

AC2 Carrier

Tracked: 3 2 1

Piloting:

♥ F 11

♥ B 11

Gunnery:

▲ 6

Weapon

Arc

Min Eff Acc Shots DmgSp

5 Autocannon/2

F

5 24 0 1 2

AC/2: 180

1-168 Ammo: AC/2 □□□□	509-584 Driver □	713-920 Stabilizer □
169-376 Autocannon/2 □□□□□	585-604 Fuel Tank *	921-952 Tracked system □□□
377-420 Commander □	605-652 I.C.E. Engine □□□	
421-508 Crew □□	653-712 Sensors □□□□	

Armored Personnel Carrier (Hover LRM)

Hovercraft: 10 9 8 6 5 4 3 1

Piloting:

♥ F 5

♥ B 5

Gunnery:

▲ 1

Weapon

Arc

Min Eff

Acc Shots

DmgSp

1 LRM-5

F

7

21

0

5

1

LRM-5: 24

1-188 Ammo: LRM-5 <input type="checkbox"/>	397-416 Fuel Tank ★	721-780 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
189-232 Commander <input type="checkbox"/>	417-484 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	781-988 Stabilizer <input type="checkbox"/>
233-320 Crew <input type="checkbox"/> <input type="checkbox"/>	485-532 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
321-396 Driver <input type="checkbox"/>	533-720 LRM-5 <input type="checkbox"/>	

Armored Personnel Carrier (Hover MG)

Hovercraft: 10 9 8 6 5 4 3 1

Piloting:

♥ F 6

♥ B 5

Gunnery:

▲ 1

Weapon

Arc

Min Eff

Acc

Shots

Dmg

Sp

3 Machine Gun

X

-

3

0

1

2

†

MG: 200

1-72 Ammo: MG ☐	229-243 Fuel Tank ✱	544-588 Sensors ☐☐☐☐
73-105 Commander ☐	244-294 Hovercraft system ☐☐☐☐☐☐☐☐☐	589-744 Stabilizer ☐
106-171 Crew ☐☐	295-330 I.C.E. Engine ☐☐☐☐☐☐☐☐☐	745-801 Turret ☐☐✱
172-228 Driver ☐	331-543 Machine Gun ☐☐☐	

Armored Personnel Carrier (Hover SRM)

Hovercraft: 10 9 8 6 5 4 3 1

Piloting:

♥ F 6

♥ B 5

Gunnery:

▲ 1

Weapon

Arc Min Eff Acc Shots DmgSp

1 SRM-2

F - 9 0 2 2

SRM-2: 50

1-93 Ammo: SRM-2 <input type="checkbox"/>	250-264 Fuel Tank *	445-537 SRM-2 <input type="checkbox"/>
94-126 Commander <input type="checkbox"/>	265-315 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	538-582 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
127-192 Crew <input type="checkbox"/> <input type="checkbox"/>	316-351 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	583-738 Stabilizer <input type="checkbox"/>
193-249 Driver <input type="checkbox"/>	352-444 Infantry Compartment <input type="checkbox"/>	739-795 Turret <input type="checkbox"/> <input type="checkbox"/> *

Armored Personnel Carrier (Hover)

Hovercraft: 10 9 8 6 5 4 3 1

Piloting:

♥ F 6

♥ B 5

Gunnery:

▲ 1

Weapon

Arc

Min Eff

Acc

Shots

DmgSp

2 Machine Gun

X

-

3

0

1

2

†

MG: 100

1-72 Ammo: MG <input type="checkbox"/>	229-243 Fuel Tank *	403-543 Machine Gun <input type="checkbox"/>
73-105 Commander <input type="checkbox"/>	244-294 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
106-171 Crew <input type="checkbox"/> <input type="checkbox"/>	295-330 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
172-228 Driver <input type="checkbox"/>	331-402 Infantry Compartment <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *

Armored Personnel Carrier (Tracked LRM)

Tracked: 6 5 4 3 2 1

Piloting:

♥ F 9

♥ B 9

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 LRM-5

F

7 21 0 5 1

LRM-5: 24

1-188 Ammo: LRM-5 <input type="checkbox"/>	397-416 Fuel Tank ★	713-920 Stabilizer <input type="checkbox"/>
189-232 Commander <input type="checkbox"/>	417-464 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	921-952 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
233-320 Crew <input type="checkbox"/> <input type="checkbox"/>	465-652 LRM-5 <input type="checkbox"/>	
321-396 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Armored Personnel Carrier (Tracked MG)

Tracked: 6 5 4 3 2 1

Piloting:

♥ F 9

♥ B 9

Gunnery:

▲ 1

Weapon

Arc

Min Eff

Acc

Shots

Dmg

Sp

3 Machine Gun

X

-

3

0

1

2

†

MG: 200

1-72 Ammo: MG □	229-243 Fuel Tank *	538-693 Stabilizer □
73-105 Commander □	244-279 I.C.E. Engine □□□□□□	694-717 Tracked system □□□□□□
106-171 Crew □□	280-492 Machine Gun □□□	718-774 Turret □□*
172-228 Driver □	493-537 Sensors □□□□	

Armored Personnel Carrier (Tracked SRM)

Tracked: 6 5 4 3 2 1

Piloting:

♥ F 9

♥ B 9

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 SRM-2

F

- 9 0 2 2

SRM-2: 50

1-188 Ammo: SRM-2 <input type="checkbox"/>	397-416 Fuel Tank *	713-920 Stabilizer <input type="checkbox"/>
189-232 Commander <input type="checkbox"/>	417-464 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	921-952 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
233-320 Crew <input type="checkbox"/> <input type="checkbox"/>	465-652 SRM-2 <input type="checkbox"/>	
321-396 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Armored Personnel Carrier (Tracked)

Tracked: 6 5 4 3 2 1

Piloting:

♥ F 9

♥ B 9

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 Machine Gun

X

- 3 0 1 2 †

MG: 200

1-93 Ammo: MG <input type="checkbox"/>	250-264 Fuel Tank *	487-531 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
94-126 Commander <input type="checkbox"/>	265-300 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	532-687 Stabilizer <input type="checkbox"/>
127-192 Crew <input type="checkbox"/> <input type="checkbox"/>	301-393 Infantry Compartment <input type="checkbox"/>	688-711 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
193-249 Driver <input type="checkbox"/>	394-486 Machine Gun <input type="checkbox"/>	712-768 Turret <input type="checkbox"/> <input type="checkbox"/> *

Armored Personnel Carrier (Wheeled LRM)

Wheeled: 6 5 4 3 2 1

Piloting:

♥ F 10

♥ B 8

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 LRM-5

F

7 21 0 5 1

LRM-5: 24

1-188 Ammo: LRM-5 <input type="checkbox"/>	397-416 Fuel Tank ★	713-920 Stabilizer <input type="checkbox"/>
189-232 Commander <input type="checkbox"/>	417-464 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	921-976 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
233-320 Crew <input type="checkbox"/> <input type="checkbox"/>	465-652 LRM-5 <input type="checkbox"/>	
321-396 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Armored Personnel Carrier (Wheeled MG)

Wheeled: 6 5 4 3 2 1

Piloting:

♥ F 11

♥ B 10

Gunnery:

▲ 1

#	Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
4	Machine Gun	X	-	3	0	1	2	†

MG: 200

1-57 Ammo: MG □	214-228 Fuel Tank *	535-690 Stabilizer □
58-90 Commander □	229-264 I.C.E. Engine □□□□□□	691-747 Turret □□*
91-156 Crew □□	265-489 Machine Gun □□□□	748-789 Wheeled system □□□□□□
157-213 Driver □	490-534 Sensors □□□□	

Axel Heavy Tank Mk 1
 Tracked: 3 2 1

Piloting:

♥ F 40

♥ B 35

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	X	7	21	0	10	1	
1 Autocannon/20	X	-	9	0	1	20	
2 Machine Gun	F/X	-	3	0	1	2	†

AC/20: 20

MG: 100

LRM-10: 24

1-54 Ammo: AC/20 □□□□	262-327 Crew □□	463-489 Machine Gun □□
55-81 Ammo: LRM-10 □□	328-384 Driver □	490-534 Sensors □□□□
82-93 Ammo: MG □	385-399 Fuel Tank *	535-690 Stabilizer □
94-228 Autocannon/20 □	400-435 I.C.E. Engine □□□	691-714 Tracked system □□□
229-261 Commander □	436-462 LRM-10 □	715-771 Turret □□*

Axel Heavy Tank Mk 2
 Tracked: 3 2 1

Piloting:

♥ F 38

♥ B 33

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	X	7	21	0	10	1	
1 Autocannon/20	X	-	9	0	1	20	
1 Flamer	B	-	3	0	1	2	♣ ○
2 Machine Gun	F/X	-	3	0	1	2	♣

AC/20: 20

Flamer: 20

LRM-10: 12

MG: 100

1-51 Ammo: AC/20 □□□□	250-315 Crew □□	463-489 Machine Gun □□
52-63 Ammo: Flamer □	316-372 Driver □	490-534 Sensors □□□□
64-75 Ammo: LRM-10 □	373-384 Flamer □	535-690 Stabilizer □
76-87 Ammo: MG □	385-399 Fuel Tank ★	691-714 Tracked system □□□
88-216 Autocannon/20 □	400-435 I.C.E. Engine □□□	715-771 Turret □□★
217-249 Commander □	436-462 LRM-10 □	

Behemoth Heavy Tank (Armor)

Tracked: 2 1

Piloting:

♥ F 76

♥ B 73

Gunnery:

▲ 10

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
4 LRM-5	F	7	21	0	5	1	
2 Autocannon/10	X	-	15	0	1	10	
2 SRM-6	X	-	9	0	6	2	

AC/10: 20

LRM-5: 48

SRM-6: 30

1-21 Ammo: AC/10 □□	238-303 Crew □□	451-489 SRM-6 □□
22-42 Ammo: LRM-5 □□	304-360 Driver □	490-534 Sensors □□□□
43-63 Ammo: SRM-6 □□	361-375 Fuel Tank *	535-690 Stabilizer □
64-204 Autocannon/10 □□	376-411 I.C.E. Engine □□	691-714 Tracked system □□
205-237 Commander □	412-450 LRM-5 □□□□	715-771 Turret □□*

Behemoth Heavy Tank (Flamer)

Tracked: 2 1

Piloting:

♥ F 48

♥ B 45

Gunnery:

▲ 10

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
4 LRM-5	F	7	21	0	5	1	
2 Autocannon/10	X	-	15	0	1	10	
2 SRM-6	X	-	9	0	6	2	
6 Flamer	2F/2L/2R	-	3	0	1	2	♀ ○
4 Machine Gun	2F/L/R	-	3	0	1	2	♀

AC/10: 20

Flamer: 40

LRM-5: 48

MG: 200

SRM-6: 30

1-20 Ammo: AC/10 □□	261-348 Crew □□	573-608 SRM-6 □□
21-40 Ammo: Flamer □□	349-424 Driver □	609-668 Sensors □□□□
41-60 Ammo: LRM-5 □□	425-432 Flamer □	669-876 Stabilizer □
61-68 Ammo: MG □	433-452 Fuel Tank ★	877-908 Tracked system □□
69-88 Ammo: SRM-6 □□	453-500 I.C.E. Engine □□	909-984 Turret □□★
89-216 Autocannon/10 □□	501-536 LRM-5 □□□□	
217-260 Commander □	537-572 Machine Gun □□□□	

Behemoth Heavy Tank

Tracked: 2 1

Piloting:

♥ F 48

♥ B 45

Gunnery:

▲ 10

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
4 LRM-5	F	7	21	0	5	1	
2 Autocannon/10	X	-	15	0	1	10	
2 SRM-6	X	-	9	0	6	2	
4 SRM-2	2F/L/R	-	9	0	2	2	
4 Machine Gun	2F/L/R	-	3	0	1	2	†

AC/10: 20

LRM-5: 48

MG: 200

SRM-2: 50

SRM-6: 30

1-15 Ammo: AC/10 □□	196-261 Crew □□	460-489 SRM-6 □□
16-30 Ammo: LRM-5 □□	262-318 Driver □	490-534 Sensors □□□□
31-36 Ammo: MG □	319-333 Fuel Tank *	535-690 Stabilizer □
37-42 Ammo: SRM-2 □	334-369 I.C.E. Engine □□	691-714 Tracked system □□
43-57 Ammo: SRM-6 □□	370-399 LRM-5 □□□□	715-771 Turret □□*
58-162 Autocannon/10 □□	400-429 Machine Gun □□□□	
163-195 Commander □	430-459 SRM-2 □□□□	

Bulldog Medium Tank (AC2)

Tracked: 4 3 2 1

Piloting:

♥ F 24

♥ B 22

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Autocannon/2	X	5	24	0	1	2	
2 SRM-4	X	-	9	0	4	2	
2 Machine Gun	F	-	3	0	1	2	†

AC/2: 45

SRM-4: 25

MG: 100

1-30 Ammo: AC/2 <input type="checkbox"/>	187-252 Crew <input type="checkbox"/> <input type="checkbox"/>	424-486 SRM-4 <input type="checkbox"/> <input type="checkbox"/>
31-60 Ammo: MG <input type="checkbox"/>	253-309 Driver <input type="checkbox"/>	487-531 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
61-90 Ammo: SRM-4 <input type="checkbox"/>	310-324 Fuel Tank *	532-687 Stabilizer <input type="checkbox"/>
91-153 Autocannon/2 <input type="checkbox"/> <input type="checkbox"/>	325-360 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	688-711 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
154-186 Commander <input type="checkbox"/>	361-423 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	712-768 Turret <input type="checkbox"/> <input type="checkbox"/> *

Bulldog Medium Tank (LRM)

Tracked: 4 3 2 1

Piloting:

♥ F 24

♥ B 22

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-20	X	7	21	0	20	1	
2 SRM-4	X	-	9	0	4	2	
1 Machine Gun	F	-	3	0	1	2	†

LRM-20: 18

SRM-4: 50

MG: 100

1-60 Ammo: LRM-20 □□□	220-276 Driver □	451-489 SRM-4 □□
61-81 Ammo: MG □	277-291 Fuel Tank ✱	490-534 Sensors □□□□
82-120 Ammo: SRM-4 □□	292-327 I.C.E. Engine □□□□	535-690 Stabilizer □
121-153 Commander □	328-429 LRM-20 □	691-714 Tracked system □□□□
154-219 Crew □□	430-450 Machine Gun □	715-771 Turret □□✱

Bulldog Medium Tank

Tracked: 4 3 2 1

Piloting:

♥ F 24

♥ B 22

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Large Laser	X	-	15	0	1	8	
2 SRM-4	X	-	9	0	4	2	
1 Machine Gun	F	-	3	0	1	2	†

MG: 100

SRM-4: 50

1-36 Ammo: MG <input type="checkbox"/>	265-279 Fuel Tank *	496-540 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
37-108 Ammo: SRM-4 <input type="checkbox"/> <input type="checkbox"/>	280-315 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	541-696 Stabilizer <input type="checkbox"/>
109-141 Commander <input type="checkbox"/>	316-387 Large Laser <input type="checkbox"/>	697-720 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
142-207 Crew <input type="checkbox"/> <input type="checkbox"/>	388-423 Machine Gun <input type="checkbox"/>	721-777 Turret <input type="checkbox"/> <input type="checkbox"/> *
208-264 Driver <input type="checkbox"/>	424-495 SRM-4 <input type="checkbox"/> <input type="checkbox"/>	

Condor Heavy Hover Tank (Davion)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 32

♥ B 25

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Autocannon/2	X	5	24	0	1	2	
2 Machine Gun	F	-	3	0	1	2	†

AC/2: 90

MG: 200

1-81 Ammo: AC/2 □□	301-357 Driver □	541-585 Sensors □□□□
82-120 Ammo: MG □	358-372 Fuel Tank *	586-741 Stabilizer □
121-201 Autocannon/2 □□	373-423 Hovercraft system □□□□□□□□	742-798 Turret □□*
202-234 Commander □	424-459 I.C.E. Engine □□□□□□□□	
235-300 Crew □□	460-540 Machine Gun □□	

Condor Heavy Hover Tank (Flamer)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 34

♥ B 26

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
3 Medium Laser	X	-	9	0	1	5	
2 Machine Gun	X	-	3	0	1	2	†
2 Flamer	B/F	-	3	0	1	2	† ○

Flamer: 20

MG: 200

1-30 Ammo: Flamer □	217-246 Flamer □	412-504 Medium Laser □□□
31-60 Ammo: MG □	247-261 Fuel Tank ✱	505-549 Sensors □□□□
61-93 Commander □	262-312 Hovercraft system □□□□□□□□	550-705 Stabilizer □
94-159 Crew □□	313-348 I.C.E. Engine □□□□□□□□	706-762 Turret □□✱
160-216 Driver □	349-411 Machine Gun □□	

Condor Heavy Hover Tank (Liao)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 34

♥ B 27

Gunnery:

▲ 5

Weapon

4 Medium Laser

Arc

X

Min Eff Acc Shots DmgSp

- 9 0 1 5

1-33 Commander □	172-222 Hovercraft system □□□□□□□□	586-741 Stabilizer □
34-99 Crew □□	223-258 I.C.E. Engine □□□□□□□□	742-798 Turret □□*
100-156 Driver □	259-540 Medium Laser □□□□	
157-171 Fuel Tank *	541-585 Sensors □□□□	

Condor Heavy Hover Tank

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 25

♥ B 18

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/5	X	4	18	0	1	5	
2 Medium Laser	X	-	9	0	1	5	
1 Machine Gun	F	-	3	0	1	2	†

AC/5: 20

MG: 100

1-30 Ammo: AC/5 <input type="checkbox"/>	286-342 Driver <input type="checkbox"/>	475-537 Medium Laser <input type="checkbox"/>
31-60 Ammo: MG <input type="checkbox"/>	343-357 Fuel Tank *	538-582 Sensors <input type="checkbox"/>
61-186 Autocannon/5 <input type="checkbox"/>	358-408 Hovercraft system <input type="checkbox"/>	583-738 Stabilizer <input type="checkbox"/>
187-219 Commander <input type="checkbox"/>	409-444 I.C.E. Engine <input type="checkbox"/>	739-795 Turret <input type="checkbox"/>
220-285 Crew <input type="checkbox"/>	445-474 Machine Gun <input type="checkbox"/>	

Demolisher Heavy Tank (Defensive)

Tracked: 3 2 1

Piloting:

♥ F 31

♥ B 22

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Autocannon/20	X	-	9	0	1	20	
4 Machine Gun	B/F/L/R	-	3	0	1	2	†

AC/20: 20

MG: 100

1-39 Ammo: AC/20 □□□□	343-399 Driver □	535-690 Stabilizer □
40-48 Ammo: MG □	400-414 Fuel Tank *	691-714 Tracked system □□□
49-243 Autocannon/20 □□	415-450 I.C.E. Engine □□□	715-771 Turret □□*
244-276 Commander □	451-489 Machine Gun □□□□	
277-342 Crew □□	490-534 Sensors □□□□	

Demolisher Heavy Tank

Tracked: 3 2 1

Piloting:

♥ F 40

♥ B 31

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Autocannon/20	X	-	9	0	1	20	

AC/20: 20

1-48 Ammo: AC/20 □□□□	382-438 Driver □	535-690 Stabilizer □
49-282 Autocannon/20 □□	439-453 Fuel Tank *	691-714 Tracked system □□□
283-315 Commander □	454-489 I.C.E. Engine □□□	715-771 Turret □□*
316-381 Crew □□	490-534 Sensors □□□□	

Devastator Heavy Tank

Tracked: 3 2 1

Piloting:

♥ F 37

♥ B 27

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Autocannon/20	X	-	9	0	1	20	
1 SRM-6	F	-	9	0	6	2	
3 Small Laser	X	-	3	0	1	3	
1 Flamer	F	-	3	0	1	2	♠ ○

AC/20: 20

SRM-6: 15

1-36 Ammo: AC/20 □□□□	328-384 Driver □	508-534 Small Laser □□□
37-45 Ammo: SRM-6 □	385-393 Flamer □	535-690 Stabilizer □
46-228 Autocannon/20 □□	394-444 Fusion Engine □□□	691-714 Tracked system □□□
229-261 Commander □	445-462 SRM-6 □	715-771 Turret □□★
262-327 Crew □□	463-507 Sensors □□□□	

Drillson Heavy Hover Tank

Hovercraft: 9 8 7 6 5 3 2 1

Piloting:

♥ F 24

♥ B 22

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	F	7	21	0	10	1	
1 Large Laser	X	-	15	0	1	8	
2 SRM-2	X	-	9	0	2	2	
2 Machine Gun	F	-	3	0	1	2	†

LRM-10: 12

MG: 100

SRM-2: 50

1-27 Ammo: LRM-10 <input type="checkbox"/>	181-237 Driver <input type="checkbox"/>	442-492 Machine Gun <input type="checkbox"/>
28-54 Ammo: MG <input type="checkbox"/>	238-288 Fusion Engine <input type="checkbox"/>	493-543 SRM-2 <input type="checkbox"/>
55-81 Ammo: SRM-2 <input type="checkbox"/>	289-339 Hovercraft system <input type="checkbox"/>	544-588 Sensors <input type="checkbox"/>
82-114 Commander <input type="checkbox"/>	340-390 LRM-10 <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
115-180 Crew <input type="checkbox"/>	391-441 Large Laser <input type="checkbox"/>	745-801 Turret <input type="checkbox"/>

Ferret Light Scout VTOL (Armor) "Wild Weasel"

VTOL: 15 13 11 9 8 6 4 2

Piloting:

♥ F 5

♥ B 4

Gunnery:

▲ 1

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Machine Gun	F	-	3	0	1	2	†

MG: 100

1-188 Ammo: MG <input type="checkbox"/>	397-416 Fuel Tank *	713-920 Stabilizer <input type="checkbox"/>
189-232 Commander <input type="checkbox"/>	417-464 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	921-952 VTOL system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
233-320 Crew <input type="checkbox"/> <input type="checkbox"/>	465-652 Machine Gun <input type="checkbox"/>	
321-396 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Ferret Light Scout VTOL (Cargo)

VTOL: 15 13 11 9 8 6 4 2

Piloting:

♥ F 0

♥ B 0

Gunnery:

▲ 1

1-376 Cargo, Standard, Vehicular □	509-584 Driver □	653-712 Sensors □□□□
377-420 Commander □	585-604 Fuel Tank ☀	713-920 Stabilizer □
421-508 Crew □□	605-652 I.C.E. Engine □□□□□□□□	921-952 VTOL system □□□□□□□□

Ferret Light Scout VTOL

VTOL: 15 13 11 9 8 6 4 2

Piloting:

♥ F 1

♥ B 1

Gunnery:

▲ 1

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Machine Gun	F	-	3	0	1	2	†

MG: 100

1-124 Ammo: MG <input type="checkbox"/>	381-456 Driver <input type="checkbox"/>	649-708 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
125-248 Cargo, Standard, Vehicular <input type="checkbox"/>	457-476 Fuel Tank *	709-916 Stabilizer <input type="checkbox"/>
249-292 Commander <input type="checkbox"/>	477-524 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	917-948 VTOL system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
293-380 Crew <input type="checkbox"/> <input type="checkbox"/>	525-648 Machine Gun <input type="checkbox"/>	

Goblin Medium Tank (LRM)

Tracked: 4 3 2 1

Piloting:

♥ F 31

♥ B 26

Gunnery:

▲ 4

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-10	X	7	21	0	10	1	
1 Machine Gun	F	-	3	0	1	2	†

LRM-10: 36

MG: 100

1-84 Ammo: LRM-10 □□□	268-282 Fuel Tank *	487-531 Sensors □□□□
85-111 Ammo: MG □	283-318 I.C.E. Engine □□□□	532-687 Stabilizer □
112-144 Commander □	319-345 Infantry Compartment □	688-711 Tracked system □□□□
145-210 Crew □□	346-459 LRM-10 □□	712-768 Turret □□*
211-267 Driver □	460-486 Machine Gun □	

Goblin Medium Tank (MG)

Tracked: 4 3 2 1

Piloting:

♥ F 31

♥ B 26

Gunnery:

▲ 4

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 SRM-6	X	-	9	0	6	2	
6 Machine Gun	B/2F/L/R/X	-	3	0	1	2	†

MG: 300

SRM-6: 30

1-48 Ammo: MG □□□	235-249 Fuel Tank *	487-531 Sensors □□□□
49-78 Ammo: SRM-6 □□	250-285 I.C.E. Engine □□□□	532-687 Stabilizer □
79-111 Commander □	286-363 Infantry Compartment □	688-711 Tracked system □□□□
112-177 Crew □□	364-456 Machine Gun □□□□□□	712-768 Turret □□*
178-234 Driver □	457-486 SRM-6 □	

Goblin Medium Tank (SRM)

Tracked: 4 3 2 1

Piloting:

♥ F 31

♥ B 26

Gunnery:

▲ 4

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
3 SRM-6	X	-	9	0	6	2	
1 Machine Gun	F	-	3	0	1	2	†

MG: 100

SRM-6: 60

1-21 Ammo: MG □	265-279 Fuel Tank *	487-531 Sensors □□□□
22-108 Ammo: SRM-6 □□□□	280-315 I.C.E. Engine □□□□	532-687 Stabilizer □
109-141 Commander □	316-336 Infantry Compartment □	688-711 Tracked system □□□□
142-207 Crew □□	337-357 Machine Gun □	712-768 Turret □□*
208-264 Driver □	358-486 SRM-6 □□□	

Goblin Medium Tank

Tracked: 4 3 2 1

Piloting:

♥ F 31

♥ B 26

Gunnery:

▲ 4

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Large Laser	X	-	15	0	1	8	
1 Machine Gun	F	-	3	0	1	2	†

MG: 100

1-57 Ammo: MG □	229-264 I.C.E. Engine □□□□	538-693 Stabilizer □
58-90 Commander □	265-321 Infantry Compartment □	694-717 Tracked system □□□□
91-156 Crew □□	322-435 Large Laser □	718-774 Turret □□*
157-213 Driver □	436-492 Machine Gun □	
214-228 Fuel Tank *	493-537 Sensors □□□□	

Harasser Laser Platform

Hovercraft: 10 9 8 6 5 4 3 1

Piloting:

♥ F 6

♥ B 5

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

2 Medium Laser

X

- 9 0 1 5

1-33 Commander □	172-222 Hovercraft system □□□□□□□□	586-741 Stabilizer □
34-99 Crew □□	223-258 I.C.E. Engine □□□□□□□□	742-798 Turret □□*
100-156 Driver □	259-540 Medium Laser □□	
157-171 Fuel Tank *	541-585 Sensors □□□□	

Harasser Missile Platform (Flamer)

Hovercraft: 10 9 8 6 5 4 3 1

Piloting:

♥ F 9

♥ B 9

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 SRM-4	X	-	9	0	4	2	
1 Flamer	X	-	3	0	1	2	† ○

Flamer: 20

SRM-4: 50

1-48 Ammo: Flamer □	298-345 Flamer □	541-585 Sensors □□□□
49-141 Ammo: SRM-4 □□	346-360 Fuel Tank *	586-741 Stabilizer □
142-174 Commander □	361-411 Hovercraft system □□□□□□□□	742-798 Turret □□*
175-240 Crew □□	412-447 I.C.E. Engine □□□□□□□□	
241-297 Driver □	448-540 SRM-4 □□	

Harasser Missile Platform (LRM)

Hovercraft: 10 9 8 6 5 4 3 1

Piloting:

♥ F 7

♥ B 7

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	X	7	21	0	10	1	

LRM-10: 36

1-168 Ammo: LRM-10 □□□	325-339 Fuel Tank *	541-585 Sensors □□□□
169-201 Commander □	340-390 Hovercraft system □□□□□□□□	586-741 Stabilizer □
202-267 Crew □□	391-426 I.C.E. Engine □□□□□□□□	742-798 Turret □□*
268-324 Driver □	427-540 LRM-10 □	

Harasser Missile Platform "Leaping Lisa"

Hovercraft: 10 9 8 6 5 4 3 1

Piloting:

♥ F 6

♥ B 5

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

2 SRM-4

X

- 9 0 4 2

SRM-4: 25

1-93 Ammo: SRM-4 <input type="checkbox"/>	250-264 Fuel Tank *	541-585 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
94-126 Commander <input type="checkbox"/>	265-315 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	586-741 Stabilizer <input type="checkbox"/>
127-192 Crew <input type="checkbox"/> <input type="checkbox"/>	316-351 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	742-798 Turret <input type="checkbox"/> <input type="checkbox"/> *
193-249 Driver <input type="checkbox"/>	352-540 SRM-4 <input type="checkbox"/> <input type="checkbox"/>	

Harasser Missile Platform

Hovercraft: 10 9 8 6 5 4 3 1

Piloting:

♥ F 6

♥ B 5

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

2 SRM-6

X

- 9 0 6 2

SRM-6: 30

1-93 Ammo: SRM-6 □□	250-264 Fuel Tank *	541-585 Sensors □□□□
94-126 Commander □	265-315 Hovercraft system □□□□□□□□	586-741 Stabilizer □
127-192 Crew □□	316-351 I.C.E. Engine □□□□□□□□	742-798 Turret □□*
193-249 Driver □	352-540 SRM-6 □□	

Hetzer Wheeled Assault Gun (AC10)

Wheeled: 4 3 2 1

Piloting:

♥ F 27

♥ B 23

Gunnery:

▲ 4

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/10	F	-	15	0	1	10	

AC/10: 50

1-156 Ammo: AC/10 □□□□□	509-584 Driver □	713-920 Stabilizer □
157-376 Autocannon/10 □	585-604 Fuel Tank *	921-976 Wheeled system □□□□
377-420 Commander □	605-652 I.C.E. Engine □□□□	
421-508 Crew □□	653-712 Sensors □□□□	

Hetzer Wheeled Assault Gun (LRM)

Wheeled: 4 3 2 1

Piloting:

♥ F 23

♥ B 20

Gunnery:

▲ 4

Weapon

Arc

Min Eff Acc Shots Dmg Sp

2 LRM-15

F

7 21 0 15 1

LRM-15: 32

1-152 Ammo: LRM-15 □□□□	361-380 Fuel Tank *	713-920 Stabilizer □
153-196 Commander □	381-428 I.C.E. Engine □□□□	921-976 Wheeled system □□□□
197-284 Crew □□	429-652 LRM-15 □□	
285-360 Driver □	653-712 Sensors □□□□	

Hetzer Wheeled Assault Gun (Laser)

Wheeled: 4 3 2 1

Piloting:

♥ F 27

♥ B 23

Gunnery:

▲ 4

Weapon

Arc

Min Eff Acc Shots DmgSp

4 Medium Laser

F

- 9 0 1 5

1-44 Commander □	209-228 Fuel Tank *	653-712 Sensors □□□□
45-132 Crew □□	229-276 I.C.E. Engine □□□□	713-920 Stabilizer □
133-208 Driver □	277-652 Medium Laser □□□□	921-976 Wheeled system □□□□

Hetzer Wheeled Assault Gun (SRM)

Wheeled: 4 3 2 1

Piloting:

♥ F 23

♥ B 20

Gunnery:

▲ 4

Weapon

Arc

Min Eff Acc Shots DmgSp

5 SRM-6

F

- 9 0 6 2

SRM-6: 45

1-88 Ammo: SRM-6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	297-316 Fuel Tank *	713-920 Stabilizer <input type="checkbox"/>
89-132 Commander <input type="checkbox"/>	317-364 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	921-976 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
133-220 Crew <input type="checkbox"/> <input type="checkbox"/>	365-652 SRM-6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
221-296 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Hetzer Wheeled Assault Gun

Wheeled: 4 3 2 1

Piloting:

♥ F 23

♥ B 20

Gunnery:

▲ 4

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/20	F	-	9	0	1	20	

AC/20: 20

1-108 Ammo: AC/20 □□□□	509-584 Driver □	713-920 Stabilizer □
109-376 Autocannon/20 □	585-604 Fuel Tank *	921-976 Wheeled system □□□□
377-420 Commander □	605-652 I.C.E. Engine □□□□	
421-508 Crew □□	653-712 Sensors □□□□	

Hunter Light Support Tank (Ammo)

Tracked: 5 4 3 2 1

Piloting:

♥ F 25

♥ B 18

Gunnery:

▲ 3

Weapon

Arc

Min Eff

Acc

Shots

DmgSp

1 LRM-20

F

7

21

0

20

1

LRM-20: 18

1-140 Ammo: LRM-20 □□□	273-348 Driver □	653-712 Sensors □□□□
141-184 Commander □	349-416 Fusion Engine □□□□□	713-920 Stabilizer □
185-272 Crew □□	417-652 LRM-20 □	921-952 Tracked system □□□□□

Hunter Light Support Tank (LRM10)

Tracked: 5 4 3 2 1

Piloting:

♥ F 25

♥ B 18

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	F	7	21	0	10	1	
2 Medium Laser	F	-	9	0	1	5	
4 Machine Gun	2L/2R	-	3	0	1	2	♣
1 Flamer	B	-	3	0	1	2	♣ ○

LRM-10: 24

MG: 200

1-64 Ammo: LRM-10 □□	305-336 Flamer □	657-716 Sensors □□□□
65-96 Ammo: MG □	337-404 Fusion Engine □□□□□	717-924 Stabilizer □
97-140 Commander □	405-468 LRM-10 □	925-956 Tracked system □□□□□
141-228 Crew □□	469-592 Machine Gun □□□□	
229-304 Driver □	593-656 Medium Laser □□	

Hunter Light Support Tank (LRM15)

Tracked: 5 4 3 2 1

Piloting:

♥ F 25

♥ B 18

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-15	F	7	21	0	15	1	
4 Machine Gun	2L/2R	-	3	0	1	2	†
1 Flamer	B	-	3	0	1	2	† ○

LRM-15: 16

MG: 200

1-68 Ammo: LRM-15 □□	237-312 Driver □	521-656 Machine Gun □□□□
69-104 Ammo: MG □	313-348 Flamer □	657-716 Sensors □□□□
105-148 Commander □	349-416 Fusion Engine □□□□□	717-924 Stabilizer □
149-236 Crew □□	417-520 LRM-15 □	925-956 Tracked system □□□□□

Hunter Light Support Tank
 Tracked: 5 4 3 2 1

Piloting:

♥ F 25

♥ B 18

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-20	F	7	21	0	20	1	
1 Flamer	B	-	3	0	1	2	† ○

LRM-20: 12

1-96 Ammo: LRM-20 □□	305-352 Flamer □	717-924 Stabilizer □
97-140 Commander □	353-420 Fusion Engine □□□□□	925-956 Tracked system □□□□□
141-228 Crew □□	421-656 LRM-20 □	
229-304 Driver □	657-716 Sensors □□□□	

J-27 Ordnance Transport (Armor)

Tracked: 5 4 3 2 1

Piloting:

♥ F 4

♥ B 3

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 Machine Gun

X

- 3 0 1 2 ♯

MG: 100

1-57 Ammo: MG <input type="checkbox"/>	325-381 Driver <input type="checkbox"/>	490-534 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
58-225 Cargo, Standard, Vehicular <input type="checkbox"/>	382-396 Fuel Tank ✱	535-690 Stabilizer <input type="checkbox"/>
226-258 Commander <input type="checkbox"/>	397-432 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	691-714 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
259-324 Crew <input type="checkbox"/> <input type="checkbox"/>	433-489 Machine Gun <input type="checkbox"/>	715-771 Turret <input type="checkbox"/> <input type="checkbox"/> ✱

J-27 Ordnance Transport (Trailer)

Tracked:

Piloting:

♥ F 4

♥ B 4

Gunnery:

▲ 1

1-376 Cargo, Standard, Vehicular □	509-584 Driver □	853-884 Tracked system *
377-420 Commander □	585-644 Sensors □□□□	
421-508 Crew □□	645-852 Stabilizer □	

J-27 Ordnance Transport "Killjoy"

Tracked: 5 4 3 2 1

Piloting:

♥ F 7

♥ B 7

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 SRM-4

X

- 9 0 4 2

SRM-4: 25

1-141 Ammo: SRM-4 <input type="checkbox"/>	298-312 Fuel Tank *	535-690 Stabilizer <input type="checkbox"/>
142-174 Commander <input type="checkbox"/>	313-348 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	691-714 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
175-240 Crew <input type="checkbox"/> <input type="checkbox"/>	349-489 SRM-4 <input type="checkbox"/>	715-771 Turret <input type="checkbox"/> <input type="checkbox"/> *
241-297 Driver <input type="checkbox"/>	490-534 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

J-27 Ordnance Transport
Tracked: 5 4 3 2 1

Piloting:

♥ F 2

♥ B 2

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 Machine Gun

X

- 3 0 1 2 ♯

MG: 200

1-57 Ammo: MG <input type="checkbox"/>	325-381 Driver <input type="checkbox"/>	490-534 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
58-225 Cargo, Standard, Vehicular <input type="checkbox"/>	382-396 Fuel Tank ✱	535-690 Stabilizer <input type="checkbox"/>
226-258 Commander <input type="checkbox"/>	397-432 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	691-714 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
259-324 Crew <input type="checkbox"/> <input type="checkbox"/>	433-489 Machine Gun <input type="checkbox"/>	715-771 Turret <input type="checkbox"/> <input type="checkbox"/> ✱

J. Edgar Light Hover Tank (Flamer)

Hovercraft: 11 10 8 7 6 4 3 1

Piloting:

♥ F 27

♥ B 19

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Medium Laser	X	-	9	0	1	5	
2 Flamer	X	-	3	0	1	2	† ○

Flamer: 40

1-152 Ammo: Flamer □□	361-436 Flamer □	649-708 Sensors □□□□
153-196 Commander □	437-504 Fusion Engine □□□□□□□□	709-916 Stabilizer □
197-284 Crew □□	505-572 Hovercraft system □□□□□□□□	917-992 Turret □□★
285-360 Driver □	573-648 Medium Laser □	

J. Edgar Light Hover Tank (ICE)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 23

♥ B 16

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Medium Laser	X	-	9	0	1	5	
2 SRM-2	X	-	9	0	2	2	

SRM-2: 50

1-72 Ammo: SRM-2 <input type="checkbox"/>	229-243 Fuel Tank *	403-543 SRM-2 <input type="checkbox"/>
73-105 Commander <input type="checkbox"/>	244-294 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
106-171 Crew <input type="checkbox"/> <input type="checkbox"/>	295-330 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
172-228 Driver <input type="checkbox"/>	331-402 Medium Laser <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *

J. Edgar Light Hover Tank (MG)

Hovercraft: 11 10 8 7 6 4 3 1

Piloting:

♥ F 27

♥ B 19

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Medium Laser	X	-	9	0	1	5	
4 Machine Gun	X	-	3	0	1	2	†

MG: 200

1-48 Ammo: MG <input type="checkbox"/>	205-255 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
49-81 Commander <input type="checkbox"/>	256-306 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
82-147 Crew <input type="checkbox"/> <input type="checkbox"/>	307-495 Machine Gun <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *
148-204 Driver <input type="checkbox"/>	496-543 Medium Laser <input type="checkbox"/>	

J. Edgar Light Hover Tank

Hovercraft: 11 10 8 7 6 4 3 1

Piloting:

♥ F 27

♥ B 19

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Medium Laser	X	-	9	0	1	5	
2 SRM-2	X	-	9	0	2	2	

SRM-2: 50

1-72 Ammo: SRM-2 <input type="checkbox"/>	229-279 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
73-105 Commander <input type="checkbox"/>	280-330 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
106-171 Crew <input type="checkbox"/> <input type="checkbox"/>	331-402 Medium Laser <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *
172-228 Driver <input type="checkbox"/>	403-543 SRM-2 <input type="checkbox"/> <input type="checkbox"/>	

Karnov UR Transport (AC)

VTOL: 8 7 6 5 4 3 2 1

Piloting:

♥ F 7

♥ B 7

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/20	L	-	9	0	1	20	

AC/20: 10

1-64 Ammo: AC/20 □□	421-508 Crew □□	653-712 Sensors □□□□
65-376 Autocannon/20 □	509-584 Driver □	713-920 Stabilizer □
377-420 Commander □	585-652 Fusion Engine □□□□□□□□	921-952 VTOL system □□□□□□□□

Karnov UR Transport (Gunship)

VTOL: 11 10 8 7 6 4 3 1

Piloting:

Gunnery:

♥ F 5

♥ B 5

▲ 3

#	Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
8	Machine Gun	2B/2F/2L/2R	-	3	0	1	2	†

MG: 400

1-76 Ammo: MG <input type="checkbox"/> <input type="checkbox"/>	285-304 Fuel Tank *	713-920 Stabilizer <input type="checkbox"/>
77-120 Commander <input type="checkbox"/>	305-352 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	921-952 VTOL system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
121-208 Crew <input type="checkbox"/> <input type="checkbox"/>	353-652 Machine Gun <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
209-284 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Karnov UR Transport

VTOL: 11 10 8 7 6 4 3 1

Piloting:

♥ F 5

♥ B 5

Gunnery:

♣ 3

1-376 Cargo, Standard, Vehicular □	509-584 Driver □	653-712 Sensors □□□□
377-420 Commander □	585-604 Fuel Tank ☀	713-920 Stabilizer □
421-508 Crew □□	605-652 I.C.E. Engine □□□□□□□□	921-952 VTOL system □□□□□□□□

LRM Carrier

Tracked: 3 2 1

Piloting:

♥ F 11

♥ B 11

Weapon

3 LRM-20

Arc

F

Gunnery:

▲ 6

Min Eff Acc Shots DmgSp

7 21 0 20 1

LRM-20: 24

1-80 Ammo: LRM-20 □□□□	289-308 Fuel Tank *	713-920 Stabilizer □
81-124 Commander □	309-356 I.C.E. Engine □□□	921-952 Tracked system □□□
125-212 Crew □□	357-652 LRM-20 □□□	
213-288 Driver □	653-712 Sensors □□□□	

Laser Carrier

Tracked: 3 2 1

Piloting:

♥ F 11

♥ B 11

Gunnery:

▲ 6

Weapon

8 Medium Laser

Arc

F

Min Eff Acc Shots DmgSp

- 9 0 1 5

1-44 Commander □	209-228 Fuel Tank *	653-712 Sensors □□□□
45-132 Crew □□	229-276 I.C.E. Engine □□□	713-920 Stabilizer □
133-208 Driver □	277-652 Medium Laser □□□□□□□□	921-952 Tracked system □□□

Manticore Heavy Tank

Tracked: 4 3 2 1

Piloting:

♥ F 43

♥ B 36

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	X	7	21	0	10	1	
1 PPC	X	4	18	0	1	10	
1 Medium Laser	F	-	9	0	1	5	
1 SRM-6	X	-	9	0	6	2	

LRM-10: 12

SRM-6: 15

1-27 Ammo: LRM-10 <input type="checkbox"/>	211-261 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	487-531 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
28-54 Ammo: SRM-6 <input type="checkbox"/>	262-318 LRM-10 <input type="checkbox"/>	532-687 Stabilizer <input type="checkbox"/>
55-87 Commander <input type="checkbox"/>	319-345 Medium Laser <input type="checkbox"/>	688-711 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
88-153 Crew <input type="checkbox"/> <input type="checkbox"/>	346-429 PPC <input type="checkbox"/>	712-768 Turret <input type="checkbox"/> <input type="checkbox"/> *
154-210 Driver <input type="checkbox"/>	430-486 SRM-6 <input type="checkbox"/>	

Maxim Hover Transport (SRM2)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 21

♥ B 18

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
3 LRM-5	B/2F	7	21	0	5	1	
1 SRM-6	X	-	9	0	6	2	
2 SRM-2	X	-	9	0	2	2	
3 Machine Gun	X	-	3	0	1	2	†

LRM-5: 24

MG: 100

SRM-2: 50

SRM-6: 15

1-18 Ammo: LRM-5 □	172-228 Driver □	433-483 Machine Gun □□□
19-36 Ammo: MG □	229-243 Fuel Tank *	484-516 SRM-2 □□
37-54 Ammo: SRM-2 □	244-294 Hovercraft system □□□□□□□□	517-549 SRM-6 □
55-72 Ammo: SRM-6 □	295-330 I.C.E. Engine □□□□□□□□	550-594 Sensors □□□□
73-105 Commander □	331-381 Infantry Compartment □	595-750 Stabilizer □
106-171 Crew □□	382-432 LRM-5 □□□	751-807 Turret □□*

Maxim Hover Transport (SRM4)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 21

♥ B 18

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 SRM-6	X	-	9	0	6	2	
2 SRM-2	L/R	-	9	0	2	2	
2 SRM-4	B/F	-	9	0	4	2	
3 Machine Gun	X	-	3	0	1	2	†

MG: 200

SRM-2: 50

SRM-4: 50

SRM-6: 30

1-15 Ammo: MG <input type="checkbox"/>	190-246 Driver <input type="checkbox"/>	445-474 SRM-2 <input type="checkbox"/> <input type="checkbox"/>
16-30 Ammo: SRM-2 <input type="checkbox"/>	247-261 Fuel Tank *	475-504 SRM-4 <input type="checkbox"/> <input type="checkbox"/>
31-60 Ammo: SRM-4 <input type="checkbox"/> <input type="checkbox"/>	262-312 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	505-534 SRM-6 <input type="checkbox"/>
61-90 Ammo: SRM-6 <input type="checkbox"/> <input type="checkbox"/>	313-348 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	535-579 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
91-123 Commander <input type="checkbox"/>	349-396 Infantry Compartment <input type="checkbox"/>	580-735 Stabilizer <input type="checkbox"/>
124-189 Crew <input type="checkbox"/> <input type="checkbox"/>	397-444 Machine Gun <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	736-792 Turret <input type="checkbox"/> <input type="checkbox"/> *

Maxim Hover Transport

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 21

♥ B 18

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
3 LRM-5	B/2F	7	21	0	5	1	
1 SRM-6	X	-	9	0	6	2	
2 SRM-2	L/R	-	9	0	2	2	
3 Machine Gun	X	-	3	0	1	2	†

LRM-5: 24

MG: 200

SRM-2: 50

SRM-6: 15

1-18 Ammo: LRM-5 <input type="checkbox"/>	172-228 Driver <input type="checkbox"/>	433-483 Machine Gun <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
19-36 Ammo: MG <input type="checkbox"/>	229-243 Fuel Tank ★	484-516 SRM-2 <input type="checkbox"/> <input type="checkbox"/>
37-54 Ammo: SRM-2 <input type="checkbox"/>	244-294 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	517-549 SRM-6 <input type="checkbox"/>
55-72 Ammo: SRM-6 <input type="checkbox"/>	295-330 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	550-594 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
73-105 Commander <input type="checkbox"/>	331-381 Infantry Compartment <input type="checkbox"/>	595-750 Stabilizer <input type="checkbox"/>
106-171 Crew <input type="checkbox"/> <input type="checkbox"/>	382-432 LRM-5 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	751-807 Turret <input type="checkbox"/> <input type="checkbox"/> ★

Monitor Naval Vessel
 Naval (Displacement):

Piloting:

♥ F 28

♥ B 28

Gunnery:

▲ 7

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Autocannon/20	X	-	9	0	1	20	
3 SRM-2	B/L/R	-	9	0	2	2	

AC/20: 15

SRM-2: 50

1-30 Ammo: AC/20 □□□	334-390 Driver □	484-513 SRM-2 □□□
31-39 Ammo: SRM-2 □	391-405 Fuel Tank *	514-558 Sensors □□□□
40-234 Autocannon/20 □□	406-441 I.C.E. Engine □□□	559-714 Stabilizer □
235-267 Commander □	442-459 Infantry Compartment □	715-771 Turret □□*
268-333 Crew □□	460-483 Naval (Displacement) system □□□	

Ontos Heavy Tank (Fusion)

Tracked: 3 2 1

Piloting:

♥ F 42

♥ B 40

Gunnery:

▲ 9

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-10	X	7	21	0	10	1	
10 Medium Laser	X	-	9	0	1	5	

LRM-10: 24

1-36 Ammo: LRM-10 □□	193-243 Fusion Engine □□□	538-693 Stabilizer □
37-69 Commander □	244-315 LRM-10 □□	694-717 Tracked system □□□
70-135 Crew □□	316-492 Medium Laser □□□□□□□□□□	718-774 Turret □□*
136-192 Driver □	493-537 Sensors □□□□	

Ontos Heavy Tank (LRM)

Tracked: 3 2 1

Piloting:

♥ F 32

♥ B 29

Gunnery:

▲ 9

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-10	X	7	21	0	10	1	
2 LRM-20	X	7	21	0	20	1	

LRM-10: 12

LRM-20: 30

1-15 Ammo: LRM-10 <input type="checkbox"/>	244-258 Fuel Tank *	538-693 Stabilizer <input type="checkbox"/>
16-87 Ammo: LRM-20 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	259-294 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	694-717 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
88-120 Commander <input type="checkbox"/>	295-351 LRM-10 <input type="checkbox"/> <input type="checkbox"/>	718-774 Turret <input type="checkbox"/> <input type="checkbox"/> *
121-186 Crew <input type="checkbox"/> <input type="checkbox"/>	352-492 LRM-20 <input type="checkbox"/> <input type="checkbox"/>	
187-243 Driver <input type="checkbox"/>	493-537 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Ontos Heavy Tank
 Tracked: 3 2 1

Piloting:

♥ F 29

♥ B 27

Gunnery:

▲ 9

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-5	X	7	21	0	5	1	
8 Medium Laser	X	-	9	0	1	5	

LRM-5: 24

1-27 Ammo: LRM-5 □	184-198 Fuel Tank *	490-534 Sensors □□□□
28-60 Commander □	199-234 I.C.E. Engine □□□	535-690 Stabilizer □
61-126 Crew □□	235-285 LRM-5 □□	691-714 Tracked system □□□
127-183 Driver □	286-489 Medium Laser □□□□□□□□	715-771 Turret □□*

Packrat MRPV PKR-T5 (ICE)

Wheeled: 7 6 5 4 3 2 1

Piloting:

♥ F 11

♥ B 11

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

1 SRM-6

F

- 9 0 6 2

SRM-6: 30

1-152 Ammo: SRM-6 <input type="checkbox"/> <input type="checkbox"/>	361-380 Fuel Tank *	657-716 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
153-196 Commander <input type="checkbox"/>	381-428 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	717-924 Stabilizer <input type="checkbox"/>
197-284 Crew <input type="checkbox"/> <input type="checkbox"/>	429-504 Infantry Compartment <input type="checkbox"/>	925-980 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
285-360 Driver <input type="checkbox"/>	505-656 SRM-6 <input type="checkbox"/>	

Packrat MRPV PKR-T5 (ML)

Wheeled: 7 6 5 4 3 2 1

Piloting:

♥ F 14

♥ B 14

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Medium Laser	F	-	9	0	1	5	
1 SRM-6	F	-	9	0	6	2	

SRM-6: 30

1-124 Ammo: SRM-6 □□	333-400 Fusion Engine □□□□□□□□	709-916 Stabilizer □
125-168 Commander □	401-524 Medium Laser □□	917-972 Wheeled system □□□□□□□□
169-256 Crew □□	525-648 SRM-6 □	
257-332 Driver □	649-708 Sensors □□□□	

Packrat MRPV PKR-T5 (SRM2)

Wheeled: 7 6 5 4 3 2 1

Piloting:

♥ F 14

♥ B 14

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 SRM-2	F	-	9	0	2	2	
1 Flamer	B	-	3	0	1	2	† ○

SRM-2: 100

1-108 Ammo: SRM-2 □□	317-368 Flamer □	649-708 Sensors □□□□
109-152 Commander □	369-436 Fusion Engine □□□□□□□	709-916 Stabilizer □
153-240 Crew □□	437-596 Infantry Compartment □	917-972 Wheeled system □□□□□□□
241-316 Driver □	597-648 SRM-2 □	

Packrat MRPV PKR-T5

Wheeled: 7 6 5 4 3 2 1

Piloting:

♥ F 14

♥ B 14

Gunnery:

▲ 2

Weapon

Arc Min Eff Acc Shots Dmg Sp

1 SRM-6 F - 9 0 6 2

1 Flamer B - 3 0 1 2 † ○

SRM-6: 30

1-124 Ammo: SRM-6 □□	333-396 Flamer □	653-712 Sensors □□□□
125-168 Commander □	397-464 Fusion Engine □□□□□□□	713-920 Stabilizer □
169-256 Crew □□	465-528 Infantry Compartment □	921-976 Wheeled system □□□□□□□
257-332 Driver □	529-652 SRM-6 □	

Partisan Heavy Tank (AC2)

Tracked: 3 2 1

Piloting:

♥ F 23

♥ B 20

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
5 Autocannon/2	X	5	24	0	1	2	
2 Machine Gun	F	-	3	0	1	2	†

AC/2: 180

MG: 200

1-93 Ammo: AC/2 □□□□	334-390 Driver □	535-690 Stabilizer □
94-117 Ammo: MG □	391-405 Fuel Tank *	691-714 Tracked system □□□
118-234 Autocannon/2 □□□□□	406-441 I.C.E. Engine □□□	715-771 Turret □□*
235-267 Commander □	442-489 Machine Gun □□	
268-333 Crew □□	490-534 Sensors □□□□	

Partisan Heavy Tank (LRM)

Tracked: 3 2 1

Piloting:

♥ F 23

♥ B 20

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
4 LRM-15	X	7	21	0	15	1	
2 Machine Gun	F	-	3	0	1	2	†

LRM-15: 48

MG: 200

1-81 Ammo: LRM-15 □□□□□□	250-264 Fuel Tank *	535-690 Stabilizer □
82-93 Ammo: MG □	265-300 I.C.E. Engine □□□	691-714 Tracked system □□□
94-126 Commander □	301-462 LRM-15 □□□□	715-771 Turret □□*
127-192 Crew □□	463-489 Machine Gun □□	
193-249 Driver □	490-534 Sensors □□□□	

Partisan Heavy Tank
 Tracked: 3 2 1

Piloting:

♥ F 23

♥ B 20

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
4 Autocannon/5	X	4	18	0	1	5	
2 Machine Gun	F	-	3	0	1	2	†

AC/5: 40

MG: 100

1-27 Ammo: AC/5 □□	355-411 Driver □	535-690 Stabilizer □
28-39 Ammo: MG □	412-426 Fuel Tank *	691-714 Tracked system □□□
40-255 Autocannon/5 □□□□	427-462 I.C.E. Engine □□□	715-771 Turret □□*
256-288 Commander □	463-489 Machine Gun □□	
289-354 Crew □□	490-534 Sensors □□□□	

Patton Tank

Tracked: 4 3 2 1

Piloting:

♥ F 54

♥ B 49

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-5	X	7	21	0	5	1	
1 Autocannon/10	X	-	15	0	1	10	
1 Small Laser	F	-	3	0	1	3	
1 Flamer	B	-	3	0	1	2	♣ ○

AC/10: 20

LRM-5: 24

1-42 Ammo: AC/10 □□	316-372 Driver □	511-531 Small Laser □
43-63 Ammo: LRM-5 □	373-393 Flamer □	532-687 Stabilizer □
64-216 Autocannon/10 □	394-444 Fusion Engine □□□□	688-711 Tracked system □□□□
217-249 Commander □	445-465 LRM-5 □	712-768 Turret □□★
250-315 Crew □□	466-510 Sensors □□□□	

Pegasus Scout Hover Tank (Missile)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 25

♥ B 22

Gunnery:

▲ 3

Weapon

Arc

Min Eff Acc Shots DmgSp

3 SRM-6

X

- 9 0 6 2

SRM-6: 30

1-72 Ammo: SRM-6 □□	229-243 Fuel Tank *	544-588 Sensors □□□□
73-105 Commander □	244-294 Hovercraft system □□□□□□□□	589-744 Stabilizer □
106-171 Crew □□	295-330 I.C.E. Engine □□□□□□□□	745-801 Turret □□*
172-228 Driver □	331-543 SRM-6 □□□	

Pegasus Scout Hover Tank (Unarmed)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 25

♥ B 22

Gunnery:

▲ 3

1-282 Cargo, Standard, Vehicular <input type="checkbox"/>	439-453 Fuel Tank *	586-741 Stabilizer <input type="checkbox"/>
283-315 Commander <input type="checkbox"/>	454-504 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	742-798 Turret <input type="checkbox"/> <input type="checkbox"/> *
316-381 Crew <input type="checkbox"/> <input type="checkbox"/>	505-540 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
382-438 Driver <input type="checkbox"/>	541-585 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Pegasus Scout Hover Tank

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 25

♥ B 22

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Medium Laser	F	-	9	0	1	5	
2 SRM-6	X	-	9	0	6	2	

SRM-6: 15

1-48 Ammo: SRM-6 <input type="checkbox"/>	205-219 Fuel Tank *	355-543 SRM-6 <input type="checkbox"/>
49-81 Commander <input type="checkbox"/>	220-270 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
82-147 Crew <input type="checkbox"/> <input type="checkbox"/>	271-306 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
148-204 Driver <input type="checkbox"/>	307-354 Medium Laser <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *

Pike Support Vehicle (AC5)

Tracked: 3 2 1

Piloting:

♥ F 34

♥ B 30

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Autocannon/5	X	4	18	0	1	5	
2 SRM-2	F	-	9	0	2	2	

AC/5: 140

SRM-2: 50

1-111 Ammo: AC/5 □□□□□□□□	352-408 Driver □	535-690 Stabilizer □
112-126 Ammo: SRM-2 □	409-423 Fuel Tank *	691-714 Tracked system □□□
127-252 Autocannon/5 □□	424-459 I.C.E. Engine □□□	715-771 Turret □□*
253-285 Commander □	460-489 SRM-2 □□	
286-351 Crew □□	490-534 Sensors □□□□	

Pike Support Vehicle (Missile)

Tracked: 3 2 1

Piloting:

♥ F 34

♥ B 30

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-20	X	7	21	0	20	1	
2 SRM-2	F	-	9	0	2	2	

LRM-20: 18

SRM-2: 50

1-54 Ammo: LRM-20 □□□	229-243 Fuel Tank *	538-693 Stabilizer □
55-72 Ammo: SRM-2 □	244-279 I.C.E. Engine □□□	694-717 Tracked system □□□
73-105 Commander □	280-456 LRM-20 □□	718-774 Turret □□*
106-171 Crew □□	457-492 SRM-2 □□	
172-228 Driver □	493-537 Sensors □□□□	

Pike Support Vehicle

Tracked: 3 2 1

Piloting:

♥ F 34

♥ B 30

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
3 Autocannon/2	X	5	24	0	1	2	
2 SRM-2	F	-	9	0	2	2	

AC/2: 225

SRM-2: 50

1-129 Ammo: AC/2 □□□□□	334-390 Driver □	538-693 Stabilizer □
130-156 Ammo: SRM-2 □	391-405 Fuel Tank *	694-717 Tracked system □□□
157-234 Autocannon/2 □□□	406-441 I.C.E. Engine □□□	718-774 Turret □□*
235-267 Commander □	442-492 SRM-2 □□	
268-333 Crew □□	493-537 Sensors □□□□	

Rommel Tank

Tracked: 4 3 2 1

Piloting:

♥ F 42

♥ B 36

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-5	X	7	21	0	5	1	
1 Autocannon/20	X	-	9	0	1	20	
1 Small Laser	F	-	3	0	1	3	

AC/20: 20

LRM-5: 24

1-66 Ammo: AC/20 □□□□	349-405 Driver □	538-693 Stabilizer □
67-84 Ammo: LRM-5 □	406-456 Fusion Engine □□□□	694-717 Tracked system □□□□
85-249 Autocannon/20 □	457-474 LRM-5 □	718-774 Turret □□*
250-282 Commander □	475-519 Sensors □□□□	
283-348 Crew □□	520-537 Small Laser □	

SRM Carrier

Tracked: 3 2 1

Piloting:

♥ F 11

♥ B 11

Weapon

10SRM-6

Arc

F

Gunnery:

▲ 6

Min Eff Acc Shots DmgSp

- 9 0 6 2

SRM-6: 60

1-64 Ammo: SRM-6 □□□□	273-292 Fuel Tank *	713-920 Stabilizer □
65-108 Commander □	293-340 I.C.E. Engine □□□	921-952 Tracked system □□□
109-196 Crew □□	341-652 SRM-6 □□□□□□□□□□	
197-272 Driver □	653-712 Sensors □□□□	

Saladin Assault Hover Tank (Armor)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 12

♥ B 9

Gunnery:

▲ 3

Weapon

Arc

Min Eff

Acc

Shots

Dmg

Sp

1 Autocannon/20

F

-

9

0

1

20

AC/20: 10

1-64 Ammo: AC/20 □□	509-584 Driver □	721-780 Sensors □□□□
65-376 Autocannon/20 □	585-604 Fuel Tank *	781-988 Stabilizer □
377-420 Commander □	605-672 Hovercraft system □□□□□□□□	
421-508 Crew □□	673-720 I.C.E. Engine □□□□□□□□	

Saladin Assault Hover Tank

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 10

♥ B 4

Gunnery:

▲ 3

Weapon

Arc

Min Eff Acc Shots DmgSp

1 Autocannon/20

F

- 9 0 1 20

AC/20: 15

1-88 Ammo: AC/20 □□□	509-584 Driver □	721-780 Sensors □□□□
89-376 Autocannon/20 □	585-604 Fuel Tank *	781-988 Stabilizer □
377-420 Commander □	605-672 Hovercraft system □□□□□□□□	
421-508 Crew □□	673-720 I.C.E. Engine □□□□□□□□	

Saracen Medium Hover Tank

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 25

♥ B 25

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	X	7	21	0	10	1	
3 SRM-2	X	-	9	0	2	2	

LRM-10: 24

SRM-2: 50

1-72 Ammo: LRM-10 <input type="checkbox"/> <input type="checkbox"/>	265-279 Fuel Tank *	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
73-108 Ammo: SRM-2 <input type="checkbox"/>	280-330 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
109-141 Commander <input type="checkbox"/>	331-366 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *
142-207 Crew <input type="checkbox"/> <input type="checkbox"/>	367-438 LRM-10 <input type="checkbox"/>	
208-264 Driver <input type="checkbox"/>	439-543 SRM-2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Savannah Master Hovercraft (SL)

Hovercraft: 13 11 10 8 7 5 3 2

Piloting:

♥ F 7

♥ B 4

Gunnery:

▲ 1

Weapon

2 Small Laser

Arc

F

Min Eff

- 3

Acc

0

Shots

1

DmgSp

3

1-44 Commander □	209-276 Fusion Engine □□□□□□□□	405-780 Small Laser □□
45-132 Crew □□	277-344 Hovercraft system □□□□□□□□	781-988 Stabilizer □
133-208 Driver □	345-404 Sensors □□□□	

Savannah Master Hovercraft

Hovercraft: 13 11 10 8 7 5 3 2

Piloting:

♥ F 7

♥ B 4

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 Medium Laser

F

- 9 0 1 5

1-44 Commander <input type="checkbox"/>	209-276 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	721-780 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
45-132 Crew <input type="checkbox"/> <input type="checkbox"/>	277-344 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	781-988 Stabilizer <input type="checkbox"/>
133-208 Driver <input type="checkbox"/>	345-720 Medium Laser <input type="checkbox"/>	

Schrek AC Carrier

Tracked: 3 2 1

Piloting:

♥ F 35

♥ B 29

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
3 Autocannon/5	X	4	18	0	1	5	
8 Machine Gun	2F/L/R/4X	-	3	0	1	2	†

AC/5: 60

MG: 400

1-33 Ammo: AC/5 □□□	292-348 Driver □	535-690 Stabilizer □
34-57 Ammo: MG □□	349-363 Fuel Tank *	691-714 Tracked system □□□
58-192 Autocannon/5 □□□	364-399 I.C.E. Engine □□□	715-771 Turret □□*
193-225 Commander □	400-489 Machine Gun □□□□□□□□	
226-291 Crew □□	490-534 Sensors □□□□	

Schrek PPC Carrier (Anti-Infantry)

Tracked: 3 2 1

Piloting:

♥ F 20

♥ B 19

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
3 PPC	X	4	18	0	1	10	
2 Machine Gun	X	-	3	0	1	2	†

MG: 100

1-24 Ammo: MG □	181-231 Fusion Engine □□□	538-693 Stabilizer □
25-57 Commander □	232-279 Machine Gun □□	694-717 Tracked system □□□
58-123 Crew □□	280-492 PPC □□□	718-774 Turret □□★
124-180 Driver □	493-537 Sensors □□□□	

Schrek PPC Carrier
Tracked: 3 2 1

Piloting:

♥ F 26

♥ B 24

Weapon

3 PPC

Arc

X

Gunnery:

▲ 8

Min Eff Acc Shots DmgSp

4 18 0 1 10

1-33 Commander □	157-207 Fusion Engine □□□	535-690 Stabilizer □
34-99 Crew □□	208-489 PPC □□□	691-714 Tracked system □□□
100-156 Driver □	490-534 Sensors □□□□	715-771 Turret □□*

Scimitar Medium Hover Tank (Missile)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 22

♥ B 21

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-15	X	7	21	0	15	1	
2 SRM-2	X	-	9	0	2	2	

LRM-15: 16

SRM-2: 50

1-72 Ammo: LRM-15 <input type="checkbox"/> <input type="checkbox"/>	265-279 Fuel Tank *	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
73-108 Ammo: SRM-2 <input type="checkbox"/>	280-330 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
109-141 Commander <input type="checkbox"/>	331-366 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *
142-207 Crew <input type="checkbox"/> <input type="checkbox"/>	367-471 LRM-15 <input type="checkbox"/>	
208-264 Driver <input type="checkbox"/>	472-543 SRM-2 <input type="checkbox"/> <input type="checkbox"/>	

Scimitar Medium Hover Tank

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 22

♥ B 21

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/5	X	4	18	0	1	5	
2 SRM-2	X	-	9	0	2	2	

AC/5: 20

SRM-2: 50

1-36 Ammo: AC/5 <input type="checkbox"/>	313-369 Driver <input type="checkbox"/>	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
37-72 Ammo: SRM-2 <input type="checkbox"/>	370-384 Fuel Tank ✱	589-744 Stabilizer <input type="checkbox"/>
73-213 Autocannon/5 <input type="checkbox"/>	385-435 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> ✱
214-246 Commander <input type="checkbox"/>	436-471 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
247-312 Crew <input type="checkbox"/> <input type="checkbox"/>	472-543 SRM-2 <input type="checkbox"/> <input type="checkbox"/>	

Scorpion Light Tank (LRM)

Tracked: 4 3 2 1

Piloting:

♥ F 20

♥ B 16

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	X	7	21	0	10	1	
1 LRM-5	X	7	21	0	5	1	

LRM-10: 12

LRM-5: 24

1-57 Ammo: LRM-10 <input type="checkbox"/>	271-285 Fuel Tank *	538-693 Stabilizer <input type="checkbox"/>
58-114 Ammo: LRM-5 <input type="checkbox"/>	286-321 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	694-717 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
115-147 Commander <input type="checkbox"/>	322-435 LRM-10 <input type="checkbox"/>	718-774 Turret <input type="checkbox"/> <input type="checkbox"/> *
148-213 Crew <input type="checkbox"/> <input type="checkbox"/>	436-492 LRM-5 <input type="checkbox"/>	
214-270 Driver <input type="checkbox"/>	493-537 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Scorpion Light Tank (ML)

Tracked: 4 3 2 1

Piloting:

♥ F 16

♥ B 13

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Medium Laser	X	-	9	0	1	5	
1 Machine Gun	X	-	3	0	1	2	†

MG: 100

1-57 Ammo: MG <input type="checkbox"/>	271-285 Fuel Tank *	538-693 Stabilizer <input type="checkbox"/>
58-114 Cargo, Standard, Vehicular <input type="checkbox"/>	286-321 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	694-717 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
115-147 Commander <input type="checkbox"/>	322-378 Machine Gun <input type="checkbox"/>	718-774 Turret <input type="checkbox"/> <input type="checkbox"/> *
148-213 Crew <input type="checkbox"/> <input type="checkbox"/>	379-492 Medium Laser <input type="checkbox"/> <input type="checkbox"/>	
214-270 Driver <input type="checkbox"/>	493-537 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Scorpion Light Tank (SRM)

Tracked: 4 3 2 1

Piloting:

♥ F 16

♥ B 13

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 SRM-6	X	-	9	0	6	2	
1 Machine Gun	X	-	3	0	1	2	†

MG: 100

SRM-6: 45

1-30 Ammo: MG <input type="checkbox"/>	280-294 Fuel Tank *	532-687 Stabilizer <input type="checkbox"/>
31-123 Ammo: SRM-6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	295-330 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	688-711 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
124-156 Commander <input type="checkbox"/>	331-360 Machine Gun <input type="checkbox"/>	712-768 Turret <input type="checkbox"/> <input type="checkbox"/> *
157-222 Crew <input type="checkbox"/> <input type="checkbox"/>	361-486 SRM-6 <input type="checkbox"/> <input type="checkbox"/>	
223-279 Driver <input type="checkbox"/>	487-531 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Scorpion Light Tank

Tracked: 4 3 2 1

Piloting:

♥ F 16

♥ B 13

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/5	X	4	18	0	1	5	
1 Machine Gun	X	-	3	0	1	2	†

AC/5: 20

MG: 100

1-39 Ammo: AC/5 □	340-396 Driver □	532-687 Stabilizer □
40-78 Ammo: MG □	397-411 Fuel Tank *	688-711 Tracked system □□□□
79-240 Autocannon/5 □	412-447 I.C.E. Engine □□□□	712-768 Turret □□*
241-273 Commander □	448-486 Machine Gun □	
274-339 Crew □□	487-531 Sensors □□□□	

Sea Skimmer Hydrofoil (SRM2)

Naval (Hydrofoil) 11 9 8 6 5 3 2

Piloting:

♥ F 8

♥ B 6

Gunnery:

▲ 2

Weapon

Arc

Min Eff

Acc

Shots

Dmg

Sp

4 SRM-2

L/R/2X

-

9

0

2

2

SRM-2: 50

1-57 Ammo: SRM-2 <input type="checkbox"/>	214-228 Fuel Tank *	541-585 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
58-90 Commander <input type="checkbox"/>	229-264 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	586-741 Stabilizer <input type="checkbox"/>
91-156 Crew <input type="checkbox"/> <input type="checkbox"/>	265-315 Naval (Hydrofoil) system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	742-798 Turret <input type="checkbox"/> <input type="checkbox"/> *
157-213 Driver <input type="checkbox"/>	316-540 SRM-2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Sea Skimmer Hydrofoil (SRM6)

Naval (Hydrofoil) 11 9 8 6 5 3 2

Piloting:

♥ F 8

♥ B 6

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 SRM-6	X	-	9	0	6	2	
1 Machine Gun	B	-	3	0	1	2	†

MG: 100

SRM-6: 15

1-57 Ammo: MG <input type="checkbox"/>	271-285 Fuel Tank *	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
58-114 Ammo: SRM-6 <input type="checkbox"/>	286-321 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
115-147 Commander <input type="checkbox"/>	322-378 Machine Gun <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *
148-213 Crew <input type="checkbox"/> <input type="checkbox"/>	379-429 Naval (Hydrofoil) system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
214-270 Driver <input type="checkbox"/>	430-543 SRM-6 <input type="checkbox"/>	

Sea Skimmer Hydrofoil

Naval (Hydrofoil) 11 9 8 6 5 3 2

Piloting:

♥ F 8

♥ B 6

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 SRM-4	X	-	9	0	4	2	
3 Machine Gun	B/L/R	-	3	0	1	2	†

MG: 100

SRM-4: 25

1-48 Ammo: MG <input type="checkbox"/>	253-267 Fuel Tank *	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
49-96 Ammo: SRM-4 <input type="checkbox"/>	268-303 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
97-129 Commander <input type="checkbox"/>	304-444 Machine Gun <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *
130-195 Crew <input type="checkbox"/> <input type="checkbox"/>	445-495 Naval (Hydrofoil) system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
196-252 Driver <input type="checkbox"/>	496-543 SRM-4 <input type="checkbox"/>	

Skulker Wheeled Scout Tank (MG)

Wheeled: 7 6 5 4 3 2 1

Piloting:

♥ F 16

♥ B 16

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Machine Gun	F	-	3	0	1	2	†

MG: 200

1-76 Ammo: MG <input type="checkbox"/>	285-304 Fuel Tank ✱	657-716 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
77-120 Commander <input type="checkbox"/>	305-352 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	717-924 Stabilizer <input type="checkbox"/>
121-208 Crew <input type="checkbox"/> <input type="checkbox"/>	353-504 Infantry Compartment <input type="checkbox"/>	925-980 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
209-284 Driver <input type="checkbox"/>	505-656 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	

Skulker Wheeled Scout Tank (SRM)

Wheeled: 7 6 5 4 3 2 1

Piloting:

♥ F 16

♥ B 16

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

1 SRM-4

F

- 9 0 4 2

SRM-4: 50

1-252 Ammo: SRM-4 <input type="checkbox"/> <input type="checkbox"/>	461-480 Fuel Tank ★	713-920 Stabilizer <input type="checkbox"/>
253-296 Commander <input type="checkbox"/>	481-528 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	921-976 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
297-384 Crew <input type="checkbox"/> <input type="checkbox"/>	529-652 SRM-4 <input type="checkbox"/>	
385-460 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Skulker Wheeled Scout Tank

Wheeled: 7 6 5 4 3 2 1

Piloting:

♥ F 16

♥ B 16

Gunnery:

▲ 2

Weapon

Arc

Min Eff

Acc

Shots

DmgSp

1 Medium Laser

F

-

9

0

1

5

1-44 Commander □	209-228 Fuel Tank *	653-712 Sensors □□□□
45-132 Crew □□	229-276 I.C.E. Engine □□□□□□□□	713-920 Stabilizer □
133-208 Driver □	277-652 Medium Laser □	921-976 Wheeled system □□□□□□□□

Striker Light Tank (LRM)

Wheeled: 5 4 3 2 1

Piloting:

♥ F 24

♥ B 22

Gunnery:

▲ 3

Weapon

Arc

Min Eff Acc Shots DmgSp

1 LRM-15

X

7 21 0 15 1

LRM-15: 32

1-162 Ammo: LRM-15 □□□□	319-333 Fuel Tank *	535-690 Stabilizer □
163-195 Commander □	334-369 I.C.E. Engine □□□□□	691-747 Turret □□*
196-261 Crew □□	370-489 LRM-15 □	748-789 Wheeled system □□□□□
262-318 Driver □	490-534 Sensors □□□□	

Striker Light Tank (SRM)

Wheeled: 5 4 3 2 1

Piloting:

♥ F 24

♥ B 22

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	X	7	21	0	10	1	
4 SRM-2	X	-	9	0	2	2	

LRM-10: 12

SRM-2: 50

1-36 Ammo: LRM-10 <input type="checkbox"/>	229-243 Fuel Tank *	538-693 Stabilizer <input type="checkbox"/>
37-72 Ammo: SRM-2 <input type="checkbox"/>	244-279 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	694-750 Turret <input type="checkbox"/> <input type="checkbox"/> *
73-105 Commander <input type="checkbox"/>	280-351 LRM-10 <input type="checkbox"/>	751-792 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
106-171 Crew <input type="checkbox"/> <input type="checkbox"/>	352-492 SRM-2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
172-228 Driver <input type="checkbox"/>	493-537 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Striker Light Tank

Wheeled: 5 4 3 2 1

Piloting:

♥ F 24

♥ B 22

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	X	7	21	0	10	1	
1 SRM-6	X	-	9	0	6	2	

LRM-10: 12

SRM-6: 30

1-39 Ammo: LRM-10 <input type="checkbox"/>	277-291 Fuel Tank *	535-690 Stabilizer <input type="checkbox"/>
40-120 Ammo: SRM-6 <input type="checkbox"/> <input type="checkbox"/>	292-327 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	691-747 Turret <input type="checkbox"/> <input type="checkbox"/> *
121-153 Commander <input type="checkbox"/>	328-408 LRM-10 <input type="checkbox"/>	748-789 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
154-219 Crew <input type="checkbox"/> <input type="checkbox"/>	409-489 SRM-6 <input type="checkbox"/>	
220-276 Driver <input type="checkbox"/>	490-534 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Sturmfeur Heavy Tank (SRM)

Tracked: 3 2 1

Piloting:

♥ F 73

♥ B 65

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-20	F	7	21	0	20	1	
4 SRM-4	X	-	9	0	4	2	
3 Machine Gun	X	-	3	0	1	2	†

LRM-20: 18

SRM-4: 50

MG: 200

1-48 Ammo: LRM-20 □□□	193-249 Driver □	427-489 SRM-4 □□□□
49-63 Ammo: MG □	250-264 Fuel Tank ✱	490-534 Sensors □□□□
64-93 Ammo: SRM-4 □□	265-300 I.C.E. Engine □□□	535-690 Stabilizer □
94-126 Commander □	301-378 LRM-20 □	691-714 Tracked system □□□
127-192 Crew □□	379-426 Machine Gun □□□	715-771 Turret □□✱

Sturmfeur Heavy Tank
 Tracked: 3 2 1

Piloting:

♥ F 73

♥ B 65

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-20	F/X	7	21	0	20	1	
2 Machine Gun	X	-	3	0	1	2	†

LRM-20: 18

MG: 200

1-54 Ammo: LRM-20 □□□	229-243 Fuel Tank *	538-693 Stabilizer □
55-72 Ammo: MG □	244-279 I.C.E. Engine □□□	694-717 Tracked system □□□
73-105 Commander □	280-456 LRM-20 □□	718-774 Turret □□*
106-171 Crew □□	457-492 Machine Gun □□	
172-228 Driver □	493-537 Sensors □□□□	

Swift Wind Scout Car (ICE - Cargo)

Wheeled: 8 7 6 5 4 3 2 1

Piloting:

♥ F 5

♥ B 5

Gunnery:

▲ 1

1-376 Cargo, Standard, Vehicular □	509-584 Driver □	653-712 Sensors □□□□
377-420 Commander □	585-604 Fuel Tank ☀	713-920 Stabilizer □
421-508 Crew □□	605-652 I.C.E. Engine □□□□□□□□	921-976 Wheeled system □□□□□□□□

Swift Wind Scout Car (ICE - Speed)

Wheeled: 11 10 8 7 6 4 3 1

Piloting:

♥ F 2

♥ B 2

Gunnery:

▲ 1

1-376 Cargo, Standard, Vehicular □	509-584 Driver □	653-712 Sensors □□□□
377-420 Commander □	585-604 Fuel Tank ☀	713-920 Stabilizer □
421-508 Crew □□	605-652 I.C.E. Engine □□□□□□□□	921-976 Wheeled system □□□□□□□□

Vedette Medium Tank (AC2)

Tracked: 5 4 3 2 1

Piloting:

♥ F 21

♥ B 21

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/2	X	5	24	0	1	2	
1 SRM-2	X	-	9	0	2	2	
1 Machine Gun	F	-	3	0	1	2	†

AC/2: 45

SRM-2: 50

MG: 200

1-48 Ammo: AC/2 <input type="checkbox"/>	226-291 Crew <input type="checkbox"/> <input type="checkbox"/>	448-495 SRM-2 <input type="checkbox"/>
49-96 Ammo: MG <input type="checkbox"/>	292-348 Driver <input type="checkbox"/>	496-540 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
97-144 Ammo: SRM-2 <input type="checkbox"/>	349-363 Fuel Tank ✱	541-696 Stabilizer <input type="checkbox"/>
145-192 Autocannon/2 <input type="checkbox"/>	364-399 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	697-720 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
193-225 Commander <input type="checkbox"/>	400-447 Machine Gun <input type="checkbox"/>	721-777 Turret <input type="checkbox"/> <input type="checkbox"/> ✱

Vedette Medium Tank (Liao)

Tracked: 5 4 3 2 1

Piloting:

♥ F 21

♥ B 21

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Medium Laser	X	-	9	0	1	5	
1 Machine Gun	F	-	3	0	1	2	†

MG: 400

1-114 Ammo: MG □□	271-285 Fuel Tank *	493-537 Sensors □□□□
115-147 Commander □	286-321 I.C.E. Engine □□□□□	538-693 Stabilizer □
148-213 Crew □□	322-378 Machine Gun □	694-717 Tracked system □□□□□
214-270 Driver □	379-492 Medium Laser □□	718-774 Turret □□*

Vedette Medium Tank

Tracked: 5 4 3 2 1

Piloting:

♥ F 21

♥ B 21

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/5	X	4	18	0	1	5	
1 Machine Gun	F	-	3	0	1	2	†

AC/5: 20

MG: 200

1-39 Ammo: AC/5 □	340-396 Driver □	532-687 Stabilizer □
40-78 Ammo: MG □	397-411 Fuel Tank *	688-711 Tracked system □□□□□
79-240 Autocannon/5 □	412-447 I.C.E. Engine □□□□□	712-768 Turret □□*
241-273 Commander □	448-486 Machine Gun □	
274-339 Crew □□	487-531 Sensors □□□□	

Von Luckner Heavy Tank VNL-K100

Tracked: 3 2 1

Piloting:

♥ F 37

♥ B 27

Gunnery:

▲ 7

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Autocannon/20	X	-	9	0	1	20	
1 SRM-6	X	-	9	0	6	2	

AC/20: 20

SRM-6: 15

1-42 Ammo: AC/20 □□□□	295-360 Crew □□	490-534 Sensors □□□□
43-51 Ammo: SRM-6 □	361-417 Driver □	535-690 Stabilizer □
52-261 Autocannon/20 □□	418-468 Fusion Engine □□□	691-714 Tracked system □□□
262-294 Commander □	469-489 SRM-6 □	715-771 Turret □□*

Von Luckner Heavy Tank VNL-K65N

Tracked: 3 2 1

Piloting:

♥ F 42

♥ B 37

Gunnery:

▲ 7

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	B	7	21	0	10	1	
1 Autocannon/20	X	-	9	0	1	20	
2 SRM-6	X	-	9	0	6	2	
1 SRM-4	X	-	9	0	4	2	
1 Machine Gun	X	-	3	0	1	2	†
1 Flamer	F	-	3	0	1	2	† ○

AC/20: 15

LRM-10: 12

MG: 100

SRM-4: 25

SRM-6: 15

1-33 Ammo: AC/20 □□□	223-288 Crew □□	454-495 SRM-6 □□
34-45 Ammo: LRM-10 □	289-345 Driver □	496-540 Sensors □□□□
46-57 Ammo: MG □	346-357 Flamer □	541-696 Stabilizer □
58-69 Ammo: SRM-4 □	358-408 Fusion Engine □□□	697-720 Tracked system □□□
70-81 Ammo: SRM-6 □	409-429 LRM-10 □	721-777 Turret □□*
82-189 Autocannon/20 □	430-441 Machine Gun □	
190-222 Commander □	442-453 SRM-4 □	

Von Luckner Heavy Tank VNL-K70

Tracked: 3 2 1

Piloting:

♥ F 42

♥ B 37

Gunnery:

▲ 7

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	B	7	21	0	10	1	
1 PPC	X	4	18	0	1	10	
1 Autocannon/10	X	-	15	0	1	10	
1 SRM-4	X	-	9	0	4	2	
1 Machine Gun	X	-	3	0	1	2	♠
1 Flamer	F	-	3	0	1	2	♠ ○

AC/10: 20

LRM-10: 12

MG: 100

SRM-4: 25

1-27 Ammo: AC/10 <input type="checkbox"/>	205-270 Crew <input type="checkbox"/>	436-477 PPC <input type="checkbox"/>
28-42 Ammo: LRM-10 <input type="checkbox"/>	271-327 Driver <input type="checkbox"/>	478-492 SRM-4 <input type="checkbox"/>
43-57 Ammo: MG <input type="checkbox"/>	328-342 Flamer <input type="checkbox"/>	493-537 Sensors <input type="checkbox"/>
58-72 Ammo: SRM-4 <input type="checkbox"/>	343-393 Fusion Engine <input type="checkbox"/>	538-693 Stabilizer <input type="checkbox"/>
73-171 Autocannon/10 <input type="checkbox"/>	394-420 LRM-10 <input type="checkbox"/>	694-717 Tracked system <input type="checkbox"/>
172-204 Commander <input type="checkbox"/>	421-435 Machine Gun <input type="checkbox"/>	718-774 Turret <input type="checkbox"/>

Warrior Attack Helicopter H-7C

VTOL: 9 8 7 6 5 3 2 1

Piloting:

♥ F 5

♥ B 5

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	F	7	21	0	10	1	
1 SRM-4	F	-	9	0	4	2	

LRM-10: 24

SRM-4: 25

1-124 Ammo: LRM-10 □□	321-396 Driver □	589-652 SRM-4 □
125-188 Ammo: SRM-4 □	397-416 Fuel Tank *	653-712 Sensors □□□□
189-232 Commander □	417-464 I.C.E. Engine □□□□□□□□	713-920 Stabilizer □
233-320 Crew □□	465-588 LRM-10 □	921-952 VTOL system □□□□□□□□

Nightshade ECM VTOL (Armor)
 VTOL: 14 12 11 9 7 5 4 2

Piloting:

♥ F 11

♥ B 10

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Medium Laser	F	-	9	0	1	5	

1-188 Cargo, Standard, Vehicular □	321-396 Driver □	653-712 Sensors □□□□
189-232 Commander □	397-464 Fusion Engine □□□□□□□□	713-920 Stabilizer □
233-320 Crew □□	465-652 Medium Laser □	921-952 VTOL system □□□□□□□□

Puma Assault Tank PAT-005

Tracked: 3 2 1

Piloting:

♥ F 46

♥ B 36

Gunnery:

▲ 9

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-20	L/R	7	21	0	20	1	
1 PPC	X	4	18	0	1	10	
2 Medium Laser	F	-	9	0	1	5	
1 SRM-4	F	-	9	0	4	2	
1 Small Laser	B	-	3	0	1	3	
1 Flamer	B	-	3	0	1	2	† ○

Flamer: 20

SRM-4: 25

LRM-20: 12

1-12 Ammo: Flamer □	208-219 Flamer □	478-522 Sensors □□□□
13-39 Ammo: LRM-20 □□	220-270 Fusion Engine □□□	523-534 Small Laser □
40-51 Ammo: SRM-4 □	271-399 LRM-20 □□	535-690 Stabilizer □
52-84 Commander □	400-426 Medium Laser □□	691-714 Tracked system □□□
85-150 Crew □□	427-465 PPC □	715-771 Turret □□★
151-207 Driver □	466-477 SRM-4 □	

Rhino Fire Support Tank (Flamer)

Tracked: 3 2 1

Piloting:

♥ F 66

♥ B 55

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-20	X	7	21	0	20	1	
2 Medium Laser	X	-	9	0	1	5	
1 SRM-6	F	-	9	0	6	2	
2 Flamer	F	-	3	0	1	2	♣ ○

Flamer: 20

SRM-6: 15

LRM-20: 18

1-12 Ammo: Flamer □	163-219 Driver □	445-471 SRM-6 □
13-51 Ammo: LRM-20 □□□	220-231 Flamer □	472-516 Sensors □□□□
52-63 Ammo: SRM-6 □	232-282 Fusion Engine □□□	517-672 Stabilizer □
64-96 Commander □	283-417 LRM-20 □□	673-696 Tracked system □□□
97-162 Crew □□	418-444 Medium Laser □□	697-753 Turret □□*

Rhino Fire Support Tank (MG)

Tracked: 3 2 1

Piloting:

♥ F 66

♥ B 55

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-20	X	7	21	0	20	1	
2 Medium Laser	X	-	9	0	1	5	
1 SRM-6	F	-	9	0	6	2	
3 Machine Gun	F	-	3	0	1	2	†

LRM-20: 18

MG: 100

SRM-6: 15

1-39 Ammo: LRM-20 □□□	163-219 Driver □	466-492 SRM-6 □
40-51 Ammo: MG □	220-270 Fusion Engine □□□	493-537 Sensors □□□□
52-63 Ammo: SRM-6 □	271-399 LRM-20 □□	538-693 Stabilizer □
64-96 Commander □	400-438 Machine Gun □□□	694-717 Tracked system □□□
97-162 Crew □□	439-465 Medium Laser □□	718-774 Turret □□*

Rhino Fire Support Tank (ML)

Tracked: 3 2 1

Piloting:

♥ F 66

♥ B 55

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-20	X	7	21	0	20	1	
4 Medium Laser	2F/2X	-	9	0	1	5	
1 SRM-2	F	-	9	0	2	2	

LRM-20: 18

SRM-2: 50

1-45 Ammo: LRM-20 □□□	217-267 Fusion Engine □□□	535-690 Stabilizer □
46-60 Ammo: SRM-2 □	268-414 LRM-20 □□	691-714 Tracked system □□□
61-93 Commander □	415-474 Medium Laser □□□□	715-771 Turret □□*
94-159 Crew □□	475-489 SRM-2 □	
160-216 Driver □	490-534 Sensors □□□□	

Rhino Fire Support Tank (SL)

Tracked: 3 2 1

Piloting:

♥ F 66

♥ B 55

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-20	X	7	21	0	20	1	
2 Medium Laser	X	-	9	0	1	5	
1 SRM-6	F	-	9	0	6	2	
4 Small Laser	F	-	3	0	1	3	

LRM-20: 18

SRM-6: 15

1-39 Ammo: LRM-20 □□□	208-258 Fusion Engine □□□	487-537 Small Laser □□□□
40-51 Ammo: SRM-6 □	259-387 LRM-20 □□	538-693 Stabilizer □
52-84 Commander □	388-414 Medium Laser □□	694-717 Tracked system □□□
85-150 Crew □□	415-441 SRM-6 □	718-774 Turret □□*
151-207 Driver □	442-486 Sensors □□□□	

Rhino Fire Support Tank

Tracked: 3 2 1

Piloting:

♥ F 66

♥ B 55

Gunnery:

▲ 8

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	F	7	21	0	10	1	
2 LRM-20	X	7	21	0	20	1	
2 Medium Laser	X	-	9	0	1	5	

LRM-10: 12

LRM-20: 18

1-15 Ammo: LRM-10 □	220-270 Fusion Engine □□□	532-687 Stabilizer □
16-63 Ammo: LRM-20 □□□	271-300 LRM-10 □	688-711 Tracked system □□□
64-96 Commander □	301-456 LRM-20 □□	712-768 Turret □□*
97-162 Crew □□	457-486 Medium Laser □□	
163-219 Driver □	487-531 Sensors □□□□	

Maultier Hover APC (Basic)

Hovercraft: 9 8 7 6 5 3 2 1

Piloting:

♥ F 12

♥ B 9

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 SRM-2

F

- 9 0 2 2

SRM-2: 50

1-76 Ammo: SRM-2 <input type="checkbox"/>	285-304 Fuel Tank *	645-720 SRM-2 <input type="checkbox"/>
77-120 Commander <input type="checkbox"/>	305-372 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	721-780 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
121-208 Crew <input type="checkbox"/> <input type="checkbox"/>	373-420 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	781-988 Stabilizer <input type="checkbox"/>
209-284 Driver <input type="checkbox"/>	421-644 Infantry Compartment <input type="checkbox"/>	

Blizzard Hover Transport (SRM)

Hovercraft: 9 8 7 6 5 3 2 1

Piloting:

♥ F 11

♥ B 10

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

2 SRM-2

X

- 9 0 2 2

SRM-2: 50

1-30 Ammo: SRM-2 <input type="checkbox"/>	187-201 Fuel Tank *	478-540 SRM-2 <input type="checkbox"/>
31-63 Commander <input type="checkbox"/>	202-252 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	541-585 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
64-129 Crew <input type="checkbox"/> <input type="checkbox"/>	253-288 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	586-741 Stabilizer <input type="checkbox"/>
130-186 Driver <input type="checkbox"/>	289-477 Infantry Compartment <input type="checkbox"/>	742-798 Turret <input type="checkbox"/> <input type="checkbox"/> *

Blizzard Hover Transport

Hovercraft: 9 8 7 6 5 3 2 1

Piloting:

♥ F 11

♥ B 10

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

1 LRM-5

X

7 21 0 5 1

LRM-5: 24

1-36 Ammo: LRM-5 <input type="checkbox"/>	193-207 Fuel Tank *	508-543 LRM-5 <input type="checkbox"/>
37-69 Commander <input type="checkbox"/>	208-258 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
70-135 Crew <input type="checkbox"/> <input type="checkbox"/>	259-294 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
136-192 Driver <input type="checkbox"/>	295-507 Infantry Compartment <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *

Brutus Assault Tank (LRM)

Tracked: 3 2 1

Piloting:

♥ F 44

♥ B 38

Gunnery:

▲ 7

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 LRM-20	X	7	21	0	20	1	
2 SRM-6	F	-	9	0	6	2	
1 SRM-2	F	-	9	0	2	2	

LRM-20: 36

SRM-6: 15

SRM-2: 50

1-75 Ammo: LRM-20 □□□□□□	199-255 Driver □	490-534 Sensors □□□□
76-87 Ammo: SRM-2 □	256-306 Fusion Engine □□□	535-690 Stabilizer □
88-99 Ammo: SRM-6 □	307-429 LRM-20 □□	691-714 Tracked system □□□
100-132 Commander □	430-441 SRM-2 □	715-771 Turret □□★
133-198 Crew □□	442-489 SRM-6 □□	

Brutus Assault Tank (PPC 2)

Tracked: 3 2 1

Piloting:

♥ F 33

♥ B 27

Gunnery:

▲ 7

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 PPC	X	4	18	0	1	10	
2 Large Laser	X	-	15	0	1	8	
4 SRM-2	F	-	9	0	2	2	

SRM-2: 50

1-24 Ammo: SRM-2 <input type="checkbox"/>	181-231 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	490-534 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
25-57 Commander <input type="checkbox"/>	232-324 Large Laser <input type="checkbox"/> <input type="checkbox"/>	535-690 Stabilizer <input type="checkbox"/>
58-123 Crew <input type="checkbox"/> <input type="checkbox"/>	325-396 PPC <input type="checkbox"/>	691-714 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
124-180 Driver <input type="checkbox"/>	397-489 SRM-2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	715-771 Turret <input type="checkbox"/> <input type="checkbox"/> *

Brutus Assault Tank (PPC)

Tracked: 3 2 1

Piloting:

♥ F 56

♥ B 44

Gunnery:

▲ 7

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 PPC	X	4	18	0	1	10	
2 SRM-6	F	-	9	0	6	2	
1 SRM-2	F	-	9	0	2	2	

SRM-2: 50

SRM-6: 15

1-21 Ammo: SRM-2 <input type="checkbox"/>	199-249 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	532-687 Stabilizer <input type="checkbox"/>
22-42 Ammo: SRM-6 <input type="checkbox"/>	250-378 PPC <input type="checkbox"/> <input type="checkbox"/>	688-711 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
43-75 Commander <input type="checkbox"/>	379-399 SRM-2 <input type="checkbox"/>	712-768 Turret <input type="checkbox"/> <input type="checkbox"/> *
76-141 Crew <input type="checkbox"/> <input type="checkbox"/>	400-486 SRM-6 <input type="checkbox"/> <input type="checkbox"/>	
142-198 Driver <input type="checkbox"/>	487-531 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Brutus Assault Tank
 Tracked: 3 2 1

Piloting:

♥ F 33

♥ B 27

Gunnery:

▲ 7

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-20	X	7	21	0	20	1	
2 Large Laser	X	-	15	0	1	8	
2 SRM-6	F	-	9	0	6	2	
1 SRM-2	F	-	9	0	2	2	

LRM-20: 18

SRM-2: 50

SRM-6: 15

1-45 Ammo: LRM-20 □□□	175-231 Driver □	433-492 SRM-6 □□
46-60 Ammo: SRM-2 □	232-282 Fusion Engine □□□	493-537 Sensors □□□□
61-75 Ammo: SRM-6 □	283-357 LRM-20 □	538-693 Stabilizer □
76-108 Commander □	358-417 Large Laser □□	694-717 Tracked system □□□
109-174 Crew □□	418-432 SRM-2 □	718-774 Turret □□*

Cavalry Attack Helicopter (SRM)

VTOL: 10 9 8 6 5 4 3 1

Piloting:

♥ F 10

♥ B 7

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 SRM-6	F	-	9	0	6	2	
4 SRM-2	F	-	9	0	2	2	

SRM-2: 50

SRM-6: 15

1-48 Ammo: SRM-2 □	229-304 Driver □	561-656 SRM-6 □
49-96 Ammo: SRM-6 □	305-324 Fuel Tank *	657-716 Sensors □□□□
97-140 Commander □	325-372 I.C.E. Engine □□□□□□□□	717-924 Stabilizer □
141-228 Crew □□	373-560 SRM-2 □□□□	925-956 VTOL system □□□□□□□□

Galleon Light Tank GAL-100

Tracked: 6 5 4 3 2 1

Piloting:

♥ F 12

♥ B 12

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Medium Laser	X	-	9	0	1	5	
2 Small Laser	L/R	-	3	0	1	3	

1-33 Commander □	172-207 I.C.E. Engine □□□□□□	535-690 Stabilizer □
34-99 Crew □□	208-300 Medium Laser □	691-714 Tracked system □□□□□□
100-156 Driver □	301-345 Sensors □□□□	715-771 Turret □□*
157-171 Fuel Tank *	346-534 Small Laser □□	

Galleon Light Tank GAL-200

Tracked: 6 5 4 3 2 1

Piloting:

♥ F 16

♥ B 16

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Medium Laser	X	-	9	0	1	5	
2 Machine Gun	L/R	-	3	0	1	2	†

MG: 200

1-72 Ammo: MG <input type="checkbox"/>	229-243 Fuel Tank *	493-537 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
73-105 Commander <input type="checkbox"/>	244-279 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	538-693 Stabilizer <input type="checkbox"/>
106-171 Crew <input type="checkbox"/> <input type="checkbox"/>	280-420 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	694-717 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
172-228 Driver <input type="checkbox"/>	421-492 Medium Laser <input type="checkbox"/>	718-774 Turret <input type="checkbox"/> <input type="checkbox"/> *

Kestrel VTOL (ML)

VTOL: 12 11 9 8 6 5 3 2

Piloting:

♥ F 6

♥ B 4

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

1 Medium Laser

F

- 9 0 1 5

1-188 Cargo, Standard, Vehicular <input type="checkbox"/>	397-416 Fuel Tank ★	713-920 Stabilizer <input type="checkbox"/>
189-232 Commander <input type="checkbox"/>	417-464 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	921-952 VTOL system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
233-320 Crew <input type="checkbox"/> <input type="checkbox"/>	465-652 Medium Laser <input type="checkbox"/>	
321-396 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Kestrel VTOL (SL)

VTOL: 12 11 9 8 6 5 3 2

Piloting:

♥ F 6

♥ B 4

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

2 Small Laser

F

- 3 0 1 3

1-44 Commander <input type="checkbox"/>	229-276 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	713-920 Stabilizer <input type="checkbox"/>
45-132 Crew <input type="checkbox"/> <input type="checkbox"/>	277-464 Infantry Compartment <input type="checkbox"/>	921-952 VTOL system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
133-208 Driver <input type="checkbox"/>	465-524 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
209-228 Fuel Tank ✱	525-712 Small Laser <input type="checkbox"/> <input type="checkbox"/>	

Kestrel VTOL (SRM)

VTOL: 12 11 9 8 6 5 3 2

Piloting:

♥ F 6

♥ B 4

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

1 SRM-2

F

- 9 0 2 2

SRM-2: 50

1-76 Ammo: SRM-2 <input type="checkbox"/>	285-304 Fuel Tank *	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
77-120 Commander <input type="checkbox"/>	305-352 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	713-920 Stabilizer <input type="checkbox"/>
121-208 Crew <input type="checkbox"/> <input type="checkbox"/>	353-576 Infantry Compartment <input type="checkbox"/>	921-952 VTOL system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
209-284 Driver <input type="checkbox"/>	577-652 SRM-2 <input type="checkbox"/>	

Kestrel VTOL

VTOL: 12 11 9 8 6 5 3 2

Piloting:

♥ F 6

♥ B 4

Gunnery:

▲ 2

Weapon

Arc

Min Eff

Acc

Shots

Dmg

Sp

2 Machine Gun

F

-

3

0

1

2

†

MG: 100

1-52 Ammo: MG <input type="checkbox"/>	261-280 Fuel Tank ★	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
53-96 Commander <input type="checkbox"/>	281-328 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	713-920 Stabilizer <input type="checkbox"/>
97-184 Crew <input type="checkbox"/> <input type="checkbox"/>	329-544 Infantry Compartment <input type="checkbox"/>	921-952 VTOL system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
185-260 Driver <input type="checkbox"/>	545-652 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	

Peregrine Attack VTOL (Cargo)

VTOL: 12 11 9 8 6 5 3 2

Piloting:

♥ F 2

♥ B 1

Gunnery:

▲ 3

1-376 Cargo, Standard, Vehicular □	509-584 Driver □	713-920 Stabilizer □
377-420 Commander □	585-652 Fusion Engine □□□□□□□□	921-952 VTOL system □□□□□□□□
421-508 Crew □□	653-712 Sensors □□□□	

Peregrine Attack VTOL (Kurita)

VTOL: 12 11 9 8 6 5 3 2

Piloting:

♥ F 2

♥ B 1

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Medium Laser	F	-	9	0	1	5	
2 SRM-4	F	-	9	0	4	2	

SRM-4: 25

1-76 Ammo: SRM-4 <input type="checkbox"/>	285-352 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	717-924 Stabilizer <input type="checkbox"/>
77-120 Commander <input type="checkbox"/>	353-504 Medium Laser <input type="checkbox"/> <input type="checkbox"/>	925-956 VTOL system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
121-208 Crew <input type="checkbox"/> <input type="checkbox"/>	505-656 SRM-4 <input type="checkbox"/> <input type="checkbox"/>	
209-284 Driver <input type="checkbox"/>	657-716 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Peregrine Attack VTOL

VTOL: 12 11 9 8 6 5 3 2

Piloting:

♥ F 2

♥ B 1

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 SRM-4	L/R	-	9	0	4	2	
2 Machine Gun	F	-	3	0	1	2	†

MG: 200

SRM-4: 25

1-64 Ammo: MG <input type="checkbox"/>	261-336 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
65-128 Ammo: SRM-4 <input type="checkbox"/>	337-404 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	713-920 Stabilizer <input type="checkbox"/>
129-172 Commander <input type="checkbox"/>	405-528 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	921-952 VTOL system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
173-260 Crew <input type="checkbox"/> <input type="checkbox"/>	529-652 SRM-4 <input type="checkbox"/> <input type="checkbox"/>	

Plainsman Medium Hovertank

Hovercraft: 9 8 7 6 5 3 2 1

Piloting:

♥ F 19

♥ B 16

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 SRM-6	X	-	9	0	6	2	
1 SRM-2	F	-	9	0	2	2	

SRM-2: 50

SRM-6: 30

1-36 Ammo: SRM-2 <input type="checkbox"/>	265-279 Fuel Tank *	544-588 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
37-108 Ammo: SRM-6 <input type="checkbox"/> <input type="checkbox"/>	280-330 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	589-744 Stabilizer <input type="checkbox"/>
109-141 Commander <input type="checkbox"/>	331-366 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	745-801 Turret <input type="checkbox"/> <input type="checkbox"/> *
142-207 Crew <input type="checkbox"/> <input type="checkbox"/>	367-402 SRM-2 <input type="checkbox"/>	
208-264 Driver <input type="checkbox"/>	403-543 SRM-6 <input type="checkbox"/> <input type="checkbox"/>	

Po Heavy Tank

Tracked: 4 3 2 1

Piloting:

♥ F 40

♥ B 35

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/10	X	-	15	0	1	10	
2 Machine Gun	F/X	-	3	0	1	2	†

AC/10: 20

MG: 200

1-48 Ammo: AC/10 □□	337-393 Driver □	538-693 Stabilizer □
49-72 Ammo: MG □	394-408 Fuel Tank *	694-717 Tracked system □□□□
73-237 Autocannon/10 □	409-444 I.C.E. Engine □□□□	718-774 Turret □□*
238-270 Commander □	445-492 Machine Gun □□	
271-336 Crew □□	493-537 Sensors □□□□	

Tokugawa Heavy Tank TKG-150

Wheeled: 4 3 2 1

Piloting:

♥ F 40

♥ B 34

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/10	X	-	15	0	1	10	
1 SRM-6	X	-	9	0	6	2	
1 Machine Gun	F	-	3	0	1	2	†

AC/10: 20

SRM-6: 15

MG: 100

1-39 Ammo: AC/10 <input type="checkbox"/> <input type="checkbox"/>	256-321 Crew <input type="checkbox"/> <input type="checkbox"/>	451-489 SRM-6 <input type="checkbox"/>
40-60 Ammo: MG <input type="checkbox"/>	322-378 Driver <input type="checkbox"/>	490-534 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
61-81 Ammo: SRM-6 <input type="checkbox"/>	379-393 Fuel Tank *	535-690 Stabilizer <input type="checkbox"/>
82-222 Autocannon/10 <input type="checkbox"/>	394-429 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	691-747 Turret <input type="checkbox"/> <input type="checkbox"/> *
223-255 Commander <input type="checkbox"/>	430-450 Machine Gun <input type="checkbox"/>	748-789 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tokugawa Heavy Tank TKG-151

Wheeled: 4 3 2 1

Piloting:

♥ F 40

♥ B 34

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Autocannon/2	X	5	24	0	1	2	
1 SRM-6	X	-	9	0	6	2	
1 Machine Gun	F	-	3	0	1	2	†

AC/2: 90

SRM-6: 15

MG: 100

1-63 Ammo: AC/2 <input type="checkbox"/> <input type="checkbox"/>	220-285 Crew <input type="checkbox"/> <input type="checkbox"/>	424-486 SRM-6 <input type="checkbox"/>
64-93 Ammo: MG <input type="checkbox"/>	286-342 Driver <input type="checkbox"/>	487-531 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
94-123 Ammo: SRM-6 <input type="checkbox"/>	343-357 Fuel Tank *	532-687 Stabilizer <input type="checkbox"/>
124-186 Autocannon/2 <input type="checkbox"/> <input type="checkbox"/>	358-393 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	688-744 Turret <input type="checkbox"/> <input type="checkbox"/> *
187-219 Commander <input type="checkbox"/>	394-423 Machine Gun <input type="checkbox"/>	745-786 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Zhukov Heavy Tank
 Tracked: 3 2 1

Piloting:

♥ F 44

♥ B 35

Gunnery:

▲ 7

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Autocannon/10	X	-	15	0	1	10	
1 SRM-6	F	-	9	0	6	2	

AC/10: 20

SRM-6: 15

1-30 Ammo: AC/10 □□	352-408 Driver □	535-690 Stabilizer □
31-45 Ammo: SRM-6 □	409-423 Fuel Tank *	691-714 Tracked system □□□
46-252 Autocannon/10 □□	424-459 I.C.E. Engine □□□	715-771 Turret □□*
253-285 Commander □	460-489 SRM-6 □	
286-351 Crew □□	490-534 Sensors □□□□	

BattleMech Recovery Vehicle

Wheeled: 6 5 4 3 2 1

Piloting:

♥ F 2

♥ B 2

Gunnery:

▲ 5

1-376 Cargo, Standard, Vehicular □	509-584 Driver □	653-712 Sensors □□□□
377-420 Commander □	585-604 Fuel Tank ☀	713-920 Stabilizer □
421-508 Crew □□	605-652 I.C.E. Engine □□□□□□	921-976 Wheeled system □□□□□□

Flatbed Truck (Armor)

Wheeled: 5 4 3 2 1

Piloting:

♥ F 9

♥ B 9

Gunnery:

▲ 1

1-376 Cargo, Standard, Vehicular □	509-584 Driver □	653-712 Sensors □□□□
377-420 Commander □	585-604 Fuel Tank ☀	713-920 Stabilizer □
421-508 Crew □□	605-652 I.C.E. Engine □□□□□	921-976 Wheeled system □□□□□

Flatbed Truck (SRM)

Wheeled: 5 4 3 2 1

Piloting:

♥ F 2

♥ B 2

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 SRM-2

B

- 9 0 2 2

SRM-2: 50

1-64 Ammo: SRM-2 <input type="checkbox"/>	449-524 Driver <input type="checkbox"/>	657-716 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
65-316 Cargo, Standard, Vehicular <input type="checkbox"/>	525-544 Fuel Tank *	717-924 Stabilizer <input type="checkbox"/>
317-360 Commander <input type="checkbox"/>	545-592 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	925-980 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
361-448 Crew <input type="checkbox"/> <input type="checkbox"/>	593-656 SRM-2 <input type="checkbox"/>	

Flatbed Truck

Wheeled: 5 4 3 2 1

Piloting:

♥ F 2

♥ B 2

Gunnery:

▲ 1

1-376 Cargo, Standard, Vehicular □	509-584 Driver □	653-712 Sensors □□□□
377-420 Commander □	585-604 Fuel Tank ☀	713-920 Stabilizer □
421-508 Crew □□	605-652 I.C.E. Engine □□□□□	921-976 Wheeled system □□□□□

Gladius Medium Hovertank

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 24

♥ B 19

Gunnery:

▲ 4

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/10	F	-	15	0	1	10	

AC/10: 20

1-84 Ammo: AC/10 □□	509-584 Driver □	721-780 Sensors □□□□
85-376 Autocannon/10 □	585-604 Fuel Tank *	781-988 Stabilizer □
377-420 Commander □	605-672 Hovercraft system □□□□□□□□	
421-508 Crew □□	673-720 I.C.E. Engine □□□□□□□□	

Heavy BattleMech Recovery Vehicle

Wheeled: 4 3 2 1

Piloting:

♥ F 9

♥ B 9

Gunnery:

♣ 7

1-376 Cargo, Standard, Vehicular <input type="checkbox"/>	509-584 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
377-420 Commander <input type="checkbox"/>	585-604 Fuel Tank ☀	713-920 Stabilizer <input type="checkbox"/>
421-508 Crew <input type="checkbox"/> <input type="checkbox"/>	605-652 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	921-976 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Heavy Hover APC (LRM)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-5	F	7	21	0	5	1	
2 Machine Gun	F	-	3	0	1	2	†

LRM-5: 24

MG: 100

1-48 Ammo: LRM-5 <input type="checkbox"/>	305-324 Fuel Tank *	629-724 Machine Gun <input type="checkbox"/>
49-96 Ammo: MG <input type="checkbox"/>	325-392 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	725-784 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
97-140 Commander <input type="checkbox"/>	393-440 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	785-992 Stabilizer <input type="checkbox"/>
141-228 Crew <input type="checkbox"/> <input type="checkbox"/>	441-580 Infantry Compartment <input type="checkbox"/>	
229-304 Driver <input type="checkbox"/>	581-628 LRM-5 <input type="checkbox"/>	

Heavy Hover APC (MG)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

#	Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
6	Machine Gun	2B/2F/L/R	-	3	0	1	2	†

MG: 400

1-68 Ammo: MG <input type="checkbox"/> <input type="checkbox"/>	277-296 Fuel Tank ★	517-720 Machine Gun <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
69-112 Commander <input type="checkbox"/>	297-364 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	721-780 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
113-200 Crew <input type="checkbox"/> <input type="checkbox"/>	365-412 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	781-988 Stabilizer <input type="checkbox"/>
201-276 Driver <input type="checkbox"/>	413-516 Infantry Compartment <input type="checkbox"/>	

Heavy Hover APC (SRM)

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 SRM-4	F	-	9	0	4	2	
2 Machine Gun	F	-	3	0	1	2	†

MG: 100

SRM-4: 25

1-48 Ammo: MG <input type="checkbox"/>	305-324 Fuel Tank *	677-724 SRM-4 <input type="checkbox"/>
49-96 Ammo: SRM-4 <input type="checkbox"/>	325-392 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	725-784 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
97-140 Commander <input type="checkbox"/>	393-440 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	785-992 Stabilizer <input type="checkbox"/>
141-228 Crew <input type="checkbox"/> <input type="checkbox"/>	441-580 Infantry Compartment <input type="checkbox"/>	
229-304 Driver <input type="checkbox"/>	581-676 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	

Heavy Hover APC

Hovercraft: 8 7 6 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

#	Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2	Machine Gun	F	-	3	0	1	2	†

MG: 100

1-40 Ammo: MG <input type="checkbox"/>	249-268 Fuel Tank ✱	637-720 Machine Gun <input type="checkbox"/>
41-84 Commander <input type="checkbox"/>	269-336 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	721-780 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
85-172 Crew <input type="checkbox"/> <input type="checkbox"/>	337-384 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	781-988 Stabilizer <input type="checkbox"/>
173-248 Driver <input type="checkbox"/>	385-636 Infantry Compartment <input type="checkbox"/>	

Heavy LRM Carrier
Tracked: 2 1

Piloting:

♥ F 15

♥ B 14

Weapon

4 LRM-20

Arc

X

Gunnery:

▲ 8

Min Eff Acc Shots DmgSp

7 21 0 20 1

LRM-20: 48

1-81 Ammo: LRM-20 □□□□□□□□	238-252 Fuel Tank *	535-690 Stabilizer □
82-114 Commander □	253-288 I.C.E. Engine □□	691-714 Tracked system □□
115-180 Crew □□	289-489 LRM-20 □□□□	715-771 Turret □□*
181-237 Driver □	490-534 Sensors □□□□	

Heavy Tracked APC (LRM)

Tracked: 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-5	F	7	21	0	5	1	
2 Machine Gun	F	-	3	0	1	2	†

LRM-5: 24

MG: 100

1-48 Ammo: LRM-5 <input type="checkbox"/>	305-324 Fuel Tank *	657-716 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
49-96 Ammo: MG <input type="checkbox"/>	325-372 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	717-924 Stabilizer <input type="checkbox"/>
97-140 Commander <input type="checkbox"/>	373-512 Infantry Compartment <input type="checkbox"/>	925-956 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
141-228 Crew <input type="checkbox"/> <input type="checkbox"/>	513-560 LRM-5 <input type="checkbox"/>	
229-304 Driver <input type="checkbox"/>	561-656 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	

Heavy Tracked APC (MG)

Tracked: 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

#	Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
6	Machine Gun	2B/2F/L/R	-	3	0	1	2	†

MG: 400

1-68 Ammo: MG □□	277-296 Fuel Tank *	653-712 Sensors □□□□
69-112 Commander □	297-344 I.C.E. Engine □□□□□	713-920 Stabilizer □
113-200 Crew □□	345-448 Infantry Compartment □	921-952 Tracked system □□□□□
201-276 Driver □	449-652 Machine Gun □□□□□□	

Heavy Tracked APC (SRM)

Tracked: 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 SRM-4	F	-	9	0	4	2	
2 Machine Gun	F	-	3	0	1	2	†

MG: 100

SRM-4: 25

1-48 Ammo: MG <input type="checkbox"/>	305-324 Fuel Tank *	657-716 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
49-96 Ammo: SRM-4 <input type="checkbox"/>	325-372 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	717-924 Stabilizer <input type="checkbox"/>
97-140 Commander <input type="checkbox"/>	373-512 Infantry Compartment <input type="checkbox"/>	925-956 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
141-228 Crew <input type="checkbox"/> <input type="checkbox"/>	513-608 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	
229-304 Driver <input type="checkbox"/>	609-656 SRM-4 <input type="checkbox"/>	

Heavy Tracked APC

Tracked: 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

#	Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2	Machine Gun	F	-	3	0	1	2	†

MG: 100

1-40 Ammo: MG <input type="checkbox"/>	249-268 Fuel Tank *	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
41-84 Commander <input type="checkbox"/>	269-316 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	713-920 Stabilizer <input type="checkbox"/>
85-172 Crew <input type="checkbox"/> <input type="checkbox"/>	317-568 Infantry Compartment <input type="checkbox"/>	921-952 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
173-248 Driver <input type="checkbox"/>	569-652 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	

Heavy Wheeled APC (LRM)

Wheeled: 6 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-5	F	7	21	0	5	1	
2 Machine Gun	F	-	3	0	1	2	†

LRM-5: 24

MG: 100

1-48 Ammo: LRM-5 <input type="checkbox"/>	305-324 Fuel Tank *	657-716 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
49-96 Ammo: MG <input type="checkbox"/>	325-372 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	717-924 Stabilizer <input type="checkbox"/>
97-140 Commander <input type="checkbox"/>	373-512 Infantry Compartment <input type="checkbox"/>	925-980 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
141-228 Crew <input type="checkbox"/> <input type="checkbox"/>	513-560 LRM-5 <input type="checkbox"/>	
229-304 Driver <input type="checkbox"/>	561-656 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	

Heavy Wheeled APC (MG)

Wheeled: 6 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

#	Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
6	Machine Gun	2B/2F/L/R	-	3	0	1	2	†

MG: 400

1-68 Ammo: MG □□	277-296 Fuel Tank *	653-712 Sensors □□□□
69-112 Commander □	297-344 I.C.E. Engine □□□□□□	713-920 Stabilizer □
113-200 Crew □□	345-448 Infantry Compartment □	921-976 Wheeled system □□□□□□
201-276 Driver □	449-652 Machine Gun □□□□□□	

Heavy Wheeled APC (SRM)

Wheeled: 6 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 SRM-4	F	-	9	0	4	2	
2 Machine Gun	F	-	3	0	1	2	†

MG: 100

SRM-4: 25

1-48 Ammo: MG <input type="checkbox"/>	305-324 Fuel Tank *	657-716 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
49-96 Ammo: SRM-4 <input type="checkbox"/>	325-372 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	717-924 Stabilizer <input type="checkbox"/>
97-140 Commander <input type="checkbox"/>	373-512 Infantry Compartment <input type="checkbox"/>	925-980 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
141-228 Crew <input type="checkbox"/> <input type="checkbox"/>	513-608 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	
229-304 Driver <input type="checkbox"/>	609-656 SRM-4 <input type="checkbox"/>	

Heavy Wheeled APC

Wheeled: 6 5 4 3 2 1

Piloting:

♥ F 15

♥ B 10

Gunnery:

▲ 2

Weapon

Arc

Min Eff Acc Shots DmgSp

2 Machine Gun

F

- 3 0 1 2 †

MG: 100

1-40 Ammo: MG <input type="checkbox"/>	249-268 Fuel Tank ✱	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
41-84 Commander <input type="checkbox"/>	269-316 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	713-920 Stabilizer <input type="checkbox"/>
85-172 Crew <input type="checkbox"/> <input type="checkbox"/>	317-568 Infantry Compartment <input type="checkbox"/>	921-976 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
173-248 Driver <input type="checkbox"/>	569-652 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	

Light SRM Carrier

Wheeled: 4 3 2 1

Piloting:

♥ F 17

♥ B 15

Gunnery:

▲ 4

Weapon

Arc

Min Eff Acc Shots DmgSp

5 SRM-6

X

- 9 0 6 2

SRM-6: 45

1-66 Ammo: SRM-6 □□□	223-237 Fuel Tank *	535-690 Stabilizer □
67-99 Commander □	238-273 I.C.E. Engine □□□□	691-747 Turret □□*
100-165 Crew □□	274-489 SRM-6 □□□□□	748-789 Wheeled system □□□□
166-222 Driver □	490-534 Sensors □□□□	

Myrmidon Medium Tank
 Tracked: 5 4 3 2 1

Piloting:

♥ F 34

♥ B 30

Gunnery:

▲ 4

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 PPC	X	4	18	0	1	10	
1 SRM-6	X	-	9	0	6	2	

SRM-6: 15

1-48 Ammo: SRM-6 <input type="checkbox"/>	205-255 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	535-690 Stabilizer <input type="checkbox"/>
49-81 Commander <input type="checkbox"/>	256-396 PPC <input type="checkbox"/>	691-714 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
82-147 Crew <input type="checkbox"/> <input type="checkbox"/>	397-489 SRM-6 <input type="checkbox"/>	715-771 Turret <input type="checkbox"/> <input type="checkbox"/> *
148-204 Driver <input type="checkbox"/>	490-534 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Daimyo HQ 67-NC

Wheeled: 5 4 3 2 1

Piloting:

♥ F 29

♥ B 21

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Large Laser	X	-	15	0	1	8	
4 Machine Gun	X	-	3	0	1	2	†

MG: 100

1-27 Ammo: MG <input type="checkbox"/>	184-234 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	490-534 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
28-60 Commander <input type="checkbox"/>	235-318 Infantry Compartment <input type="checkbox"/>	535-690 Stabilizer <input type="checkbox"/>
61-126 Crew <input type="checkbox"/> <input type="checkbox"/>	319-375 Large Laser <input type="checkbox"/>	691-747 Turret <input type="checkbox"/> <input type="checkbox"/> *
127-183 Driver <input type="checkbox"/>	376-489 Machine Gun <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	748-789 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Darter Scout Car (SRM 2)

Wheeled: 7 6 5 4 3 2 1

Piloting:

♥ F 8

♥ B 7

Gunnery:

▲ 1

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 SRM-2	F	-	9	0	2	2	
1 Machine Gun	F	-	3	0	1	2	†

MG: 200

SRM-2: 50

1-76 Ammo: MG <input type="checkbox"/>	361-436 Driver <input type="checkbox"/>	657-716 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
77-152 Ammo: SRM-2 <input type="checkbox"/>	437-456 Fuel Tank ✱	717-924 Stabilizer <input type="checkbox"/>
153-228 Cargo, Standard, Vehicular <input type="checkbox"/>	457-504 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	925-980 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
229-272 Commander <input type="checkbox"/>	505-580 Machine Gun <input type="checkbox"/>	
273-360 Crew <input type="checkbox"/> <input type="checkbox"/>	581-656 SRM-2 <input type="checkbox"/>	

Darter Scout Car (SRM)

Wheeled: 7 6 5 4 3 2 1

Piloting:

♥ F 8

♥ B 7

Gunnery:

▲ 1

Weapon

Arc

Min Eff Acc Shots DmgSp

1 SRM-4

F

- 9 0 4 2

SRM-4: 25

1-96 Ammo: SRM-4 <input type="checkbox"/>	417-492 Driver <input type="checkbox"/>	657-716 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
97-284 Cargo, Standard, Vehicular <input type="checkbox"/>	493-512 Fuel Tank *	717-924 Stabilizer <input type="checkbox"/>
285-328 Commander <input type="checkbox"/>	513-560 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	925-980 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
329-416 Crew <input type="checkbox"/> <input type="checkbox"/>	561-656 SRM-4 <input type="checkbox"/>	

Darter Scout Car

Wheeled: 7 6 5 4 3 2 1

Piloting:

♥ F 8

♥ B 7

Gunnery:

▲ 1

Weapon

Arc

Min Eff

Acc

Shots

Dmg

Sp

1 Machine Gun

F

-

3

0

1

2

†

MG: 200

1-76 Ammo: MG <input type="checkbox"/>	433-508 Driver <input type="checkbox"/>	653-712 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
77-300 Cargo, Standard, Vehicular <input type="checkbox"/>	509-528 Fuel Tank *	713-920 Stabilizer <input type="checkbox"/>
301-344 Commander <input type="checkbox"/>	529-576 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	921-976 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
345-432 Crew <input type="checkbox"/> <input type="checkbox"/>	577-652 Machine Gun <input type="checkbox"/>	

Ignis (SRM)

Tracked: 4 3 2 1

Piloting:

♥ F 40

♥ B 24

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 SRM-2	X	-	9	0	2	2	
1 Machine Gun	X	-	3	0	1	2	†
2 Flamer	L/R	-	3	0	1	2	† ○

Flamer: 20

MG: 100

SRM-2: 100

1-36 Ammo: Flamer □	357-392 Flamer □	609-668 Sensors □□□□
37-72 Ammo: MG □	393-412 Fuel Tank *	669-876 Stabilizer □
73-148 Ammo: SRM-2 □□	413-460 I.C.E. Engine □□□□	877-908 Tracked system □□□□
149-192 Commander □	461-496 Infantry Compartment □	909-984 Turret □□*
193-280 Crew □□	497-532 Machine Gun □	
281-356 Driver □	533-608 SRM-2 □□	

Ignis

Tracked: 4 3 2 1

Piloting:

♥ F 40

♥ B 24

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Machine Gun	X	-	3	0	1	2	♣
4 Flamer	2L/2R	-	3	0	1	2	♣ ○

Flamer: 80

MG: 100

1-136 Ammo: Flamer □□□□	381-416 Flamer □	557-616 Sensors □□□□
137-172 Ammo: MG □	417-436 Fuel Tank ✱	617-824 Stabilizer □
173-216 Commander □	437-484 I.C.E. Engine □□□□	825-856 Tracked system □□□□
217-304 Crew □□	485-520 Infantry Compartment □	857-932 Turret □□✱
305-380 Driver □	521-556 Machine Gun □	

Korvin Tank KRV-3

Tracked: 5 4 3 2 1

Piloting:

♥ F 33

♥ B 24

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-10	X	7	21	0	10	1	
1 Large Laser	X	-	15	0	1	8	
5 Machine Gun	B/2F/L/R	-	3	0	1	2	†

LRM-10: 12

MG: 200

1-27 Ammo: LRM-10 <input type="checkbox"/>	211-261 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	538-693 Stabilizer <input type="checkbox"/>
28-54 Ammo: MG <input type="checkbox"/>	262-312 LRM-10 <input type="checkbox"/>	694-717 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
55-87 Commander <input type="checkbox"/>	313-363 Large Laser <input type="checkbox"/>	718-774 Turret <input type="checkbox"/> <input type="checkbox"/> *
88-153 Crew <input type="checkbox"/> <input type="checkbox"/>	364-492 Machine Gun <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
154-210 Driver <input type="checkbox"/>	493-537 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Marsden II Main Battle Tank

Tracked: 3 2 1

Piloting:

♥ F 55

♥ B 55

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/5	X	4	18	0	1	5	
2 SRM-6	F	-	9	0	6	2	
2 Machine Gun	X	-	3	0	1	2	†

AC/5: 20

SRM-6: 60

MG: 100

1-18 Ammo: AC/5 <input type="checkbox"/>	214-279 Crew <input type="checkbox"/> <input type="checkbox"/>	424-495 SRM-6 <input type="checkbox"/> <input type="checkbox"/>
19-36 Ammo: MG <input type="checkbox"/>	280-336 Driver <input type="checkbox"/>	496-540 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
37-108 Ammo: SRM-6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	337-351 Fuel Tank *	541-696 Stabilizer <input type="checkbox"/>
109-180 Autocannon/5 <input type="checkbox"/>	352-387 I.C.E. Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	697-720 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
181-213 Commander <input type="checkbox"/>	388-423 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	721-777 Turret <input type="checkbox"/> <input type="checkbox"/> *

Marsden II-A Main Battle Tank

Tracked: 3 2 1

Piloting:

♥ F 55

♥ B 55

Gunnery:

▲ 6

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/10	X	-	15	0	1	10	
1 SRM-6	F	-	9	0	6	2	
1 Machine Gun	X	-	3	0	1	2	†

AC/10: 20

SRM-6: 30

MG: 100

1-39 Ammo: AC/10 □□	262-327 Crew □□	454-492 SRM-6 □
40-57 Ammo: MG □	328-384 Driver □	493-537 Sensors □□□□
58-96 Ammo: SRM-6 □□	385-399 Fuel Tank *	538-693 Stabilizer □
97-228 Autocannon/10 □	400-435 I.C.E. Engine □□□	694-717 Tracked system □□□
229-261 Commander □	436-453 Machine Gun □	718-774 Turret □□*

Merkava Mk. VIII Heavy Tank

Tracked: 4 3 2 1

Piloting:

♥ F 38

♥ B 33

Gunnery:

▲ 7

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 LRM-15	X	7	21	0	15	1	
1 Autocannon/5	X	4	18	0	1	5	
1 SRM-4	X	-	9	0	4	2	
2 Machine Gun	F/X	-	3	0	1	2	†

AC/5: 20

LRM-15: 16

MG: 200

SRM-4: 25

1-18 Ammo: AC/5 <input type="checkbox"/>	202-267 Crew <input type="checkbox"/> <input type="checkbox"/>	490-534 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
19-57 Ammo: LRM-15 <input type="checkbox"/> <input type="checkbox"/>	268-324 Driver <input type="checkbox"/>	535-690 Stabilizer <input type="checkbox"/>
58-75 Ammo: MG <input type="checkbox"/>	325-375 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	691-714 Tracked system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
76-93 Ammo: SRM-4 <input type="checkbox"/>	376-432 LRM-15 <input type="checkbox"/>	715-771 Turret <input type="checkbox"/> <input type="checkbox"/> *
94-168 Autocannon/5 <input type="checkbox"/>	433-471 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	
169-201 Commander <input type="checkbox"/>	472-489 SRM-4 <input type="checkbox"/>	

Sabaku Kaze Heavy Scout Hover Tank

Hovercraft: 9 8 7 6 5 3 2 1

Piloting:

♥ F 34

♥ B 27

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
4 Medium Laser	X	-	9	0	1	5	
2 SRM-4	B/F	-	9	0	4	2	
2 Small Laser	X	-	3	0	1	3	

SRM-4: 25

1-30 Ammo: SRM-4 <input type="checkbox"/>	187-237 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	478-522 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
31-63 Commander <input type="checkbox"/>	238-288 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	523-585 Small Laser <input type="checkbox"/> <input type="checkbox"/>
64-129 Crew <input type="checkbox"/> <input type="checkbox"/>	289-414 Medium Laser <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	586-741 Stabilizer <input type="checkbox"/>
130-186 Driver <input type="checkbox"/>	415-477 SRM-4 <input type="checkbox"/> <input type="checkbox"/>	742-798 Turret <input type="checkbox"/> <input type="checkbox"/> *

Turhan (Original)

Wheeled: 4 3 2 1

Piloting:

♥ F 28

♥ B 25

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Large Laser	X	-	15	0	1	8	
2 Machine Gun	F/X	-	3	0	1	2	†

MG: 200

1-24 Ammo: MG <input type="checkbox"/>	181-231 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	490-534 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
25-57 Commander <input type="checkbox"/>	232-348 Infantry Compartment <input type="checkbox"/>	535-690 Stabilizer <input type="checkbox"/>
58-123 Crew <input type="checkbox"/> <input type="checkbox"/>	349-441 Large Laser <input type="checkbox"/> <input type="checkbox"/>	691-747 Turret <input type="checkbox"/> <input type="checkbox"/> *
124-180 Driver <input type="checkbox"/>	442-489 Machine Gun <input type="checkbox"/> <input type="checkbox"/>	748-789 Wheeled system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Saxon APC

Hovercraft: 10 9 8 6 5 4 3 1

Piloting:

♥ F 34

♥ B 30

Gunnery:

▲ 3

Weapon

Arc

Min Eff

Acc

Shots

DmgSp

1 Machine Gun

X

-

3

0

1

2

†

MG: 100

1-39 Ammo: MG <input type="checkbox"/>	196-246 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	538-582 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
40-72 Commander <input type="checkbox"/>	247-297 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	583-738 Stabilizer <input type="checkbox"/>
73-138 Crew <input type="checkbox"/> <input type="checkbox"/>	298-498 Infantry Compartment <input type="checkbox"/>	739-795 Turret <input type="checkbox"/> <input type="checkbox"/> *
139-195 Driver <input type="checkbox"/>	499-537 Machine Gun <input type="checkbox"/>	

Tamerlane Strike Sled (Flamer)

Hovercraft: 12 11 9 8 6 5 3 2

Piloting:

♥ F 11

♥ B 10

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
2 Medium Laser	X	-	9	0	1	5	
1 Flamer	F	-	3	0	1	2	† ○

1-33 Commander □	250-300 Fusion Engine □□□□□□□□	586-741 Stabilizer □
34-99 Crew □□	301-351 Hovercraft system □□□□□□□□	742-798 Turret □□*
100-156 Driver □	352-540 Medium Laser □□	
157-249 Flamer □	541-585 Sensors □□□□	

Tamerlane Strike Sled 2

Hovercraft: 12 11 9 8 6 5 3 2

Piloting:

♥ F 11

♥ B 10

Gunnery:

▲ 2

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Medium Laser	X	-	9	0	1	5	
1 SRM-2	F	-	9	0	2	2	

SRM-2: 50

1-93 Ammo: SRM-2 <input type="checkbox"/>	250-300 Fusion Engine <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	538-582 Sensors <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
94-126 Commander <input type="checkbox"/>	301-351 Hovercraft system <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	583-738 Stabilizer <input type="checkbox"/>
127-192 Crew <input type="checkbox"/> <input type="checkbox"/>	352-444 Medium Laser <input type="checkbox"/>	739-795 Turret <input type="checkbox"/> <input type="checkbox"/> *
193-249 Driver <input type="checkbox"/>	445-537 SRM-2 <input type="checkbox"/>	

Hipparch Cavalry Tank

Hovercraft: 9 8 7 6 5 3 2 1

Piloting:

♥ F 15

♥ B 14

Gunnery:

▲ 3

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Medium Laser	X	-	9	0	1	5	
1 SRM-2	X	-	9	0	2	2	
1 Small Laser	X	-	3	0	1	3	

SRM-2: 50

1-72 Ammo: SRM-2 □	244-294 Hovercraft system □□□□□□□□	520-591 Small Laser □
73-105 Commander □	295-330 I.C.E. Engine □□□□□□□□	592-747 Stabilizer □
106-171 Crew □□	331-402 Medium Laser □	748-804 Turret □□*
172-228 Driver □	403-474 SRM-2 □	
229-243 Fuel Tank *	475-519 Sensors □□□□	

Tiger Medium Tank T-12

Tracked: 4 3 2 1

Piloting:

♥ F 22

♥ B 20

Gunnery:

▲ 5

# Weapon	Arc	Min	Eff	Acc	Shots	Dmg	Sp
1 Autocannon/10	X	-	15	0	1	10	
1 SRM-4	X	-	9	0	4	2	
3 Machine Gun	B/F/X	-	3	0	1	2	†

AC/10: 20

SRM-4: 25

MG: 100

1-39 Ammo: AC/10 □□	241-306 Crew □□	472-489 SRM-4 □
40-57 Ammo: MG □	307-363 Driver □	490-534 Sensors □□□□
58-75 Ammo: SRM-4 □	364-378 Fuel Tank *	535-690 Stabilizer □
76-207 Autocannon/10 □	379-414 I.C.E. Engine □□□□	691-714 Tracked system □□□□
208-240 Commander □	415-471 Machine Gun □□□	715-771 Turret □□*