Color Legend: Red text struck through = Quirk has been removed Red text (not struck-through) = Detrimental Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has been increased Blue Text = Quirk is unchanged

Lights																		
Mist Lynx		HD	L	A	L	т		CT CT	R	т	R	A	L	-L	R	IL .	Set	t of 8
Variant	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
MLX-A	N/A	N/A	Additional Armor +12 Additional Structure +8 AMS Range +10% AMS RoF +5% ER Lacer Cooldown +2.5% Energy Cooldown +2.5%	Additional Armor +4 Additional Structure +12 AMS Range +10% AMS RoF +10% Energy Cooldown +5%	Additional Structure +6	Additional Structure +10	Energy Heat Gen -10% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Energy Heat Gen -15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Additional Structure +6	Additional Structure +10	Additional Structure +8 Machine Gun Renge +1016 Machine Gun RoF +5% ER-Laser Cooldown +2.5% Energy Cooldown +2.5%	Additional Armor +4 Additional Structure +12 Machine Gun RoF +10% Energy Cooldown +5%	Additional Structure +12	Additional Structure +12	Additional Structure +12	Additional Structure +12	Turn Rate +5%	Turn Rate +5%
MLX-B	N/A	N/A	Additional Armor +4 Additional Structure +12	Additional Structure +12	Additional Structure +8	Additional Structure +10	Energy Heat Gen -10% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Energy Heat Gen -15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Additional Structure +8	Additional Structure +10	Additional Structure +8 SRM Spread +8% Missile Cooldown +3% Energy Cooldown +2.5%	Additional Armor +4 Additional Structure +12 SRM Spread -8% Missile Cooldown +3% Energy Cooldown +2.5%	Additional Structure +12	Additional Structure +12	Additional Structure +12	Additional Structure +12	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%
MLX-C	N/A	N/A	Additional Armor +8 Additional Structure +8 AMS Range +10% AMS RoF +5%	Additional Armor +4 Additional Structure +12 AMS Range +10% AMS RoF +5%	Additional Structure +6 Torso-Yaw Amount +3	Additional Structure +10	Energy Heat Gen -10% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40% Torso Yaw Angle +9	Energy Heat Gen -15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Additional Structure +6 Torse-Yew Amount +3	Additional Structure +10	Additional Structure +8	Additional Structure +12	Additional Structure +15	Additional Structure +12	Additional Structure +15	Additional Structure +12	Torso Yaw Rate +2.5% Torso Yaw Amount +3	Torso Yaw Amount +18
MLX-D	N/A	N/A	Additional Armor +16 Additional Structure +8 Ballistic Cooldown +5% Ballistic Heat Gen -5% LBX Spread -10% LBX -1am Chance -20%	Additional Armor +24 Ballistic Cooldown +10% Ballistic Heat Gen -5% LBX Spread -10% UAC Jam Chance -30%	Additional Armor +6 Additional Structure +6	Additional Structure +10	Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40% Energy Heat Gen -10%	Energy Heat Gen -15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Additional Armor +6- Additional Structure +6	Additional Structure +10	Additional Structure +8	Additional Structure +12	Additional Armor +6 Additional Structure +12	Additional Structure +12	Additional Armor +6- Additional Structure +12	Additional Structure +12	Torso Turn Rate (Yaw) +2.5% Turn Rate +2.5%	Torso Turn Rate (Yaw) +5% Turn Rate +2.5%
MLX-PRIME	N/A	N/A	Additional Armor +12 Additional Structure +8 LRM Spread -8% Missile Cooldown +3%	Additional Armor +4 Additional Structure +12 LRM Spread +8% Missile Cooldown +3%	Additional Structure +6 Torse-Vaw Amount +6	Additional Structure +10	Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40% Torso Yaw Angle +3 Energy Heat Sen -10%	Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40% Energy Heat Gen -15%	Additional Structure +6 Forse-Yew Amount +1	Additional Structure +10	Additional Structure +8 Machine Gun Range +10% Machine Gun RoF +5% Missile Velocity +6% Missile Cooldown +3%	Additional Armor +4 Additional Structure +12 Machine Gun RoF +10% Missile Velocity +6% Missile Cooldown +3%	Reverse Speed +2.5% Additional Structure +12	Additional Structure +12	Reverse Speed +2.5% Additional Structure +12	Additional Structure +12	Torso Yaw Rate +5% Torso Yaw Amount +1	Torso Yaw Rate +5% Torso Yaw Amount +6
Kit Fox		HD	L	A	L	т	C	т	R	Т	R	A	L	L	R	L	Set	t of 8
Variant	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
KFX-C	N/A	N/A	Additional Structure +8 Machine Gun Rango +5% Machine Gun RoF +2.5%	Additional Structure +10 Machine Gun RoF +10%	Additional Structure +7 Torso Yaw Amount +3	Additional Structure +7 Torso Yaw Amount +3	Energy Heat Gen -10% Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40%	Energy Heat Gen -15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%	Additional Structure +7 Torso Yaw Amount +3	Additional Structure +7 Torso Yaw Amount +3	Additional Armor +9 Additional Structure +8 AMS Range +10% AMS RoF +5%	Additional Structure +10 AMS Range +10% AMS RoF +5%	Additional Structure +10	Additional Structure +14	Additional Structure +10	Additional Structure +14	Torso Yaw Amount +3 Torso Yaw Rate +2.5%	Torso Yaw Amount +3 Torso Yaw Rate +2.5%
KFX-D	N/A	N/A	Additional Armor +9 Additional Structure +8 LRM Spread -4% SRM Spread -4%	Additional Armor +10 Additional Structure +10 LRM Spread -4% SRM Spread -4%	Additional Structure +7	Additional Structure +7 Torso Yaw Amount +3	Energy Heat Gen -10% Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40% Torso Yaw Ande +9	Energy Heat Gen -15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%	Additional Structure +7 Torso Yaw Amount +3	Additional Structure +7 Torso Yaw Amount +3	Additional Armor +9 Additional Structure +8 LRM Spread -4% SRM Spread -4% NARC Range +50m NARC Effect Duration +10s	Additional Armor +10 Additional Structure +10 LRM Spread +4% SRM Spread +4% NARC Range +50m NARC Effect Duration +10s	Additional Structure +10	Additional Structure +14	Additional Structure +10	Additional Structure +14	Turn Rate Speed +5%	Turn Rate Speed +5%
KFX-PRIME	N/A	N/A	Additional Structure +12 ER-Lase+ Gooldown +2.5% Energy Cooldown +2.5%	Additional Structure +10 Energy Cooldown +5%	Additional Structure +7 Torso Yaw Amount +2	Additional Structure +7 Torso Yaw Amount +3	Energy Heat Gen -10% Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40%	Energy Heat Gen -15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%	Additional Structure +7 Torso Yaw Amount +2	Additional Structure +7 Torso Yaw Amount +3	Additional Armor +9 Additional Structure +8 Ballistic Cooldown +10% Ballistic Velocity +10% LBX Spread +5% Missilo Velocity +3%	Additional Armor +20 Additional Structure +10 Ballistic Cooldown +10% Ballistic Velocity +10% LBX Spread +5% Missile Velocity +20%	Additional Structure +10 Reverse Speed +2.5%	Additional Structure +14	Additional Structure +10 Reverse Speed +2.5%	Additional Structure +14	Torso Yaw Amount +2 Torso Yaw Rate +5%	Torso Yaw Rate +5%
KFX-S	N/A	N/A	Additional Structure +8 ER Laser Duration -3% Laser Duration -3% Missile Velocity +3%	Additional Structure +15 Laser Duration -6% Missile Velocity +3%	Machine Gun Range +5% Machine Gun RoF +2.5%	Machine Gun RoF +5%	Energy Heat Gen -10% Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40%	Energy Heat Gen -15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%	Machine Gun Range +5% Machine Gun RoF +2.5%	Machine Gun RoF +5%	Additional Structure +12	Additional Structure +15	Additional Structure +14	Additional Structure +7	Additional Structure +14	Additional Structure +7	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%
KFX-S Arctic Cheetah	N/A	N/A HD	ER Laser Duration - 3% Laser Duration - 3% Missile Velocity + 3%	Laser Duration -6%	Machine Gun Ronge +5% Machine Gun RoF +2.5%		Accel 50% Decel 50% Turn Rate 35%	Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%	Machine Gun Range +5%- Machine Gun RoF +2.5%				Additional Structure +14	Additional Structure +7	Additional Structure +14		Deceleration Rate +2.5%	
	N/A Current		ER Laser Duration - 3% Laser Duration - 3% Missile Velocity + 3%	Laser Duration -6% Missile Velocity +3%			Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40% Current	Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%	Current	T 2/16/2016	Additional Structure +12		Additional Structure +14	Additional Structure +7			Deceleration Rate +2.5%	Deceleration Rate +2.5%
Arctic Cheetah			ER Laser Duration -3% Laser Duration -3% Missile Velocity +3%	Laser Duration -6% Missile Velocity +3%	Current  Addisonal Structure +7	T 2/16/2016  Additional Structure +7	Accel 50% Decel 50% Turn Rate 35% Turn Rate 35% Current Acceleration + 10% Deceleration + 10% Turn Rate <2.5% Torso Turn Rate (>2.5% Torso Turn Rate (>2.5% Torso Turn Rate (>2.7%) Torso Turn Rate (>2.7%)	Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%  2/16/2016 Acceleration +10% Deceleration +10% Turn Rate +2.5% Torso Turn Rate (YAW) +2%	Current Additional Structure +7 Armor Movement Rate (PTCH) +5% Armor Movement Rate (YAW) +5%	T 2/16/2016  Additional Structure +7  Armor Movement Rate (PITCH) +5%  Armor Movement Rate (YAW) +5%	Additional Structure +12		L	Additional Structure +7 L 2/16/2016 N/A	R		Deceleration Rate +2.5%	Deceleration Rate +2.5%
Arctic Cheetah Variant	Current	HD 2/16/2016	ER Laser Duration -3% Laser Duration -3% Missile Velocity +3%  Current  Additional Structure +8	Laser Duration -6% Missile Velocity +3%  A  2/16/2016  Additional Structure +8	Current	.T 2/16/2016	Accels 50% Decel 50% Turn Rate 35% Tosso Turn Rate (YAW) 40% Current Acceleration +10% Deceleration +10% Acceleration +10% Constant (YAW) 42% Acceleration +10% Deceleration +10% Deceleration +10%	Accel 50% Decel 50% Torse Turn Rate 45% Torse Turn Rate 17/AVI 40% 2/16/2016 Acceleration +10% Deceleration +10% Turn Rate +2.5% Acceleration +10% Deceleration +10% Deceleration +10% Deceleration +10%	Current  Additional Structure +7 Armor Movement Rate (PITCH) +5%	Z/16/2016  Additional Structure +7  Armor Movement Rate (PITCH) +5%	Additional Structure +12	A 2/16/2016	Current	_L 2H6/2016	Current	2/16/2016	Deceleration Rate +2.5%  Set  Current	Deceleration Rate +2.5% t of 8 2/16/2016
Arctic Cheetah Variant	Current N/A	HD 2/16/2016 N/A	ER Laser Duration - 3% Laser Duration - 3% Massie Velocity + 3%  Current  Additional Structure +8 Missile Cooldown +3%	Laser Duration -6% Missile Velocity +3%  2/16/2016  Additional Structure +8 Missile Cooldown +3%	Current  Additional Structure +7  Turn Rate +3%	.T 2/16/2016  Additional Structure +7  Turn Rate +3%	Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate 740% Current Acceleration +10% Deceleration +10% Turn Rate 125% Turn Rate 125% Turn Rate 125% Turn Rate 125% Torso Turn Rate 125% Deceleration +10% Torso Turn Rate 125% Acceleration +125% Acceleration +125%	Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (45%) Torso Turn Rate (47%) Acceleration +10% Deceleration +10% Turn Rate (42,5%) Turn Rate (42,5%) Torso Turn Rate (42,5%)	Current Additional Structure +7 Armor Movement Rate (PTCH) +5% Armor Movement Rate (YAW) 5% Turn Rate +3%	T 2/16/2016 Additional Structure +7 Armor Movement Rate (PITCH) +5% Armor Movement Rate (YAW) +5% Turn Rate +2%	Additional Structure +12  R  Current  Missile Cooldown +3%	A 2/16/2016 Missile Cooldown +3%	Current  N/A  Reverse Speed +2.5%  Acceleration +2.5%	2/16/2016 N/A	Current  N/A  Reverse Speed +2.5%  Acceleration +2.5%	2/16/2016 N/A	Deceleration Rate +2.5%  Set  Current  N/A  Torso Turn Rate (YAW) +3%  Acceleration +2.5%	Deceleration Rate +2.5% t of 8 2/16/2016 N/A
Arctic Cheetah Variant ACH-A	Current N/A N/A	HD 2/16/2016 N/A N/A	EA Laser Duration -3% Laser Duration -3% Missale Velocity +3%  Current  Additional Structure +8 Missale Coddown +3%  N/A	Laser Duration -6% Missile Velbcity +3%   A   219/2016  Additional Structure +8 Missile Cooldown +3%   NIA	Current  Additional Structure +7  Turn Rate +3% Additional Structure +7	Z/16/2016  Additional Structure +7  Turn Rate +3% Additional Structure +7	Acceleration + 10% Deceleration + 10% Current Acceleration + 10% Deceleration + 10% Transa to - 25% Acceleration + 10% Transa to - 25% Acceleration + 10% Deceleration + 10%	Accel 50% Decel 50% Turn Rate 40% Turn Rate (YAW) 40%  2162016 Acceleration +10% Deceleration +10% Deceleration +10% Turn Rate (YAW) 2% Acceleration +10% Deceleration +10% Deceleration +10% Torson Turn Rate (YAW) 12% Acceleration +10% Torson Turn Rate (YAW) 14%	Current  Additional Shucture +7 Almor Movement Rate (PITCH) +5% Armor Movement Rate (V4W) +5%  Turn Rate +3% Additional Shructure +7	Z1EZ016  Addisonal Structure +7 Armor Movement Rate (PITCH) +5% Armor Movement Rate (VAVI) +6% Turn Rate +3% Addisonal Structure +7	Additional Structure +12  R  Current  Missile Cooldown +3%  LB-X Spread -5%	A 2/16/2016 Missile Cooldown +3% LB-X Spread -5%	Current N/A Reverse Speed +2.5%	L 2/16/2016 N/A Reverse Speed +2.5%	Current N/A Reverse Speed +2.5%	2/16/2016 N/A Reverse Speed +2.5%	Deceleration Rate +2.5%  Set  Current  N/A  Torso Turn Rate (YAW) +3%	Deceleration Rate +2.5%  of 8  2/16/2016  N/A  Torso Turn Rate (YAW) +3%
Arctic Cheetah Variant  ACH-A  ACH-B  ACH-C	Current N/A N/A N/A	HD 2/16/2016  N/A  N/A  N/A	EX-Less Duration—3%. Lase Duration—3%. Missale Velocity +3%.  Current  Additional Structure +8 Missale Coddown +3%.  N/A  N/A  LEM Syread -4%.  SRM Spread -4%.	Laser Duration -6% Missile Vebothy +3%  A 216/2016 Additional Structure +8 Missile Cockdown +3%  N/A  N/A  LRM Syread -4%	Current Additional Structure +7 Turn Rate +2% Additional Structure +7 N/A N/A	Additional Structure +7  Turn Rate +3% Additional Structure +7  NIA	Accel 50% Decel 50% Torso Turn Rate 30% Turn Rate 30% Turn Rate 30% Current Acceleration +10% Deceleration +10% Decelera	Acceleration + 10% Deceleration + 10% Turn Rate (PAWH 45% Acceleration + 10% Deceleration + 10%	Additional Structure +7 Amor Movement Rate (PITCH) +5% Armor Movement Rate (YAW) +5% Turn Rate +3% Additional Structure +7 N/A	T 2715/2016  Addisoral Gructure 47  Amer Movement Rain (PTCH) 45%  Amor Movement Rain (TAWI) 45%  Turn Rain 43%  Addisoral Gructure 47  NA  Turn Rain 25%	Additional Structure +12  R  Current  Missile Cooldown +3%  LB-X Spread-5%  N/A  LRM Spread-4%	A 276/2016 Missle Cooldown +3% LB-X Spread -5% N/A LRM Spread -4% SRM Spread -4%	Current  N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%	N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%	Current  N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%	2/16/2016  N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%	Deceleration Rate +2.5%  Set  Current  N/A  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Deceleration +2.5%  Turn Rate +2.5%	Deceleration Rate v2.5%  col 8  2/16/2016  N/A  Torso Turn Rate (YAW) +3%  Acceleration +2.5% Deceleration +2.7%
Arctic Cheetah Variant ACH-A ACH-B ACH-C ACH-PRME	Current N/A N/A N/A	HD 2/16/2016  N/A  N/A  N/A  N/A	EX-Less Duration—3%. Lase Duration—3%. Missale Velocity +3%.  Current  Additional Structure +8 Missale Coddown +3%.  N/A  N/A  LEM Syread -4%.  SRM Spread -4%.	Laser Duration -6% Missile Velocity +3%  A 276/2016 Additional Structure +8 Missile Cooldown +3%  NIA  NIA  LEM Spread -4% SRM Spread -4%	Current Additional Structure +7 Turn Rate +2% Additional Structure +7 N/A N/A	T 2162016 Additional Structure +7 Turn Rate +3% Additional Structure +7 N/A N/A N/A	Accel 60% Deceil 60% Tonno Turn Bate (Y/MV) 40% Current Acceleration + 10% Deceileration + 10% Turn Rate - 20% Acceleration + 10% Deceileration + 10% Deceileration + 10% Deceileration + 10% Deceileration + 10% Acceleration + 10% Deceileration + 1	Accel 60% Decel 60% ST Trans Turn Bate 17/0/14/14/20 ST Trans Turn Bate 17/0/14/20 ST Trans Bate 17/0/14/20 ST	Current Additional Structure +7 Armor Movement Rate (PTCH) +5% Armor Movement Rate (PTCH) +5% Armor Movement Rate (NVM) +5% Tun Rate +3% Additional Structure +7 N/A Turn Rate 2.5%	T 2715/2016  Addisoral Gructure 47  Amer Movement Rain (PTCH) 45%  Amor Movement Rain (TAWI) 45%  Turn Rain 43%  Addisoral Gructure 47  NA  Turn Rain 25%	Additional Structure +12  R Current  Missile Cocidown +3%  LB-X Spread -5%  NA  LRM Spread -4%  SRM Spread -4%	A 276/2016 Missle Cooldown +3% LB-X Spread -5% N/A LRM Spread -4% SRM Spread -4%	Current  N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%	N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%	Current  N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%	2/16/2016  N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%	Deceleration Rate +2.5%  Set  Current  N/A  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Deceleration +2.5%  Turn Rate +2.5%	Deceleration Rate v2.5%  of 8  2/14/2016  N/A  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Deceleration +2.5%  Turn Rate +2.5%
Arctic Cheetah Variant ACH-A ACH-B ACH-C ACH-PRME Adder	Current N/A N/A N/A N/A	HD 2/16/2016  N/A  N/A  N/A  N/A  HD	ERL same Desirtor - 30- Laser Desirtor - 30- Mario Michigan - 30- Michig	Laser Duration 40% Missile Vebothy 27%  21/62/2016  Addisonal Shrutture +8 Missile Coddown 47%  NIA  NIA  LRM Spread 47%  SRM Spread 47%  A	Corrent Additional Structure +7 Turn Rate +37/ Additional Structure +7 N/A N/A	T 2162016 Additional Structure +7 Turn Rate +3% Additional Structure +7 N/A N/A N/A	Accel 60% Tonn Fare 20% Decement 10% Decement 10% Tonn Rate 4.25% Tonn Fare 4.25% Tonn Rate 4.25% Decement 10% Decemen	Accel 80% Decel 60% Trun Rate 45% Trun Rate 45% Acceleration +10% Acceleration +10% Deceleration +10%	Current Additional Structure + 7 Armor Movement Rate (MTCH) + 5% Armor Movement Rate (MTCH) + 5% Additional Structure + 7 Additional Structure + 7 Turn Rate 2.5% Additional Structure + 7 Turn Rate 2.5%	T 2715/2016  Addisoral Gructure 47  Amer Movement Rain (PTCH) 45%  Amor Movement Rain (TAWI) 45%  Turn Rain 43%  Addisoral Gructure 47  NA  Turn Rain 25%	Additional Structure +12  R Current  Missile Cooldown +3%  LB X Spread -5%  NA  LRM Spread -4%  SPM Spread -4%  SPM Spread -4%	A 2/16/2016 Missile Cooldown +3% LB-X Spread +5% N/A LSN Spread +5% SRM Spread +4% A	Current NIA Reverse Speed +2.5% Acceleration +2.5% Turn Rate +2.5%	N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%	Current  N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%  Turn Rate +2.5%	N/A  Reverse Speed +2.5%  Acceleration +2.5%  Deceleration +2.5%  Turn Rate +2.5%	Deceleration Rate +2.5%  Set  Current  NIA  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Turn Rate +2.5%  Set	Deceleration Rate + 2.5%  1018  2116/2016  N/A  Torso Turn Rate (YAW) + 3%  Acceleration + 2.5%  Turn Rate + 2.5%  1018
Arctic Cheetah Variant ACH-A ACH-B ACH-C ACH-PRIME Adder Variant	Current N/A N/A N/A N/A Current	HD 2/16/2016 N/A N/A N/A N/A HD 2/16/2016	ERLance Design - 3% Lanc Design - 7% Month Velocity - 47% Lanc Design - 7% N/A N/A N/A N/A LRM Spread - 4% SRM Spread - 4% LCurrent Lddiscoal Structure - 8 Lddiscoal Structure - 6 Ldiscoard - 6% Ldiscoard - 6	Laser Duration 4(%) Missile Vebothy 4(%)  A 214/2016 Addisonal Structure +8 Missile Coodborn +3(%) NA NA  LENE Spread +1% A 214/2016 A 214/2016 Addisonal Structure +8	L Current  Additional Structure +7  Turn Date 47% Additional Structure +7  NUA  NUA  L  Current	T 216/2016 Additional Structure +7 Turp Patra -27% Additional Structure +7 NNA NNA T 216/2016 Additional Structure +4	Accel 8079. Terror East (YAW) 499. Terror East (YAW) 499. Terror East (YAW) 499. Acceleration + 1079. Terror East (YAW) 499.	Acces 60%. Deced 60%. Torso: Tuen Bate (1999).  2150016. Accessed and (1999). Tuen Bate (1999). Accessed and (1999). Tuen Rate (1999). Tuen Rate (1999). Tuen Rate (1999). Deceleration (1999). Deceleration (1999). Tuen Stars Bate (1999). Accessed (1999). Tuen Rate (1999).	Current  Additional Brucker of 7  Additional Brucker of 7  Amos Machine Strucker of 7  Amos Machine Strucker of 7  Turn State 275  Additional Brucker of 7  NA  Turn Rate 25%  R  Current	T 27142018  Additional Structure 27 of the form of the	Additional Structure +12  R Current  Missile Cocidosin +3%  LBX Spread -5%  NA  LRM Spread -5%  R  Current  Additional Structure +13  Additional Structure +14	A 27162016 Missle Cooldown +3% LB-X Spread +5% N/A LRM Spread +5% SRM Spread +5% A 27162016 LRM Spread +6% LRM Spread +6% LRM Spread +6%	Current  NIA  Reverse Speed +2.5%  Acceleration +2.5%  Turn Rate +2.5%  Current	2716/2016  NVA  Reverse Speed +2.5%  Acceleration +2.5% Deceleration +2.7% Turn Rate +2.5%  L  2716/2016	R Current N/A Reverse Speed +2.5% Acceleration +2.5% Turn Rate +2.5% R Current	2/16/2016  N/A  Reverse Speed +2.5%  Acceleration +2.5%  Turn Rate +2.5%  L  2/16/2016	Deceleration Rate +2.5%  Set  Current  NIA  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Deceleration +2.5%  Set  Current  Turn Rate +2.5%  Set  Current  Torso Turn Angle +4	Deceleration Rate +2.2%  216/2916  NIA  Tonso Turn Rate (YAW) +3% - Acceleration +2.5%  Turn Rate +2.5%  216/2916  Turn Rate +2.5%  Turn Rate +2.5%  Total Turn Andre +8
Arctic Cheetah Variant ACH-A ACH-B ACH-C ACH-PRME Adder Variant ADR-A	Current N/A N/A N/A N/A N/A N/A N/A	HD 2/16/2016 N/A N/A N/A N/A N/A N/A N/A N/A HD 2/16/2016	EPL sear Duration - 30- Laser Duration - 30- Marish Mindred - 30- Marish Mindred - 30- Marish Mindred - 30- Marish Mindred - 30- Mindred Coddown + 370- Mindred Coddown + 370- Mindred Coddown + 370- Mindred Coddown + 370- Mindred - 470- SMM Spread - 470- Mindred - 470- Mind	Leser Duration - (F)s. Massia Visiology - (ST)s.  2816/2916  Additional Structure - (ST)s.  NA.  NIA.  NIA.  NIA.  1016/2916  Additional Structure - (ST)s.  2816/2916  Additional Structure - (ST)s.  2816/2916  Additional Structure - (ST)s.  Additional Structure - (ST)s.  Additional Structure - (ST)s.  Additional Attack - (ST)s.  Additional Attack - (ST)s.	Current Additional Structure +7 Turn Rate +276 Additional Structure +7 NOA NOA Lacercost Laser Cookbean +276 Laser Cookbean +276	Additional Bincuture +7 Turn Rate +37 Additional Bincuture +7 NA NA NA T 21422916 Additional Bincuture +4 Laser Cockborn +275	Accel 60% Decei 60% Torno Turn Rate (YAW) 40% Torno Turn Rate (YAW) 40% Turno Turn Rate (YAW) 40% Turn Rate (YAW) 40% Turn Rate (YAW) 40% Turn Rate (YAW) 40% Deceivation +10% Torno Turn Rate (YAW) 40% Acceleration +10% Deceivation +10% Acceleration +10% Deceivation +10% Deceiva	Access 60% - Acces	Current Additional Binuture v7	T Interest Authoris Romans 71 of the Authoris Romans 71 of the Authoris Romans 72 of the Authoris Romans Roman Rom	Additional Structure +12  R Current  Missile Cooktown +3%  LEN Spread +5%  N/A  LEN Spread +5%  R  Current  Additional Structure +6  LEN Spread +3%  Additional Structure +6  Additional Structure +6  Additional Structure +6	A 2716/2016  Missele Cooldrian +27%  LB-X Spread -57%  NIA  LBN Spread -47%  SRM Spread -47%  SRM Spread -47%  Additional Binacture +6  LBN Spread -47%  Additional Spread -47%  Additional Spread -47%  Additional Spread -47%	Current NIA Reverso Speed v2.5% Acceleration v2.5% Decidention v2.5% Turn Rate v2.5% Current Additional Shruture +12 Reversos Speed v4.6%	N/A  Reverse Speed +2.5% Acceleration +2.5% Discolaration +2.5% Turn Rate +2.5% Additional Structure +16	Current N/A Reverse Speed + 2.5% Acceleration + 2.5% Decideration + 2.5% Turn Rate + 2.5% Turn Rate + 2.5% Additional Structure + 12 Additional Structure = 12 Additional Structure = 12	NIA  Reverse Speed + 2.5%  Acceleration + 2.5%  Acceleration + 2.5%  Turn Rate + 2.5%  L  216.2016  Additional Structure + 16	Deceleration Rate +2.5%  Set  Current  NIA  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Deceleration +2.5%  Set  Current  Turn Rate +2.5%  Set  Current  Torso Turn Angle +4  Torso Turn Angle +4  Torso Yaw Rate +2.5%	Deceleration Rate +2.0%  216/2916  NA  Torso Turn Rate (YAW) +2%  Acceleration +2.0%  Deceleration +2.0%  Turn Rate +2.0%  216/2916  Torso Turn Angle +8  Torso Turn Angle +8
Arctic Cheetah Variant ACH-B ACH-B ACH-C ACH-PEME Adder Variant ADR-B ADR-B	Current N/A N/A N/A N/A N/A N/A N/A	NA NA NA NA NA NA NA NA	ERL same Design - 30- Laser Design - 30- Monito Notice - 376 Monito Notice - 376 Monito Notice - 376 Laser Design - 376 NA Addisonal Structure + 8 Monito Condown + 276 NA NA LRN Syread + 476 SRM Syread + 476 LRN Syread - 476 LRN Syread - 476 LRN Syread - 476 LRN Syread - 476 Addisonal Structure + 6 LRN Syread - 476 LRN Syread - 476 Addisonal Structure - 46 LRN Syread - 476 Addisonal Structure - 46 LRN Syread - 476 Addisonal Structure - 46 Add	Laser Duration - (F)s. Massie Visioloty - (ST)s.  Addisonal Directors = 8 Massie Conditions - 275.  NA  NA  LEM Spread - 475.  SRM Spread - 476.  Addisonal Directors = 6 LRM Spread - 476.  LRM Spread - 476. LRM	Carrent Additional Structure +7 Turn Rate +2% Additional Structure +7 NA NA NA Later Cooldoan +2% Later Cooldoan +2%	Additional Structure +7  Turn Rate +57  Additional Structure +7  NA  NA  NA  1  2  1420916  Additional Structure +4  Additional Structure +4  Additional Structure +4  Additional Structure +4	Accel 8079. Terra Rate 17/AW1 4079. Turn Rate 17/AW1 4079. Turn Rate 17/AW1 4079. Deceleration + 17/9. Turn Rate - 47/9. Deceleration + 17/9. Turn Rate - 47/9. Turn	Access 60% . Deced 60% . Trans Turn Bate (1/00%) 40% . Access acce	Current Additional Bhucker of 7 Additional Bhucker of 7 Amon Movement Rain (PRICH) + 67 Turn Rain - 276 Additional Bhucker of 7 Additional Bhucker of	T Instances  Authorized Structure, 17 9, 19, 19, 19, 19, 19, 19, 19, 19, 19,	Additional Structure +12  Current  Missile Cocidours +3%  LBX Spread +5%  NA  LRM Spread +5%  R  Current  Additional Structure +1	Mosele Cooldran + 27%  LB-X Spread -5%  NA  LBM Spread -5%  NA  LBM Spread -5%  A  21622915  Additional Structure +6  Entity Cooldran +2%  Additional Structure +6  Entity Cooldran +2%  Additional Attention +1%  Additional Attention +1%  Additional Attention +1%  Additional Attention +1%	Current N/A Roverse Speed +2.5% Acceleration +2.5% Acceleration +2.5% Turn Rate +2.5% Current Additional Brusture +12 Reverse Speed +3.6% Additional Structure +12	NA Reverse Speel < 2.5% Acceleration < 2.5% Acceleration < 2.5% Turn Rate < 2.5%  2.10/2016 Additional Structure +16	Reverse Speed + 2.5%. Acceleration + 2.5%. Acceleration + 2.5%. Turn Rate + 2.5%. Turn Rate + 2.5%. Surrent Additional Structure + 12. Reverse Speed + 3.6%.	NA Reverse Speed +2.5% Acceleration +2.5% Deceleration +2.5% Turn Rate +2.5% Lancacie Additional Structure +16	Deceleration Rate +2.5%  Set  Current  NIA  Torso Turn Rate (YAW) +2%  Acceleration +2.5%  Deceleration +2.5%  Turn Rate +2.5%  Set  Current  Torso Turn Angle +4  Torso Turn Rate + 2.5%  Turn Rate + 2.5%  Turn Rate + 2.5%	Decoleration Rate +2.0%  216/2916  NA  Tonso Turn Rate (YAW) +3%  Acceleration +2.0%  Deceleration +2.0%  Turn Rate +5%
Arctic Cheetah Variant ACH-A ACH-B ACH-C ACH-PEME Adder Variant ADR-A ADR-B	Current N/A N/A N/A N/A N/A N/A N/A N/A	HD 2167016 NA	ERL sear Character - 364 Laser Devision - 364 Monic Vescolor - 276 Monic Vescolor - 276 Monic Vescolor - 276 Monic Vescolor - 276 Addisonal Bructure + 8 Menale Condition + 376 N/A N/A LURI Spread + 176 SPM Spread - 476 Addisonal Bructure + 6 LIM Spread - 476 Addisonal Bructure + 6 Lim Spread - 476 Addisonal Structure + 6 Laser Duration + 69 Las	Leser Duration - (F)s. Massis Neutrol y 279.  Addisonal Shruture + 8 Massis Coordison + 379.  NA  NA  LEM Spread + 29.  SHM Spread + 29.  Addisonal Shruture + 6  LEM Spread + 29.  LEM Spread + 29.  Addisonal Amori + 18  LEM Spread + 19.  EM Spread + 19.  EM Spread + 19.  Addisonal Amori + 18  Laser Duration + 19.  Addisonal Shruture + 6  Laser Duration - (19.  Addisonal Shruture + 6  Laser Duration - (19.  Addisonal Shruture + 6  Laser Duration - (19.  Addisonal Shruture + 6  Laser Duration - (19.)	Laser Cookban +2%  Additional Structure +7  Turn Rate +3% Additional Structure +7  NEA  Laser Cookban +2%  NIA  Missile Velocity +3%  Additional Structure +8	Additional Structure +4  Additional Structure +7  Tun Rate +3% Additional Structure +4  Additional Structure +4  Additional Structure +4  Missile Valority +3%  Additional Structure +4  Missile Valority +3%  Additional Structure +4  Missile Valority +3%  Additional Structure +4	Accel 607% Decei 607% Torno Turn Rate (YAW) 407% Torno Turn Rate (YAW) 407% Torno Turn Rate (YAW) 407% Turn Rate (YAW) 407% Turn Rate (YAW) 407% Turn Rate (YAW) 407% Deceivation + 107%	Access 60% December 20% Decembe	Current Additional Brucher et 7 Additional Brucher et 7 Ammo Movement Rais (PRICH) et 8 Ammo Movement Rais (PRICH) et 9 Turn Rais e 276 Additional Brucher et 7 NA Turn Rais e 276 R Current Laser Cooldonn e 276 NA Massile Velocity e 276 Massile Velocity e 276 Massile Velocity e 276	T Interest  Authoris Romans 71 yr. Authoris Romans 72 yr. Armon Novement Rain (PTCH) + 67 yr. Additional Romans + 7 yr. Additional Romans + 4 Laser Continues + 4 Messile Velocity + 27 yr. Additional Romans + 4 Messile Velocity + 27 yr. Additional Romans + 4 Roman	Additional Structure +12  Current  Messile Cooldown +37%  LB X Spread -67%  N/A  LBM Spread -476  SPM Spread -476  SPM Spread -476  Current  Additional Structure +6  LPM Spread -476  Additional Structure +6  LPM Spread -476  LPM Spread -476  Additional Structure +6  LPM Spread -476  Additional Structure +6  Additional Structure +6	A 2n6zote  Massle Cocidoren +3%  LB X Spread -9%  NA  LRM Spread -9%  SRM Spread -1%  SRM Spread -1%  Addisonal Structure +6  SRM Spread -4%  Addisonal Structure +6  Local Structure +6  ERPPC Velocity +10%	Current NA Reverse Speed +2.5% Acceleration +2.5% Acceleration +2.5% Turn Rate +2.5% Current Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16	NA Reverse Speel < 2.5% Accesseration < 2.5% Accesseration < 2.5% Turn Rate < 2.5% Additional Structure +16 Additional Structure +16 Additional Structure +16	Reverse Speed + 2.5%. Acceleration + 2.5%. Acceleration + 2.5%. Turn Rate + 2.5%. Turn Rate + 2.5%. S Current Additional Structure + 12 Reverse Speed + 3.6%. Additional Structure + 16	L prisable  NA  Reverse (speed +2.5%)  Accesseration +2.5%  Accesseration +2.5%  Turn Rate +2.5%  L prisable  Additional Structure +16  Additional Structure +16  Additional Structure +16	Deceleration Rate +2.5%  Set  Current  NIA  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Set  Current  Turn Rate +2.5%  Set  Current  Torso Turn Angle +4  Torso Turn Rate +2.5%  Acceleration +2.5%  Acceleration Rate +2.5%  Acceleration Rate +2.5%  Acceleration Rate +2.5%  Acceleration Rate +2.5%	Deceleration Rate +2.7%  of 8  31 EXPERIENT  NVA  Tono Turn Rate (YAW) +37%  Acceleration +2.2%  Turn Rate +2.2%  of 8  Turn Rate +2.2%  Turn Rate +2.5%  Turn Rate +2.5%  Turn Rate +2.5%  Turn Rate +2.5%  Acceleration Rate +2.5%
Arctic Cheetah  ACH-A  ACH-B  ACH-B  ACH-C  ACH-B  ACH-C  ACH-B  ACH-C  ACH-B  ADR-B  ADR-B  ADR-B  ADR-D  ADR-D  Jenner IIC  Variant	Current NIA NIA NIA NIA NIA NIA NIA NIA NIA Current NIA Current Current Current Current	HD 216/2016 NA N	ERL sear Character - 364 Laser Devision - 364 Monic Vescolor - 276 Monic Vescolor - 276 Monic Vescolor - 276 Monic Vescolor - 276 Addisonal Bructure + 8 Menale Condition + 376 N/A N/A LURI Spread + 176 SPM Spread - 476 Addisonal Bructure + 6 LIM Spread - 476 Addisonal Bructure + 6 Lim Spread - 476 Addisonal Structure + 6 Laser Duration + 69 Las	Leser Duration of (i).  Massia Neutrino 4 (ii).  Principle  Additional Shructure + 8 Manufer Conditions + 75%.  NA  NA  LENS Spread + 45%.  SRM Spread + 45%.  Additional Shructure + 6 LENS Spread + 45%.  Additional Shructure + 6 LENS (spread + 45%.  Additional Shructure + 6 Lens Potential - 45%.	Laser Cookban +2%  Additional Structure +7  Turn Rate +3% Additional Structure +7  NEA  Laser Cookban +2%  NIA  Missile Velocity +3%  Additional Structure +8	Additional Structure +7 Turn Rate +3% Additional Structure +7 NA NA NA T Additional Structure +4 Laterr Cookborn +2% Additional Structure +4 Missile Valorialy +3% Additional Structure +4 Energy Heat Con +2.5%	Accel 6079. Terror Earls (7/40V) 459V. Terror Ea	Access 60% Deced 60% Terror Turn Rate (1997) 40% Terror Turn Rate (1997) 40% Terror Turn Rate (1997) 40% Turn Rate 92.5% Turn Rate 92.5% Decederation + 10% Turn Rate 92.5% Decederation + 10% Turn Rate 92.5% Turn Rate 90% Turn Rate 40%	Current  Additional Brouter et 7  Additional Brouter et 7  Amon Movement Rais (PRICH) + 47  Amon Movement Rais (PRICH) + 47  Turn Rais = 276  Additional Brouter et 7  NAA  Turn Rais = 25%  Rais Current  Laser Cooldon + 2%  NAA  Missile Velocity + 2%  Additional Brouter +	T Interest  Authoris Romans 71 yr. Authoris Romans 72 yr. Armon Novement Rain (PTCH) + 67 yr. Additional Romans + 7 yr. Additional Romans + 4 Laser Continues + 4 Messile Velocity + 27 yr. Additional Romans + 4 Messile Velocity + 27 yr. Additional Romans + 4 Roman	Additional Structure +12  Current  Messile Cocidoan +3%  LB-X Spread-4%  NA  LEB X Spread-4%  SRM Spread-4%  Additional Structure +8  Energy Codelone +13  UKC Jam Charce +30  UKC Jam Charce +30  Additional Structure +6  ERPPC Velocity +7.5%	A 2n6zote  Massle Cocidoren +3%  LB X Spread -9%  NA  LRM Spread -9%  SRM Spread -1%  SRM Spread -1%  Addisonal Structure +6  SRM Spread -4%  Addisonal Structure +6  Local Structure +6  ERPPC Velocity +10%	Current NA Reverse Speed +2.5% Acceleration +2.5% Acceleration +2.5% Turn Rate +2.5% Current Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16	NA Reverse (Speed +2.5%). Accesseration +2.5%. Turn Rate +2.5%. Jun Rate +2.5%. Additional Structure +16 Additional Structure +16 Additional Structure +16	Courrent NA Renerse Speed + 2.5% Acceleration + 2.5% Acceleration + 2.5% Turn Rate + 2.5%  Gurrent Additional Structure + 12 Additional Structure + 12 Additional Structure + 14 Additional Structure + 14	NA Reverse Speed +2.5% Acceleration +2.5% Turn Reverse Speed +2.5% Turn Reverse Speed +2.5% Turn Reverse Speed +2.5% Additional Structure +16 Additional Structure +16 Additional Structure +16 Additional Structure +16	Deceleration Rate +2.5%  Set  Current  NIA  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Set  Current  Turn Rate +2.5%  Set  Current  Torso Turn Angle +4  Torso Turn Rate +2.5%  Acceleration +2.5%  Acceleration Rate +2.5%  Acceleration Rate +2.5%  Acceleration Rate +2.5%  Acceleration Rate +2.5%	Deceleration Rate +2.7%    2162956
Arctic Cheetah Variant ACH-A ACH-B ACH-C ACH-PRIME ACH-C ACH-PRIME ADR-A ADR-A ADR-D ADR-PRIME Jenner IIC	Current NIA	HD 216/2016 NA N	ER Learn Desidence 30: Learn Desidence 30: Marie Methods 21: Learn Desidence 31: Marie Methods 21: Additional Binactuse 40 Missile Cookbown 579 N/A N/A N/A N/A N/A LEM Spread 479 SEM Spread 479 Additional America 40 Additiona	Laser Duration - (f)s. Massic Neutroly 1979.  A 215/2916.  Addisonal Structure - 18 Monitor Conditions - 1796.  NA NA LENE Spread - 479.  SPA Spread - 479.  Addisonal Structure - 6 LENE Spread - 479.  Addisonal Structure - 6 LENE Spread - 479.  Addisonal Structure - 46  LENE Conditional - 479.  Addisonal Structure - 46  LENE CONDITIONAL - 479.  ADDISONAL - 479.  ADDISONA	Laser Cooldons + 2%  Current  Additional Structure + 7  Turn Rate + 2%  Additional Structure + 7  NA  NA  NA  Laser Cooldons + 2%  NA  Massile Velocity + 3%  Additional Structure + 8	Additional Structure +7 Turn Rate +3% Additional Structure +7 NA NA NA T Additional Structure +4 Laterr Cookborn +2% Additional Structure +4 Missile Valorialy +3% Additional Structure +4 Energy Heat Con +2.5%	Accel 807% Decei 607% Toron Turn Rate 17/40V 497% Toron Turn Rate 17/40V 497% Acceleration + 107% Turn Rate 17/40V 497% Turn Rate 22/76 Turn Rate 27/76 Deceivation + 107% Deceiv	Access 60% December 20% Decembe	R Current Additional Structure +7 Admonthal Structure +7 Amonthal Structure +7 Amonthal Structure +7 Admonthal Structure +7 Additional Structure +7 N/A  Missale Velocity +2% Additional Structure +3% Addi	T Interest  Authoris Romans 71 yr. Authoris Romans 72 yr. Armon Novement Rain (PTCH) + 67 yr. Additional Romans + 7 yr. Additional Romans + 4 Laser Continues + 4 Messile Velocity + 27 yr. Additional Romans + 4 Messile Velocity + 27 yr. Additional Romans + 4 Roman	Additional Structure +12  Current  Missile Cooldown +37%  LBX Spread 47%  NA  LRIX Spread 47%  SRM Spread 47%  Current  Additional Structure +6  Energy Cooldown +27%  Additional Structure +6  Energy Cooldown +27%  Additional Amort +6  LUAC Jam Christen +57%  Ballistic Cooldown +57%  Ballistic Cooldown +57%  Additional Structure +6  ERPPC Velocity +7,5%  R	A 2n6zote  Massle Cocidoren +3%  LB X Spread -9%  NA  LRM Spread -9%  SRM Spread -1%  SRM Spread -1%  Addisonal Structure +6  SRM Spread -4%  Addisonal Structure +6  Local Structure +6  ERPPC Velocity +10%	Current NIA  Reverso Speed «2.5% Acceleration + 2.5% Acceleration + 2.5% Turn Rate «2.5%  Unrent Additional Structure + 12 Additional Structure + 12 Additional Structure = 14 Additional Structure = 16 Additional Structure = 16	NA Reverse (Speed +2.5%). Accesseration +2.5%. Turn Rate +2.5%. Jun Rate +2.5%. Additional Structure +16 Additional Structure +16 Additional Structure +16	Current N/A Reverse Speed +2.5% Acceleration +2.5% Deceleration +2.5% Turn Rate +2.5% R Current Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16	NA Reverse Speed + 2.5% Acceleration + 2.0% Development on + 2.0% Turn Rate + 2.5% L 21462016 Additional Structure + 16 Additional Structure + 16 Additional Structure + 16 L 24462016 Additional Structure + 16 Additional Structure + 16 L 24462016 Additional Structure + 16	Deceleration Rate +2.5%  Set  Current  NIA  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Set  Current  Turn Rate +2.5%  Acceleration Rate +2.5%  Set	Cot 8  2160955  NA  Tonso Turn Rate (YAW) +376  Acceleration 25 %  Turn Rate +2 5%  Turn Rate +2 5%  Turn Rate +5 %  Turn Rate +5 %  Turn Rate +5 %  Acceleration Rate +2 5%  Acceleration Rate +2 5%
Arctic Cheetah  ACH-A  ACH-B  ACH-B  ACH-C  ACH-C  ACH-C  ACH-C  ACH-C  ACH-C  ADR-D  ADR-B  ADR-B  ADR-D  Jenner IIC  Variant	Current NIA	MD 2162016 NA	ER Leare Desidence 30: Leare Desidence 76: Mosile Vericolor 27: Mosile Conditions 17: NA  NA  LEM Spread 47: SPM Spread 47: SPM Spread 47: Additional Structure +6 LEM Spread 47: SPM Spread 47: Additional Structure +6 LEM Spread 47: Additional Structure +6 Leare Desidence 47: LEX Spread 107: Mosile 17: Additional Structure +6 Leare Desidence 47: LEX Spread 107: Mosile 17: Additional Structure +6 Leare Desidence 47: LEX Spread 107: Mosile 17: Additional Structure +6 Leare Desidence 47: Mosile 17: Additional Structure +6 Leare Desidence 47: Mosile 17: Mosile 17: Mosile 17: Mosile 17: NA	Laser Duration - (f)s. Massis Noticity 1979.  Additional Structure + 8 Marsis Conditions 1979.  NA  NA  LENE Spread - 479.  SRN Spread - 479.  Additional Structure - 6 LENE Spread - 479.  Additional Structure - 48 ERPPC Valueby + 1079.  Additional Structure - 48 ERPPC Valueby - 4799.	Lurrent  Additional Structure +7  Turn Ree +3% Additional Structure +7  NOA  NOA  Lurrent  Luser Coolstown +2%  NOA  Missile Velocity +3%  Additional Structure +8  Current  Lurrent  Lurrent  Lurrent  Additional Structure +8  Current  Lurrent  Lurrent	Additional Structure +7  Turn Rate +3/6  Additional Structure +7  NA  NA  NA  Paragrae  Additional Structure +4  Laser Cookborn +2/6  Additional Structure +4  Missile Velocity +3/6  Additional Structure +4  Missile Velocity +3/6  Additional Structure +4  Missile Velocity +3/6  Table Turner +4  Additional Structure +4  Missile Velocity +3/6  Table Turner +4  Additional Structure +4  Missile Velocity +3/6  Table Turner +4  Additional Structure +4  Missile Velocity +3/6  Table Turner +4  Additional Structure +4  Missile Velocity +3/6  Additional Structure +4  Additional Structure +4  Additional Structure +4  Missile Velocity +3/6  Additional Structure +4  Additional Structure +4  Missile Velocity +3/6  Additional Structure +4  Additional Structure +4  Missile Velocity +3/6  Additional Structure +4	Accel 8079. Trans Fate 20% Acceleration 410% Trans Fate 20% Trans	Access 60% December 20% Decembe	Current Additional Brucker 47 Amon Movement Rate (PTCH) 47 Amon Movement Rate (PTCH) 47 Additional Brucker 47	T Instances  Auditional Genomes 75 - 95.  Author Movement Rate (PTCH + 95.  Author Rate 2.5%  Fair Rate 2.5%  Author Rate 2.5%  Fair Rate 2.5%  Author Rate 2.5%  Author Rate 2.5%  Fair Rate 2.5%  Author Rate 2.5%  Auth	Additional Structure +12  Current  Missile Cocidorin +376,  LBX Spread -576,  NA  LRM Spread -576  NA  LRM Spread -476,  SMM Spread -476,  Ballistic Cocidorin +276,  LGM Verbory +176,  Ballistic Cocidorin +276,  Ballistic Cocidorin +576,  Ballistic Cocidorin -576,  Ballistic Cocidorin -576,  Current  R  Current  NM	A 2n6zote  Missele Cooldown + 37%  Lib X Spread -6%  NA 1.28 Spread -6%  SRM Spread -6%  SRM Spread -6%  Addisonal Structure +6 SRM Spread -6%  Addisonal Structure +6 SRM Spread -6%  Addisonal Structure +6 Entryl Cooldown + 27%  Addisonal Structure +6 ERPPC Velocity +10%  NAA  NAA	Current  NA  Reverse Speed 4.2-5%  Acceleration + 2-5%  Acceleration + 2-5%  Turn Rate + 2-5%  Current  Additional Structure + 12	NA Reverse Speed +2.5% Acceleration +2.5% Acceleration +2.5% Turn Rate +2.5%  1 Turn Rate +2.5% Additional Structure +16 Additional Structure +16 Additional Structure +16 Additional Structure +16  Additional Structure +16	Renerse Speed + 2.5%. Acceleration + 2.5%. Acceleration + 2.5%. Turn Raw + 2.5%. Fig. Current Additional Structure + 12 Additional Structure + 14 Additional Structure + 14 Additional Structure + 14 Additional Structure + 15 Additional Structure + 16 Additional Structure + 17 Additional Structure + 18 Additional Structure + 19 Ad	L prisopte  NA  Reverse Speed + 2.5%  Acceleration + 2.5%  Acceleration + 2.5%  Term Speed + 2.5%  L prisopte  Additional Structure + 16  Additional Structure + 16  Additional Structure + 16  L prisopte  Additional Structure + 16	Deceleration Rate +2.5%  Set  Current  NIA  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Set  Current  Turn Rate +2.5%  Turn Rate +2.5%  Turn Rate +2.5%  Turn Rate +2.5%  Acceleration Rate +2.5%  Turn Rate +2.5%  Set  Current  Torso Turn Angle +2  Torso Turn Angle +2  Torso Turn Rate +2.5%  Set  Current  Acceleration Rate +2.5%  Set  Current  Set  Current  NAA  NAA	Deceleration Rate +2.0%
Arctic Cheetah Varient ACH-A ACH-B ACH-C ACH-PRIME Added Varient ADR-A ADR-D ADR-PRIME ADR-D Jenne III Jen	Current N/A N/A N/A N/A N/A N/A N/A N/A N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A	HD	ER Learn Decision - 30- Learn Decision - 30- Marie Methods - 210- Marie Methods - 210- Courted Additional Structure - 40 Missile Coddown + 370- Courted  Additional Structure - 40 LEAX Newsory + 1070- Missile Coddown + 470- Missil	Laser Duration - (%).  Massile Modelly (1976).  Additional Binushine + 48.  Additional	Carrent  Additional Structure +7  Turn Rate +2% Additional Structure +7  NA  NA  Laser Cooldown +2%  NA  Massile Velocity +3%  Additional Structure +8  Additional Structure +8	Additional Structure +7 Trun Raine +3% Additional Structure +7 Trun Raine +3% Additional Structure +4 NA Additional Structure +4 Laser Cookbown +2% Additional Structure +4 Additional Structure +4 Additional Structure +4 Energy Head Clark Additional Structure +4 Additional Structure +4 Results Velericity +2% Additional Structure +4 Results Velericity +4 Additional Structure +4 Add	Accel 8079. Toesno Turn Rate 17/ANY 3079. Toesno Turn Rate 17/ANY 3079. Toesno Turn Rate 17/ANY 3079. Turn Rate 27/ANY 3079. Turn Rate 32/ANY 3079. Turn Rate 32/ANY 3079. Turn Rate 32/ANY 3079. Turn Rate 32/ANY 3079. Turn Rate 37/ANY 3079. Turn Rate 37	Access 600%. Deced 60%. Torson Tuen Rates (7,00%) 40%.  2 1916/2016. Access from 10%. Turns Or Tuen Rates (7,00%) 40%.  Turns Rates (7,00%) 40%. Turn Rates 42,0%. Turns Rates (7,00%) 40%. Turns Rates (7,00%) 40%. Access from 10%. Access from 10	Current  Additional Brucker of 1 Additional Brucker of 2 Amon Movement Rain (PRICH) and Amon Movement Rain (PRICH) Turn Rain 2-79 Additional Brucker of 2 Additional Brucker of 3 NA Turn Rain 2-5%  R Current  Laser Cooldown +2% NA Massile Velocity +2% Additional Brucker of 3 Additional Brucker	T STREETS  Authors of Recursor of a pro- Amend Novement Rise (PTCH) e pro- Amend Novement Rise (PTCH) e pro- Amend Novement Rise (PTCH) e pro- Additional Rise (PSC) e pro- Additional Rise (P	Additional Structure +12  R Current  Missile Cooldown +37%  Lib X Spread 45%  NA  Lib X Spread 45%  NA  Lib X Spread 45%  SPM Spread 45%  SPM Spread 45%  SPM Spread 45%  SPM Spread 45%  Additional Structure +6  Energy Cooldown +25%  Energy Cooldown +25%  Additional Structure +6  Energy Cooldown +25%  Energy Cooldown +25%  Additional Structure +6  Energy Cooldown +25%  Energy Cooldown +25%  Additional Structure +6  Energy Cooldown +25%  E	Missale Cooldown + 27% Lib X Spread 47% NA Lib X Spread 47% SPR Additional Structure + 6 SPM Spread - 47% Additional Structure + 6 Energy Cooldown + 27% Additional Structure + 10 Lid X Spread - 47% Additional Structure + 6 Energy Cooldown + 27% Additional Structure + 10 Lid X Velocity + 110% Lid X Velocity + 110% Additional Structure + 10 ERPPC Valocity + 10% Additional Structure + 10 ERPPC Valocity + 10% Additional Structure + 10% ANA NA	Current N/A Roverse Speed +2.5% Acceleration +2.5% Acceleration +2.5% Turn Rate +2.5% Current Additional Brusture +12 Reviews Speed +3.6% Additional Structure +12 Additional Structure +14 Addition	NA Reverse Speel < 2.5% Accesseration < 2.5% Accesseration < 2.5% Turn Rate < 2.5%  Language Additional Structure +16	Reverse Speed + 2.5%. Acceleration + 2.5%. Acceleration + 2.5%. Turn Rate + 2.5%. Turn Rate + 2.5%.  Gurrent Additional Structure + 12 Additional Structure + 16 Additional Structure + 16 Additional Structure + 16 Additional Structure + 17 Additional Structure + 18 Additional Structure + 18 Additional Structure + 19 Additional St	NA Reverse Speed +2.5% Acceleration +2.5% Deceleration +2.5% Turn Rate +2.5% L ancore Additional Structure +16	Deceleration Rate +2.5%  Set  Current  NIA  Torso Turn Rate (YAW) +3%  Acceleration +2.5%  Turn Rate +2.5%  Set  Current  Torso Turn Angle +4  Torso Turn Angle +4  Torso Turn Angle +2  Turn Rate +2.5%  Turn Rate +2.5%  Acceleration Rate +2.5%  Set  Current  NIA  NIA	Deceleration Rate +2.7%  of 8  2192955  NNA  Torso Turn Rate (YAW) +37%  Acceleration +2.5%  Turn Rate +2.5%  Turn Rate +2.5%  Turn Rate +2.5%  Turn Rate +5%  Turn Rate +5%  Turn Rate +5%  Acceleration Rate +2.7%

Color Legend: Red-text-struck-through = Quirk has been removed Red text (not struck-through) = Detrimental Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has been increased Blue Text = Quirk is unchanged

Mediums																		
Ice Ferret		HD	L	A	L	т.		CT CT		et .		RA		L	R	L	Set	of 8
Variant	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
IFR-A	N/A	N/A	Additional Armor +7 Additional Structure +14 Ballistic Cooldown +5% Ballistic Velocity +5% Ballistic Heat Gen -5%	Additional Armor +21 Ballistic Cooldown +10% Ballistic Velocity +10% Ballistic Heat Gen +10%	Additional Structure +11 Arm Movement Rate Pitch +5%	Additional Structure +11 Turn Rate +10%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +5% Turn Rate +5% ER Laser Duration -3% ER Laser Cooldown +5%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +5% Turn Rate +5% ER Laser Duration -3% ER Laser Cooldown +5% ER Laser Heat Gen -5%	Additional Structure +11	Additional Structure +11 Turn Rate +5%	Additional Structure +7 AMS Range +10% ER Laser Duration -3% ER Laser Cooldown +2.5%	Additional Structure +14 AMS RoF +10% ER Laser Duration -3% ER Laser Cooldown +2.5%	Additional Structure +11 Acceleration Rate +2.6% Deceleration Rate +2.6%	Additional Structure +11	Additional Structure +11 Acceleration Rate +2.5% Deceleration Rate +2.5%	Additional Structure +11	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%
IFR-B	N/A	N/A	Additional Structure +7 Energy Heat Gen -5% Missile Heat Gen -5%	Additional Structure +14 Energy Heat Gen -5% Missile Heat Gen -5%	Turn Rate +2.5% Additional Structure +6	Turn Rate +5% Additional Structure +11	Accel +10% Deceleration +10% Additional Structure +14	Accel +20% Deceleration +20% Torso Yaw Rate 15% Turn Speed 10% Energy Heat Gen -2.5% Missile Heat Gen -5%	Turn Rate +2.5% Additional Structure +6	Turn Rate +5% Additional Structure +11	Missile Cooldown +5% LRM Spread -3% SRM Spread -3%	Additional Structure +14 Missile Cooldown +5% LRM Spread -3% SRM Spread -3%	Additional Structure +16	Additional Structure +11	Additional Structure +16	Additional Structure +11	Overheat Damage -5%	Overheat Damage -5%
IFR-C	N/A	N/A	Additional Structure +7 Missile Cooldown +2% LRM Spread -3% SRM Spread -3% Missile Velocity +2%	Additional Structure +14 Missile Cooldown +2% LRM Spread -3% SRM Spread -3% Missile Velocity +2%	Additional Structure +6 Missile Cooldown +2% LRM Spread -2% SRM Spread -2% Missile Velocity +2%	Additional Structure +6 Missile Cooldown +2% LRM Spread -2% SRM Spread -2% Missile Velocity +2%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +10% ER Laser Duration -3% ER Laser Cooldown +5%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +10% ER Laser Duration -3% ER Laser Cooldown +5% Energy Heat Gen -2.5% Missile Heat Gen -5%	Additional Structure +6 Torso Turn Angle +6	Additional Structure +11 Torso Turn Angle +6	Additional Structure +7 Missile Cooldown +2% LRM Spread -3% SRM Spread -3%	Additional Structure +14 Missile Cooldown +2% LRM Spread -3% SRM Spread -3%	Additional Structure +11 Turn Rate +2.5%	Additional Structure +11	Additional Structure +11 Turn-Rate +2.5%	Additional Structure +11	Turn Rate +5%	Turn Rate +5%
IFR-D	N/A	N/A	Additional Structure +7 AMS Range +10% Pulse Laser Duration -2%	Additional Structure +14 AMS Range +10% Pulse Laser Duration -2%	Additional Structure +6 Torso Yaw Rate (PITCH) +2.5%	Additional Structure +11 Torso Yaw Rate (PITCH) +5%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +5% Pulse Laser Duration +2% Pulse Laser Cooldown +5%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +5% Pulse Laser Duration -2% Pulse Laser Cooldown +5% Pulse Laser Heat Gen -5%	Additional Structure +6 Torso Yaw Rate (YAW) +2.5%	Additional Structure +11 Torso Yaw Rate (YAW) +5%	Additional Structure +7 Pulse Laser Duration -2%	Additional Structure +14 Pulse Laser Duration -2%	Additional Structure +16	Additional Structure +11	Additional Structure +16	Additional Structure +11	Torso Yaw Rate +5%	Torso Yaw Rate +5%
IFR-PRIME	N/A	N/A	Additional Armor +7 Additional Structure +14 ERPPC Velocity +7.5% Energy Cooldown +2%	Additional Structure +14 ERPPC Velocity +10% Energy Heat Gen -5%	Additional Structure +11 Torso Turn Angle +6	Additional Structure +11 Torso Turn Angle +6	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +5% Reverse Speed +5%	Acceleration Rate +40% Deceleration Rate +40% Torso Yaw Rate +35% Reverse Speed +10% Turn Rate 35% Energy Heat Gen -556	Additional Structure +6 Arm Movement Rate Pitch +5%	Additional Structure +11 Acceleration Rate +5%	Missile Cooldown +2% LRM Spread -3% SRM Spread -3% Missile Velocity +2%	Additional Structure +14 Missle Cooldown +2% LRM Spread -3% SRM Spread -3% Missle Velocity +2%	Additional Structure +11 Reverse-Speed +2.5%	Additional Structure +11	Additional Structure +11 Reverse-Speed +2.5%	Additional Structure +11	Reverse Speed +5%	Reverse Speed +5%
Shadow Cat		HD	L	A	L	т		T	F	rT	F	RA	L	L	R	L	Set	of 8
Variant	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
SHC-A	N/A	N/A	Additional Structure +7 Energy Heat Gen -2.5% ER Las Heat Gen -2.5%	Additional Structure +7 Energy Heat Gen -2.5% ER Las Heat Gen -2.5%	Turn Rate +2.5% Torso Turn Rate (YAW) +2.5%	Turn Rate +2.5% Torso Turn Rate (YAW) +2.5%	Acceleration +5% Deceleration +5% Turn Rate +2.5% Torso Turn Rate (YAW) +2.5%	Acceleration +5% Deceleration +5% Turn Rate +2.5% Torso Turn Rate (YAW) +2.5%	Missile Cooldown +5%	Missile Cooldown +5%	Additional Structure +7 Laser Duration -2.5% ER Laser Duration -2.5%	Additional Structure +7 Laser Duration -2.5% ER Laser Duration -2.5%	Additional Structure +12	Additional Structure +12	Additional Structure +12	Additional Structure +12	Turn Rate +2.5% Torso Turn Rate (YAW) +2.5%	Turn Rate +2.5% Torso Turn Rate (YAW) +2.5%
SHC-B	N/A	N/A	Additional Structure +7 LRM Spread -3% SRM Spread -3%	Additional Structure +7 LRM Spread -3% SRM Spread -3%	Additional Armor +6 Additional Structure +11	Additional Armor +6 Additional Structure +11	Acceleration +5% Deceleration +5% Reverse Speed +5%	Acceleration +5% Deceleration +5% Reverse Speed +5%	Torso Turn Rate (YAW) +5%	Torso Turn Rate (YAW) +5%	Additional Structure +7 LRM Spread -3% SRM Spread -3%	Additional Structure +7 LRM Spread -3% SRM Spread -3%	Reverse Speed +2.5% Additional Structure +7	Reverse Speed +2.5% Additional Structure +7	Reverse Speed +2.5% Additional Structure +7	Reverse Speed +2.5% Additional Structure +7	Reverse Speed +5%	Reverse Speed +5%
SHC-P	N/A	N/A	Additional Structure +7 Machine Gun Range +4% Machine Gun RoF +2%	Additional Structure +7 Machine Gun Range +4% Machine Gun RoF +2%	Machine Gun Range +4% Machine Gun RoF +2%	Machine Gun Range +4% Machine Gun RoF +2%	Acceleration +5% Deceleration +5% Turn Rate +5%	Acceleration +5% Deceleration +5% Turn Rate +5%	Turn Rate +2.5%	Turn Rate +2.5%	Additional Structure +7 Ballistic Cooldown +3% Gauss Rifle Cooldown +3%	Additional Structure +7 Ballistic Cooldown +3% Gauss Rifle Cooldown +3%	Turn Rate +2.5% Additional Structure +7	Turn Rate +2.5% Additional Structure +7	Turn Rate +2.5% Additional Structure +7	Turn Rate +2.5% Additional Structure +7	Turn Speed +5%	Turn Speed +5%
SHC-Prime	N/A	N/A	Additional Structure +7 ER Laser cooldown +5%	Additional Structure +7 ER Laser cooldown +5%	AMS RoF +7.5% AMS Range +5%	AMS RoF +7.5% AMS Range +5%	Acceleration Rate +5% Deceleration Rate +5% Torso Turn Rate +5%	Acceleration Rate +5% Deceleration Rate +5% Torso Turn Rate +5%	Torso Turn Rate +2.5%	Torso Turn Rate +2.5%	Additional Structure +7 Ballistic range 5%	Additional Structure +7 Ballistic range 5%	Additional Structure +7 Acceleration Rate +5% Deceleration Rate +5%	Additional Structure +7 Acceleration Rate +5% Deceleration Rate +5%	Additional Structure +7 Acceleration Rate +5% Deceleration Rate +5%	Additional Structure +7 Acceleration Rate +5% Deceleration Rate +5%	Torso Turn Rate (YAW) +5%	Torso Turn Rate (YAW) +5%
Nova		HD	L	A	L	т		т	F	rT	F	A.	L	L	R	L	Set	of 8
Variant	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
Variant NVA-A	N/A	2/16/2016 N/A	Current  Additional Armor +24  ERPPC Velocity +7.5%  ERPPC Heat Gen -3%	2/16/2016  Additional Armor +24  ERPPC Velocity +7.5%  ERPPC Heat Gen -3%	Current  Additional Structure +8  AMS Range +5%  AMS RolF +5%	Additional Structure +12 AMS RoF +10%	Additional Structure +8 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Reverse Speed +5%	2/16/2016 Additional Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Reverse Speed +5% Turn Rate +5%	Current  Additional Structure +8  AMS Range +5%  AMS RoF +5%	2/16/2016  Additional Structure +12  AMS RoF +10%	Current  Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3%	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3%	Current  Additional Structure +12 Turn Rate +2.5%	2/16/2016  Additional Structure +12 Turn Rate +5%	Current  Additional Structure +12 Turn Rate +2.5%	2/16/2016  Additional Structure +12 Turn Rate +5%	Current  Reverse Speed +2.5% Turn Rate +2.5%	2/16/2016 Reverse Speed +2.5% Turn Rate +7.5%
			Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3% Additional Armor +16 Additional Structure +12 Pulse Laser Duration -3% Laser Duration -3%	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3%  Additional Armor +16 Additional Structure +12 Pube Laser Duration -3% Laser Duration -3%	Additional Structure +8 AMS Range +5% AMS RoF +5%  Additional Structure +8 Machine Gun Rong +5% Machine Gun RoF +2.5%	Additional Structure +12 AMS RoF +10% Additional Structure +12 Machine Gun RoF +5%	Additional Structure +8 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Reverse Speed +9% Turn Rate +5% Additional Structure +8 Acceleration Rate +15% Deceleration Rate +15% Torso Yaw Amount +9 Torso Yaw Rate +10%	Additional Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Torso Yaw Rate +10% Turn Rate +10% Additional Structure +12 Acceleration Rate +15% Deceleration Rate +15% Torso Yaw Amount +9 Torso Yaw Rate +10%	Additional Structure +8	Additional Structure +12	Additional Armor +24 ERPPC Velocity +7.5%	ERPPC Velocity +7.5%	Additional Structure +12		Additional Structure +12	Additional Structure +12	Reverse Speed +2.5%	
NVA-A	N/A	N/A	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3%  Additional Armor +16 Additional Structure +12 Pulse Laser Duration -3%	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3% Additional Structure +12 Pube Laser Duration -3%	Additional Structure +8 AMS Renge +5% AMS RoF +5%  Additional Structure +8	Additional Structure +12 AMS RoF +10% Additional Structure +12	Additional Structure +8 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Reverse Speed +5% Turn Rate +5% Additional Structure +8 Acceleration Rate +15% Deceleration Rate +15% Torso Yaw Amount +9	Additional Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Reverse Speed +5% Turn Rate +5% Additional Structure +12 Acceleration Rate +15% Deceleration Rate +15% Torso Yaw Amount +9	Additional Structure +8  AMS Renge +5%  AMS RoF +5%  Additional Structure +8	Additional Structure +12 AMS RoF +10%  Additional Structure +12	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3% Additional Armor +16 Additional Structure +12 Ballatic Cooldown +10% UAC Velocity +10%	ERPPC Velocity +7.5% ERPPC Heat Gen -3% Additional Armor +16 Additional Structure +12 Ballistic Cooldown +10% UAC Velocity +10%	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Acceleration Rate +2.5%	Turn Rate +5%  Additional Structure +12 Acceleration Rate +7%	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Acceleration Rate +2.5%	Additional Structure +12 Turn Rate +5%  Additional Structure +12 Acceleration Rate +7%	Reverse Speed +2.5% Turn Rate +2.5% Acceleration Rate +2.5%	Turn Rate +7.5%  Acceleration Rate +2.5%
NVA-A NVA-B	N/A N/A	N/A N/A	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Neat Gen -3% Additional Armor +16 Additional Structure +12 Pulse Laser Duration -3% Additional Armor +32 Ballatic Cooldown +10% Ballatic Velocity +10%	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3% Additional Armor +16 Additional Structure +12 Pube Learer Duration -3% Learer Duration -3% Additional Armor +32 Ballistic Coolstown +10% Ballistic Velocity +10%	Additional Structure +8 Additional Structure +8 Additional Structure +8 Indexine General Structure +8 Indexine General Structure +8 Indexine Structure +8 Indexine General Structure +8 Indexine General Structure +8 Indiscine Cookine +7.5% LRM Spread -6% SRM Spread -6% SRM Spread -6%	Additional Structure +12 AMS RoF +10%  Additional Structure +12 Machine Gun RoF +5%  Additional Structure +12 Massile Codition +7.5% LEM Spread -6% SRM Spread -6%	Additional Structure + 8 Acceleration (State + 10% Torso Year Rate + 10% Deceleration Rate + 10% Torso Year Rate + 10% Torso Year Rate + 10% Torso Year Rate + 10% Deceleration 2.25% Deceleration 2.25% Additional Structure + 8 Acceleration Rate + 10% Deceleration Rate + 10%	Additional Binunture + 12 Accidentation (East + 10%) Declaration (East + 10%) Declaration (East + 10%) Reviews (East + 10%) Turn East + 15% Additional Structure + 15% Declaration (East + 15%) Tors of two Amoust + 69 Torso Yave Amoust + 69 Torso Yave Amoust + 69 Torso Yave Amoust + 69 Declaration + 15% Declaration + 15% Declaration + 15% Declaration + 15% Turn Yave - 15% Declaration + 15% Turn State + 10% Turn Rate + 10% Turn R	Additional Structure +8  AMS Rope +6%  AMS RoF +5%  Additional Structure +8  Energy Cooldown +6%  Additional Structure +8	Additional Structure +12 AMS RoF +1016 Additional Structure +12 Energy Cooldown +516 Additional Structure +12 Additional Structure +12	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3% Additional Structure +12 Ballstic Cooldown +10% UAC Velocity +10% UAC Velocity +10% UAC Jam Chance -30%	ERPPC Velocity +7.5% ERPPC Heat Gen -3% Additional Armor +16 Additional Structure +12 Ballatic Cooldown +10% UAC Velocity +10% UAC Jam Channe -30%	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Acceleration Rate +2.5% Deceleration Rate +2.5%	Turn Rate +5%  Additional Structure +12 Acceleration Rate +7% Deceleration Rate +7%	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Acceleration Rate +2.5% Deceleration Rate +2.5%	Additional Structure +12 Turn Rate +5%  Additional Structure +12 Acceleration Rate +7% Deceleration Rate +7%	Reverse Speed +2.5% Turn Rate +2.5% Acceleration Rate +2.5% Deceleration Rate +2.5%	Turn Rate +7.5%  Acceleration Rate +2.5% Deceleration Rate +2.5%
NVA-A NVA-B NVA-C	N/A N/A N/A	N/A N/A	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Neat Gen -3% Additional Structure +12 Additional Structure +12 Public Laser Duration -3% Laser Duration -3% Additional Armor +32 Ballasic Coolitions +10% Ballatic Velocity +10% Ballatic Range +10% Additional Armor +32 Ballatic Range +12.5% Ballatic Range +12.5% Ballatic Range +12.5%	Additional Armor +24. ERPPC Velocity +7 5%. ERPPC Deat Gen -3%. Additional Binuture +16. Additional Binuture +19. Pulses Lazer Duration -3%. Lazer Duration -3%. Lazer Duration -3%. Ballistic Velocity +10%. Ballistic Velocity +10%. Ballistic Velocity +10%. Ballistic Range +10.5%. Additional Armor +24. Ballistic Range +10.5%. Ballistic Velocity +10%. Ballistic Velocity +10%. Ballistic Velocity +10%. Ballistic Velocity +10%.	Additional Structure +8  Add Reage +6th AMS Roft +5th  Add Stories Structure +8  Machine Gur Reage +5th Machine Structure +8  Missile Codolow +7.5th LRM Spread +6th SNM Spread +6th Missile Velocitie +7.7th Additional Armor +8  Additional Armor +8	Additional Structure +12 AMS RGF +10%  Additional Structure +12 Machine Gun RGF +6%  Additional Structure +12 Additional Structure +17 Additional Structure +12 SRM Spread +6% Missale Veloritor -7.0% Additional Armor +12	Additional Structure 48 Acceleration False 1076 Torso Year Rate +1076 Revene Signed 4761 Additional Structure 48 Acceleration False 1076 Torso Year Rate +1076 Additional Structure 48 Acceleration False 1076 Torso Year Amount 49 Torso Year Amount 49 Acceleration 12256 Torso Year Amount 49 Acceleration Rate +1076 Beneral Store 1076 Beneral Store 1076 Decleration Rate +1076 Torso Year Rate +1076 Decleration Rate +1076 Decleration Rate +1076 Decleration Rate +1076 Decleration Rate +1076 Torso Year Rate +1076 Decleration R	Addisonal Binucuture + 12 Acceleration Reas + 1070. Torso Yane Rate + 1070. Revente Begend - 106 Addisonal Binucuture + 12 Addisonal Binucuture + 12 Addisonal Binucuture + 12 Addisonal Binucuture + 12 Acceleration Reas + 1070. Torso Yane Amount + 40 Acceleration Reas + 1070. Acceleration - 1070. Acceleration - 1070. Torso Yane Reas + 1070. Decideration Reas + 1070. Decideration Reas + 1070. Acceleration Reas + 1070. Acceleration Reas + 1070. Acceleration Reas + 1070. Decideration R	Additional Structure +8 AMS Rose +6% AMS Rose +6% Additional Structure +8 Energy Couldown +6% Energy Couldown +6% Energy Couldown +6% Additional Structure +8 Energy Couldown +6% Additional Armor +8	Additional Structure +12 AMS Ref +10%  Additional Structure +12 Energy Cooldows +0%  Additional Structure +12 Energy Cooldows +6%  Additional Amort +12 Additional Amort +12	Additional Armor + 24 ERPPC Velocity + 7.5% ERPPC Velocity + 7.5% ERPPC Velocity + 7.5% ERPPC Velocity + 7.5% Additional Structure + 12 Ballastic Cookbown + 10% UAC Velocity + 10% UAC Velocity + 10% Additional Armor + 32 Additional Armor + 32 Additional Armor + 32 Missile Cookbown + 7.5% Missile Velocity + 10.7% Missile	ERPPC Vedicity #7 5% ERPPC Heat Gen - 2% Additional Armor + 16 Additional Structure + 12 Ballistic Cookbown + 10% UAC Vebcidy + 10% UAC Vebcidy + 10% UAC Land Chance - 20% Additional Armor + 32 Additional Armor + 32 Missile Coeddown + 75% Missile Heat Gen - 7.5% Missile Heat Gen - 7.5%	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Acceleration Rate +2.5% Deceleration Rate +2.5% Additional Structure +16	Turn Rate +5%  Additional Structure +12 Acceleration Rate +7% Deceleration Rate +7%  Additional Structure +16	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Additional Structure +12 Acceleration Rate +2.5% Deceleration Rate +2.5% Additional Structure +16	Additional Structure +12 Turn Rate +67%  Additional Structure +12 Additional Structure +16 Additional Structure +16	Reverse Speed + 2.5% Turn Rate + 2.5% Acceleration Rate + 2.5% Deceleration Rate + 2.5% Reverse Speed + 2% Turn Rate + 5%	Turn Rate +7.5%  Acceleration Rate +2.5% Deceleration Rate +2.5%  Reverse Speed +10%  Turn Rate +5%
NVA-A  NVA-B  NVA-C	N/A N/A N/A	NA NA NA	Additional Amore +24 ERPPC-Vacciny +25 Miles ERPPC-Vacciny +25 Miles Additional Renor +18 Additional Renor +18 Additional Renor +27 Rabeta Condition +170 Additional Renor +22 Balletic Range +1076 Balletic Range +125 Miles Balletic Condition +170 Balletic Condition +170 Additional Biotecture +16	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Neith Gen -3% ERPPC Neith Gen -3% Additional Bracture +12 Additional Bracture +12 Additional Bracture +12 Ballatic Cooldown +10% Ballatic Ramper +10% Ballatic Velocity +12.5% Ballatic Velocity +12.5% Ballatic Velocity +12.5% Ballatic Velocity +12.5% Ballatic Cooldown +10% Ballatic Ramper +2.5% Ballatic Velocity +12.5% Ballatic Cooldown +1.5% Ballatic Ramper +2.5% Ballatic R	Additional Bructure + B Additional Bructure + B Additional Shouter + B Additional Shouter + B Additional Shouter + B Market Code And Additional Shouter + B Market Codebare + 7 70's LEM Spread - B Additional Shouter + B Additional Bructure + B Additional Bructure + B Additional Bructure + B Additional Shouter + B Additional Shouter + B	Additional Structure +12 Additional Structure +14 Additional Structure +12 Additional Structure	Additional Structure 4 in Deceivation face 4 (79). Tons Yaw Rate 4 (79). Tons Yaw Rate 4 (79). Tons Yaw Rate 4 (79). Additional Structure 4 in Additional Structure 4 in Deceivation Rate 4 (79). Tons Yaw Amoust 4 in Tonso Yaw Amoust 4 in Access trains 7 in Additional Structure 4 in Access trains (72). Tonso Yaw Rate 4 (79). Tonso Yaw Rate 4 (79). Tonso Yaw Rate 4 (79). Declaration Rate 4 (79). Access trains (74). Access	Additional Structure + 12 Acceleration (Seath + 10%) Declaration (Seath + 10%) Declaration (Seath + 10%) Reverse Speed + 50% Turn State + 45% Additional Structure + 15% Declaration - 15% Decla	Additional Structure +8 Mail Investment Add Sind Frits  Additional Structure +8 Errory Coddown +9%  Additional Structure +8 Errory Coddown +9%  Additional Structure +8 Errory Coddown +9%  Additional Structure +8 Additional Structure +8  Additional Structure +8  Additional Structure +8	Additional Structure +12 AMS RoF +10%  Additional Structure +12 Errory Cooksen +0%  Additional Structure +12 Errory Cooksen +0%  Additional Structure +12 Torso Year Row +2%	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Velocity +7.5% ERPPC Velocity +7.5% Additional Armor +16 Ballatic Coolitions +10% UAC Velocity +10% UAC Velocity +10% UAC Second +10% Additional Armor +22 Additional Armor +24 Miscale Coolitions +7.5% UAC Second +10% ERM Spread +6% ERM Spread +6% ERM Spread +6% Additional Extraction +1.5% ERM Spread +6% Additional Extraction +1.5% ERM Spread +6% Additional Extraction +1.5% Additional Extraction +1.5% ERM Spread +6% Additional Extraction +1.5% ERM Extraction +1.	BRPPC Valority #7 5% BRPPC Nation of Management of Managem	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Acceleration Rate +2.5% Deceleration Rate +2.5%  Additional Structure +16  Additional Structure +16	Turn Rate +5%  Additional Structure +12 Acceleration Rate +7% Deceleration Rate +7%  Additional Structure +16  Additional Structure +16	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Acceleration Rate +2.5%  Deceleration Rate +2.5%  Additional Structure +16  Additional Structure +16	Additional Structure +12 Turn Rate +5%  Additional Structure +12 Acceleration Rate +7% Deceleration Rate +7%  Additional Structure +16  Additional Structure +16	Reverse Speed +2.5% Turn Rate +2.5% Acceleration Rate +2.5% Deceleration Rate +2.5% Reverse Speed +2% Turn Rate +5% Reverse Speed +4%	Turn Rate +7.5%  Acceleration Rate +2.5% Deceleration Rate +2.5% Reverse Speed +10%  Turn Rate +5% Reverse Speed +6%
NVA-B  NVA-C  NVA-C  NVA-D	N/A N/A N/A N/A	N/A N/A N/A N/A	Additional Amore +28 ERROPC Vescole +9-75 Additional Structure +12 Particular +12 Experiment +12	Additional Amors + 24 ERPPD, Valoday + 7.516. ERPPD, V	Additional Shructure + B AMS Ref exis.  Additional Shructure + B Additional Shructure + B Additional Shructure + B Marshine Guin Roff + 2 (2h).  LPM Special Colibration + 77 (5h) LPM Special Colibration + 77 (5h) LPM Special Colibration + 77 (5h) Additional Chructure + B Additional Shructure + B Torso Yaw Rate + 2.5%  Additional Shructure + B Torso Yaw Rate + 2.5%  Additional Shructure + B Torso Yaw Rate + 2.5%  Additional Shructure + B Torso Yaw Rate + 2.5%  Additional Shructure + B Torso Yaw Rate + 2.5%  Additional Shructure + B Torso Yaw Rate + 2.5%  Additional Shructure + B Torso Yaw Rate + 2.5%  Additional Shructure + B Torso Yaw Rate + 2.5%  Additional Shructure + B Torso Yaw Rate + 2.5%	Additional Bruchure +12 Additional Bruchure +12 Additional Bruchure +12 Machine Guin Rolf +501 Additional Bruchure +12 Marsine Coult Rolf +501 Additional Bruchure +12 Marsine Couldown +7 256 Additional Bruchure +13 Toso Yaw Rate +12 Toso Yaw Rate +13 Additional Bruchure +13 Toso Yaw Rate +13 Additional Bruchure +13 Toso Yaw Rate +13 Toso Yaw Rate +13 Toso Yaw Rate +13 Additional Bruchure +13 Toso Yaw Rate +13 Toso Yaw Rate +13 Machine Guin Rolf +501	Additional Structure 48 Acceleration Flame 1076 Torso Yaw Rate 4106 Review Segment 59 Additional Structure 48 Acceleration Flame 1076 Torso Yaw Rate 4106 Additional Structure 48 Acceleration Flame 1076 Additional Structure 48 Acceleration Rate 41076 Reviews Additional Structure 48 Acceleration Flame 1076 Additional Structure 48 Acceleration Flame 1076 Benerate Some 1076 Control Flame 1076 Control Flame 1076 Additional Structure 48 Acceleration Flame 1076 Acceleration Flame 1076 Additional Structure 48 Acceleration Flame 1076 Additional Structure 48 Acceleration Flame 1076 Additional Structure 48 Acceleration Flame 1076 Additional Structure 48 Acceleration Flame 1076 Acc	Addisonal Binuncius e 1/2 Accidental Real e 1/20.  Tonso Yane Rate e 1/20.  Revente Beged 1/20.  Addisonal Binuncius e 1/20.  Addisonal Binuncius e 1/20.  Tonso Yane Rate e 1/20.  Addisonal Binuncius e 1/20.  Tonso Yane Rate e 1/20.  Tonso Yane Rate e 1/20.  Accidentalino Rate e 1/20.  Accidentalino Rate e 1/20.  Accidentalino e 1/20.  Accidentalino e 1/20.  Revente Board e 1/20.  Accidentalino Rate e 1/20.   A	Additional Structure +8 Made Temperature Add Staff Frish Additional Structure +8 Errory Cooldown +9% Additional Structure +8 Errory Cooldown +9% Additional Structure +8 Errory Cooldown +9% Additional Structure +8 Torso Yaw Rate +2.5%	Additional Brackers +12 AMS RGF +1076.  Additional Brackers +12 Energy Cookborn +579.  Additional Brackers +12 Energy Cookborn +579.  Additional Brackers +12 Additional Brackers +12 Tono Yaw Ress +2.59, Energy Head Grackers +12 Tono Yaw Ress +2.59, Energy Head Grackers +12 Additional Brackers +12 Tono Yaw Ress +2.59, Energy Head Grack +12 Additional Brackers +12 A	Additional Armor +24 ERPPC Vescory +174 ERPPC Vescory +176 ERPPC Vesco	ERPPC Valority of 7:5% ERPPC Valority of 7:5% ERPPC Valority of 6:4% Additional Brance + 16 Ballatic Cooldann + 10'0; Ballatic Cooldann + 10'0; MAI See Thomas - 25% Additional Brance + 224 Massla Cooldann + 10'0; LRM Spend - 6'% ERM Seeand - 6'% Additional Brancham + 16 ER Laser Heat Gen - 2:5% Additional Brancham + 16 ER Laser Heat Gen - 2:5%	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Deceleration Rate +2.5%  Additional Structure +16  Additional Structure +16  Additional Structure +16	Turn Rate +0%.  Additional Structure +12 Acceleration Rate +7%. Deceleration Rate +7%. Additional Structure +16  Additional Structure +16  Additional Structure +16	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Additional Structure +16  Additional Structure +16  Additional Structure +16  Additional Structure +16	Additional Structure +12 Turn Rate +5%  Additional Structure +12 Additional Structure +16  Additional Structure +16  Additional Structure +16  Additional Structure +16	Reverse Speed + 2.5% Turn Rate + 2.5% Acceleration Rate + 2.5% Deceleration Rate + 2.5% Deceleration Rate + 2.5% Reverse Speed + 2% Turn Rate + 5% Reverse Speed + 6% Overheat Damage - 5% Torso Yaw Anoust + 3 Torso Yaw Anoust + 3	Turn Rate +7.5%  Acceleration Rate +2.5% Deceleration Rate +2.5%  Reverse Speed +10%  Turn Rate +5% Reverse Speed +5%  Overheat Damage -5%  Torso Yaw Amoust +3
NVA-B  NVA-C  NVA-C  NVA-PRIME  NVA-PRIME  NVA-PRIME  NVA-PRIME	N/A N/A N/A N/A N/A N/A Current	NIA	Additional Amore +26 ERPPC Vescop +724 ERPPC Vescop +725 ERPC Vescop +725 ERPPC Vesc	Additional Amors +24 ERPPD, Valoday +7.516. E	Additional Shructure + 8 Marchine Gun Roff + 2,79 Additional Shructure + 8 Marchine Couldhown + 7,79 Additional Shructure + 8 Additional Shructure + 8 Torso Yaw Rate + 2,5% Additional Shructure + 8 Torso Yaw Rate + 2,5% Additional Shructure + 8 Torso Yaw Rate + 2,5% Additional Shructure + 8 Torso Yaw Rate + 2,5% Additional Shructure + 8 Torso Yaw Rate + 2,5% Additional Shructure + 8 Torso Yaw Rate + 2,5% Additional Shructure + 8 Torso Yaw Routure	Additional Bruchure +12 Additional Bruchure +12 Additional Bruchure +12 Machine Guin Rolf +50% Additional Bruchure +12 Marsine Control Rolf +50% LRNL Sprand +10% LRNL Sprand +10% Additional Bruchure +12 Toso Vare Rate +13 Toso Vare Rate +13 Toso Vare Rate +14 Toso Vare Rate +15 Toso Vare Rate +17	Additional Structure + 8 Additional Structure + 10 Tono Yave Rate + 10% Tono Yave Rate + 10% Additional Structure + 10 Additional Structure + 10 Additional Structure + 10 Tono Yave Rate + 10% Tono Yave Rate + 10% Acceleration - 10 Tono Yave Rate + 10% Additional Structure + 10 Additional Structure + 10 Additional Structure + 10 Deceleration - 2.0% Foreign - 10 Deceleration Rate + 10% Tono Yave Rate + 10%	Addisonal Binuncture + 12 Acceleration Reas + 1070. Torso Yane Rate + 1076. Revents Begoed 15% Assistant State + 1076. Assistant State + 1076. Acceleration Reas + 1076. Torso Yane Rate + 1076. Acceleration Reas + 1076. Torso Yane Amount + 49 Anceleration Reas + 1076. Acceleration - 1076. Acceleration - 1076. Research Speed - 1076. Acceleration - 1076. Research Speed - 1076. Acceleration Reas + 1076. Control Reas + 1076. Acceleration Reas + 1076. Add Reaf + 1076	Additional Structure +8 Mater Responses Add Staff Frish Additional Structure +8 Energy Cooldown +9%  Additional Structure +8 Energy Cooldown +9%  Additional Structure +8 Energy Cooldown +9%  Additional Structure +8 Torso Yaw Rate +2.5%	Additional Brackers +12 AMS RGF +10%  Additional Brackers +12 Energy Cookborn +5%  Additional Brackers +12 Energy Cookborn +5%  Additional Brackers +12 Additional Brackers +12 Tono Year Have +12 Tono Year Have +12 Tono Year Have +13 Tono Year +13 Tono Year Have +13 Tono Year +13 Tono	Additional Armor +24 ERPPC Vescory +174 ERPPC Vescory +176 ERPPC Vesco	ERPPC-Valority +7 5% ERPPC-Valority +7 5% ERPPC-Valority +7 5% ERPPC-Valority +7 5% Additional Brancus +12 Ballatic Cooldann +10% LAMS Branch +12 Additional Brancus +13% Additional Brancus +13% LAMS Branch +14% ER Laser Heat Gen +2 5% ERR Laser H	Additional Structure +12 Turn Rate +2.5%  Additional Structure +17 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16  Additional Structure +16  L  Current	Turn Rate +0%  Additional Structure +12 Additional Structure +16	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16	Additional Structure +12 Turn Rate +5%  Additional Structure +12 Additional Structure +16  Additional Structure +16  Additional Structure +16  Additional Structure +16	Reverse Speed + 2.5% Turn Rate + 2.5% Acceleration Rate + 2.5% Deceleration Rate + 2.5% Deceleration Rate + 2.5% Reverse Speed + 2% Turn Rate + 5% Reverse Speed + 5% Overheat Damage - 5% Torso Yaw Amoust + 3 Torso Yaw Amoust + 3 Torso Yaw Rate + 5% Set	Turn Rate +7.5%  Acceleration Rate +2.5%  Deceleration Rate +2.5%  Reverse Speed +10%.  Turn Rate +5%  Reverse Speed +10%  Overheat Damage -5%  Torso Yaw Amoust +3 Torso Yaw Rate +5%  215.298
NVA-B  NVA-C  NVA-C  NVA-PRIME  NVA-PRIME  Hunchback IIC  Jerient  Jerket	N/A N/A N/A N/A N/A N/A N/A N/A	NA	Additional Amore +28. ERPPC Heart Gen -3%. ERPPC Heart Gen -3%. Additional Structure +19. Additional Structure +19. Least Outstain +19. Least Outstain -9%. Additional Structure +19. Additional Structure +19. Ballatic Cookbonn +19%. Ballatic Visiony +12.9%.	Additional Armor +24 ERPPC Velocity +7.5% Additional Armor +16 Additional Armor +16 Additional Armor +16 Ballistic Velocity +10% Ballistic	Additional Shructure + 8 MAS Roff + 67%  Additional Shructure + 8 Machine General Report + 10 Machine General Report + 10 Machine Carolina + 10 Machine Cockborn + 7.5%  Additional Shructure + 8 Machine Cockborn + 7.5%  Additional Shructure + 8 Additional Shructure + 8 Additional Shructure + 8  Additiona	Additional Structure +12 Additional Structure +12 Additional Structure +12 Machine Guin Roff +056 Additional Structure +12 Markine Couldonn +17 (Miller Markine Couldonn +17 (Miller Markine +12) Additional Structure +10 Additional Structure +11 Torso Yave Rames +12 Additional Structure +12 Torso Yave Rames +13 Machine Can India Machine MA NA NA	Additional Structure + 81 Deceivation face + 10% Tonso Yaw Rate + 10% Tonso Yaw Rate + 10% Tonso Yaw Rate + 10% Additional Structure + 18 Additional Structure + 19 Additional Structure + 19 Deceivation Rate + 10% Additional Structure + 18	Addisonal Binuculars + 12 Acceleration (James + 107) Toron Vars Rate + 1076 Reverse Speed - 156 Reverse Sp	Additional Structure + 8 Additional Structure + 8 Additional Structure + 8 Energy Coolstern + 5% Additional Structure + 8 Energy Coolstern + 5% Energy Coolstern + 5% Additional Structure + 8 Energy Coolstern + 5% Additional Structure + 8 Additional Structure + 8 Ton's Your State - 2.5% Additional Structure + 8 Ton's Your State - 2.5% Additional Structure + 8 Ton's Your State - 5% Machine Gun Rof + 2.5% Additional Structure + 8 Ton's Your State - 5% Machine Gun Rof + 2.5% Additional Structure + 8 Ton's Your State - 5% Machine Gun Rof + 2.5% Additional Structure + 5% Machine Gun Rof + 2.5% Additional Structure + 5% Machine Gun Rof + 2.5% Additional Structure + 5% Machine Gun Rof + 2.5% Additional Structure + 5% Machine Gun Rof + 2.5% Additional Structure + 5% Machine Gun Rof + 2.5% Additional Structure + 5% Machine Gun Rof + 2.5% Additional Structure + 5% Machine Gun Rof + 2.5% Additional Structure + 5% Machine Gun Rof + 2.5% Additional Structure + 5% Additional Struc	Additional Structure +12 Additional Structure +12 Energy Cooldows +5% Additional Structure +12 Energy Cooldows +5% Additional Structure +12 Energy Cooldows +5% Additional Structure +12 Additional Structure +12 Additional Structure +12 Additional Structure +12 Torso 'New Reas +25% Energy Heatt Cons +4% Additional Structure +12 Torso 'New Reas +25% Energy Heatt Cons +4% Additional Structure +12 Torso 'New Reas +25% Energy Heatt Cons +4% Additional Structure +12 Torso 'New Reas +25% Energy Heatt Cons +4%	Additional Armor +26. ERPPC Near Con- 176. ERPPC Near Con- 176. Additional Armor +16. Additional Armor +16. Baltistic Cocklosen +10% UAC Velocity +10%. Additional Armor +23. Additional Armor +24. Additional Armor +24. Additional Armor +24. Additional Armor +25. Missile Seal Color + 25% Missile Seal Color + 25% Missile Seal Color + 25% Expense Near Color + 25% Expense N	ERPPC-Vasion y + 7 5ts ERPPC-Vasion y + 7 5ts ERPPC-Vasion of the -35 Addisonal Partners + 16 Addisonal Partners + 12 Ballatic Coddwar + 10 7ts Addisonal Partners + 23 Addisonal Partners + 24 Addisonal Partners + 25 ERP Serent + 5th Ballatic Heat Com + 2 7ts Ballatic Heat Com + 2 7ts Addisonal Shortcutter + 16 ER Laser Heat Com + 2 7ts Design + 10 7ts Ballatic Heat Com + 2 7ts Design + 10 7ts Ballatic + 10 7t	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16  Additional Structure +16	Turn Rate +0%.  Additional Structure +12.  Additional Structure +16.  Additional Structure +16.  Additional Structure +16.  Additional Structure +16.	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16  Rate +16  Current NA	Additional Structure +12 Turn Rate +5%  Additional Structure +17 Additional Structure +16  Additional Structure +16  Additional Structure +16  Additional Structure +16  L  J  J  J  J  J  J  J  J  J  J  J  J	Reverse Speed + 2.5% Turn Rate + 2.5% Acceleration Rate + 2.5% Deceleration Rate + 2.5% Reverse Speed + 2%  Turn Rate + 9% Reverse Speed + 9% Overheat Damage - 9%  Torso Vaw Amourt + 3, Torso Vaw Amourt + 3, Torso Vaw Reverse + 9%  See  Surrent NAM	Turn Rate +7.5%  Acceleration Rate +2.5%  Deceleration Rate +2.5%  Reverse Speed +10%  Turn Rate +5% Reverse Speed +0%  Overheat Danage -5%  Overheat Danage -5%  Torso Year Ancest +3 Torso Year Ancest +3 Torso Year Rate +5%  NA
NVA-B  NVA-B  NVA-C  NVA-C  NVA-PRIME  NVA-PRIME  NVA-S  Hunchback IIC  Variest  1816-60-A	N/A	NA N	Additional Amore +28 ERPPC-Vescely +72.5% ERPPC-Vescely +72.5% ERPPC-Vescely +72.5% ERPPC-Vescely +72.5% Additional Structure +12 Pales Learn Duration +73 Additional Structure +12 Pales Learn Duration +73 Additional Structure +12 Additional Structure +12 Additional Structure +13 Ballistic Vescely +1070 Ballistic Cardition +1070	Additional Anton +24 ERPPC Velocity +7.5% ERPPC Velocity +7.5% ERPPC Velocity +7.5% ERPPC Velocity +7.5% Additional Anton +14 Pulse Laser Duration +19. Additional Anton +10 Ballistic Velocity +10% Ballistic Velocity +10% Ballistic Range +10.5% Additional Anton +10% Ballistic Range +10.5% Ballistic Calculator +10% Ballistic Range +	Additional Shructure + B MAS Ref = 675  AddS Ref = 675  AddS red f = 676  Additional Shructure + B Machine Gun Ref = 276  Machine Gun Ref = 276  Machine Gun Ref = 276  Maskin Codoborn + 7 756  LPM Specure + B Maskin Codoborn + 7 756  LPM Specure + B Maskin Valority + 7 759  Additional Shructure + B Torso Yave Rate + 2.5%  Additional Shructure + B Torso Yave Rate + 2.5%  Additional Shructure + B Torso Yave Rate + 2.5%  Machine Gun Rof = 2.7%  Machine Gun Rof = 2.7%  LCurrent  No.  No.  No.  No.  No.  No.  No.  No	Additional Bruchure +12 Additional Bruchure +12 Machine Coun Rolf +50% Additional Structure +12 Machine Coun Rolf +50% Additional Bruchure +12 Messie Cooldons +2 75% LEM Spread +50% Additional Rolf +50% Additional Bruchure +12 Additional Bruchure +10 Energy Heat Com +40% Energy Heat Com +40% Additional Bruchure +10 Tools Yeak Amount +13 Machine Coun Rolf +50% NAA NAA	Additional Structure 48 Additional Structure 41 Torso Yave Rate 410% Torso Yave Rate 410% Additional Structure 48 Additional Structure 48 Acceleration Father 410% Torso Yave Rate 410% Torso Yave Rate 410% Acceleration 120% Acceleration 120% Acceleration 120% Acceleration 120% Acceleration 120% Acceleration 120% Additional Structure 410% Additional Structure 410% Torso Yave Rate 410% Acceleration Rate 410% Torso Yave Rate 410% Torso Yave Rate 410% Acceleration Rate 410% Acceleration Rate 410% Torso Yave Rate 410% Acceleration Rate 410% Torso Yave Rate 410% Acceleration Rate 410% Accelerat	Addisonal Binucuture + 12 Adoctored Single - 107 Toron Vara Rate + 1076 Revents Beged - 159 Addisonal Binucuture + 12 Addisonal Binucuture + 12 Toron Vara Rate + 1076 Adoctored Single - 159 Toron Vara Rate + 1076 Acceleration + 1076 Description + 1076 Toron Vara Rate + 1076 Acceleration + 1076 Acceleration + 1076 Toron Vara Rate + 1076 Acceleration + 1076 Toron Vara Rate + 1076 Acceleration + 1076 Toron Vara Rate + 1076 Toron V	Additional Structure +8 MASS Ref +5%  Additional Structure +8 Erreng Coddown +5%  Additional Structure +8 Erreng Coddown +5%  Additional Structure +8 Erreng Coddown +5%  Additional Structure +8 Torso Year Ref +2.5%  Additional Structure +8 Torso Year Ref +2.5%  Additional Structure +8 Torso Year Ref +2.5%  Additional Structure +8 Torso Year Additional Structure +8	Additional Brucker +12 AMS Rof +10%  Additional Brucker +12 Exerg Cooksen +5%  Additional Brucker +12 Exerg Cooksen +5%  Additional Brucker +12 Additional Brucker +12 Additional Brucker +12 Additional Brucker +13 Exerg Heat Clork +5% Exerg Heat Clork +5% Exerg Heat Clork +5% Additional Brucker +13 Exerg Heat Clork +5% Additional Brucker +15% Tops *10m Annous +2 Maches Gun Rof +5%  214 214 215 214 215 215 215 215 215 215 215 215 215 215	Additional Armor +26 ERPPC Vescoley +176 ERPPC Vescoley +176 ERPPC Vescoley +176 ERPPC Vescoley +176 Additional Armor +16 Additional Armor +16 UAC Vescoley +1076 UAC Vescoley +1076 UAC Vescoley +1076 UAC Secoley +1076 UAC Vescoley +1076 UAC	ERPPC-Vascely vf 27st ERPPC-Vascely vf 27st ERPPC-Vascely vf 27st Additional Brance v 16 Additional Brance v 16 Ballatic Cooldown 10°0s Additional Brance v 28st Additional Brance v 28st Additional Brance v 28st Additional Armor v 28 Additional Brance v 28st Massle Cooldown v 27st Additional Brance v 28st Massle Cooldown v 27st ERB Spread v 18st Additional Brance v 18st Additional Brance v 18st Additional Brance v 18st ERB Lasse Heat Gen v 27st Energy Heat Gen v 27st Energy Heat Gen v 27st ANA NA	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16  L Current L Current NA NA	Turn Rate +0%.  Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16  2016/2014  Additional Structure +16	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +16  Cerrent  Grant  NA NA NA	Additional Structure +12 Turn Rate +5%  Additional Structure +12 Additional Structure +16  Additional Structure +16  Additional Structure +16  Additional Structure +16  L  2016/2014  NA NA NA	Reverse Speed + 2,5% Turn Rate + 2,5% Acceleration Rate + 2,5% Acceleration Rate + 2,5% Deceleration Rate + 2,5% Reverse Speed + 2% Turn Rate + 2% Reverse Speed + 5%  Turn Rate + 2% Turn Rate + 2,5% Turn Rat	Turn Rate +7.5%  Acceleration Rate +2.5%  Deceleration Rate +2.5%  Reverse Speed +10%  Turn Rate +6%  Reverse Speed +10%  Overheat Damage -5%  Torso Year Amount +3  Torso Year Amount +3  Torso Year Rate +6%  ANA  NAA  NA
NVA-B  NVA-B  NVA-C  NVA-D  NVA-PRME  NVA-S  Hunchback IIC  Variant 1886-60-4  1886-60-4  1886-60-8	N/A	NA N	Additional Amore +28. ERPPC Heat Gen -319. Additional Amore +16. Additional Marion +17. Additional Marion +18. Additional Marion +18. Additional Marion +18. Basistic Coaddown +170% Basistic Coaddown	Additional Armor +24 ERPPC Vescoty +7.5% ERPPC Vescoty +7.5% ERPPC Vescoty +7.5% Additional Farmor +16 Additional Farmor +16 Additional Farmor +12 Balletic Condown +1.0% Balletic Vescoty +10% Ballet	Additional Shructure + B AMS Roff + 5/96  AMS Roff + 5/96  Additional Shructure + B Manufacture - B Additional Shructure - B Torso Yave Rede - 2/96  Additional Shructure - B Torso Yave Rede - 2/96  Additional Shructure - B Torso Yave Rober - 2/96  Additional	Additional Structure +12 Additional Structure +12 Additional Structure +12 Machine Coun Ref +0% Additional Structure +12 Marciae Count Ref +0% Additional Structure +12 Additional Structure +13 Add	Additional Structure 4 is Additional Structure 4 in Deceivation face 4 (10) Tons to Yan Rate 4 (10) Tons Twan Rate 4 (10) Additional Structure 4 in Additional Structure 4 in Additional Structure 4 in Additional Structure 4 in Acceleration 1 in Case 4 (10) Tons Twan Amount 4 in Acceleration 1 in Case 4 (10) Tons Twan Rate 4 (10) Tons Twan Rate 4 (10) Deceivation 1 in Case 4 (10) Deceivation	Addisonal Binuculars + 12 Acceleration (See 1) Tono Yan Rate + 10% Tono Yan Rate + 10% Reverse Beand - 10% Addisonal Binucular + 10% Addisonal Binucular + 10% Addisonal Binucular + 10% Tono Yan Amoust + 69 Addisonal Binucular + 10% Acceleration - 60% Addisonal Binucular + 10% Binucular + 10% Addisonal B	Additional Shucture +8  Additional Shucture +8  Energy Conditions +9  Additional Shucture +8  Energy Conditions +9  Additional Shucture +8  Tosso Year Amount +3  Additional Shucture +8  Tosso Year Amo	Additional Structure +12 Additional Structure +12 Energy Couldmen +5% Additional Structure +12 Energy Couldmen +5% Additional Structure +12 Energy Couldmen +5% Additional Structure +12 Additional Structure +12 Additional Structure +12 Tonic Yave Res +2.5% Energy Heart Cent +12 Tonic Yave Res +2.5% Energy Heart Cent +12 Additional Structure +13	Additional Armor +24 ERPPC Heat Gen -216 ERPPC Heat Gen -216 Additional Armor +16 Additional Armor +16 Ballation Condown +1076 UAC Vendoy +1076 UAC Vendoy +1076 UAC Sendoyn +1076 Additional Armor +32 Additional Armor +32 Additional Armor +32 Additional Armor +32 Experiment -1076 Ballational General -1076 Ballational General -1076 Experiment -10	ERPPC Vascely +7 5% ERPPC Vascely +7 5% ERPPC Vascely +7 5% ERPPC Vascely +1 5% Additional Farmer +1 6 Additional Farmer +1 6 Ballistic Cookbown +1 07% LLC Valvery +1 95% LLC Valvery +1 95% LLC Valvery +1 95% LLC Valvery +1 95% Additional Farmer +2 4 Massile Cookbown +1 57% Massile Vascel Cent +2 5% Massile Vascel Cent +2 5% ERPS Stermand +1 6 ER Lasse +1 164 ER L	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16  L Current NA NA NA NA NA NA	Turn Rate +0%.  Additional Structure +16  2x162255  NA  NA  NA  NA	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16  Additional Structure +16  RE Current NIA NIA NIA NIA	Additional Structure +12 Turn Rate +9%  Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +16	Reverse Speed + 2.5% Turn Rate + 2.6% Acceleration Rate + 2.6% Declaration Rate + 2.5% Declaration Rate + 2.5% Reverse Speed + 2%  Turn Rate + 5% Reverse Speed + 5%  Overheat Damage - 5%  Overheat Damage - 5%  Torso Yaw Amoust + 3 Torso Yaw Rate + 5%  Set  Current NA NA NA NA NA	Turn Rate +7.5%  Acceleration Rate +2.5%  Deceleration Rate +2.5%  Reverse Speed +10%  Turn Rate +5%  Reverse Speed +10%  Overheat Damage -5%  Overheat Damage -5%  Torso Yaw Amoust +3 Torso Yaw Amoust +3 Torso Yaw Amoust +3 Torso Yaw Amoust +3 Torso Yaw Rate +5%  NA NA NA NA
NVA-B  NVA-B  NVA-C  NVA-D  NVA-PRME  NVA-PRME  NVA-S  Hunchback IIC  Varies  HRK-C-B  HRK-C-B  HRK-C-C  HRK-C-C  HRK-C-C	N/A	NA N	Additional Amore +28 ERROPC Vescole +7-5% Additional Structure +1-2 Particular +1-2 Particular +1-2 Particular +1-2 Balanic Costitions +1-5% Balanic Costitions +1-5% Balanic Costitions +1-5% Balanic Costitions +1-5% Balanic Vescole +1-5% Balanic	Additional Annor +24 ERPPC Velocity +7.5%. ERPPC Velocity +7.5%. ERPPC Velocity +7.5%. ERPPC Velocity +7.5%. Additional Annor +16 Additional Annor +16 Additional Annor +17 Additional Annor +23 Ballistic Velocity +10%. Ballistic Velocity +10%. Ballistic Range +10%. Ballistic Range +10%. Ballistic Range +10%. Ballistic Colorion +10%. Additional Binacture +16 ER Laser Heat Gen +2.5%. Energy Heat Gen	Additional Shructure + B MAS Ref + 67%  AMS Ref + 67%  AMS Ref + 67%  Additional Shructure + B Marshin Control on 10 Additional Shructure + B Marshin Cookbon + 7.75%  Additional Shructure + B Massin Cookbon + 7.75%  Additional Shructure + B Additional Shructure + B Tono Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town Town Anal + 2.5%  Additional Shructure + B Town	Additional Structure +12 Additional Structure +12 Additional Structure +12 Machine Coun Rod +50% Additional Structure +12 Machine Count Rod +50% LEM Structure +12 Macinia Couldonn + 27,0% LEM Structure +12 Additional Structure +18 Additional Structure +19 Tonos Yava Roman +25% Energy Heatt Cent. +60% Additional Structure +12 Tonos Yava Roman +25% Additional Structure +12 Tonos Yava Roman +25% Additional Structure +12 Tonos Yava Roman +25% No. No. No. No. No.	Additional Structure 4 in Modernal Structure 4 in Modernal Structure 4 in Modernal M	Addisonal Binucuture + 12 Adoctional Binucuture + 12 Adoctional Binucuture + 12 Tono Yan Rate + 10% Reverse Bigeded + 5% Addisonal Binucuture + 12 Adoctional Binucuture + 12 Tono Yan Rate + 10% Tono Yan Rate + 10% Acceleration + 6% Tono Yan Rate + 10% Acceleration + 6% Tunna Yan Rate + 10% Acceleration + 6% Tunna Rate + 10% Acceleration - 10% Tunna Yan Rate + 10% Acceleration Rate + 10% Tunna Rate + 10% Tunna Rate + 10% Acceleration Rate + 10% Tunna Rate + 10% Acceleration Rate + 10% Tunna Rate + 10% Tunna Rate + 10% Acceleration Rate + 10% Tunna Rate +	Additional Structure + 8 MAIS Ref + 15%  Additional Structure + 8 Energy Cooldown + 15%  Additional Structure + 8 Energy Cooldown + 15%  Additional Structure + 8 Energy Cooldown + 15%  Additional Structure + 8 Toso Town American  Additional Struc	Additional Structure +12 Additional Structure +12 Energy Cookbown +5% Additional Structure +12 Energy Cookbown +5% Additional Structure +12 Energy Cookbown +5% Additional Structure +12 Additional Structure +12 Additional Structure +12 Additional Structure +12 Tones Vaw Rate at 25% Energy Heatt Con + 4% Additional Structure +12 Tones Vaw Rate at 25% Energy Heatt Con + 4% Additional Structure +12 Tones Vaw Rate at 25% Energy Heatt Con + 4% Additional Structure +12 Tones Vaw Rate at 25% Energy Heatt Con + 4% Additional Structure +12 Tones Vaw Rate -12 Tones Vaw	Additional Armor +2-6 ERPPC Vescely +1-7-5 Additional Branch +1-7-5 ERPPC Vescely +1-7-5 ERPP	ERPPC-Vascely vf 27st ERPPC-Vascely vf 27st ERPPC-Vascely vf 27st Additional Brance v 16 Additional Brance v 16 Ballatic Cooldown 10°0s Additional Brance v 28st Additional Brance v 28st Additional Brance v 28st Additional Armor v 28 Additional Brance v 28st Massle Cooldown v 27st Additional Brance v 28st Massle Cooldown v 27st ERB Spread v 18st Additional Brance v 18st Additional Brance v 18st Additional Brance v 18st ERB Lasse Heat Gen v 27st Energy Heat Gen v 27st Energy Heat Gen v 27st ANA NA	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Additional Structure +16 Deceleration Rate +2.2%  Additional Structure +16  Additional Structure +16	Turn Rate +0%.  Additional Structure +12. Decideration Rate +7%.  Additional Structure +16.  Additional Structure +16.  Additional Structure +16.  L.  2. Page 2.  3. NA.  NA.  NA.  NA.  NA.  NA.  NA.  NA.	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16  Addit	Additional Structure +12 Turn Rate +5% Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16 Additional Structure +16  L STREAMS NA	Reverse Speed + 2,5% Turn Rate + 2,5% Acceleration Rate + 2,5% Deceleration Rate + 2,5% Reverse Speed + 2%  Furn Rate + 9% Reverse Speed + 5%  Overheat Damage - 5%  Torso Yaw Amount + 3 Torso Yaw Rate + 5%  Set Sun Amount + 3 Torso Yaw Rate + 5%  Set NA NA NA NA NA NA Set	Turn Rate +7.5%  Acceleration Rate +2.5% Deceleration Rate +2.5% Reverse Speed +1.0%  Turn Rate +5% Reverse Speed +1.0%  Overheat Damage -5%  Turns Valva Armount +3  Turns Va
NVA-B  NVA-B  NVA-C  NVA-D  NVA-PRME  NVA-S  Hunchback IIC  Variant 1886-60-4  1886-60-4  1886-60-8	N/A	NA N	Additional Amore +28. ERPPC Heat Gen -319. Additional Amore +16. Additional Marion +17. Additional Marion +18. Additional Marion +18. Additional Marion +18. Basistic Coaddown +170% Basistic Coaddown	Additional Armor +24 ERPPC Vescoty +7.5% ERPPC Vescoty +7.5% ERPPC Vescoty +7.5% Additional Farmor +16 Additional Farmor +16 Additional Farmor +12 Balletic Condown +1.0% Balletic Vescoty +10% Ballet	Additional Shructure + B AMS Roff + 5/96  AMS Roff + 5/96  Additional Shructure + B Manufacture - B Additional Shructure - B Torso Yave Rede - 2/96  Additional Shructure - B Torso Yave Rede - 2/96  Additional Shructure - B Torso Yave Rober - 2/96  Additional	Additional Structure +12 Additional Structure +12 Additional Structure +12 Machine Coun Ref +0% Additional Structure +12 Marciae Count Ref +0% Additional Structure +12 Add	Additional Structure 4 is Additional Structure 4 in Deceivation face 4 (10) Tons to Yan Rate 4 (10) Tons Twan Rate 4 (10) Additional Structure 4 in Additional Structure 4 in Additional Structure 4 in Additional Structure 4 in Acceleration 1 in Case 4 (10) Tons Twan Amount 4 in Acceleration 1 in Case 4 (10) Tons Twan Rate 4 (10) Tons Twan Rate 4 (10) Deceivation 1 in Case 4 (10) Deceivation	Addisonal Binuculars + 12 Acceleration (See 1) Tono Yan Rate + 10% Tono Yan Rate + 10% Reverse Beand - 10% Addisonal Binucular + 10% Addisonal Binucular + 10% Addisonal Binucular + 10% Tono Yan Amoust + 69 Addisonal Binucular + 10% Acceleration - 60% Addisonal Binucular + 10% Binucular + 10% Addisonal B	Additional Shucture +8  Additional Shucture +8  Energy Conditions +9  Additional Shucture +8  Energy Conditions +9  Additional Shucture +8  Tosso Year Amount +3  Additional Shucture +8  Tosso Year Amo	Additional Structure +12 Additional Structure +12 Energy Couldmen +5% Additional Structure +12 Energy Couldmen +5% Additional Structure +12 Energy Couldmen +5% Additional Structure +12 Additional Structure +12 Additional Structure +12 Tonic Yave Res +2.5% Energy Heart Cent +12 Tonic Yave Res +2.5% Energy Heart Cent +12 Additional Structure +13	Additional Armor +24 ERPPC Heat Gen -216 ERPPC Heat Gen -216 Additional Armor +16 Additional Armor +16 Ballation Condown +1076 UAC Vendoy +1076 UAC Vendoy +1076 UAC Sendoyn +1076 Additional Armor +32 Additional Armor +32 Additional Armor +32 Additional Armor +32 Experiment -1076 Ballational General -1076 Ballational General -1076 Experiment -10	ERPPC Vascely +7 5% ERPPC Vascely +7 5% ERPPC Vascely +7 5% ERPPC Vascely +1 5% Additional Farmer +1 6 Additional Farmer +1 6 Ballistic Cookbown +1 07% LLC Valvery +1 95% LLC Valvery +1 95% LLC Valvery +1 95% LLC Valvery +1 95% Additional Farmer +2 4 Massile Cookbown +1 57% Massile Vascel Cent +2 5% Massile Vascel Cent +2 5% ERPS Stermand +1 6 ER Lasse +1 164 ER L	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16  L Current NA NA NA NA NA NA	Turn Rate +0%.  Additional Structure +16  2x162255  NA  NA  NA  NA	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16  Additional Structure +16  RE Current NIA NIA NIA NIA	Additional Structure +12 Turn Rate +9%  Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +16	Reverse Speed + 2.5% Turn Rate + 2.6% Acceleration Rate + 2.6% Declaration Rate + 2.5% Declaration Rate + 2.5% Reverse Speed + 2%  Turn Rate + 5% Reverse Speed + 5%  Overheat Damage - 5%  Overheat Damage - 5%  Torso Yaw Amoust + 3 Torso Yaw Rate + 5%  Set  Current NA NA NA NA NA	Turn Rate +7.5%  Acceleration Rate +2.5% Deceleration Rate +2.5%  Reverse Speed +10%  Turn Rate +5% Reverse Speed +5%  Overheat Damage -5%  Overheat Damage -5%  Torso Year Amoust +3 Torso Year Amoust +3 Torso Year Rate +5%  NA NA NA NA NA
NVA-B  NVA-B  NVA-C  NVA-D  NVA-PRIME  NVA-S  Hunchback III  HBK-8C  HBK-8C  SG-MRC-B  SSOrm COW  Variant	NIA NIA NIA NIA NIA NIA NIA NIA ORIGINAL NIA	NA N	Additional Amore +28 ERROPC Vescole +7-5% Additional Structure +1-2 Particular +1-2 Particular +1-2 Particular +1-2 Balanic Costitions +1-5% Balanic Costitions +1-5% Balanic Costitions +1-5% Balanic Costitions +1-5% Balanic Vescole +1-5% Balanic	Additional Annor +24 ERPPD Velocity +7-516 E	Additional Shucture of MASS Roff 40% A STATE AND A STA	Additional Bruchure +12 Add Rof +10% Additional Bruchure +12 Machine Gun Rof +0% Additional Shruchure +12 Machine Gun Rof +0% Additional Shruchure +12 Massis Cooldoon +7 2% Massis Cooldoon +7 2% Additional Shruchure +12 Tonso Yane Rase +2.5% Additional Shruchure +12 Tonso Yane Rase +2.5% Chang *1 yeard Gun +4% Additional Shruchure +12 Tonso Yane Rase +2.5% Additional Shruchure +13 Additional Shruchure +14 Additional Shruchure +15 Ad	Additional Structure 4 in Additional Structure 4 in Additional Structure 4 in The December 2016 and 4 1016 Toron Yave Parts 4 1016 Toron Yave Parts 4 1016 Additional Structure 4 in Additional Structure 4 in The Parts 1 in Toron Yave Amount 4 in Toron Yave Return 4 in Toron Y	Addisonal Binuncture + 12 Acceleration Reas + 1078. Acceleration Reas + 1078. Torso Yane Rate + 1078. Revenue Speed + 508. Acceleration Reas + 1078. Acceleration Reas + 1078. Torso Yane Rate + 1078. Torso Yane Rate + 1078. Torso Yane Reas + 1078. Acceleration Reas + 1078. Acceleration Reas + 1078. Acceleration Reas + 1078. Torso Yane Reas + 1078. Decideration Reas + 1078. Acceleration Reas + 1078. Decideration Reas + 1078. Torso Yane Reas + 1078. Torso Yane Reas + 1078. NAA NAA NAA NAA NAA NAA NAA NAA NAA NA	Additional Structure +8  Additional Structure +8  Energy Conditions +974  Energy Conditions +974  Additional Structure +8  Energy Conditions +974  Additional Structure +8  Torso Year Area +2.59  Additional Structure +8	Additional Brackers +12 Additional Brackers +12 Additional Brackers +12 Energy Cookborn +5% Additional Brackers +12 Energy Cookborn +5% Additional Brackers +12 Additional Brackers +12 Additional Brackers +12 Tono Trank Raw +2.5% Energy Head Grackers +12 Tono Trank Raw +2.5% Energy Head Grackers +12 Additional Brackers +12 Tono Trank Raw +2.5% Additional Brackers +12 Tono Trank Raw +2.5% Additional Brackers +12 Tono Trank Raw +2.5% Additional Brackers +12 Tono Trank Raw +1.5% Additional Brackers +12 Tono Trank Raw +1.5% Additional Brackers +1.5% Additional Br	Additional Amort +24 ERPPC Heat Gen -196 Additional Amort + 10 Additional Binuthus +	ERPPC-Valent dem -36 ERPPC-Valent dem -36 ERPPC-Valent dem -36 Additional Brancus + 16 Ballistic Cooldown + 1076 Additional Brancus - 356 Additional Armor + 224 Massie Cooldown + 2756 Massie Cooldown + 2756 ER Laser Heart Gen - 2766 ER Laser Heart Gen - 2766 Additional Brancus = 16 Publish Serenal - 116 Publish S	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16  L Current NA NA NA NA NA L Current L Current	Turn Rate +0%  Additional Structure +12 Deceleration Rate +17% Additional Structure +16  Additional Structure +16  Additional Structure +16  Additional Structure +16  L  216/2016 NA	Additional Structure +12 Turn Rate +2.5%  Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16  Additional Structure +16  R	Additional Structure +12 Turn Rate +5%  Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16  L 216/2018 NA	Reverse Speed + 2.5% Turn Rate + 2.5% Acceleration Rate + 2.5% Discrimination Rate + 2.5% Reverse Speed + 2% Reverse Speed + 5% Coverheat Damage - 5%  Overheat Damage - 5%  Set  Covernet  No. No. No. No. No. Set  Courset  Set	Turn Rate +7.5%  Acceleration Rate +2.5% Deceleration Rate +2.5%  Reverse Speed +10%  Turn Rate +5% Reverse Speed +10%  Overheat Durage -5%  Vertheat Durage -5%  Torso Yaw Amoust +3 Torso Yaw Amoust +3 Torso Yaw Rate +5%  NA
NVA-B  NVA-C  NVA-C  NVA-PRIME  NVA-PRIME  NVA-S  HUNCHDACK IIC  Variant  HB K-C-A  HB K-C-S  Stormcrow  Variant  SCR-A	NIA	NA N	Additional Amore 428 ERPPC Heat Gen 219, ERPPC Heat Gen 219, Additional Amore 418 Additional Stricture 418, Additional Stricture 418, Additional Stricture 418, Additional Stricture 418, Additional Amore 428 Balastic Couldborn 4109, Balastic Couldborn 4109, Balastic Couldborn 4109, Balastic Couldborn 4109, Balastic Couldborn 410, Balastic Couldborn 410, Balastic Couldborn 412, Balastic Co	Additional Annor +24 ERPPC Velocity +7.516. ERPPC Velocity of 5.516. ERPPC Velocity of 5.516. ERPPC Velocity of 5.516. Additional Renor +18 Additional Renor +18 Additional Renor +12.516. Ease Distriction +30 Additional Annor +12.516. Ballistic Velocity +1076. Ballistic Range +12.516. Ba	Additional Shructure + B AMS Roff + 50%  AMS Roff + 50%  Additional Shructure + B Machine Cur Noff + 22 5%  Machine Cur Noff + 22 5%  Additional Shructure + B Machine Cur Noff + 22 5%  Additional Shructure + B Additional Shructure + B Additional Shructure + B Additional Shructure + B Torso Yane Amount + 2 5%  Additional Shructure + B Torso Yane Amount + 3 Machine Cur Noff + 22 5%  Machine Cur Noff + 22 5%  NA	Additional Bruchare +12 Additional Bruchare +12 Machine Coun Rolf +00% Additional Shruchare +12 Machine Coun Rolf +00% Additional Shruchare +12 Marsine Countries +12 Marsine Countries +12 Marsine Countries +12 Additional Bruchare +12 Tourn View Holes + 012 Additional Shruchare +12 Tourn View Holes + 013 Additional Shruchare +12 Tourn View Holes + 013 Additional Shruchare +12 Tourn View Holes + 013 Machine Cun Rolf +00% NA NA NA NA NA	Additional Structure 4 is Additional Structure 4 in Deceiver and the 4 10% Torson Yave Rate 4 10% Torson Yave Rate 4 10% Additional Structure 4 in Additional Structure 4 in Torson Yave Renor 4 in Torson Yave Renord 4 in Torson Yave Renord 4 in Deceiver in the 4 10% Torson Yave Renord 4 in Deceiver in the 4 10% Torson Yave Renord 4 in Deceiver in the 4 10% Torson Yave Renord 4 in Deceiver in the 4 in Deceiver in the 4 in Torson Yave Renord 4 in Acceleration Rate 4 10% Torson Yave Renord 4 in Acceleration Rate 4 10% Torson Yave Renord 4 in Acceleration Rate 4 10% Acceleration R	Addisonal Brussules + 12 Acceleration Reas + 107h Acceleration Reas + 107h Torso Yane Rate + 107h Revents Beginner 107h Acceleration Reas + 107h Acceleration Reas + 107h Acceleration Reas + 107h Acceleration Reas + 107h Torso Yane Remost + 107 Acceleration Reas + 107h Desceleration Reas + 107h Acceleration Reas + 107h Torso Yane Rate + 107h Desceleration Reas + 107h Acceleration Reas + 107h Acceleration Reas + 107h Torso Yane Rate + 107h Torso Yane Rate + 107h Torso Yane Rate + 107h AMS RAT + 107h NA NA NA NA NA NA NA NA	Additional Structure +8  Additional Structure +8  Energy Conditions +974  Additional Structure +8  Energy Conditions +974  Additional Structure +8  Energy Conditions +974  Additional Structure +8  Additional Structure +8  Additional Structure +8  Additional Structure +8  Torso 'New Rese +2.59  Additional Structure +8  Torso 'New Rese +2.59  Additional Structure +8  Torso 'New Account +3  Machines Can Ref +2.79  Additional Structure +8  Torso 'New Account +3  Machines Can Ref +2.79  Additional Structure +8  Torso 'New Account +3  Machines Can Ref +2.79  Additional Structure +8  Torso 'New Account +3  Machines Can Ref +2.79  Centrett  NAI  NAI  NAI  NAI  NAI  NAI  NAI  N	Additional Brucker +12 AMS RGF +10%  Additional Strucker +12 Energy Cookson +5%  Additional Strucker +12 Energy Cookson +5%  Additional Strucker +12 Additional Strucker +12 Double Cookson +5%  Additional Strucker +12 Tookson +12 Tookson +5%  Additional Strucker +12 Tookson +5%  Additio	Additional Amort +24 ERPPC Heat Gen -316 ERPPC Heat Gen -316 Additional Amort + 18 Addit	ERPPC-Vascely +7.5% ERPPC-Vascely +7.5% ERPPC-Vascely -7.5% ERPPC-Vascely -7.5% Additional Brancus +12 Ballatic Cooldann +10.5% Ballatic Cooldann +10.5% MAG. Sen Chances -13.5% Additional Brancus -13.5% Additional Brancus -13.5% ERR Segment -15.5% ERR Segment -15.5% ERR Segment -15.5% ERR Segment -15.5% ERR Laser Heat Gen -2.5% ERR Laser Heat G	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16  L Current NA NA NA NA NA NA L Current NA	Turn Rate +0%  Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16  Additional Structure +16	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +16	Additional Structure +12 Turn Rate +5%  Additional Structure +12 Additional Structure +16 Additional Structure +16  Additional Structure +18	Reverse Speed + 2.5% Turn Rate + 2.5% Acceleration Rate + 2.5% Deceleration Rate + 2.5% Reverse Speed + 2% Foreign Speed + 2% Turn Rate + 5% Reverse Speed + 2% Turn Rate + 5% Governed Speed + 5%  Turn Rate + 5% Torso Yaw Amount + 3 Torso Yaw Rate + 5%  Set  Current NIA	Turn Rate +7.5%  Acceleration Rate +2.5%  Deceleration Rate +2.5%  Reverse Speed +10%  Turn Rate +5%  Perverse Speed +10%  Overheat Damage -5%  Torso Yaw Amoust +3 Torso Yaw Rate +5%  NA  NA  NA  NA  NA
NVA-B  NVA-D  NVA-PRME  NVA-PRME  NVA-S  Hunchback IIC  Varient  HBK-8C  Stormcrow  Varient  SCR-A	NIA  NIA  NIA  NIA  NIA  NIA  NIA  Current  NIA  NIA  NIA  NIA	NA N	Additional Amore +28. ERPPC Heat Gen -319. Additional Famore +16. Additional Martine +176. Additional Martine +176. Additional Martine +176. Additional Martine +176. Ballatic Cookboan +170% Ballatic	Additional Armor +24 ERPPC Valocity +7.2% ERPPC Valocity +7.2% ERPPC Valocity +7.2% Additional Armor +16 Additional Armor +16 Additional Armor +10 Additional Armor +23 Ballation Cooksion +1.0% Ballation Valocity +10% Balla	Additional Shructure +8  AMS Ref +678  AMS Ref +678  Additional Shructure +8  Member Care In American +10  Additional Shructure +8  Additional Shructure +8  Additional Shructure +8  Additional Shructure +8  Tosso Yaw Rete +279  Additional Shructure +8  Tosso Yaw Renoust +3  Member Care In Additional Shructure +8  Tosso Yaw Renoust +3  Tosso Yaw Renoust +3  Tosso Yaw Renoust +3  Tosso Yaw Renoust +3  Tosso Yaw Renoust +4  Tosso Yaw Re	Additional Bruchare +12 Additional Bruchare +12 Machine Cun Met +12 Machine Cun Met +12 Machine Cun Met +12 Massine Coddonn +7 ZM Massine Coddonn +12 TM MA MA NA NA NA NA NA	Additional Structure + 18 Deceivation face + 10% Tonson Yane Rate + 10% Tonson Yane Rate + 10% Tonson Yane Rate + 10% Additional Structure + 18 Additional Structure + 18 Additional Structure + 18 Acceleration Rate + 10% Tonson Yane Amount + 10 Acceleration Rate + 10% Tonson Yane Removed + 10 Acceleration Rate + 10% Tonson Yane Rate + 10% Deceivation Rate + 10% Dece	Addisonal Brounders + 12 Acceleration (See 1-10) Torso Vars Rate + 10% Reverse Seed - 10% Reverse Seed - 10% Addisonal Brounders + 10% Addisonal Brounders + 10% Torso Vars Rate + 10% Addisonal Brounders + 10% Torso Vars Amoust + 69 Acceleration - 10% Addisonal Brounders + 10% Torso Vars Amoust + 60% Reverse Seed + 10% Torso Vars Rate + 10% Addisonal Brounders + 12 Addisonal Brounders + 10% NAS	Additional Structure + 8 Additional Structure + 8 Energy Conditions + 95 Additional Structure + 8 Energy Conditions + 95 Additional Structure + 9 Addition	Additional Brushare +12 Additional Brushare +12 Energy Couldawn +5% Additional Brushare +12 Energy Couldawn +5% Additional Brushare +12 Additional Bru	Additional Armor +24 ERPPC Heart Gen -74 ERPPC Heart Gen -74 Additional Armor +16 Baltatic Continuen +17 Baltatic Continuen +17 Additional Armor +17 Additional Armor +22 Additional Armor +22 Additional Armor +23 Additional Armor +24 Additional Armor +25 Baltatic Continuen +17 Baltatic Heart Gen -75 Baltatic Heart Gen -75 Baltatic Heart Gen -25 Energy Heart Gen -25	ERPPC-Vasion y + 7 5ts ERPPC-Vasion y + 7 5ts ERPPC-Vasion of the -35  Additional Brazultural + 12  Bulker Calculum + 10  Machiner Calculum + 10  Additional Brazultural + 12  Additional Brazultural + 12  Additional Brazultural + 12  Additional Brazultural + 14  Ext. Laser Heart Clean + 2 5th Ext. Laser Heart	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16  L Current NiA	Turn Rate +0%.  Additional Structure +16 Docoleration Rate +7%. Docoleration Rate +7%. Additional Structure +16  Additional Structure +16  Additional Structure +16  Landitional Struct	Additional Structure +12 Turn Rate +2.5% Additional Structure +12 Additional Structure +12 Additional Structure +16 Additional Structure +16 Additional Structure +16  Additional Structure +16  Additional Structure +16  R	Additional Structure +12 Turn Rate +5% Turn Rate +5% Additional Structure +16 Additional Structure +16 Additional Structure +16 Additional Structure +16  Additional Structure +16	Reverse Speed + 2.5% Turn Rate + 2.6% Acceleration Rate + 2.6% Deceleration Rate + 2.5% Deceleration Rate + 2.5% Reverse Speed + 2%  Turn Rate + 5% Reverse Speed + 5%  Coverheat Damage - 5%  Overheat Damage - 5%  Torso Yaw Amoust + 3 Torso Yaw Rate + 5%  Set  Current NiA	Turn Rate +7.5%  Acceleration Rate +2.5%  Deceleration Rate +2.5%  Reverse Speed +10%  Turn Rate +5%  Reverse Speed +5%  Overheat Danage -5%  Overheat Danage -5%  Torso Year Amoust +3  Torso Year Amoust +3  Torso Year Rate +5%  NA  NA  NA  NA  NA  NA  NA  NA  NA  N

Color Legend: Red text struck through = Quirk has been removed Red text (not struck-through) = Detrimental Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has been added, or an existing Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has

Heavies																		
Mad Dog		HD	L	A	L'	т	(	т	F	eT .	R	١	L	L	F	L	Set	of 8
Variant	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
MDD-A	N/A	N/A	Arm Movement Rate Yew +5%- Arm Movement Rate Pitch +5%	N/A	N/A	Additional Structure +7	N/A	Acceleration Rate +45% Deceleration Rate +45% Turn Rate +35% Torso Turn Rate (YAW) +30%	N/A	Additional Structure +7	Arm Movement Rate Yew+5%- Arm Movement Rate Pitch+5%	N/A	N/A	N/A	N/A	N/A	N/A	N/A
MDD-B	N/A	N/A	N/A	N/A	Missile Cooldown +5% Torso Turn Rate Yaw +5%	Missile Cooldown +5% Missile Heat Gen -5% Additional Structure +7	N/A	Acceleration Rate +40% Deceleration Rate +40% Turn Rate +25% Torso Turn Angle (YAW) +15 Torso Turn Rate (YAW) +35%	Torso Turn Rato Yaw +35%	Additional Structure +7 Missile Velocity +5%	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
MDD-C	N/A	N/A	Additional Armor +20	Additional Armor +20	Ballistic Cooldown +5% Torso Turn Rate (Yaw) +7.5%	Ballistic Cooldown +5% Additional Structure +21	N/A	Acceleration Rate +60% Deceleration Rate +60% Torso Turn Rate (YAW) +30%	Ballistic Cooldown +5% Torso Turn Rate (Yaw) +7.5%	Ballistic Cooldown +5% Additional Structure +21	Additional Armor +20	Additional Armor +20	N/A	N/A	N/A	N/A	N/A	N/A
MDD-PRIME	N/A	N/A	N/A	N/A	Missile Cooldown +5%	Missile Cooldown +10% Missile Velocity +10% Additional Structure +7	N/A	Acceleration Rate +25% Deceleration Rate +25% Torso Turn Angle (YAW) +15 Torso Turn Rate (YAW) +40%	Missile Cooldown +5% Torso Turn Rate Yaw +5%	Missile Cooldown +10% Missile Velocity +10% Additional Structure +7	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Ebon Jaguar		HD	L	A	L.	т		T	F	rT	R	A .	L	L	F	L.	Set	of 8
Variant	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
EBJ-A FR.I-R	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
EBJ-B	N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
EBJ-PRIME	N/A		N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Hellbringer		HD	L	A	L'	Т		т	F	et .	R	4	L	L	F	L.	Set	of 8
Variant	Current		Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
HBR-A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
HBR-B	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
HBR-PRIME	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Summoner		HD			Ľ			т		rT	R			L		_	Set	
Variant	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016 Accel 70%	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
SMN-B	N/A	N/A	LRM Spread -2% SRM Spread -2% LRM Velocity +2% SRM Velocity +2%	LRM Spread -2% SRM Spread -2% LRM Velocity +2% SRM Velocity +2%	AMS Range +10% AMS RoF +5% NARC Range +50m NARC Effect Duration +10s	AMS Range +10% AMS RoF +10% NARC Range +50m NARC Effect Duration +10s Additional Structure +15	Accel 60% Decel 60% Turn Rate 35% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5%	Decel 70% Turn Rate 35% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5% Additional Structure +11 Energy Heat Gen -10%	Additional Structure +15	Additional Structure +15 Turn Speed +5%	LRM Spread -2% SRM Spread -2% LRM Velocity +2% SRM Velocity +2%	LRM Spread -2% SRM Spread -2% LRM Velocity +2% SRM Velocity +2%	Additional Structure +15 Reverse Rate +2.5%	Additional Structure +15	Additional Structure +15 Reverse Rate +2.5%	Additional Structure +15	Reverse Rate +5%	Reverse Rate +5%
SMN-C	N/A	N/A	Additional Structure +11 Ballistic Cooldown +10% UAC Velocity +10% UAC Jam Chance -30%	Additional Structure +11 Ballistic Cooldown +10% UAC Velocity +20% UAC Jam Chance -30%	Additional Structure +8	Additional Structure +15 Ballistic cooldown +5% Ballistic range +10%	Accel 60% Decel 60% Turn Rate 35% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5%	Accel 70% Decel 70% Turn Rate 35% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5% Additional Structure +11 Energy Heat Gen +10%	Additional Structure +8 Torso Turn Angle +5	Additional Structure +15 Torso Turn Angle +5	Laser Duration -6% Energy Heat Gen -4%	Laser Duration -5% Energy Heat Gen -5%	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Turn Rate +5%	Turn Rate +5%
SMN-D	N/A	N/A	ER-Laser-Gookdown+2.5% Energy Cookdown+2.5%	Energy Cooldown +5%	AMS Range +5% AMS Rof* +5% Medine Gen Renge +5% Machine Gun RoF +2.5%	AMS Range +5% AMS R0F +10% Machine Gun RoF +10%	Accel 60% Decel 60% Turn Rate 35% Torso Turn Rate (*AW) 40% Reverse Rate +5% Speed +5% Torso Angle (*AW) +9	Accel 70% Decel 70% Turn Rate 35% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5% Torso Angle (YAW) +9 Additional Structure +11 Energy Heat Gen -10%	AMS Range +5% AMS RoF +5% Mashine Gun Range +5% Machine Gun RoF +2.5%	AMS Range +6% AMS R0F +10% Machine Gun RoF +10%	ER-Laser-Gookfown+2.5% Energy Cookfown+2.5%	Energy Cooldown +5%	Additional Structure +22	Additional Structure +15	Additional Structure +22	Additional Structure +15	Torso Turn Angle +5 Torso Yaw Rate +5%	Torso Turn Angle +6 Torso Yaw Rate +5%
SMN-PRIME	N/A	N/A	Additional Structure +11 Ballistic Cooldown +10% LBX Velocity +10% LBX Spread +10%	Additional Structure +11 Ballistic Cooldown +10% LBX Velocity +30% LBX Spread -10%	LRM Spread -4% SRM Spread -4% Missile Velocity +2%	LRM Spread -10% SRM Spread -10% Missile Velocity +2%	Accel 60% Decel 60% Turn Rate 35% Torso Turn Rate (YAW) 40% Speed +5%	Accel 70% Decel 70% Turn Rate 35% Torso Turn Rate (YAW) 40% Speed 45% Additional Structure +11 Energy Heat Gen -10%	Additional Structure +8	Additional Structure +15	Additional Structure +11 ERPPC Velocity +7.5% ERPPC Cooldown -5% Energy Cooldown +5%	Additional Structure +11 ERPPC Velocity +30% ERPPC Cooldown -5% Energy Cooldown +5%	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%
Orion IIC		HD	L	A	L.	т		T	F	rT	R	۸	L	L	F	L	Set	of 8
Variant	Current		Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
ON1-IIC	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
ON1-IIC-A ON1-IIC-B	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A	N/A N/A
ON1-IC-C	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Timber Wolf		HD	L	A	E.	т		т	F	T .	R	۱		L	F	L	Set	of 8
Variant	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
TBR-A	N/A	N/A	N/A	N/A	Acceleration Rate -5% Deceleration Rate -5% Reverse Speed -10% Energy Gooldown -8% Lease Paration -6%	Acceleration Rate -5% Deceleration Rate -5% Reverse Speed -10% Torso Turn Rate -10% Torso Yaw Angle -5	N/A	N/A	N/A	Acceleration Rate +5 Deceleration Rate +5 Reverse Speed +10	N/A	N/A	N/A	N/A	N/A	N/A	N/A	Torso Turn Rate +20% Torso Yaw Angle +5
TBR-C	N/A	N/A	Laser Duration + 4%	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
TBR-D	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
TBR-PRIME	N/A	N/A	Laser Duration + 4%- Energy Cooldown - 4%	N/A	N/A	Missile Velocity +5%	N/A	N/A	N/A	Missile Velocity +5%	Energy Cooldown - 4%	N/A	N/A	N/A	N/A	N/A	N/A	N/A
TBR-S	N/A	N/A	N/A	N/A	Jump Capacity +2 Torso Turn Rate -3% Missile Cookkwn -2.5%	Jump Capacity +2 Torso Tum Rate -5%	Jump Capacity +1	Jump Capacity +1	Jump Capacity +2 Torso Turn Rate -5% Missie Gookkeyn -2.5%	Jump Capacity +2 Torso Turn Rate -10% Torso Yaw Anole -5	Laser Duration +1% Energy Cooldown -4%	N/A	N/A	N/A	N/A	N/A	N/A	Torso Turn Rate +15%

Color Legend: Red text struck through = Quirk has been removed Red text (not struck-through) = Detrimental Quirk has been added, or an existing Quirk has been reduced Green Text = Beneficial Quirk has been added, or an existing Quirk has been increased Blue Text = Quirk is unchanged

Assaults											ext = Beneficial Quirk has bee							
		HD		1.4		-T		T		RT		A		L		ı.		t of 8
Gargoyle	Current		Current	LA	Current		Current	il allana	Current	(I	Current	Α	Current	L	Current	L	Current	2/16/2016
Variant GAR-A	N/A	<b>2/16/2016</b> N/A	Additional Structure +7	Additional Structure +7	Additional Structure +8	Additional Structure +17	Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40% Torso Angle Yaw+4	Additional Structure +12 Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40% Torso Anale Yaw+4	Additional Structure +8	Additional Structure +17	Additional Structure +7 ERPPC Velocity +7.5% ERPPC Heat Gen -5% Energy Cooldown +5%	Additional Structure +7 ERPPC Velocity +15% ERPPC Heat Gen -5% Energy Cooldown +5%	Additional Structure +8	Additional Structure +8	Additional Structure +8	Additional Structure +8	Torso Yaw Angle +2 Torso Yaw Rate +2.5%	Torso Yaw Angle +2 Torso Yaw Rate +2.5%
GAR-B	N/A	N/A	Additional Armor +13 Additional Structure +13- Missile Velocity +6% LRM Spread -5% SRM Spread -5%	Additional Armor +26 Missile Velocity +10% LRM Spread -10% SRM Spread -10%	Additional Armor +7- Additional Structure +8	Additional Structure +17	Additional Structure +8 Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40%	Additional Structure +12 Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40%	Additional Armor +7- Additional Structure +8	Additional Structure +17	Additional Armor +13 Additional Structure +13 Gauss Velocity +10% Ballistic Cooldown +10%	Additional Armor +26 Ballistic Velocity +10% Ballistic Cooldown +10%	N/A	Additional Structure +8	N/A	Additional Structure +8	Acceleration +2.5% Deceleration +2.5%	Acceleration +2.5% Deceleration +2.5%
GAR-C	N/A	N/A	Additional Armor +13 Additional Structure +13 Ballistic Cooldown +10% UAC Velocity +10% UAC Jam Chance -30%	Additional Armor +26 Ballistic Cooldown +10% UAC Velocity +10% UAC Jam Chance -30%	Additional Structure +17	Additional Structure +17	Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40%	Additional Structure +12 Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40%	Additional Structure +8 <del>Yorso Yaw Anglo +6</del>	Additional Structure +17	Additional Structure +7	Additional Structure +7	N/A	Additional Structure +8	N/A	Additional Structure +8	Turn Rate +5%	Turn Rate +5%
GAR-D	N/A	N/A	Additional Armor +13 Additional Structure +7	Additional Armor +13 Additional Structure +7	Additional Structure +8	Additional Structure +17	Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40%	Additional Structure +12 Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40%	Additional Structure +8	Additional Structure +17	Additional Armor +13 Additional Structure +7	Additional Armor +13 Additional Structure +7	N/A	Additional Structure +8	N/A	Additional Structure +8	Arm Movement Rate Pitch +5% Arm Movement Rate Yaw +5%	Torso Yaw Rate 5%
GAR-PRIME	N/A	N/A	Additional Structure +13 Additional Armor +13 Ballistic Cooldown +10% LBX Velocity +10% LBX Spread -5% Missile Velocity +3% LRM Spread -4% SRM Spread -4%	Additional Armor +26 Ballisto Cooldown +10% LBX Velocity +15% LBX Spread +10% Missile Velocity +3% LRM Spread +4% SRM Spread -4%	Additional Structure +8 AMS Range +10% AMS RoF +5%	Additional Structure +17 AMS Range +10% AMS RoF +10%	Accel 50% Decel 50% Turn Rate 35% Torso Turn Rate (YAW) 40% Reverse Speed 5%	Additional Structure +12 Accel 50% Decel 50% Torun Rate 35% Torso Turn Rate (YAW) 40% Reverse Speed 5%	Additional Structure +17	Additional Structure +17	Additional Structure +13 Additional Armor +13 Ballistic Cooldown +10% LBX Velocity +10% LBX Spread -5% Missile Velocity +3% LRM Spread -4% SRM Spread -4%	Additional Armor +26 Ballistic Cooldown +10% LBX Velocity +15% LBX Spread +10% Missile Velocity +3% LRM Spread -4% SRM Spread -4%	Reverse Speed +2.5%	Additional Structure +8	Reverse-Speed+2.5%	Additional Structure +8	Reverse Speed +5%	Reverse Speed +5%
Warhawk		HD		LA	<u>-</u>	т		т		RT	R		L	.L	R	_		t of 8
Variant WHK-A	Current N/A	2/16/2016 N/A	Current  Additional Structure +21 LRM Spread -3% SRM Spread -3% Missile Velocity +3%	2/16/2016  Additional Structure +21  LRM Spread -3%  SRM Spread -3%  Missile Velocity +3%	Current  Additional Structure +9 Torso Yaw Raite +10%	2/16/2016  Additional Structure +9 Torso Yaw Rate +10%	Acceleration Rate +10% Deceleration Rate +10% Torso Twist Angle +10 Torso Yaw Rate +10%	Acceleration Rate +10% Deceleration Rate +10% Torso Twist Angle +10 Torso Yaw Rate +10%	Current  Additional Structure +9 LRM Spread -3% SRM Spread -3% Missile Velocity +3%	2/16/2016  Additional Structure +9  LRM Spread -3%  SRM Spread -3%  Missile Velocity +3%	Current Additional Armor +28 Ballistic Cooldown +5% LBX Velocity +10% LBX Spread -10% AC Velocity +10% UAC Jam Chance -30%	Additional Armor +28 Ballistic Cooldown +5% LBX Velocity +10% LBX Spread -10% AC Velocity +10% LBC Jum Chappe -30%	Current  Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%	2/16/2016  Acceleration Rate +2.5% Deceleration Rate +2.5%	Current  Acceleration Rate +2.5% Deceleration Rate +2.5%	2/16/2016  Acceleration Rate +2.5% Deceleration Rate +2.5%
WHK-B	N/A	N/A	Additional Armor +14 Additional Structure +14 Ballistic Cooldown +5%	Additional Armor +14 Additional Structure +14 Ballistic Cooldown +5%	Additional Structure +9 Torso Twist Angle +5	Additional Structure +9 Torso Twist Angle +5	Torso Yaw Rate +10% NARC Range +50m NARC Effect Duration +10s Missile Cooldown +5%	Torso Yaw Rate +10% NARC Range +50m NARC Effect Duration +10s Missile Cooldown +5%	Additional Structure +9	Additional Structure +9	Additional Structure +14	Additional Structure +14	Turn Rate +2.5%	Turn Rate +2.5%	Turn Rate +2.5%	Turn Rate +2.5%	Torso Twist Angle +5 Torso Yaw Rate +5%	Torso Twist Angle +5 Torso Yaw Rate +5%
WHK-C	N/A	N/A	Additional Armor +14 Additional Structure +7 ERPPC Velocity +7.5% Energy Heat Gen -4%	Additional Armor +14 Additional Structure +7 ERPPC Velocity +7.5% Energy Heat Gen -4%	Additional Structure +9 Arm Movement Rate Pitch +5% Arm Movement Rate Yaw +5%	Additional Structure +9 Arm Movement Rate Pitch +5% Arm Movement Rate Yaw +5%	Torso Twist Angle +10 Torso Yaw Rate +10%	Torso Twist Angle +10 Torso Yaw Rate +10%	Additional Structure +9 Arm Movement Rate Pitch +5% Arm Movement Rate Yaw +5%	Additional Structure +9 Arm Movement Rate Pitch +5% Arm Movement Rate Yaw +5%	Additional Structure +21	Additional Structure +21	Additional Structure +9	Additional Structure +9	Additional Structure +9	Additional Structure +9	Arm Movement Rate Pitch +5% Arm Movement Rate Yaw +5%	Arm Movement Rate Pitch +5% Arm Movement Rate Yaw +5%
WHK-PRIME	N/A	N/A	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%	Additional Structure +18	Additional Structure +18	Reverse Speed +5% Torso Twist Angle +10 Torso Yaw Rate +10%	Reverse Speed +5% Torso Twist Angle +10 Torso Yaw Rate +10%	Additional Structure +9 AMS Range +10% AMS RoF +5%	Additional Structure +9 AMS Range +10% AMS RoF +5%	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%	Reverse Speed +2.5%	Reverse Speed +2.5%	Reverse Speed +2.5%	Reverse Speed +2.5%	Arm Movement Rate Pitch +10%	
Highlander IIC		HD	ERPPC Velocity +7.5% ERPPC Heat Gen -4%	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%	L	Additional Structure +18	Torso Twist Angle +10 Torso Yaw Rate +10%		AMS Range +10% AMS RoF +5%		ERPPC Velocity +7.5% ERPPC Heat Gen -4%	ERPPC Velocity +7.5% ERPPC Heat Gen -4%	L	Reverse Speed +2.5%	R	Reverse Speed +2.5%	Set	Arm Movement Rate Pitch +10% t of 8
	N/A Current N/A	1411	ERPPC Velocity +7.5% ERPPC Heat Gen -4%	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%			Torso Twist Angle +10 Torso Yaw Rate +10%	Torso Twist Angle +10 Torso Yaw Rate +10%	AMS Range +10% AMS RoF +5%	AMS Range +10% AMS RoF +5%	ERPPC Velocity +7.5% ERPPC Heat Gen -4%	ERPPC Velocity +7.5% ERPPC Heat Gen -4%						
Highlander IIC Variant HGN-IIC HGN-IIC-A	Current N/A N/A	HD 2/16/2016 N/A N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4%  Current N/A N/A	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heart Gen -4%  2/16/2016 N/A N/A	Current N/A N/A	_T	Torso Twist Angle +10 Torso Yaw Rate +10%  Current N/A N/A	Torso Twist Angle +10 Torso Yaw Rate +10%  Torso Yaw Rate +10%  Torso Yaw Rate +10%  N/A  N/A  N/A	AMS Range +10% AMS RoF +5%  Current N/A N/A	AMS Range +10% AMS RoF +5% RT  2/16/2016  N/A  N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4%  R  Current  N/A  N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4% A 2/16/2016 N/A N/A	Current N/A N/A	L 2/16/2016 N/A N/A	Current N/A N/A	2/16/2016 N/A N/A	Current N/A N/A	2/16/2016 N/A N/A
Highlander IIC Variant HGN-IIC HGN-IIC-A HGN-IIC-B	Current N/A N/A N/A	HD 2/16/2016 N/A N/A N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4%  Current N/A N/A N/A	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%  2/16/2016 N/A N/A N/A	Current N/A N/A N/A	T 2/16/2016 N/A N/A N/A	Torso Twist Angle +10 Torso Yaw Rale +10%  Current N/A N/A N/A	Torso Twist Angle +10 Torso Yaw Rate +10%  2/16/2016  N/A  N/A  N/A  N/A	AMS Range +10% AMS RGF +5%  Current N/A N/A N/A	AMS Range +10% AMS RoF +5% T 2/15/2015 N/A N/A N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4%  Current N/A N/A N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4% A 2/16/2016 N/A N/A N/A	Current N/A N/A N/A N/A	2/16/2016 N/A N/A N/A	Current N/A N/A N/A	2/15/2016 N/A N/A N/A	Current N/A N/A N/A	2/16/2016 N/A N/A N/A
Highlander IIC  Variant  HGN-IIC  HGN-IIC-A  HGN-IIC-B  HGN-IIC-C	Current N/A N/A	#D 2/16/2016 N/A N/A N/A N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4%  Current N/A N/A N/A N/A N/A N/A	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%  A 2/16/2016 N/A N/A N/A N/A N/A N/A N/A	Current N/A N/A N/A N/A N/A	T 2/16/2016 N/A N/A N/A N/A N/A	Torso Twist Angle +10 Torso Yaw Rate +10%  Current N/A N/A N/A N/A N/A	Torso Twist Angle +10 Torso Yaw Rate +1076  T  2/16/2016  N/A  N/A  N/A  N/A  N/A	AMS Rainge +10% AMS RoF +5%  Current N/A N/A N/A N/A N/A	AMS Range +10% AMS RoF +5% RT 2/16/2016 N/A N/A N/A N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4%  Current N/A N/A N/A N/A N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4% A  2/15/2016  N/A  N/A  N/A  N/A  N/A	Current N/A N/A N/A N/A N/A	2/16/2016 N/A N/A N/A N/A	Current N/A N/A N/A N/A N/A	2/15/2016 N/A N/A N/A N/A	Current N/A N/A N/A N/A N/A	2/16/2016 N/A N/A N/A N/A N/A
Highlander IIC Variant HGN-IIC HGN-IIC-A HGN-IIC-B HGN-IIC-C Executioner	Current N/A N/A N/A N/A	HD 2/16/2016 N/A N/A N/A	ERPPC Volocity +7.5% ERPPC Heat Gen 44%  Current N/A N/A N/A N/A N/A	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%  2/16/2016 N/A N/A N/A	Current N/A N/A N/A N/A N/A N/A	T 2/16/2016 N/A N/A N/A	Torso Twist Angle +10 Torso Yaw Rate +10%  Current N/A N/A N/A N/A N/A	Torso Twist Angle +10 Torso Yaw Rate +10%  T  2/16/2016  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/	AMS Range +07% AMS RoE +57%  Current N/A N/A N/A N/A N/A	AMS Range +10% AMS RoF +5% T 2/15/2015 N/A N/A N/A	ERPPC Velocity v7.5% ERPPC Heat Gen -4%  Current N/A N/A N/A N/A N/A R/A R/A R/A R/A R/A R/A R/A R/A R/A R	ERPPC Velocity +7.5% ERPPC Heat Gen -4% A  2/15/2016  N/A  N/A  N/A  N/A  N/A	Current NIA NIA NIA NIA NIA NIA NIA NIA	2/16/2016 N/A N/A N/A N/A	Current N/A N/A N/A N/A N/A N/A N/A	2/15/2016 N/A N/A N/A	Current N/A N/A N/A N/A N/A N/A N/A Set	2/16/2016 N/A N/A N/A
Highlander IIC  Variant  HGN-IIC  HGN-IIC-A  HGN-IIC-B  HGN-IIC-C	Current N/A N/A N/A	#D 2/16/2016 N/A N/A N/A N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4%  Current N/A N/A N/A N/A N/A N/A	Additional Structure +21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%  A 2/16/2016 N/A N/A N/A N/A N/A N/A N/A	Current N/A N/A N/A N/A N/A	T 2/16/2016 N/A N/A N/A N/A N/A	Torso Twist Angle +10 Torso Yaw Rate +10%  Current  NIA  NIA  NIA  NIA  NIA  Acceleration Rate +40%  Deceleration Rate +40%  Torso Turn Angle (YAW) +10 Torso Turn Angle (YAW) +10 Torso Turn Angle (YAW) +10 Torso Turn Rate (YAW	Torso Twist Angle +10 Torso Yaw Rate +1076  T  2/16/2016  N/A  N/A  N/A  N/A  N/A	AMS Rainge +10% AMS RoF +5%  Current N/A N/A N/A N/A N/A	AMS Range +10% AMS RoF +5% RT 2/16/2016 N/A N/A N/A N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4%  Current N/A N/A N/A N/A N/A	ERPPC Velocity +7.5% ERPPC Heat Gen -4% A  2/15/2016  N/A  N/A  N/A  N/A  N/A	Current N/A N/A N/A N/A N/A	2/16/2016 N/A N/A N/A N/A	Current N/A N/A N/A N/A N/A	2/15/2016 N/A N/A N/A N/A	Current N/A N/A N/A N/A N/A	2/16/2016 N/A N/A N/A N/A N/A
Highlander IIC  Variant  HGN-IIC-A  HGN-IIC-A  HGN-IIC-C  Executioner  Variant	Current N/A N/A N/A N/A Current	HD 2/16/2016 N/A N/A N/A N/A N/A N/A HD 2/16/2016	ERPPC Velocity 47.5% ERPPC Heat Gen 41%  Current  N/A  N/A  N/A  N/A  Current	Additional Structure v21 ERPPC Velocity +7.5% ERPPC Heat Gen -4%  214c7046  NA  NA  NA  NA  NA  A  214c7046	Current NVA NVA NVA NVA NVA NVA Current	T 2/16/2016 N/A N/A N/A N/A N/A T 2/16/2016	Torso Twist Angle +10 Torso Twist Angle +10 Torso Twist Angle +10 Torso Twist Angle +10 NA NA NA NA NA NA Acceleration Rate +40% Torso Twist Angle +40% Torso Twist Angle +40% Torso Twist Angle +40% Acceleration Rate +40% Torso Twist Angle +40% Acceleration Rate +40% Torso Twist Angle +40%	Torso Yasia Angie +10 Torso Yasia Angie +10 Torso Yasia Angie +10 Yasia Angie +10 NA NA NA NA NA NA TO TORSO Acceptation Angie +40% Torso Turn Basia +40% Acceptation Angie +10 Torso Turn Basia +40% Acceptation Angie +10 Torso Turn Basia +40% Acceptation (Rate +40% Acceptation (Rate +40% Torso Turn Basia +40% Acceptation (Rate +40% Torso Turn Basia +40%	AMS Range +10% AMS Rof +10%  Current N/A N/A N/A N/A N/A Current	AMS Range + 10%, AMS RoF + 20%, TT  216-2016 N/A N/A N/A N/A N/A N/A TT  216-2016	ERPPC Velocity + 7.7% ERPPC Heat Gen -4% R Current N/A N/A N/A N/A Current	ERPPC Velocity #7.5% ERPPC Hoat Gen.=1%  A  2/16/2016  N/A  N/A  N/A  N/A  N/A  A  2/16/2016	Current N/A N/A N/A N/A N/A N/A N/A Current	.L. 2/16/2016 N/A N/A N/A N/A N/A N/A L. 2/16/2016	Current N/A N/A N/A N/A N/A N/A N/A Current	2/16/2016 N/A N/A N/A N/A N/A L 2/16/2016	Current N/A N/A N/A N/A N/A N/A Set	2167016 N/A N/A N/A N/A N/A N/A 1 of 8
Highlander IIC Variant HGN-8C HGN-8C HGN-8C-B HGN-8C-C Executioner Variant EXE-A	Current N/A N/A N/A N/A N/A N/A N/A N/A N/A	HD 2/16/2016 N/A	ERPPC Vesicity +7.5% ERPPC Host Gen. 4%. ERPPC Host Gen. 4%.  Current NA	Additional Structure +21 ERPPC Violent -2 -5 -5 -5 -5 -5 -5 -5 -5 -5 -5 -5 -5 -5	Current N/A	T 2162016 NA	Torso Tweix Angle +10 Torso Tweix Angle +10 Torso Tweix Real +10 Torso Tweix Real +10 Torso Tweix Real NAA NAA NAA NAA NAA Accessed Real +10 Torso Turn Real +10 Torso	Torso Tusis Angle +10 Torso Tusis Angle +10 Torso Tusis Angle +10 Torso Tusis Angle +10 NA NA NA NA NA NA NA Asserted +10 Asserted +10 Asserted +10 Torso Tusis Angle +10 Torso	AMS Range +10%  AMS Rob -10%  Current  NA  NA  NA  NA  NA  NA  NA  NA  NA  N	AMS Range +10%  AMS Ref +10%  AMS Ref +10%  11 21162216  NA  NA  NA  NA  NA  NA  NA  NA  NA  N	ERPPC Vescoly + 7.5% ERPPC Healt Ghan - 4%. R Current N/A	ERPPC Velocity + 7.5% ERPPC Heart Cen 4%  A  29 62266  NA  NA  NA  NA  NA  NA  NA  NA  NA	Current NIA	L 2/16/2016 N/A	Current N/A	216/2016 N/A N/A N/A N/A N/A 14 2/16/2016 N/A	Current NIA	LOF 8  2142216  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/
Highlander IIC Variant HGN-IIC HGN-IIC-A HGN-IIC-A HGN-IIC-C Executioner Variant  EXE-A	Current N/A	HD 2/16/2016 N/A N/A N/A N/A HD 2/16/2016 N/A N/A	ERPPC Velocity v 7-5% ERPPC Velocity v 7-5% ERPPC Second (feet	Additional Binuchae + 21 Additional Binuchae + 21 EBPPIC Hast (first - 4) EBPPIC Hast (first - 4) NA	Current NA NA NA NA NA NA NA NA NA L Current NA NA	T 2916/2016 NAA NAA NAA NAA NAA NAA NAA NAA NAA NA	Torso Twist Angle +10 Torso Twist Angle +10 Torso Twist Angle +10 Torso Twist Angle +10 NA	Torso Twain Angle +10 Torso Twain Angle +10 Torso Twain Angle +10 Torso Twain Angle NA NA NA NA NA NA NA TO TORSO Twain Angle Acceleration Rain #479 Torso Twa Angle (VAV) +10 Deceleration Rain #479 Torso Twa Angle (VAV) +10 Torso Twa Angle (VAV) +10 Deceleration Rain #479 Torso Twa Angle (VAV) +10 Torso Twain Angle (VAV) +10 Torso Twa Angle (VAV) +10 Torso Twain Angle (VAV) +10	AMS Rarge 10% AMS RM 609  COTTENT SMA NA	MAS Rarge 10% AMS Rad 1% AMS Rad 1%  2160916 NA	ERPPC Vescols + 7.5% ERPPC Vescols + 7.5% ERPPC Secols + 1.5% NA	ERPPC Velocity + 7.5%  ERPPC Teles (Tel. + 3%)  271522915  NA  NA  NA  NA  NA  NA  NA  NA  NA  N	Current NIA NIA NIA NIA NIA NIA NIA L Current NIA NIA NIA		Current NA	L 2162016 NA NA NA NA NA L 2162016 NA NA NA NA NA NA NA NA NA L NA	Set  Current NAA NAA NAA NAA NAA NAA NAA NAA NAA NA	Cof 8
Highlander IIC  Variant HON-8C HON-8C-8 HON-8C-8 HON-8C-6 EXE-A  EXE-A  EXE-B  EXE-C	Current N/A	HD 2/16/2016 N/A N/A N/A N/A HD 2/16/2016 N/A N/A N/A	ERPPC Valody v 7 706 ERPPC Valody v 7 706 ERPPC Teal (6m 4% Current NA	Additional Binarian 471 ADDITIONAL PROPERTY AND ADDITIONAL PROPERTY ADDITIONAL PROPERTY AND ADDITIONAL PROPERTY ADDITIONAL PROPERTY ADDITIONAL PROPERTY ADDITIONAL PROPERTY AND ADDITIONAL PROPERTY ADDITIONAL	Current N/A	T 2142216  NA.  NA.  NA.  NA.  NA.  NA.  NA.  NA	Torso Twist Angle +10 Torso Twist Angle +10 Torso Twist Angle +10 No.	Torso Twish Angle +10 Torso Twish Angle +10 Torso Twish Angle +10 NA	AMS Rarge 10% AMS Each offs  Current NAA NAA NAA NAA NAA NAA NAA NAA NAA NA	AMS Range +10% AMS Ra	ERPEC Vescols ** 7.5% ERPEC Selon - 5% Current NA	ERPPC Velocity + 7.5% ERPPC Telecit files - 27.652316 NA	Current L NIA	. 2762056 NVA	Current NVA	L. 216/2016 NIA. NIA. NIA. NIA. NIA. NIA. NIA. NIA.	Set  Current N/A N/A N/A N/A N/A Set  Current N/A N/A N/A N/A N/A N/A N/A N/A	Lof 8  2/14/2016  NAA  NAA  NAA  NAA  10/8  216/2016  NAA  NAA  NAA
Highlander IIC Virient HON-RC EXE-B	Current N/A	HD  216/2016  NVA  NVA  NVA  NVA  NVA  NVA  NVA  NV	ERPPC Valody v 7 506 ERPPC Valody v 7 506 ERPPC Services (Services Valode Valod	Additional Binarian + 21 Additional Binarian + 21 EBPPOT team (also NA) NA NA NA NA NA NA NA NA NA	Current N/A	T 2162216 N/A N/A N/A N/A N/A T 2162216 N/A N/A N/A N/A N/A	Torso Twist Angle +10 Torso Twist Angle +10 Torso Twist Angle +10 NA	Torso Twain Angle +10 Torso Twain Angle +10 Torso Twain Angle +10 Torso Twain Angle +10 NA NA NA NA NA NA NA TO TORSO TWAIN ANGLE Acceleration Rain +40% Turn Rain +20% Tur	AMS Razge 10% AMS EACH 10%  SEE THE TOWN NAME AME AME NAME NAME NAME NAME NAME NAME NAME N	MAS Range +10% AMS Ra	ERPEC Vescels ** 7.5% ERPEC Lines (Some 4)* Cerrent NUA	ERPPC Velocity + 7.5% ERPPC Velocity + 7.5% ERPPC No. 10 m.	Current L Current N/A N/A N/A N/A N/A Current L Current N/A N/A N/A N/A N/A N/A N/A N/A N/A	L 31952016 NAA NAA NAA NAA NAA NAA NAA	Current N/A	T. 3180915. NIA. NIA. NIA. NIA. NIA. NIA. NIA. NIA.	Current NAA NAA NAA NAA NAA NAA NAA NAA NAA NA	Of 8  2162216  NA  NA  NA  NA  NA  NA  NA  NA  NA  N
Highlander IIC Variant HON-8C HON-8C HON-8C HON-8C HON-8C HON-8C HON-8C HON-8C HON-8C EXECUTION EXECUTION EXEC EXEC EXEC EXEC EXEC EXEC EXEC EXE	Current N/A	HD	ERPPC Valody v 7 706 ERPPC V 7 706 ER	Additional Binardae 471 Additional Binardae 471 ADDITIONAL ADDITIO	Current  NA	T 2162216 NA.	Torso Twist Angle +10 Torso Twist Angle +10 Torso Twist Angle +10 NA	Torso Twist Angle +10 Torso Twist Angle +10 Torso Twist Angle NA NA NA NA TS  **SISSES**  Acceleration Rate +40% Double +40% Acceleration Rate +40% Torso Twist Angle (VMV) +10 Torso Twist Angle (	AMS Rarge 10% AMS EACH 10% I Gurrent NAA NAA NAA NAA NAA NAA NAA NAA NAA NA	MAS Range + 10% AMS Range + 10	ERPEC Vescels ** 7.5% ERPEC Listed on	ERPPC Velocity + 7.5% ERPPC Velocity + 7.5% ERPPC No. 10 m.	Current L Current L NA	L 3162016 N/A	Current N/A	T. 31502015. NIA. NIA. NIA. NIA. NIA. NIA. NIA. NIA.	Current NIA	Of 8  2162216  NA.  NA.  NA.  NA.  NA.  NA.  NA.  NA
Highlander IIC Variant HORNEC HORNEC HORNEC HORNEC HORNEC EXECUTIONE Variant EXE-B  EXE-C  EXE-C  EXE-C  EXE-C  EXE-PRIME  Dire Wolf Variant Variant	Current NIA	HD	ERPEPC Valodity of 75%	Additional Binardae 471 Additional Binardae 471 ADDITIONAL ADDITIO	Current   L   Current   N/A   N/A	T 20122016 N/A	Torso Tweix Angle +10 Torso Tweix Angle +10 Torso Tweix Reat +10% Torso Tweix Reat +10% NA	Torso Twain Angle +10 Torso Twain Angle +10 Torso Twain Angle +10 Torso Twain Angle NA NA NA NA NA NA NA NA TO TWAIN Acceptable 4079, Deceleration Rain +4076, Turn Rate +2076, Deceleration Rate +4076, Turn Rate +2076, Turn Rate	AMS Range 10% AMS Each offs  Contract  NAA NAA NAA NAA NAA NAA NAA NAA NAA N	MAS Range +10% AND Red +10% AND	ERPEC Vasion * 7 57% ERPEC Vasion * 7 57% ERPEC Series (Series Series Se	ERPEC Vesion y + 7.5%  A 21420-116 (1.6m - 45)  21420-116 (1.6m - 45)  NA N	Current NIA	L 3762966 N/A	Current   R   Current   NvA   NvA	L	Set  Current N/A	LOT 8    20022016   N/A   N/A
Highlander IIC Variant HON-8C HON-8C HON-8C HON-8C HON-8C HON-8C HON-8C HON-8C HON-8C EXECUTION EXECUTION EXEC EXEC EXEC EXEC EXEC EXEC EXEC EXE	Current N/A	HD	ERPPC Valody v 7 706 ERPPC V 7 706 ER	Additional Binardae 471 Additional Binardae 471 ADDITIONAL ADDITIO	Current N/A	T 2162216 NA.	Torso Twist Angle +10 Torso Twist Angle +10 Torso Twist Angle +10 NA	Torso Twist Angle +10 Torso Twist Angle +10 Torso Twist Angle NA NA NA NA TS  **SISSES**  Acceleration Rate +40% Double +40% Acceleration Rate +40% Torso Twist Angle (VMV) +10 Torso Twist Angle (	AMS Rarge 10% AMS Each offs  Current  NA	MAS Range + 10% AMS Range + 10	ERPPC Vasion; ** 7.5%	ERPPC Velocity + 7.5% ERPPC Velocity + 7.5% ERPPC No. 10 m.	Current L Current L NA	L 3162016 N/A	Current N/A	T. 31502015. NIA. NIA. NIA. NIA. NIA. NIA. NIA. NIA.	Current NIA	Of 8  2162216  NA.  NA.  NA.  NA.  NA.  NA.  NA.  NA
Highlander IIC Variant House Executioner Variant EXE-A  EXE-B  EXE-C  EXE-	Current NIA NIA NIA NIA NIA NIA NIA NIA NIA Current NIA NIA A A A A A A A A A A A A A A A A	HD	ERPEC Valoday of 75% ERPEC Intel Gent dis Surrest Surrest NIA	Additional Binarians 471 Additional Binarians 471 ADDITIONAL ADDIT	Current   L   Current   N/A   N/A	T 2002016 N/A	Torso Tweis Angle +10 Torso Tweis Angle +10 Torso Tweis Angle +10 NA	Torso Turis Angle +10 Torso Turis Angle +10 Torso Turis Angle +10 Torso Turis Angle +10 NA NA NA NA NA NA Torso Turis Angle +10 NA	AMS Rarge 10% AMS RE 60%  Correct NA	MAS Range +10%  AMS Range +10%  AMS Range +10%  1	ERPPC Vasion * 7 57%	ERPEC Vesion y + 756.  A 2762046  2762046  NA N	Current NIA	L 2762956 N/A	Current   NVA	L   216/2016   NIA   N	Set  Current NIA NA	N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/A
Highlander IIC Verient House G House G House G House G House G Executioner Verient EXE-A  EXE-C  DIF-EXE-C  EXE-C  DIF-EXE-C  EXE-C  DIF-EXE-C  EXE-C  DIF-EXE-C  EXE-C  EXE-C  DIF-EXE-C  EXE-C  DIF-EXE-C  EXE-C  EXE-C  DIF-EXE-C  EXE-C  DIF-EXE-C  EXE-C  DIF-EXE-C  EXE-C  EX	Current N/A N/A N/A N/A N/A N/A N/A N/A N/A  N/A  N/A  N/A  N/A  Current N/A  Current N/A  N/A  N/A  N/A  N/A  N/A  N/A	HD 3152815 NA	ERPPC Valody v 7 706 ERPPC V 7 706 ER	Additional Binantian 471 ADDITIONAL AND ADDITIONAL ADDI	Current N/A	T 216/2016  N/A  N/A  T 216/2016  N/A  N/A  N/A  N/A  N/A  T 216/2016  N/A  N/A  N/A	Torso Tweix Angle +10 Torso Tura Rate +10% Torso Tura Rate +10% NA NA NA NA NA NA Current Acceleration Palse +40% Deceleration False +40% Torso Tura Rate +20% -10% Torso Tura Rate +20% -10% Tura Rate +20% Tura Rate +	Torso Turis Angle +10 Torso Turis Angle +10 Torso Turis Angle +10 NA NA NA NA NA NA Asserted to the torso to	AMS Rarge 10% AMS Each offs  Current  NA	MAS Range +10% AME Bit -10%  T	ERPEC Vasion * 7 57% ERPEC Vasion * 7 57% ERPEC Series (Series Series Se	ERPEC Vasion y # 756.  A 75162045	Current NiA	L 3762866 NAA	R Current NA NA NA NA NA R Current NA	L 316/2016 NIA. NIA. NIA. NIA. NIA. NIA. NIA. NIA.	Set  Current NIA	Of 8  2142216  NA  NA  NA  NA  NA  NA  NA  NA  NA  N