

Color Legend: Red text = 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

Heavies	Color Legend: Red text = 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																											
Mad Dog	HD			LA			LT			CT			RT			RA			LL			RL			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	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 +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) +20%	N/A	Additional Structure +7	Arm Movement Rate +5% Arm Movement Rate Pitch +5%	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
MDD-B	N/A	N/A	N/A	N/A	Missile Cooldown +5% Torso Turn Rate +5%	Missile Cooldown +5% Turn Rate +5% Torso Turn Rate (YAW) +15	N/A	Acceleration Rate +40% Deceleration Rate +40% Turn Rate +30% Torso Turn Rate (YAW) +15	Torso Turn Rate +5%	Additional Structure +7	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
MDD-C	N/A	N/A	Additional Armor +20	Additional Armor +20	Ballistic Cooldown +5% Torso Turn Rate +5%	Ballistic Cooldown +5% Additional Structure +21	N/A	Acceleration Rate +60% Deceleration Rate +30% Torso Turn Rate (YAW) +30%	Ballistic Cooldown +5% Torso Turn Rate (YAW) +25%	Ballistic Cooldown +5% Additional Structure +21	Additional Armor +20	Additional Armor +20	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
MDD-PRIME	N/A	N/A	N/A	N/A	Missile Cooldown +5%	Missile Cooldown +10% Missile Velocity +10%	N/A	Acceleration Rate +50% Deceleration Rate +25% Torso Turn Rate (YAW) +15	Missile Cooldown +5% Torso Turn Rate (YAW) +15%	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	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Ebon Jaguar	HD			LA			LT			CT			RT			RA			LL			RL			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	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
EBJ-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
EBJ-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	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	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Hellbringer	HD			LA			LT			CT			RT			RA			LL			RL			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	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	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	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	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Summoner	HD			LA			LT			CT			RT			RA			LL			RL			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	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	Accel 60% Decel 60% Turn Rate 30% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5%	Accel 70% Decel 70% Turn Rate 30% 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	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	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 +10% UAC Jam Chance -30%	Additional Structure +8	Additional Structure +15 Ballistic Cooldown +5% Ballistic range +10%	Accel 60% Decel 60% Turn Rate 30% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5%	Accel 70% Decel 70% Turn Rate 30% 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 -6% Energy Heat Gen -5%	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	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 Cooldown +0.5% Energy Cooldown +2.5%	Energy Cooldown +5%	AMS Range +5% AMS RoF +5% Machine Gun Range +5% Machine Gun RoF +2.5%	AMS Range +5% AMS RoF +10% Machine Gun RoF +10%	Accel 60% Decel 60% Turn Rate 30% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5%	Accel 70% Decel 70% Turn Rate 30% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5% Additional Structure +11 Energy Heat Gen -10%	AMS Range +5% AMS RoF +5% Machine Gun Range +5% Machine Gun RoF +2.5%	AMS Range +5% AMS RoF +10% Machine Gun RoF +10%	ER Laser Cooldown +0.5% Energy Cooldown +2.5%	Energy Cooldown +5%	Additional Structure +22	Additional Structure +15	Additional Structure +22	Additional Structure +15	Additional Structure +22	Additional Structure +15	Additional Structure +22	Additional Structure +15	Additional Structure +22	Additional Structure +15	Additional Structure +22	Additional Structure +15	Additional Structure +22	Torso Turn Angle +5	Torso Turn Angle +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 +10% 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 30% Torso Turn Rate (YAW) 40% Speed +5%	Accel 70% Decel 70% Turn Rate 30% Torso Turn Rate (YAW) 40% Speed +5% 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 +7.5% ERPPC Cooldown -5% Energy Cooldown +5%	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	Additional Structure +15	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 BC	HD			LA			LT			CT			RT			RA			LL			RL			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	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016	Current	2/16/2016
ONI-BC	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
ONI-BC-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
ONI-BC-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
ONI-BC-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	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Timber Wolf	HD			LA			LT			CT			RT			RA			LL			RL			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	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 Cooldown +5% Torso Turn Rate +5%	Acceleration Rate -5% Deceleration Rate -5% Reverse Speed +10% Energy Cooldown +5% Torso Turn Rate +5%	N/A	Accel 70% Decel 70% Turn Rate 30% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5%	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	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	Torso Turn Rate +20% Torso Turn Angle +5
TBR-B	N/A	N/A	Laser Duration +5% Energy Cooldown +5%	N/A	N/A	N/A	N/A	Accel 70% Decel 70% Turn Rate 30% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5%	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
TBR-C	N/A	N/A	N/A	N/A	N/A	N/A	N/A	Accel 70% Decel 70% Turn Rate 30% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5%	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
TBR-PRIME	N/A	N/A	N/A	N/A	N/A	N/A	N/A	Accel 70% Decel 70% Turn Rate 30% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5%	N/A	N/A	Laser Duration +5% Energy Cooldown +5%	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-S	N/A	N/A	N/A	N/A	Jump Capacity +2 Torso Turn Rate -2%	Jump Capacity +2 Torso Turn Rate -5%	N/A	Accel 70% Decel 70% Turn Rate 30% Torso Turn Rate (YAW) 40% Reverse Rate +5% Speed +5%	Jump Capacity +2 Torso Turn Rate -5%	Jump Capacity +2 Torso Turn Rate -5%	Laser Duration +5% Energy Cooldown +5%	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	Torso Turn Rate +15%	

