

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		HD		LA		LT		CT		RT		RA		LL		RL		Set of 8		
Variant	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016
Ice Ferret																				
FR-A	NA	N/A	Additional Armor +21 Ballistic Cooldown +10% Ballistic Velocity +10% Ballistic Heat Gen -10%	Additional Armor +21 Ballistic Cooldown +10% Ballistic Velocity +10% Ballistic Heat Gen -10%	Additional Structure +11 Turn Rate +10%	Turn Rate +10%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +5% Turn Rate +5% ER Laser Duration -3% ER Laser Cooldown +6% ER Laser Heat Gen -5%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +5% Turn Rate +5% ER Laser Duration -3% ER Laser Cooldown +6% ER Laser Heat Gen -5%	Additional Structure +11 Turn Rate +5%	Turn Rate +5%	Additional Structure +14 Missile Cooldown +5% Torso Yaw Rate +5% 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	N/A	Additional Structure +11	N/A	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%		
FR-B	NA	N/A	Additional Structure +14 Energy Heat Gen -5% Missile Heat Gen -5%	Additional Structure +14 Energy Heat Gen -5% Missile Heat Gen -5%	Turn Rate +5% Additional Structure +11	Turn Rate +5%	Accel +20% Deceleration +20% Torso Yaw Rate 15% Turn Speed 10% Energy Heat Gen -2.5% Missile Heat Gen -5% Additional Structure LTRT +11	Accel +20% Deceleration +20% Torso Yaw Rate 15% Turn Speed 10% Energy Heat Gen -2.5% Missile Heat Gen -5% Additional Structure LTRT +11	Turn Rate +5% Additional Structure +11	Turn Rate +5%	Additional Structure +14 Missile Cooldown +5% LRM Spread -3% SRM Spread -3%	Additional Structure +14 Missile Cooldown +5% LRM Spread -3% SRM Spread -3%	Additional Structure +11	N/A	Additional Structure +11	N/A	Overheat Damage -5%	Overheat Damage -5%		
FR-C	NA	N/A	Additional Structure +14 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 +11 Missile Cooldown +2% LRM Spread -3% SRM Spread -3% Missile Velocity +2%	Missile Cooldown +2% LRM Spread -3% SRM Spread -3% Missile Velocity +2%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +10% ER Laser Duration -3% ER Laser Cooldown +6% Energy Heat Gen -2.5% Missile Heat Gen -5%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +10% ER Laser Duration -3% ER Laser Cooldown +6% Energy Heat Gen -2.5% Missile Heat Gen -5%	Additional Structure +11 Torso Turn Angle +6	Torso Turn Angle +6	Additional Structure +14 Missile Cooldown +2% LRM Spread -3% SRM Spread -3%	Additional Structure +14 Missile Cooldown +2% LRM Spread -3% SRM Spread -3%	Additional Structure +11	N/A	Additional Structure +11	N/A	Turn Rate +5%	Turn Rate +5%		
FR-D	NA	N/A	Additional Structure +14 AMS Range +10% Pulse Laser Duration -2%	Additional Structure +14 AMS Range +10% Pulse Laser Duration -2%	Additional Structure +11 Torso Turn Angle +6 (PTCH) +5%	Torso Yaw Rate (PTCH) +5%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +5% Turn Rate +5% Pulse Laser Duration -2% Pulse Laser Cooldown +5% Pulse Laser Heat Gen -5%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +5% Turn Rate +5% Pulse Laser Duration -2% Pulse Laser Cooldown +5% Pulse Laser Heat Gen -5%	Additional Structure +11 Torso Yaw Rate (YAW) +5%	Torso Yaw Rate (YAW) +5%	Additional Structure +14 Pulse Laser Duration -2%	Additional Structure +14 Pulse Laser Duration -2%	Additional Structure +11	N/A	Additional Structure +11	N/A	Torso Yaw Rate +5%	Torso Yaw Rate +5%		
FR-PRIME	NA	N/A	Additional Structure +14 ERPPC Velocity +10% Energy Heat Gen -5%	Additional Structure +14 ERPPC Velocity +10% Energy Heat Gen -5%	Additional Structure +11 Torso Turn Angle +6	Torso Turn Angle +6	Acceleration Rate +40% Deceleration Rate +40% Torso Yaw Rate +30% Reverse Speed +10% Turn Rate +30% Energy Heat Gen -5%	Acceleration Rate +40% Deceleration Rate +40% Torso Yaw Rate +30% Reverse Speed +10% Turn Rate +30% Energy Heat Gen -5%	Additional Structure +11 Acceleration Rate +5%	Acceleration Rate +5%	Additional Structure +14 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 +11	N/A	Additional Structure +11	N/A	Reverse Speed +5%	Reverse Speed +5%		
Shadow Cat																				
SHC-A	NA	N/A	Additional Structure +7 Energy Heat Gen -2.5% ER Las Heat Gen -2.5%	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%	Acceleration +5% Deceleration +5% Turn Rate +2.5% Torso Turn Rate (YAW) +2.5% Additional Structure LARA +7	Acceleration +5% Deceleration +5% Turn Rate +2.5% Torso Turn Rate (YAW) +2.5% Additional Structure LARA +7	Missile Cooldown +5%	Missile Cooldown +5%	Additional Structure +12 Laser Duration -2.5% ER Laser Duration -2.5%	Additional Structure +12 Laser Duration -2.5% ER Laser Duration -2.5%	Additional Structure +12	Additional Structure +5	Additional Structure +12	Additional Structure +5	Turn Rate +2.5% Torso Turn Rate (YAW) +2.5%	Turn Rate +2.5% Torso Turn Rate (YAW) +2.5%		
SHC-B	NA	N/A	Additional Structure +7 LRM Spread -3% SRM Spread -3%	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 +12 LRM Spread -3% SRM Spread -3%	Additional Structure +12 LRM Spread -3% SRM Spread -3%	Additional Structure +12	Additional Structure +2	Additional Structure +12	Additional Structure +2	Reverse Speed +2.5% Reverse Speed +2.5%	Reverse Speed +2.5% Reverse Speed +2.5%	Reverse Speed +5% Reverse Speed +5%	Reverse Speed +5% Reverse Speed +5%
SHC-P	NA	N/A	Additional Structure +2 Machine Gun Range +4% Machine Gun RoF +2%	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 +2 Ballistic Cooldown +3% Gauss Rifle Cooldown +3%	Additional Structure +2 Ballistic Cooldown +3% Gauss Rifle Cooldown +3%	Additional Structure +12	Additional Structure +2	Additional Structure +12	Additional Structure +2	Turn Rate +2.5%	Turn Rate +2.5%	Turn Speed +5% Turn Speed +5%	Turn Speed +5% Turn Speed +5%
SHC-Prime	NA	N/A	Additional Structure +7 ER Laser Cooldown +5%	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 +12	Additional Structure +3	Additional Structure +12	Additional Structure +3	Acceleration Rate +5% Deceleration Rate +5%	Acceleration Rate +5% Deceleration Rate +5%	Torso Turn Rate (YAW) +5% Torso Turn Rate (YAW) +5%	Torso Turn Rate (YAW) +5% Torso Turn Rate (YAW) +5%
Nova																				
NVA-A	NA	N/A	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3%	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3%	Additional Structure +12 AMS RoF +10%	AMS RoF +10%	Additional Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Turn Rate +5%	Additional Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Turn Rate +5%	AMS RoF +10%	AMS RoF +10%	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3%	Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3%	Additional Structure +12 Turn Rate +5%	N/A	Additional Structure +12 Turn Rate +5%	N/A	Reverse Speed +2.5% Turn Rate +7.5%	Reverse Speed +2.5% Turn Rate +7.5%		
NVA-B	NA	N/A	Additional Armor +16 Pulse Laser Duration +2% Laser Duration -3%	Additional Armor +16 Pulse Laser Duration +2% Laser Duration -3%	Additional Structure +12 Machine Gun RoF +5%	Machine Gun RoF +5%	Additional Structure +12 Acceleration Rate +15% Deceleration Rate +15% Torso Yaw Amount +9 Torso Yaw Rate +10%	Additional Structure +12 Acceleration Rate +15% Deceleration Rate +15% Torso Yaw Amount +9 Torso Yaw Rate +10%	Energy Cooldown +5%	Energy Cooldown +5%	Additional Armor +16 Ballistic Cooldown +10% LRM Spread -3% UAC Velocity +10% UAC Jam Chance -30%	Additional Armor +16 Ballistic Cooldown +10% LRM Spread -3% UAC Velocity +10% UAC Jam Chance -30%	Additional Structure +12	N/A	Additional Structure +12	N/A	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%		
NVA-C	NA	N/A	Additional Armor +32 Ballistic Cooldown +10% Ballistic Velocity +10% Ballistic Range +10%	Additional Armor +32 Ballistic Cooldown +10% Ballistic Velocity +10% Ballistic Range +10%	Additional Structure +12 Missile Cooldown +7.5% LRM Spread -4% SRM Spread -4% Missile Velocity +7.5%	Missile Cooldown +7.5% LRM Spread -4% SRM Spread -4% Missile Velocity +7.5%	Acceleration +5% Deceleration +5% Torso Yaw Rate +10% Reverse Speed +5%	Acceleration +5% Deceleration +5% Torso Yaw Rate +10% Reverse Speed +5%	Energy Cooldown +5%	Energy Cooldown +5%	Additional Armor +32	Additional Armor +32	Additional Structure +16	N/A	Additional Structure +16	N/A	Reverse Speed +10% Reverse Speed +10%	Reverse Speed +10% Reverse Speed +10%		
NVA-D	NA	N/A	Additional Armor +24 Ballistic Range +12.5% Ballistic Velocity +12.5% Ballistic Cooldown 12.5%	Additional Armor +24 Ballistic Range +12.5% Ballistic Velocity +12.5% Ballistic Cooldown 12.5%	Additional Armor +12	Additional Armor +12	Acceleration Rate +10% Deceleration Rate +10% Turn Rate +10% Reverse Speed +5% Additional Structure +12	Acceleration Rate +10% Deceleration Rate +10% Turn Rate +10% Reverse Speed +5% Additional Structure +12	Additional Armor +12	Additional Armor +12	Additional Armor +24 Missile Cooldown +7.5% LRM Spread -6% SRM Spread -6%	Additional Armor +24 Missile Cooldown +7.5% LRM Spread -6% SRM Spread -6%	Additional Structure +16	N/A	Additional Structure +16	N/A	Turn Rate +5% Reverse Speed +5%	Turn Rate +5% Reverse Speed +5%		
NVA-PRIME	NA	N/A	Additional Structure +16 ER Laser Heat Gen -2.5%	Additional Structure +16 ER Laser Heat Gen -2.5%	Additional Structure +12 Torso Yaw Rate +2.5% Energy Heat Gen -4%	Torso Yaw Rate +2.5% Energy Heat Gen -4%	Additional Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Overheat Damage -5%	Additional Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Overheat Damage -5%	Additional Structure +12 Torso Yaw Rate +2.5% Energy Heat Gen -4%	Additional Structure +12 Torso Yaw Rate +2.5% Energy Heat Gen -4%	Additional Structure +16 ER Laser Heat Gen -2.5%	Additional Structure +16 ER Laser Heat Gen -2.5%	Additional Structure +16	N/A	Additional Structure +16	N/A	Overheat Damage -5%	Overheat Damage -5%		
NVA-S	NA	N/A	Additional Structure +16 Pulse Laser Heat Gen -2.5% Energy Heat Gen -2.5%	Additional Structure +16 Pulse Laser Heat Gen -2.5% Energy Heat Gen -2.5%	Additional Structure +12 Torso Yaw Amount +3 Machine Gun RoF +5%	Torso Yaw Amount +3 Machine Gun RoF +5%	Acceleration Rate +12 Deceleration Rate +10% Torso Yaw Rate +10% AMS RoF +10%	Acceleration Rate +12 Deceleration Rate +10% Torso Yaw Rate +10% AMS RoF +10%	Additional Structure +12 Torso Yaw Amount +3 Machine Gun RoF +5%	Additional Structure +12 Torso Yaw Amount +3 Machine Gun RoF +5%	Additional Structure +16 Pulse Laser Heat Gen -2.5% Energy Heat Gen -2.5%	Additional Structure +16 Pulse Laser Heat Gen -2.5% Energy Heat Gen -2.5%	Additional Structure +16	N/A	Additional Structure +16	N/A	Torso Yaw Amount +3 Torso Yaw Rate +5%	Torso Yaw Amount +3 Torso Yaw Rate +5%		

