2	2	0		6	3	TUR(2/2/1)	C3S,SRCH
Tokugawa Heavy Tank	(MRM)	9	3	4w	2	2	0		6	3	TUR(3/3/0)	TAG,SRCH
Tokugawa Heavy Tank	(Streak6)	9	3	4w	2	2	0		6	3	TUR(2/2/1)	SRCH
Tokugawa SD2	(Standard)	0	3	4w	1	0	0		6	3	TUR(4/4/2)	AMS,SRCH
Turhan	(C3)	7	2	4w	1	0	0		4	3	TUR(2/2/0)	IT5,SRCH
Turhan	(Standard)	7	2	4w	1	0	0		4	3	TUR(2/2/0)	TAG,C3M,MHQ5,AMS,IT4,SRCH
Typhoon Urban Assault Vehicle		11	3	3w	1	1	0		7	4	TUR(3/3/0,AC2/2/0)	PRB,RCN,SRCH
Typhoon Urban Assault Vehicle	(LBX)	11	3	3w	1	1	0		7	4	TUR(3/3/2,FLK1/1/1)	C3S,SRCH
Typhoon Urban Assault Vehicle	(Standard)	14	3	3w	1	1	0		7	4	TUR(5/5/0)	PRB,RCN,SRCH
Tyr Infantry Support Tank	(Standard)	13	2	9h	0	0	0		3	3	TUR(3/3/1)	CASE,IT5,SRCH
Vedette Medium Tank		5	2	5t	1	0	0		3	3	TUR(1/1/1)	SRCH,EE
Vedette Medium Tank	(AC2)	5	2	5t	1	1	0		3	3	TUR(1/1/1)	SRCH,EE
Vedette Medium Tank	(LB-5)	6	2	5t	1	0	0		4	3	TUR(1/1/1)	SRCH,EE

Name	Model	Pt	Size	MV	S	M	L	Column 1	A	S2	Special Attacks	Special
Vedette Medium Tank	(Liao)	5	2	5t	1	0	0		3	3	TUR(1/1/0)	SRCH,EE
Vedette Medium Tank	(Light Gauss)	5	2	5t	0	0	0		2	3	TUR(1/1/1)	SRCH,EE
Vedette Medium Tank	(NETC)	5	2	5t	1	0	0		3	3	TUR(1/1/1)	SRCH,EE
Vedette Medium Tank	(3055 Upgrade)	7	2	5t	0	0	0		2	3	TUR(2/2/0)	SRCH,EE
Vedette Medium Tank	-3055	6	2	5t	0	0	0		4	3	TUR(1/1/1)	SRCH,EE
Von Luckner Heavy Tank	VNL-K100	10	3	3t	0	0	0		5	4	TUR(1/1/0,AC4/4/0)	SRCH
Von Luckner Heavy Tank	VNL-K65N	11	3	3t	1	0	0		6	4	TUR(SRM2/2,AC2/2/0)	SRCH
Von Luckner Heavy Tank	VNL-K70	11	3	3t	1	0	0		6	4	TUR(2/2/1,AC1/1/0)	SRCH
Von Luckner Heavy Tank	VNL-K75N	14	3	3t	2	2	0		6	4	TUR(5/5/0)	SRCH
Warrior Attack Helicopter	H-10	2	1	10v	1	0	0		1	1		IT5,SRCH,ATMO
Warrior Attack Helicopter	H-7	3	1	10v	1	1	1		1	1		SRCH,EE,ATMO
Warrior Attack Helicopter	H-7A	3	1	10v	1	1	1		1	1		SRCH,EE,ATMO
Warrior Attack Helicopter	H-7C	4	1	10v	1	2	1		1	1	IF1	SRCH,EE,ATMO
Warrior Attack Helicopter	H-8	4	1	10v	1	1	1		2	1		SRCH,ATMO
Warrior Attack Helicopter	(Standard)	5	1	10v	1	1	1		2	1		SRCH,ATMO
Yellow Jacket Gunship		8	1	6v	2	2	2		2	2		SRCH,EE,ATMO
Yellow Jacket Gunship	(Arrow IV)	6	1	6v	0	0	0		2	2		CASE,ARTAIS1,SRCH,EE,ATMO
Yellow Jacket Gunship	(Ammo)	8	1	6v	2	2	0		3	2		CASE,SRCH,EE,ATMO
Yellow Jacket Gunship	(Standard)	8	1	6v	2	2	2		1	2		SRCH,EE,ATMO
Zephyr		9	2	9h	1	1	0		4	2	TUR(2/2/0)	ECM,TAG,SRCH
Zephyr	(C3i)	8	2	9h	1	1	0		4	2	TUR(2/2/0)	ECM,TAG,MHQ2,SRCH
Zephyr	(LRM)	9	2	9h	1	1	1		4	2	IF1,TUR(1/1/0)	MHQ2,SRCH
Zephyr	(Standard)	8	2	9h	0	0	0		4	2	TUR(2/2/0)	ENE,ECM,TAG,SNARC,SRCH
Zhukov Heavy Tank		9	3	3t	1	1	0		6	4	TUR(AC2/2/0)	SRCH,EE
Zorya	(Standard)	6	1	4t	0	0	0		2	2	TUR(1/1/1,IF1)	CASE,ECM,SRCH,EE