

## LIGHTS (INNER SPHERE)

'Mech	Original Values	New Values
<b>COMMANDO</b>		
<b>COM-1B</b>	Med Las Cooldown +10% Energy Cooldown +10% Energy Heat Gen -12.5% Lrg Las Range +10% Energy Range +10% Med Las Duration -10% Laser Duration -10% Reverse Speed 12.6% Turn Rate 10% Additional Structure L/R Arm +8 Additional Structure L/R Leg +12	Energy Cooldown +20% Energy Heat Gen -10% Energy Range +10% Laser Duration -20% Add Struc CT +10 Add Struc L/R Torso +12 Add Struc L/R Arm +10 Add Armor L/R Leg +12
<b>COM-1D</b>	Med Pulse Cooldown +10% Energy Cooldown +10% Med Pulse Range +20% Energy Range +20% Missile Cooldown +12.5% Reverse Speed 12.6% Turn Rate 10% Additional Structure L/R Arm +8 Additional Structure L/R Leg +12	Energy Cooldown 20% Energy Range 40% Missile Cooldown 10% Missile Velocity 10% Add Struc CT +15 Add Struc L/R Torso +15 Add Struc L/R Arm +15 Add Armor L/R Leg +15
<b>COM-2D</b>	Missile Cooldown +10% Missile Range +10% Additional Structure L/R Arm +8 Additional Structure L/R Leg +12	Missile Cooldown 10% Missile Velocity 10% Add Struc CT +10 Add Struc L/R Torso +12 Add Struc L/R Arm +10 Add Armor L/R Leg +12
<b>COM-3A</b>	Energy Cooldown +15% Missile Cooldown +30% Missile Heat Gen -15% Missile Range +15% Reverse Speed 12.6% Turn Rate 10% Additional Structure L/R Arm +8 Additional Structure L/R Leg +12	Energy Cooldown 15% Missile Cooldown 30% Missile Heat Gen -15% Add Struc CT +10 Add Struc L/R Torso +12 Add Struc L/R Arm +10 Add Armor L/R Leg +12
<b>COM-DK</b>	Energy Heat Gen -10% Med Las Range +7.5% Laser Range +7.5% Additional Structure L/R Arm +8 Additional Structure L/R Leg +12	Energy Heat Gen -10% Energy Range 15% Add Struc CT +10 Add Struc L/R Torso +12 Add Struc L/R Arm +10 Add Armor L/R Leg +12
<b>FIRESTARTER</b>		
<b>FS9-A</b>	Energy Heat Gen -7.5%	Energy Heat Gen -5%

	SPL Range 5% Energy Range 5%	Energy Range +10%
FS9-E	Ballistic Range 7.5% Laser Duration -7.5%	Laser Duration -10%
FS9-H	ML Heat Gen -5% Energy Heat Gen -5% Energy Range 5%	ML Heat Gen -5% Energy Heat Gen -5%
FS9-K	Energy Range 10% Laser Duration -10%	Energy Range 10% Laser Duration -10%
FS9-S	MPL Heat Gen -10% Energy Heat Gen -10%	MPL Heat Gen -5% Energy Heat Gen -10%
<b>JENNER</b>		
JR7-D	Missile Cooldown +7.5%	Missile Cooldown +20% Missile Velocity +10% Accel +30% Decel +30% Turn Rate +25% Torso Yaw Speed +30% Torso Yaw Angle +18
JR7-F	Energy Range +7.5%	Laser Duration -10% Accel +20% Decel +20% Turn Rate +15% Torso Yaw Speed +30% Torso Yaw Angle +18
JR7-K	Med Pulse Cooldown +7.5% Energy Cooldown +7.5% Energy Heat Gen -10%	Laser Duration -5% Energy Range +10% Accel +20% Decel +20% Turn Rate +15% Torso Yaw Speed +30% Torso Yaw Angle +18
JR7-O	SRM/4 Cooldown +7.5% Missile Cooldown +7.5% SRM/4 Heat Gen -7.5% Missile Heat Gen -7.5% SRM/4 Range +7.5% Missile Range +7.5% Additional Structure L/R Leg +4	Missile Cooldown +15% Missile Velocity +10% Missile Heat Gen -10% Accel +10% Decel +10% Turn Rate +10% Torso Yaw Speed +15% Add Struc CT +11 Add Struc L/R Torso +8 Add Struc L/R Arm +12 Add Struc L/R Leg +16
<b>LOCUST</b>		
LCT-1E	Energy Heat Gen -25% Energy Range +25% Laser Duration -25%	Energy Heat Gen -25% Energy Range +25% Laser Duration -25%

	Accel +25% Decel +50% Armor Strength L/R Arm 50% Additional Structure L/R Leg +16	Accel +25% Decel +50% Add Armor L/R Arm +6 Add Armor L/R Leg +16
<b>LCT-1M</b>	Med Las Cooldown +12.5% Energy Cooldown +12.5% Med Las Heat Gen -12.5% Energy Heat Gen -12.5% Med Las Range +25% Energy Range +25% Med Las Duration -12.5% Laser Duration -12.5% Missile Cooldown +15% Accel +25% Decel +50% Armor Strength L/R Arm +50% Additional Structure L/R Leg +16	Energy Cooldown +25% Energy Heat Gen -25% Energy Range +50% Laser Duration -25% Missile Cooldown +15% Missile Velocity +10% Accel +45% Decel +70% Turn Rate +15% Torso Yaw Angle +18 Add Armor L/R Arm +6 Add Armor L/R Leg +16
<b>LCT-1V</b>	Ballistic Range +30% ERLC Cooldown +25% Energy Cooldown +25% Energy Range +15% ERLC Duration -25% Laser Duration -25% Accel +25% Decel +50% Armor Strength L/R Arm +50% Additional Structure L/R Leg +16	Energy Cooldown +50% Energy Range +15% Las Duration -50% Accel +45% Decel +70% Turn Rate +15% Torso Yaw Angle +18 Add Struc CT +20 Add Struc L/R Torso +15 Add Armor L/R Arm +4 Add Armor L/R Leg +16
<b>LCT-3M</b>	Energy Cooldown +25% Energy Heat Gen -10% Laser Duration -10% Accel +25% Decel +50% Armor Strength L/R Arm 50% Additional Structure L/R Leg +16	Energy Cooldown +25% Energy Heat Gen -10% Laser Duration -10% Accel +25% Decel +50% Add Armor L/R Arm +6 Add Armor L/R Leg +16
<b>LCT-3S</b>	Med Las Cooldown +12.5% Energy Cooldown +12.5% Med Las Range +12.5% Energy Range +12.5% Missile Cooldown +30% Missile Heat Gen -15% Missile Range +15% Accel +25% Decel +50% Armor Strength L/R Arm +50% Additional Structure L/R Leg +16	Energy Cooldown +25% Energy Range +25% Missile Cooldown +30% Missile Heat Gen -15% Missile Velocity +10% Accel +45% Decel +70% Turn Rate +15% Torso Yaw Angle +18 Add Armor L/R Arm +6 Add Armor L/R Leg +16
<b>LCT-3V</b>	Energy Range +50%	Energy Range +50%

	<p>Laser Duration -10%</p> <p>MGun RoF +20%</p> <p>Ballistic Range +20%</p> <p>Additional Armor CT +8</p> <p>Additional Structure CT +12</p> <p>Additional Armor L/R Torso +5</p> <p>Additional Armor L/R Arm +4</p> <p>Additional Structure L/R Torso +10</p> <p>Additional Armor L/R Leg +8</p> <p>Additional Structure L/R Leg +8</p>	<p>Laser Duration -10%</p> <p>Accel +45%</p> <p>Decel +70%</p> <p>Turn Rate 15%</p> <p>Torso Yaw Angle +18</p> <p>Add Struc CT +20</p> <p>Add Struc L/R Torso +15</p> <p>Add Armor L/R Arm +4</p> <p>Add Armor L/R Leg +16</p>
<b>LCT-PB</b>	<p>MG Range +10%</p> <p>Ballistic Range +10%</p> <p>Sm Las Cooldown +10%</p> <p>Energy Cooldown +10%</p> <p>Sm Las Range +10%</p> <p>Energy Range +10%</p> <p>Accel 25%</p> <p>Decel 50%</p> <p>Armor Strength L/R Arm 50%</p> <p>Additional Structure L/R Leg +16</p>	<p>Energy Cooldown +20%</p> <p>Energy Range +20%</p> <p>Accel +25%</p> <p>Decel +50%</p> <p>Add Armor L/R Arm +6</p> <p>Add Armor L/R Leg +16</p>
<b>PANTHER</b>		
<b>PNT-10K</b>	<p>ERPPC Cooldown +12.5%</p> <p>Energy Cooldown +12.5%</p> <p>ERPPC Heat Gen -12.5%</p> <p>Energy Heat Gen -12.5%</p> <p>ERPPC Velocity +40%</p> <p>Missile Cooldown +15%</p> <p>Missile Range +15%</p> <p>Accel 15%</p> <p>Decel 15%</p> <p>Turn Rate 10%</p> <p>Additional Structure RA +12</p> <p>Additional Structure L/R Leg +6</p>	<p>ERPPC Velocity +40%</p> <p>ERPPC Heat Gen -5%</p> <p>Energy Heat Gen -20%</p> <p>Energy Cooldown +10%</p> <p>Missile Cooldown +10%</p> <p>Missile Velocity +10%</p> <p>Add Struc CT +10</p> <p>Add Struc L/R Torso +10</p> <p>Add Armor L/R Arm +16</p> <p>Add Struc L/R Leg +10</p>
<b>PNT-10P</b>	<p>Ballistic Velocity +10%</p> <p>Ballistic Range +10%</p> <p>Ballistic Cooldown +25%</p> <p>Missile Velocity +10%</p> <p>Missile Range +10%</p> <p>Missile Cooldown +10%</p> <p>SRM Spread -5%</p> <p>Additional Armor CT +11</p> <p>Additional Structure CT +6</p> <p>Additional Armor L/R Torso +8</p> <p>Additional Structure L/R Arm +3</p> <p>Additional Armor L/R Arm +6</p> <p>Additional Structure L/R Torso +4</p> <p>Additional Armor L/R Leg +8</p>	<p>Ballistic Cooldown +25%</p> <p>Ballistic Velocity +20%</p> <p>Ballistic Range +25%</p> <p>Missile Cooldown +10%</p> <p>Missile Velocity +10%</p> <p>Missile Range +10%</p> <p>SRM Spread -5%</p> <p>Add Armor CT +10</p> <p>Add Armor L/R Torso +10</p> <p>Add Armor L/R Arm +24</p> <p>Add Armor L/R Leg +10</p>

	Additional Structure L/R Leg +4	
<b>PNT-8Z</b>	Lrg Laser Cooldown +12.5% Energy Cooldown +12.5% Lrg Laser Range +12.5% Energy Range +12.5% Lrg Laser Duration -12.5% Laser Duration -12.5% Missile Cooldown +15% Accel 15% Decel 15% Turn Rate 10% Additional Structure RA +12 Additional Structure L/R Leg +6	Lrg Laser Cooldown +5% Energy Cooldown +20% Energy Range +25% Laser Duration -25% Accel +15% Decel +15% Turn Rate +15% Add Struc CT +10 Add Struc L/R Torso +10 Add Armor L/R Arm +10 Add Struc L/R Leg +10
<b>PNT-9R</b>	Energy Cooldown +15% Energy Heat Gen -15% Energy Range +15% PPC Velocity +40% Laser Duration -15% Missile Cooldown +15% Missile Range +15% Accel 15% Decel 15% Turn Rate 10% Additional Structure RA +12 Additional Structure L/R Leg +6	Energy Cooldown +15% Energy Heat Gen -15% Laser Duration -10% PPC Velocity +40% Missile Cooldown +15% Missile Velocity +10% Accel +10% Decel +10% Turn Rate +10% Add Struc CT +10 Add Struc L/R Torso +10 Add Armor L/R Arm +10 Add Struc L/R Leg +10
<b>RAVEN</b>		
<b>RVN-2X</b>	Med Las Cooldown +7.5% Energy Cooldown +7.5% Lrg Las Heat Gen -10% Energy Heat Gen -10% Med Las Range +5% Energy Range +5% Laser Duration -15% Missile Cooldown +15% Turn Rate 10% Additional Structure CT +6 Additional Structure L/R Arm +3 Additional Armor LA +12 Additional Structure L/R Torso +4 Additional Structure L/R Leg +4	Energy Cooldown +15% Lrg Las Heat Gen -5% Energy Heat Gen -10% Laser Duration -15% Missile Cooldown +15% Turn Rate +10% Additional Structure CT +6 Additional Structure L/R Arm +3 Additional Armor LA +12 Additional Structure L/R Torso +4 Additional Structure L/R Leg +4
<b>RVN-3L</b>	Laser Duration -7.5% Missile Cooldown +7.5% NARC Range +50m NARC Duration +10s Additional Structure L/R Leg +8	Laser Duration -5% Missile Cooldown +10% Missile Velocity +10% Missile Range +10% NARC Range +100m NARC Duration +15s

		Additional Structure L/R Leg +8
<b>RVN-4X</b>	Ballistic Range +30% Energy Range +30% Laser Duration -30% Missile Cooldown +15% Turn Rate 10% Additional Structure L/R Leg +8	Laser Duration -30% Energy Range +30% Missile Cooldown +15% Missile Velocity +10% Accel +25% Decel +25% Turn Rate +15% Torso Yaw Speed +20% Torso Yaw Angle +18 Additional Struc CT +6 Additional Armor L/R Arm +12 Additional Struc L/R Torso +8 Additional Struc L/R Leg +8
<b>RVN-H</b>	Ballistic Range +30% SRM/4 Cooldown +25% Missile Cooldown +25% Missile Heat Gen -15% SRM/4 Range +12.5% Missile Range +12.5% Additional Structure L/R Arm +6 Additional Structure L/R Leg +8	SRM/4 Cooldown +5% Missile Cooldown +25% Missile Velocity +10% Missile Heat Gen -15% Missile Range +20% Additional Struc CT +10 Additional Struc L/R Arm +16 Additional Struc L/R Torso +12 Additional Struc L/R Leg +12
<b>SPIDER</b>		
<b>SDR-5D</b>	Energy Cooldown +10% Energy Range +10% Laser Duration -10%	Energy Cooldown +10% Energy Range +10% Laser Duration -10% Accel +30% Decel +30% Turn Rate +20% Torso Yaw Angle +17 Add Struc CT +5 Add Struc L/R Torso +5 Add Struc L/R Arm +5 Add Struc L/R Leg +5
<b>SDR-5K</b>	Ballistic Range +45% ERLL Cooldown +25% Energy Cooldown +25% ERLL Duration -12.5% Laser Duration -12.5% Reverse Speed 12.6%	Energy Cooldown +50% Laser Duration -25% Accel +40% Decel +40% Turn Rate +20% Torso Yaw Angle +17 Add Struc CT +10 Add Struc L/R Torso +10 Add Struc L/R Arm +10 Add Struc L/R Leg +10
<b>SDR-5V</b>	Energy Cooldown +30% Energy Range +30%	Energy Cooldown +30% Energy Range +30%

	Laser Duration -30% Reverse Speed 12.6%	Laser Duration -30% Accel +40% Decel +40% Turn Rate +20% Torso Yaw Angle +17 Add Struc CT +10 Add Struc L/R Torso +10 Add Struc L/R Arm +10 Add Struc L/R Leg +10
<b>SDR-A</b>	Ballistic Range +30% Med Las Cooldown +7.5% Energy Cooldown +7.5% Med Las Range +7.5% Energy Range +7.5% Missile Cooldown +20% Reverse Speed 12.6%	Energy Cooldown +15% Energy Range +15% Missile Cooldown +20% Missile Velocity +10% Accel +20% Decel +20% Turn Rate +10% Torso Yaw Angle +17 Add Struc CT +10 Add Struc L/R Torso +10 Add Struc L/R Arm +10 Add Struc L/R Leg +10
<b>URBANMECH</b>		
<b>UM-R60</b>	Ballistic Range +15% Ballistic Velocity +15% Energy Cooldown +7.5% MG Fire Rate +7.5% Reverse Speed 10% Torso Pitch Speed 15% Torso Yaw Speed 15% Additional Structure L/R Arm +10 Additional Structure L/R Leg +7	Ballistic Cooldown +10% Ballistic Range +10% Ballistic Velocity +10% Energy Cooldown +10% Laser Duration -10% Torso Yaw Speed +15% Add Struc CT +10 Add Struc L/R Torso +10 Add Struc L/R Arm +10 Add Struc L/R Leg +10
<b>UM-R60L</b>	AC/20 Range 10% Ballistic Range 10% AC/20 Velocity 10% Ballistic Velocity 10% Energy Heat Gen -15% SPL Range 15% Energy Range 15% Reverse Speed 10% Torso Pitch Speed 15% Torso Yaw Speed 15% Additional Structure L/R Arm +10 Additional Structure L/R Leg +7	AC/20 Cooldown +10% Ballistic Cooldown +10% Ballistic Range +20% Ballistic Velocity +20% Laser Duration -5% Energy Range +20% Add Struc CT +5 Add Struc L/R Torso +5 Add Struc L/R Arm +5 Add Struc L/R Leg +5
<b>UM-R63</b>	Ballistic Cooldown 15% Ballistic Heat Gen -15% Ballistic Velocity 15%	Ballistic Cooldown +15% Ballistic Range +20% Ballistic Velocity +20%

	Energy Cooldown 15% Reverse Speed 10% Torso Pitch Speed 15% Torso Yaw Speed 15% Additional Structure L/R Arm +10 Additional Structure L/R Leg +7	Energy Cooldown +15% Torso Yaw Speed +15% Add Struc CT +5 Add Struc L/R Torso +5 Add Struc L/R Arm +5 Add Struc L/R Leg +5
<b>WOLFHOUND</b>		
<b>WLF-1</b>	ML Range 7.5% Energy Range +7.5% Turn Rate 5% Torso Yaw Speed 10% Additional Structure L/R Leg +8	Energy Range +15% Accel +20% Decel +20% Turn Rate +15% Torso Yaw Speed +20% Additional Structure CT +11 Add Struc L/R Leg +8
<b>WLF-1A</b>	Turn Rate 5% Torso Yaw Speed 10% Additional Structure CT +6 Additional Structure L/R Arm +3 Additional Structure L/R Torso +8 Additional Structure L/R Leg +4	Laser Duration -10% Turn Rate +5% Torso Yaw Speed +10% Additional Structure CT +6 Additional Structure L/R Arm +3 Additional Structure L/R Torso +8 Additional Structure L/R Leg +4
<b>WLF-1B</b>	Energy Cooldown 10% AMS Range 10% Turn Rate 5% Torso Yaw Speed 10% Additional Structure CT +11	Energy Cooldown +10% AMS Range +20% AMS Rate of Fire +10% Accel +10% Decel +10% Turn Rate +10% Torso Yaw Speed +15% Additional Structure CT +11 Add Struc L/R Leg +8
<b>WLF-2</b>	ERLI Heat Gen -7.5% Energy Heat Gen -7.5% Turn Rate 5% Torso Yaw Speed 10% Additional Structure CT +11	ERLI Heat Gen -5% Energy Heat Gen -10% Accel +15% Dcel +15% Turn Rate +5% Additional Structure CT +11 Add Struc L/R Leg +8



MEDIUMS (INNER SPHERE)		
'Mech	Original Values	New Values
<b>BLACKJACK</b>		
<b>BJ-1</b>	AC/2 Cooldown +12.5% Ballistic Cooldown +12.5% AC/2 Heat Gen -12.5% Ballistic Heat Gen -12.5% Med Las Heat Gen -12.5% Energy Heat Gen -12.5% Torso Yaw Speed 43.8% Additional Structure L/R Torso +11	AC/2 Cooldown +10% Ballistic Cooldown +15% AC/2 Heat Gen -20% Ballistic Heat Gen -5% Ballistic Velocity +30% Ballistic Range +15% Energy Range +25% Torso Yaw Speed +30% Torso Angle Yaw +17 Add Struc CT +28 Add Struc L/R Torso +22 Add Struc L/R Arm +24 Add Struc L/R Leg +22
<b>BJ-1DC</b>	AC/2 Cooldown +12.5% Ballistic Cooldown +12.5% AC/2 Heat Gen -12.5% Ballistic Heat Gen -12.5% Med Las Heat Gen -12.5% Energy Heat Gen -12.5% Laser Duration -15% Torso Yaw Speed 25% Additional Structure L/R Torso +11	Ballistic Cooldown +25% Ballistic Heat Gen -25% Laser Duration -15% Energy Range +25% Accel +25% Decel +35% Torso Yaw Speed +25% Add Struc CT +28 Add Struc L/R Torso +22 Add Struc L/R Arm +24 Add Struc L/R Leg +22
<b>BJ-1X</b>	Energy Cooldown +12.5% Med Las Heat Gen -10% Energy Heat Gen -10% Med Las Range +10% Energy Range +10% Med Las Duration -10% Laser Duration -10% Torso Yaw Speed 25% Additional Structure L/R Torso +11	Energy Heat Gen -15% Energy Cooldown +10% Energy Range +20% Laser Duration -15% Accel +60% Decel +30% Add Struc CT +28 Add Struc L/R Torso +22 Add Struc L/R Arm +24 Add Struc L/R Leg +22
<b>BJ-3</b>	PPC Cooldown +10% Energy Cooldown +10% PPC Heat Gen -10% Energy Heat Gen -10% PPC Velocity +20% Torso Yaw Speed 43.8% Additional Structure L/R Torso +11	PPC Velocity +40% PPC Heat Gen -20% Energy Heat Gen -10% Energy Range +20% Energy Cooldown +5% Add Struc CT +28 Add Struc L/R Torso +22 Add Struc L/R Arm +24

		Add Struc L/R Leg +22
<b>BJ-A</b>	MG Range +20% Ballistic Range +20% Lrg Pulse Duration -10% Laser Duration -10% Energy Heat Gen -12.5% Energy Range +12.5% Torso Yaw Speed 25% Additional Structure L/R Torso +11	Laser Duration -20% Energy Range +20% Energy Heat Gen -10% Accel +30% Decel +30% Turn Speed +20% Torso Yaw Speed +30% Add Struc CT +28 Add Struc L/R Torso +22 Add Struc L/R Arm +24 Add Struc L/R Leg +22
<b>CENTURION</b>		
<b>CN9-A</b>	AC/10 Cooldown +10% Ballistic Cooldown +10% AC/10 Velocity +10% Ballistic Velocity +20% Laser Duration -12.5% Missile Cooldown +12.5% Decel 10% Turn Rate 10% Torso Yaw Speed 25% Additional Structure RA +16 Additional Armor Left Arm +16	AC/10 Cooldown +5% Ballistic Cooldown +15% Ballistic Velocity +30% Laser Duration -10% Missile Cooldown +10% Missile Velocity +10% Turn Rate +10% Torso Yaw Speed +35% Add Struc CT +8 Add Struc L/R Torso +6 Add Struc L/R Arm +4 Add Struc L/R Leg +4 Add Armor RA +16
<b>CN9-AH</b>	AC/20 Cooldown +10% Ballistic Cooldown +10% AC/20 Velocity +10% Ballistic Velocity +10% Missile Cooldown +12.5% Missile Range +12.5% Decel 10% Turn Rate 10% Torso Yaw Speed 35% Additional Structure RA +16 Additional Armor Left Arm +16	AC/20 Cooldown +10% Ballistic Cooldown +10% Ballistic Velocity +20% Missile Cooldown +15% Missile Velocity +10% Turn Rate +35% Torso Yaw Speed +35% Add Struc CT +8 Add Struc L/R Torso +6 Add Struc L/R Arm +16 Add Struc L/R Leg +4 Add Armor RA +16
<b>CN9-AL</b>	Lrg Las Cooldown +10% Energy Cooldown +10% Lrg Las Heat Gen -10% Energy Heat Gen -10% Lrg Las Duration -10% Laser Duration -10% Missile Cooldown +12.5% Decel 10%	Lrg Laser Cooldown +5% Energy Cooldown +15% Energy Heat Gen -20% Laser Duration -20% Missile Cooldown +10% Missile Velocity +10% Torso Yaw Speed +20% Add Struc CT +16

	Turn Rate 10% Torso Yaw Speed 25% Additional Structure RA +16 Additional Armor Left Arm +16	Add Struc L/R Torso +12 Add Struc L/R Arm +8 Add Struc L/R Leg +12 Add Armor RA +8
<b>CN9-D</b>	LB-10-X Cooldown +20% Ballistic Cooldown +20% LB-10-X Velocity +10% Ballistic Velocity +10% LB-10-X Spread -10% Missile Cooldown +12.5% Decel 10% Torso Yaw Speed 25% Additional Structure RA +16 Additional Armor Left Arm +16	LB-10-X Cooldown +10% Ballistic Cooldown +30% Ballistic Velocity +20% LB-10-X Spread -10% Missile Velocity +10% Laser Duration -10% Accel +50% Decel +50% Turn Rate +10% Add Struc CT +8 Add Struc L/R Torso +6 Add Struc L/R Arm +16 Add Struc L/R Leg +4 Add Armor RA +8
<b>CN9-YLW</b>	AC/20 Cooldown +10% Ballistic Cooldown +10% AC/20 Range +10% Ballistic Range +10% AC/20 Velocity +10% Ballistic Velocity +10% Energy Cooldown +12.5% Turn Rate 5% Torso Pitch Speed 24.4% Torso Yaw Speed 56.3% Additional Structure RA +16 Additional Armor Left Arm +16	AC/20 Cooldown +10% Ballistic Cooldown +10% Ballistic Velocity +20% Energy Cooldown +10% Accel +35% Decel +35% Turn Rate +35% Torso Yaw Speed +35% Add Struc CT +8 Add Struc L/R Torso +6 Add Struc L/R Arm +16 Add Struc L/R Leg +4 Add Armor RA +16
<b>CICADA</b>		
<b>CDA-2A</b>	Med Las Cooldown +7.5% Energy Cooldown +7.5% Energy Heat Gen -10% Med Las Duration -7.5% Laser Duration -7.5% Turn Rate 5% Torso Pitch Speed 10% Torso Yaw Speed 21% Additional Structure L/R Leg +10	ML Duration -5% Laser Duration -15% Energy Range +25% Energy Heat Gen -5% Energy Cooldown +5% Accel +40% Decel +40% Turn Rate +20% Torso Yaw Speed +20% Torso Yaw Angle +18 Add Struc CT +6 Add Struc L/R Torso +5 Add Struc L/R Arm +6 Add Struc L/R Leg +10

<b>CDA-2B</b>	<p>Med Pulse Cooldown +10%</p> <p>Energy Cooldown +10%</p> <p>Energy Heat Gen -15%</p> <p>Med Pulse Range +10%</p> <p>Energy Range +10%</p> <p>Laser Duration -12.5%</p> <p>Turn Rate 5%</p> <p>Arm Pitch Speed 22.2%</p> <p>Torso Yaw Speed 10%</p> <p>Additional Armor L/R Arm +12</p> <p>Additional Structure L/R Leg +10</p>	<p>MPL Cooldown +5%</p> <p>Energy Cooldown +20%</p> <p>Energy Heat Gen -20%</p> <p>Accel +50%</p> <p>Decel +50%</p> <p>Turn Rate +35%</p> <p>Torso Yaw Speed +25%</p> <p>Add Struc CT +12</p> <p>Add Struc L/R Torso +10</p> <p>Add Struc L/R Arm +12</p> <p>Add Struc L/R Leg +10</p>
<b>CDA-3C</b>	<p>Ballistic Cooldown +12.5%</p> <p>ERPPC Cooldown +12.5%</p> <p>Energy Cooldown +12.5%</p> <p>ERPPC Heat Gen -25%</p> <p>Energy Heat Gen -25%</p> <p>ERPPC Velocity +50%</p> <p>Turn Rate 10%</p> <p>Torso Yaw Speed 10%</p> <p>Additional Structure L/R Leg +10</p>	<p>ERPPC Heat Gen -20%</p> <p>Energy Heat Gen -30%</p> <p>ERPPC Velocity +50%</p> <p>Energy Cooldown +20%</p> <p>Ballistic Cooldown +25%</p> <p>Ballistic Velocity +25%</p> <p>Accel +70%</p> <p>Decel +70%</p> <p>Torso Yaw Speed +20%</p> <p>Torso Yaw Angle +18</p> <p>Add Struc CT +12</p> <p>Add Struc L/R Torso +10</p> <p>Add Struc L/R Arm +12</p> <p>Add Struc L/R Leg +10</p>
<b>CDA-3M</b>	<p>Ballistic Cooldown +20%</p> <p>Med Las Cooldown +7.5%</p> <p>Energy Cooldown +7.5%</p> <p>Med Las Range +7.5%</p> <p>Energy Range +7.5%</p> <p>Laser Duration -10%</p> <p>UAC/5 Jam Chance -5%</p> <p>Torso Yaw Speed 10%</p> <p>Additional Structure L/R Leg +10</p>	<p>UAC/5 Jam Chance -30%</p> <p>Ballistic Cooldown +20%</p> <p>Ballistic Velocity +20%</p> <p>Energy Cooldown +15%</p> <p>Energy Range +15%</p> <p>Energy Heat Gen -5%</p> <p>Accel +40%</p> <p>Decel +40%</p> <p>Turn Rate +25%</p> <p>Torso Yaw Speed +20%</p> <p>Add Struc CT +12</p> <p>Add Struc L/R Torso +10</p> <p>Add Struc L/R Leg +15</p>
<b>CDA-X5</b>	<p>Med Las Heat Gen -10%</p> <p>Energy Heat Gen -10%</p> <p>Med Las Range +20%</p> <p>Energy Range +20%</p> <p>Med Las Duration -10%</p> <p>Laser Duration -10%</p> <p>Missile Cooldown +25%</p> <p>Turn Rate 10%</p> <p>Torso Yaw Speed 10%</p>	<p>Missile Cooldown +25%</p> <p>Missile Velocity +10%</p> <p>Energy Heat Gen -15%</p> <p>Energy Range +35%</p> <p>Energy Cooldown +10%</p> <p>Accel +30%</p> <p>Decel +30%</p> <p>Turn Rate +30%</p> <p>Torso Yaw Speed +30%</p>

	Additional Armor L/R Arm +12 Additional Structure L/R Leg +10	Add Struc CT +12 Add Struc L/R Torso +10 Add Struc L/R Arm +12 Add Struc L/R Leg +10
<b>CDA-3F</b>	ML Cooldown 15% Energy Cooldown 15% ERPPC Heat Gen -12.5% Energy Heat Gen -12.5% Turn Rate 5% Torso Yaw Speed 10% Additional Structure L/R Leg +15	Energy Heat Gen -10% Energy Cooldown +20% Laser Duration -10% Accel +20% Decel +20% Turn Rate +15% Torso Yaw Speed +20% Torso Yaw Angle +18 Add Struc CT +12 Add Struc L/R Torso +10 Add Struc L/R Leg +15
<b>CRAB</b>		
<b>CRB-20</b>	LL Cooldown 7.5% Energy Cooldown 7.5% Turn Rate 10% Torso Yaw Speed 20% Additional Structure CT +8 Additional Structure L/R Arm +8	Std Laser Duration -15% Turn Rate +10% Torso Yaw Speed +20% Add Struc CT +16 Add Struc L/R Torso +12 Add Struc L/R Arm +8 Add Struc L/R Leg +12
<b>CRB-27</b>	AMS Range 15% AMS Fire Rate 5% ML Range 7.5% Energy Range 7.5% Turn Rate 5% Torso Yaw Speed 20% Additional Structure CT +8 Additional Structure L/R Arm +8	Energy Range +10% Turn Rate +5% Torso Yaw Speed +20% AddStruc CT +16 Add Struc L/R Torso +12 Add Struc L/R Arm +8 Add Struc L/R Leg +12
<b>CRB-27B</b>	ERLL Heat Gen -7.5% Energy Heat Gen -7.5% Turn Rate 10% Torso Yaw Speed 20% Additional Structure CT +8 Additional Structure L/R Arm +8	ERLL Heat Gen -5% Energy Heat Gen -10% Turn Rate +10% Torso Yaw Speed +20% Add Struc CT +16 Add Struc L/R Torso +12 Add Struc L/R Arm +8 Add Struc L/R Leg +12
<b>CRB-27SL</b>	Pulse Lsr Range 10% Turn Rate 5% Torso Yaw Speed 20% Additional Structure CT +8 Additional Structure L/R Arm +8 Additional Structure L/R Leg +12	Pulse Lsr Range +10% Turn Rate +5% Torso Yaw Speed +20% AddStruc CT +8 Add Struc L/R Torso +6 Add Struc L/R Arm +4 Add Struc L/R Leg +12

**ENFORCER**

<p><b>ENF-4P</b></p>	<p>Ballistic Velocity +10%  Ballistic Range +10%  Ballistic Cooldown +5%  Energy Range +10%  Accel 10%  Decel 10%  Turn Rate 10%  Torso Yaw Speed 10%  Add Armor CT +10  Add Struc CT +5  Add Armor L/R Torso +7  Add Struc L/R Torso +7  Add Armor L/R Arm +5  Add Struc L/R Arm +2  Add Armor L/R Leg +7  Add Struc L/R Leg +7</p>	<p>Ballistic Velocity +10%  Ballistic Range +10%  Ballistic Cooldown +5%  Energy Range +10%  Accel 10%  Decel 10%  Turn Rate 10%  Torso Yaw Speed 10%  Add Struc CT +15  Add Struc L/R Torso +14  Add Armor L/R Arm +7  Add Armor L/R Leg +14</p>
<p><b>ENF-4R</b></p>	<p>AC/10 Cooldown +10%  Ballistic Cooldown +10%  Lrg Las Cooldown +10%  Energy Cooldown +10%  Energy Heat Gen -12.5%  Energy Range +12.5%  Laser Duration -12.5%  Torso Yaw Speed 25%  Add Struc L/R Arm +8  Add Struc L/R Leg +12</p>	<p>Ballistic Cooldown +20%  Large Laser Range 10%  Energy Range 20%  Energy Cooldown +10%  Energy Heat Gen -10%  Laser Duration -15%  Torso Yaw Speed 25%  Add Struc L/R Arm +8  Add Struc L/R Leg +12</p>
<p><b>ENF-5D</b></p>	<p>LB-10-X Cooldown +10%  Ballistic Cooldown +10%  LB-10-X Range +10%  Ballistic Range +10%  LB-10-X Velocity +10%  Ballistic Velocity +10%  LB-10-X Spread -10%  Laser Duration -12.5%  Torso Yaw Speed 25%  Add Struc L/R Arm +8  Add Struc L/R Leg +12</p>	<p>LB-10-X Cooldown +5%  Ballistic Cooldown +15%  Ballistic Range +20%  Ballistic Velocity +20%  LB-10-X Spread -10%  Laser Duration -15%  Torso Yaw Speed 25%  Add Struc L/R Arm +8  Add Struc L/R Leg +12</p>
<p><b>ENF-5P</b></p>	<p>UAC/5 Cooldown +10%  Ballistic Cooldown +10%  UAC/5 Heat Gen -10%  Ballistic Heat Gen -10%  UAC/5 Velocity +10%  Ballistic Velocity +10%  UAC/5 Jam Chance -30%  Laser Duration -12.5%</p>	<p>UAC/5 Cooldown +5%  Ballistic Cooldown +15%  Ballistic Heat Gen -5%  Ballistic Velocity +30%  UAC/5 Jam Chance -30%  Accel 40%  Decel 40%  Turn Speed 10%</p>

	Torso Yaw Speed 25% Add Struc L/R Arm +8 Add Struc L/R Leg +12	Torso Yaw Speed 25% Add Armor L/R Arm +16 Add Struc L/R Leg +12
<b>GRIFFIN</b>		
<b>GRF-SPARKY</b>	ML Cooldown 7.5% Energy Cooldown 7.5% ML Heat Gen -7.5% Energy Heat Gen -7.5% PPC Velocity 20% Torso Yaw Speed 10%	Energy Heat Gen -15% Laser Duration -15% Energy Cooldown +5% Add Struc L/R Arm +12 Add Struc L/R Leg +13
<b>GRF-1N</b>	Energy Heat Gen -7.5% PPC Velocity +20% Laser Duration -7.5% Missile Cooldown +7.5% Torso Yaw Speed 10%	Missile Cooldown +10% Missile Velocity +10% Energy Cooldown +5% Energy Heat Gen -5% Add Struc R Arm +18 Add Struc L/R Leg +13
<b>GRF-1S</b>	Med Las Cooldown +7.5% Energy Cooldown +7.5% Energy Range +12.5% Laser Duration -12.5% Missile Cooldown +12.5% Torso Yaw Speed 10% Add Struc RA +9	Laser Duration -15% Energy Range +20% Missile Cooldown +10% Missile Velocity +10% Add Struc R Arm +18 Add Struc L/R Leg +13
<b>GRF-2N</b>	ERPPC Velocity +20% LRM Spread -5% SRM Spread -5% Missile Velocity +10%	ERPPC Velocity +40% Missile Velocity +10% Turn Rate +35% Torso Turn Speed +35% Add Struc R Arm +12 Add Struc L/R Leg +13
<b>GRF-3M</b>	ERPPC Velocity +20% SRM/4 Cooldown +5% Missile Cooldown +5% Torso Yaw Speed 10%	Missile Cooldown +10% Missile Velocity +10% Add Struc CT +18 Add Struc L/R Torso +13 Add Struc L/R Arm +12 Add Struc L/R Leg +13
<b>HUNCHBACK</b>		
<b>HBK-4G</b>	AC/20 Cooldown +12.5% Ballistic Cooldown +12.5% AC/20 Range +12.5% Ballistic Range +12.5% AC/20 Velocity +12.5% Ballistic Velocity +12.5% Energy Heat Gen -15% Energy Range +15% Torso Pitch Speed 10% Torso Yaw Speed 37.5%	AC/20 Cooldown +10% Ballistic Cooldown +15% Ballistic Range +25% Ballistic Velocity +25% Energy Heat Gen -15% Energy Range +15% Turn Speed +30% Torso Yaw Speed +35% Add Armor RT +18 Add Struc RT +12

	Add Armor RT +18 Add Struc RT +12	
<b>HBK-4H</b>	AC/10 Cooldown +10% Ballistic Cooldown +10% AC/10 Range +10% Ballistic Range +10% Med Las Cooldown +10% Energy Cooldown +10% Med Las Heat Gen -10% Energy Heat Gen -10% Torso Pitch Speed 10% Torso Yaw Speed 37.5% Add Armor RT +18 Add Struc RT +12	AC/10 Cooldown +5% Ballistic Cooldown +15% Ballistic Range +20% Energy Cooldown +20% Energy Heat Gen -20% Accel +15% Decel 15% Turn Rate +10% Torso Yaw Speed +35% Add Armor RT +18 Add Struc RT +12
<b>HBK-4P</b>	Med Las Cooldown +7.5% Energy Cooldown +7.5% Energy Heat Gen -10% Med Las Duration -7.5% Laser Duration -7.5% Torso Pitch Speed 10% Torso Yaw Speed 37.5% Add Armor RT +18 Add Struc RT +12	Energy Cooldown +15% Energy Heat Gen -10% ML Duration -10% Laser Duration -15% Accel +20% Decel +20% Torso Yaw Speed +20% Add Armor RT +18 Add Struc RT +12
<b>HBK-4SP</b>	Med Las Heat Gen -10% Energy Heat Gen -10% Laser Duration -25% SRM/6 Cooldown +20% Missile Cooldown +20% Torso Pitch Speed 10% Torso Yaw Speed 37.5% Add Armor L/R Torso +12 Add Struc L/R Torso +12	ML Heat Gen -5% Energy Heat Gen -15% Energy Cooldown +10% Missile Cooldown +30% Missile Velocity +10% SRM Spread -10% Accel +50% Decel +50% Turn Speed +40% Torso Yaw Speed +35% Add Struc CT +32 Add Struc L/R Torso +24 Add Struc L/R Arm +16 Add Struc L/R Leg +24
<b>HBK-GI</b>	Gauss Cooldown +25% Ballistic Cooldown +25% Med Pulse Cooldown +12.5% Energy Cooldown +12.5% Med Pulse Range +25% Energy Range +25% Missile Cooldown +15% Torso Pitch Speed 10% Torso Yaw Speed 37.5% Add Armor RT +18	Gauss Cooldown +10% Ballistic Cooldown +20% Energy Range +30% Laser Duration -10% Missile Cooldown +15% Missile Velocity +10% Accel +60% Decel +60% Torso Yaw Speed +10% Add Struc CT +8



	Add Struc RT +12	Add Struc LT +6 Add Armor RT +18 Add Struc RT +12 Add Struc L/R Arm +4
<b>HBJ-4J</b>	Energy Cooldown +15% Energy Heat Gen -15% Laser Duration -15% LRM/10 Cooldown +25% Missile Cooldown +25% LRM/10 Heat Gen -12.5% Missile Heat Gen -12.5% Torso Pitch Speed 10% Torso Yaw Speed 37.5% Add Armor RT +12 Add Struc RT +12	LRM/10 Cooldown +15% Missile Cooldown +20% Missile Weapon Heat Gen -10% Missile Velocity +10% Laser Duration -15% Accel +35% Decel +35% Turn Speed +15% Torso Yaw Speed +40% Add Armor RT +12 Add Struc RT +12
<b>KINTARO</b>		
<b>KTO-18</b>	Laser Duration -10% LRM/5 Cooldown +7.5% Missile Cooldown +7.5% LRM/5 Heat Gen -7.5% Missile Heat Gen -7.5% Torso Yaw Speed 25%	Laser Duration -10% Energy Cooldown +5% Missile Cooldown +10% Missile Velocity +10% Missile Heat Gen -10% Torso Yaw Angle +15 Torso Yaw Speed +25% Add Struc L/R Leg +13
<b>KTO-19</b>	Energy Cooldown +12.5% SRM/4 Cooldown +10% Missile Cooldown +10% SRM/4 Heat Gen -10% Missile Heat Gen -10% SRM/4 Range +10% Missile Range +10% NARC Range +50m NARC Duration +10s Torso Yaw Speed 25%	Energy Cooldown +20% Missile Cooldown +20% NARC Duration +15s Accel +50% Decel +25% Turn Speed +25% Torso Yaw Speed +45% Torso Yaw Angle +20 Add Struc L/R Leg +13
<b>KTO-20</b>	Lrg Las Heat Gen -10% Energy Heat Gen -10% Lrg Las Range +10% Energy Range +10% Med Las Duration -10% Laser Duration -10% Missile Range +12.5% Torso Yaw Speed 25%	Laser Duration -15% Energy Range +25% Missile Velocity +10% Add Struc CT +18 Add Struc L/R Torso +13 Add Struc L/R Arm +9 Add Struc L/R Leg +13
<b>KTO-GB</b>	Med Pulse Cooldown +7.5% Energy Cooldown +7.5% Energy Heat Gen -12.5% Energy Range +10%	MPL Range +20% Energy Range +10% Energy Heat Gen -5% Missile Velocity +10%

	Missile Cooldown +12.5% Missile Heat Gen -12.5% Torso Yaw Speed 25%	Missile Cooldown +15% Missile Heat Gen -15% Torso Yaw Angle +15 Add Struc L/R Arm +9 Add Struc L/R Leg +13
<b>SHADOWHAWK</b>		
<b>SHD-2D</b>	AC/5 Cooldown +5% Ballistic Cooldown +5% Ballistic Velocity +7.5% Turn Rate 5% Torso Yaw Speed 25%	Ballistic Cooldown +15% Ballistic Velocity +10% Energy Cooldown +10% Missile Velocity +10% Add Struc CT +9 Add Struc L/R Torso +7 Add Struc L/R Arm +5 Add Struc L/R Leg +7
<b>SHD-2D2</b>	Laser Duration -7.5% Missile Cooldown +7.5% Turn Rate 5% Torso Yaw Speed 25%	Ballistic Cooldown +5% Ballistic Velocity +10% Energy Cooldown +10% Missile Cooldown +10% Missile Velocity +10% Missile Heat Gen -5% Add Struc CT +9 Add Struc L/R Torso +7 Add Struc L/R Arm +5 Add Struc L/R Leg +7
<b>SHD-2H</b>	Ballistic Cooldown +7.5% Ballistic Velocity +7.5% Turn Rate 5% Torso Yaw Speed 25%	Ballistic Cooldown +25% Ballistic Velocity +10% Missile Velocity +10% Accel +30% Decel +30% Turn Rate +20% Torso Angle Yaw +15 Add Struc CT +9 Add Struc L/R Torso +7 Add Struc L/R Arm +5 Add Struc L/R Leg +7
<b>SHD-2K</b>	Energy Heat Gen -7.5% PPC Velocity +10% Missile Cooldown +7.5% Turn Rate 5% Torso Yaw Speed 25%	Missile Cooldown +10% Missile Velocity +10% Energy Cooldown +5% Energy Heat Gen -5% PPC Velocity +20% Add Struc CT +9 Add Struc L/R Torso +7 Add Struc L/R Leg +7
<b>SHD-5M</b>	UAC/5 Cooldown +5% Ballistic Cooldown +5% Laser Duration -7.5%	UAC/5 Cooldown +10% Ballistic Cooldown +10% UAC Jam Chance -30%

	Missile Cooldown +7.5% Turn Rate 5% Torso Yaw Speed 25%	Ballistic Velocity +10% Laser Duration -15% Energy Cooldown +10% Turn Rate +10% Torso Yaw Speed +35% Add Struc CT +9 Add Struc L/R Torso +7 Add Struc L/R Arm +5 Add Struc L/R Leg +7
<b>SHD-GD</b>	Ballistic Velocity +7.5% Laser Duration -7.5% Missile Cooldown +7.5% Turn Rate 5% Torso Yaw Speed 25% Add Struc L/R Arm +9	AC/10 Cooldown +10% Ballistic Cooldown +10% Ballistic Velocity +25% Energy Cooldown +10% Energy Heat Gen -5% Turn Rate +20% Add Struc CT +18 Add Struc L/R Torso +14 Add Struc L/R Arm +12 Add Struc L/R Leg +18
<b>TREBUCHET</b>		
<b>TBT-3C</b>	Energy Heat Gen -12.5% Laser Duration -12.5% LRM Cooldown +10% LRM Heat Gen -5% LRM Velocity +5% LRM Spread -10% Accel 20% Torso Yaw Speed 25% Add Struc L/R Arm +8 Add Struc L/R Torso +6 Add Struc L/R Leg +6	Energy Heat Gen -10% Laser Duration -15% LRM Cooldown +10% LRM Heat Gen -5% LRM Velocity +10% LRM Spread -10% Accel +20% Torso Yaw Speed +25% Add Struc L/R Arm +16 Add Struc L/R Torso +12 Add Struc L/R Leg +12
<b>TBT-5J</b>	Std. Las Duration -20% Std. Las Heat Gen -20% Std. Las Range +20% Missile Cooldown +10% Missile Heat Gen -5% Reverse Speed 10% Turn Rate 10% Arm Pitch Speed 10% Arm Yaw Speed 10% Torso Yaw Speed 25% Add Struc L/R Arm +8 Add Struc L/R Torso +6 Add Struc L/R Leg +6	Std. Las Duration -20% Std. Las Heat Gen -20% Std. Las Range +20% Missile Cooldown +10% Missile Heat Gen -5% Reverse Speed +10% Turn Rate +10% Arm Pitch Speed +10% Arm Yaw Speed +10% Torso Yaw Speed +25% Add Struc L/R Arm +16 Add Struc L/R Torso +12 Add Struc L/R Leg +12
<b>TBT-5N</b>	Energy Cooldown +12.5% Energy Heat Gen -12.5%	Energy Cooldown +15% Energy Heat Gen -15%

	<p>Energy Range +12.5%</p> <p>Laser Duration -12.5%</p> <p>Missile Cooldown +10%</p> <p>Missile Heat Gen -5%</p> <p>Missile Velocity +10%</p> <p>LRM Spread -5%</p> <p>SRM Spread -5%</p> <p>Turn Rate 10%</p> <p>Torso Yaw Speed 25%</p> <p>Add Struc L/R Arm +8</p> <p>Add Struc L/R Torso +6</p> <p>Add Struc L/R Leg +6</p>	<p>Energy Range +15%</p> <p>Laser Duration -10%</p> <p>Missile Cooldown +10%</p> <p>Missile Heat Gen -5%</p> <p>Missile Velocity +10%</p> <p>LRM Spread -5%</p> <p>SRM Spread -5%</p> <p>Turn Rate +10%</p> <p>Torso Yaw Speed +25%</p> <p>Add Struc L/R Arm +16</p> <p>Add Struc L/R Torso +12</p> <p>Add Struc L/R Leg +12</p>
<b>TBT-7K</b>	<p>AC/5 Cooldown +10%</p> <p>Ballistic Cooldown +10%</p> <p>AC/5 Velocity +10%</p> <p>Ballistic Velocity +10%</p> <p>PPC Cooldown +10%</p> <p>Energy Cooldown +10%</p> <p>PPC Heat Gen -10%</p> <p>Energy Heat Gen -10%</p> <p>Missile Cooldown +12.5%</p> <p>Torso Yaw Speed 25%</p> <p>Add Struc L/R Arm +12</p> <p>Add Struc L/R Torso +12</p> <p>Add Struc L/R Leg +12</p>	<p>AC/5 Cooldown +5%</p> <p>Ballistic Cooldown +15%</p> <p>Ballistic Velocity +20%</p> <p>Energy Cooldown +20%</p> <p>Energy Heat Gen -20%</p> <p>Missile Cooldown +15%</p> <p>Torso Yaw Speed 25%</p> <p>Add Struc L/R Torso +24</p> <p>Add Struc L/R Leg +18</p>
<b>TBT-7M</b>	<p>LRM/15 Cooldown +20%</p> <p>Missile Cooldown +20%</p> <p>LRM/15 Heat Gen -10%</p> <p>Missile Heat Gen -10%</p> <p>NARC Range +50m</p> <p>NARC Duration +10s</p> <p>Torso Yaw Speed 25%</p> <p>Add Struc L/R Arm +8</p> <p>Add Struc L/R Torso +6</p> <p>Add Struc L/R Leg +6</p>	<p>LRM/15 Cooldown +5%</p> <p>Missile Cooldown +25%</p> <p>Missile Heat Gen -20%</p> <p>Missile Velocity +10%</p> <p>NARC Range +100m</p> <p>NARC Duration +15s</p> <p>Torso Yaw Speed +25%</p> <p>Add Struc L/R Arm +16</p> <p>Add Struc L/R Torso +12</p> <p>Add Struc L/R Leg +12</p>
<b>TBT-LDG</b>	<p>Energy Cooldown +10%</p> <p>Energy Heat Gen -10%</p> <p>Med Pulse Range +7.5%</p> <p>Energy Range +7.5%</p> <p>Missile Cooldown +10%</p> <p>Missile Range +10%</p> <p>Torso Yaw Speed 25%</p> <p>Add Struc L/R Arm +8</p> <p>Add Armor L/R Arm +8</p> <p>Add Struc L/R Torso +6</p> <p>Add Struc L/R Leg +6</p>	<p>Energy Cooldown +10%</p> <p>Energy Heat Gen -10%</p> <p>Med Pulse Range +10%</p> <p>Energy Range +5%</p> <p>Missile Cooldown +10%</p> <p>Missile Velocity +10%</p> <p>Torso Yaw Speed +25%</p> <p>Add Struc L/R Arm +16</p> <p>Add Armor L/R Arm +8</p> <p>Add Struc L/R Torso +12</p> <p>Add Struc L/R Leg +12</p>

VINDICATOR		
VND-1AA	<p>Energy Cooldown +12.5%</p> <p>PPC Heat Gen -10%</p> <p>Energy Heat Gen -10%</p> <p>PPC Velocity +40%</p> <p>Missile Cooldown +12.5%</p> <p>Additional Structure L/R Arm +7</p> <p>Additional Structure L/R Leg +11</p>	<p>PPC Velocity +50%</p> <p>PPC Heat Gen -15%</p> <p>Energy Heat Gen -10%</p> <p>Missile Cooldown +15%</p> <p>Missile Velocity +10%</p> <p>Add Armor L/R Arm +14</p> <p>Add Armor L/R Leg +15</p>
VND-1R	<p>Med Las Cooldown +10%</p> <p>Energy Cooldown +10%</p> <p>PPC Heat Gen -10%</p> <p>Energy Heat Gen -10%</p> <p>PPC Velocity +40%</p> <p>Missile Velocity +12.5%</p> <p>Additional Structure L/R Arm +7</p> <p>Additional Structure L/R Leg +11</p>	<p>PPC Velocity +40%</p> <p>Energy Cooldown +15%</p> <p>Energy Heat Gen -15%</p> <p>Energy Range +10%</p> <p>Accel +10%</p> <p>Decel +10%</p> <p>Turn Rate +25%</p> <p>Torso Yaw Speed +10%</p> <p>Add Armor L/R Arm +14</p> <p>Add Armor L/R Leg +15</p>
VND-SIB	<p>Lrg Las Range +7.5%</p> <p>Energy Range +7.5%</p> <p>Laser Duration -20%</p> <p>Missile Cooldown +10%</p> <p>Additional Structure L/R Arm +7</p> <p>Additional Structure L/R Leg +11</p>	<p>Laser Duration -25%</p> <p>Energy Range +15%</p> <p>Energy Cooldown +5%</p> <p>Energy Heat Gen -5%</p> <p>Missile Cooldown +10%</p> <p>Missile Velocity +10%</p> <p>Accel +50%</p> <p>Decel +50%</p> <p>Turn Rate +25%</p> <p>Torso Yaw Speed +10%</p> <p>Add Armor L/R Arm +14</p> <p>Add Armor L/R Leg +15</p>
VND-1X	<p>Ballistic Cooldown +15%</p> <p>Ballistic Range +15%</p> <p>Energy Cooldown +15%</p> <p>PPC Heat Gen -12.5%</p> <p>Energy Heat Gen -12.5%</p> <p>PPC Velocity +25%</p> <p>Missile Cooldown +15%</p> <p>Additional Structure L/R Arm +7</p> <p>Additional Structure L/R Leg +11</p>	<p>Ballistic Cooldown +20%</p> <p>Ballistic Velocity +20%</p> <p>Energy Heat Gen -20%</p> <p>PPC Velocity +30%</p> <p>Missile Cooldown +25%</p> <p>Accel +60%</p> <p>Decel +60%</p> <p>Turn Rate +40%</p> <p>Torso Yaw Speed +10%</p> <p>Add Struc CT +12</p> <p>Add Struc L/R Torso +15</p> <p>Add Struc L/R Arm +14</p> <p>Add Struc L/R Leg +15</p>
WOLVERINE		
WVR-6K	<p>Energy Cooldown +15%</p> <p>Lrg Las Heat Gen -12.5%</p>	<p>Laser Duration -20%</p> <p>Energy Range +25%</p>

	<p>Energy Heat Gen -12.5%</p> <p>Lrg Las Range +12.5%</p> <p>Energy Range +12.5%</p> <p>Laser Duration -15%</p> <p>Missile Cooldown +15%</p> <p>Torso Yaw Speed 25%</p> <p>Add Struc RA +18</p>	<p>Energy Heat Gen -10%</p> <p>Accel +40%</p> <p>Decel +40%</p> <p>Turn Speed +25%</p> <p>Torso Yaw Speed +35%</p> <p>Add Struc RA +18</p>
<b>WVR-6R</b>	<p>AC/5 Cooldown +20%</p> <p>Ballistic Cooldown +20%</p> <p>Missile Range +12.5%</p> <p>Torso Yaw Speed 25%</p> <p>Add Struc RA +18</p>	<p>AC/5 Cooldown +10%</p> <p>Ballistic Cooldown +20%</p> <p>Missile Cooldown +15%</p> <p>Missile Velocity +10%</p> <p>Torso Yaw Speed +25%</p> <p>Add Struc RA +18</p>
<b>WVR-7K</b>	<p>Energy Range +12.5%</p> <p>Laser Duration -12.5%</p> <p>SRM/6 Cooldown +10%</p> <p>Missile Cooldown +10%</p> <p>SRM/6 Range +10%</p> <p>Missile Range +10%</p> <p>Torso Yaw Speed 25%</p>	<p>Laser Duration -15%</p> <p>Energy Range +20%</p> <p>Missile Cooldown +15%</p> <p>Missile Velocity +10%</p> <p>Missile Range +10%</p> <p>Accel +30%</p> <p>Decel +30%</p> <p>Turn Speed +10%</p> <p>Torso Yaw Speed +10%</p>
<b>WVR-7D</b>	<p>Pulse Laser Range 7.5%</p> <p>Energy Range 7.5%</p> <p>SRM/6 Velocity 7.5%</p> <p>Missile Velocity 7.5%</p> <p>UAC AC/5 Jam Chance -30%</p> <p>Torso Yaw Speed 25</p> <p>Add Struc RA +18</p>	<p>Ballistic Cooldown +20%</p> <p>Ballistic Velocity +20%</p> <p>UAC/5 Jam Chance -30%</p> <p>Energy Range +15%</p> <p>Missile Cooldown +20%</p> <p>Missile Velocity +10%</p> <p>Add Armor RA +18</p>
<b>WVR-Q</b>	<p>Ballistic Cooldown 10%</p> <p>Ballistic Velocity 10%</p> <p>Laser Duration -10%</p> <p>Missile Velocity 10%</p> <p>Accel 5%</p> <p>Decel 5%</p> <p>Turn Rate 5%</p> <p>Torso Angle Yaw +6</p> <p>Torso Yaw Speed 5%</p> <p>Add Armor CT +9</p> <p>Add Armor RT +13</p> <p>Add Armor RA +18</p>	<p>Ballistic Cooldown +25%</p> <p>Energy Cooldown +10%</p> <p>Laser Duration -10%</p> <p>Energy Heat Gen -5%</p> <p>Missile Velocity +10%</p> <p>Missile Cooldown +15%</p> <p>Accel +5%</p> <p>Decel +5%</p> <p>Turn Rate +10%</p> <p>Torso Angle Yaw +5</p> <p>Torso Yaw Speed +10%</p> <p>Add Armor CT +9</p> <p>Add Armor RT +13</p> <p>Add Armor RA +18</p>

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## HEAVIES (INNER SPHERE)

'Mech	Original Values	New Values
<b>BLACK KNIGHT</b>		
<b>BLR-6-KNT</b>	AMS Range 20% Energy Cooldown 12.5% ML Range 10% Energy Range 10% Torso Yaw Speed 7.5% Add Struc L/R Arm +6 Add Struc L/R Torso +8 Add Struc L/R Leg +8	Energy Cooldown +10% Energy Range +20% Energy Heat Gen -10% Accel +35% Decel +35% Turn Speed +35% Torso Yaw Speed +25% Add Struc CT +23 Add Struc L/R Torso +16 Add Struc L/A Arm +12 Add Struc L/R Leg +16
<b>BL-6B-KNT</b>	ERPPC Heat Gen -10% Energy Heat Gen -10% Energy Range 12.5% Torso Yaw Speed 7.5% Add Struc L/R Arm +6 Add Struc L/R Torso +8 Add Struc L/R Leg +8	ERPPC Heat Gen -15% Energy Heat Gen -10% Energy Range +15% Torso Yaw Speed +10% Add Struc CT +23 Add Struc L/R Torso +16 Add Struc L/A Arm +12 Add Struc L/R Leg +16
<b>BL-7-KNT</b>	PPC Cooldown 10% Energy Cooldown 10% PPC Velocity 12.5% Torso Yaw Speed 7.5% Add Struc L/R Arm +6 Add Struc L/R Torso +8 Add Struc L/R Leg +8	PPC Cooldown +10% Energy Cooldown +10% Energy Heat Gen -10% PPC Velocity +30% Add Struc CT +23 Add Struc L/R Torso +16 Add Struc L/A Arm +12 Add Struc L/R Leg +16
<b>BL-7-KNT-L</b>	Energy Range 5% Laser Duration -12.5% Torso Yaw Speed 7.5% Add Struc L/R Arm +6 Add Struc L/R Torso +8 Add Struc L/R Leg +8	Energy Range +20% Laser Duration -15% Energy Heat Gen -10% Torso Yaw Speed +20% Add Struc CT +23 Add Struc L/R Torso +16 Add Struc L/A Arm +12 Add Struc L/R Leg +16
<b>CATAPHRACT</b>		
<b>CTF-0XP</b>	Ballistic Range 5% Ballistic Velocity 5% Energy Range 5% Laser Duration -5% Acceleration 12% Deceleration 12%	Ballistic Range +15% Ballistic Velocity +15% Energy Range +10% Laser Duration -5% Accel +15% Decel +15%



	Turn Rate 12% Torso Yaw Speed 12% Additional Armor Center Torso +13 Additional Structure Center Torso +7 Additional Armor L/R Torso +9 Additional Structure L/R Arm +3 Additional Armor L/R Arm +7 Additional Structure L/R Torso +5 Additional Armor L/R Leg +9 Additional Structure L/R Leg +5	Turn Rate +15% Torso Yaw Speed +20% Add Struc CT +22 Add Struc L/R Torso +15 Add Struc L/R Arm +11 Add Struc L/R Leg +15
<b>CTF-1X</b>	Ballistic Cooldown +12.5% Ballistic Velocity +12.5% Med Las Cooldown +10% Energy Cooldown +10% Energy Heat Gen -12.5% Energy Range +12.5% Laser Duration -12.5% Add Struc L/R Arm +5 Add Struc L/R Torso +7	Ballistic Cooldown +20% Ballistic Velocity +20% Energy Cooldown +10% Energy Heat Gen -10% Laser Duration -15% Accel +45% Decel +45% Turn Speed +15% Add Struc CT +22 Add Struc L/R Torso +15 Add Struc L/R Arm +11 Add Struc L/R Leg +15
<b>CTF-2X</b>	Ballistic Cooldown +12.5% Ballistic Range +12.5% Ballistic Velocity +12.5% Energy Heat Gen -12.5% Laser Duration -12.5% Missile Cooldown +12.5% Add Struc L/R Arm +5 Add Struc L/R Torso +7	Ballistic Cooldown +15% Ballistic Velocity +30% Energy Cooldown +15% Missile Cooldown +20% Missile Velocity +10% Accel +35% Decel +35% Turn Speed +20% Torso Yaw Speed +35% Add Struc CT +22 Add Struc L/R Torso +15 Add Struc L/R Arm +11 Add Struc L/R Leg +15
<b>CTF-3D</b>	Ballistic Velocity 7.5% UAC/5 Jam Chance -20% Laser Duration -7.5% Add Struc L/R Arm +5 Add Struc L/R Torso +7	Ballistic Cooldown +5% Laser Duration -20% UAC/5 Jam Chance -30% Torso Yaw Speed +35% Add Struc CT +11 Add Struc L/R Torso +7 Add Struc L/R Arm +5 Add Struc L/R Leg +7
<b>CTF-4X</b>	Ballistic Cooldown +12.5% Ballistic Range +12.5% AC/5 Velocity +10% Ballistic Velocity +10%	Ballistic Cooldown +10% Ballistic Range +15% Ballistic Velocity +20% Turn Speed +40%

	<p>Laser Duration -12.5%</p> <p>Add Struc L/R Arm +5</p> <p>Add Struc L/R Torso +7</p>	<p>Torso Yaw Speed +45%</p> <p>Add Struc CT +22</p> <p>Add Struc L/R Torso +15</p> <p>Add Struc L/R Arm +11</p> <p>Add Struc L/R Leg +15</p>
<b>CTF-IM</b>	<p>AC/5 Cooldown +7.5%</p> <p>Ballistic Cooldown +7.5%</p> <p>Med Las Cooldown +7.5%</p> <p>Energy Cooldown +7.5%</p> <p>Med Las Duration -7.5%</p> <p>Laser Duration -7.5%</p> <p>Add Struc L/R Arm +5</p> <p>Add Struc L/R Torso +7</p>	<p>Ballistic Cooldown +10%</p> <p>Ballistic Velocity +25%</p> <p>Ballistic Range +25%</p> <p>Energy Cooldown +15%</p> <p>Accel +20%</p> <p>Decel +30%</p> <p>Turn Rate +20%</p> <p>Add Struc CT +11</p> <p>Add Struc L/R Torso +7</p> <p>Add Struc L/R Arm +5</p> <p>Add Struc L/R Leg +7</p>
<b>CATAPULT</b>		
<b>CPLT-A1</b>	<p>Missile Cooldown +10%</p> <p>Missile Heat Gen -10%</p> <p>LRM Velocity +5%</p> <p>SRM Velocity +5%</p> <p>LRM Spread -5%</p> <p>SRM Spread -5%</p> <p>Add Struc CT +10</p> <p>Add Struc L/R Arm +20</p> <p>Add Armor L/R Arm +20</p>	<p>Missile Cooldown +10%</p> <p>Missile Heat Gen -10%</p> <p>Missile Velocity +10%</p> <p>Add Struc CT +21</p> <p>Add Struc L/R Torso +15</p> <p>Add Struc L/R Arm +20</p> <p>Add Armor L/R Arm +20</p> <p>Add Struc L/R Leg +15</p>
<b>CPLT-C1</b>	<p>Energy Cooldown +12.5%</p> <p>Energy Range +12.5%</p> <p>Laser Duration -12.5%</p> <p>LRM/15 Cooldown +10%</p> <p>Missile Cooldown +10%</p> <p>Add Struc CT +10</p> <p>Add Struc L/R Arm +10</p> <p>Add Armor L/R Arm +10</p> <p>Add Struc L/R Torso +8</p>	<p>Missile Cooldown +20%</p> <p>Missile Velocity +10%</p> <p>Laser Duration -15%</p> <p>Energy Range +15%</p> <p>Add Struc CT +21</p> <p>Add Struc L/R Torso +15</p> <p>Add Struc L/R Arm +20</p> <p>Add Armor L/R Arm +20</p> <p>Add Struc L/R Leg +15</p>
<b>CPLT-C4</b>	<p>Energy Cooldown +15%</p> <p>Energy Range +15%</p> <p>LRM/20 Cooldown +12.5%</p> <p>Missile Cooldown +12.5%</p> <p>LRM/20 Heat Gen -12.5%</p> <p>Missile Heat Gen -12.5%</p> <p>Add Struc CT +10</p> <p>Add Struc L/R Arm +10</p> <p>Add Armor L/R Arm +10</p> <p>Add Struc L/R Torso +8</p>	<p>Energy Cooldown +20%</p> <p>Energy Range +20%</p> <p>Laser Duration -20%</p> <p>Missile Cooldown +20%</p> <p>Missile Velocity +10%</p> <p>Missile Heat Gen -10%</p> <p>Accel +25%</p> <p>Decel +25%</p> <p>Turn Rate +15%</p> <p>Torso Yaw Speed +25%</p> <p>Add Struc CT +21</p>

		Add Struc L/R Torso +15 Add Struc L/R Arm +20 Add Armor L/R Arm +20 Add Struc L/R Leg +15
<b>CPLT-J</b>	Energy Heat Gen -10% Lrg Las Range +7.5% Energy Range +7.5% Laser Duration -10% Add Struc CT +10 Add Struc L/R Arm +10	Energy Heat Gen -10% Energy Range +15% Laser Duration -10% Accel +25% Decel +25% Turn Rate +15% Torso Yaw Speed +25% Add Struc CT +21 Add Struc L/R Torso +15 Add Struc L/R Arm +20 Add Armor L/R Arm +20 Add Struc L/R Leg +15
<b>CPLT-K2</b>	Ballistic Range +10% Energy Heat Gen -10% PPC Velocity +20% Med Las Duration -7.5% Laser Duration -7.5% Add Struc CT +10 Add Struc L/R Arm +10	Ballistic Range +20% Ballistic Velocity +20% Laser Duration -15% Energy Heat Gen -10% PPC Velocity +40% Accel +45% Decel +5% Turn Rate +25% Torso Yaw Speed +10% Add Struc CT +21 Add Struc L/R Torso +15 Add Struc L/R Arm +20 Add Armor L/R Arm +20 Add Struc L/R Leg +15
<b>DRAGON</b>		
<b>DRG-1C</b>	Ballistic Cooldown +15% Energy Cooldown +15% Energy Range +15% Laser Duration -15% Missile Cooldown +15% Torso Yaw Speed 10% Add Struc CT +24 Add Struc RA +6	Ballistic Cooldown +15% Energy Cooldown +15% Energy Range +10% Laser Duration -20% Missile Cooldown +15% Turn Rate +25% Torso Yaw Angle +10 Torso Yaw Speed +10% Add Struc CT +24 Add Struc L/R Torso +14 Add Armor RA +10 Add Struc L/R Arm +10 Add Struc L/R Leg +14
<b>DRG-1N</b>	AC/5 Cooldown +25% Ballistic Cooldown +25%	AC/5 Cooldown +10% Ballistic Cooldown +20%

	<p>Energy Cooldown +15%</p> <p>Energy Range +15%</p> <p>Missile Cooldown +15%</p> <p>Torso Yaw Speed 10%</p> <p>Add Struc CT +24</p> <p>Add Struc RA +6</p>	<p>Energy Cooldown +15%</p> <p>Energy Range +15%</p> <p>Missile Cooldown +15%</p> <p>Turn Rate +25%</p> <p>Torso Yaw Angle +10</p> <p>Torso Yaw Speed +10%</p> <p>Add Struc CT +24</p> <p>Add Struc L/R Torso +14</p> <p>Add Armor RA +10</p> <p>Add Struc L/R Arm +10</p> <p>Add Struc L/R Leg +14</p>
<b>DRG-5N</b>	<p>UAC/5 Cooldown +12.5%</p> <p>Ballistic Cooldown +12.5%</p> <p>Ballistic Range +15%</p> <p>Ballistic Velocity +15%</p> <p>UAC/5 Jam Chance -30%</p> <p>Energy Cooldown +15%</p> <p>Laser Duration -15%</p> <p>Torso Yaw Speed 10%</p> <p>Add Struc CT +24</p> <p>Add Struc RA +6</p>	<p>UAC/5 Cooldown +15%</p> <p>Ballistic Cooldown +10%</p> <p>Ballistic Range +15%</p> <p>Ballistic Velocity +15%</p> <p>UAC/5 Jam Chance -30%</p> <p>Energy Cooldown +15%</p> <p>Laser Duration -15%</p> <p>Turn Rate +25%</p> <p>Torso Yaw Angle +10</p> <p>Torso Yaw Speed +10%</p> <p>Add Struc CT +24</p> <p>Add Struc L/R Torso +14</p> <p>Add Armor RA +10</p> <p>Add Struc L/R Arm +10</p> <p>Add Struc L/R Leg +14</p>
<b>DRG-FANG</b>	<p>AC/10 Cooldown +12.5%</p> <p>Ballistic Cooldown +12.5%</p> <p>AC/10 Velocity +12.5%</p> <p>Ballistic Velocity +12.5%</p> <p>Energy Cooldown +15%</p> <p>Energy Heat Gen -15%</p> <p>Laser Duration -15%</p> <p>Torso Yaw Speed 10%</p> <p>Add Struc CT +24</p> <p>Add Struc RA +6</p>	<p>AC/10 Cooldown +15%</p> <p>Ballistic Cooldown +10%</p> <p>Ballistic Velocity +25%</p> <p>Energy Cooldown +15%</p> <p>Energy Heat Gen -15%</p> <p>Laser Duration -15%</p> <p>Accel +25%</p> <p>Decel +25%</p> <p>Turn Rate +25%</p> <p>Torso Yaw Angle +10</p> <p>Torso Yaw Speed +10%</p> <p>Add Struc CT +24</p> <p>Add Struc L/R Torso +14</p> <p>Add Armor RA +10</p> <p>Add Struc L/R Arm +10</p> <p>Add Struc L/R Leg +14</p>
<b>DRG-FLAME</b>	<p>Ballistic Cooldown +10%</p> <p>Ballistic Range +10%</p> <p>Ballistic Velocity +10%</p> <p>Energy Heat Gen -10%</p> <p>Laser Duration -10%</p>	<p>Ballistic Cooldown +10%</p> <p>Ballistic Velocity +20%</p> <p>Energy Heat Gen -10%</p> <p>Laser Duration -10%</p> <p>Turn Rate +40%</p>

	Torso Yaw Speed 10% Add Struc CT +24 Add Struc RA +9	Torso Yaw Angle +10 Torso Yaw Speed +10% Add Struc CT +24 Add Struc L/R Torso +14 Add Armor RA +10 Add Struc L/R Arm +10 Add Struc L/R Leg +14
<b>GRASSHOPPER</b>		
<b>GHR-5H</b>	Med Las Cooldown +10% Energy Cooldown +10% Energy Heat Gen -12.5% Missile Cooldown +12.5% Accel 10% Add Struc CT +11 Add Armor L/R Arm +11 Add Armor L/R Leg+15	Energy Cooldown +10% Energy Range +15% Energy Heat Gen -15% Accel +35% Decel +35% Turn Rate +15% Torso Yaw Speed +35% Add Struc CT +11 Add Armor L/R Arm +11 Add Armor L/R Leg+15
<b>GHR-5J</b>	ERLL Cooldown +10% Energy Cooldown +10% Energy Heat Gen -12.5% AMS Range +10% Accel 10% Add Struc CT +11 Add Armor L/R Arm +11 Add Armor L/R Leg+15	ERLL Cooldown +10% Energy Cooldown +10% Energy Heat Gen -10% Accel +35% Decel +35% Turn Rate +15% Torso Yaw Speed +35% Add Struc CT +11 Add Armor L/R Arm +11 Add Armor L/R Leg+15
<b>GHR-5N</b>	Energy Cooldown +12.5% PPC Heat Gen -10% Energy Heat Gen -10% Accel 10% Torso Yaw Speed 7.5% Add Armor L/R Arm +11 Add Struc L/R Torso +9 Add Armor L/R Leg+15	Laser Duration -10% Energy Cooldown +5% Energy Heat Gen -10% Accel +35% Decel +35% Turn Rate +15% Torso Yaw Speed +35% Add Armor L/R Arm +11 Add Struc L/R Torso +9 Add Armor L/R Leg+15
<b>GHR-5P</b>	Energy Range +5% Laser Duration -5% Add Armor CT +13 Add Struc CT +7 Add Armor L/R Torso +9 Add Struc L/R Torso +5 Add Armor L/R Arm +7 Add Struc L/A Arm +3	Energy Range +15% Laser Duration -15% Accel +35% Decel +35% Turn Rate +15% Torso Yaw Speed +35% Add Struc CT +20 Add Struc L/R Torso +14

	Add Armor L/R Leg +9 Add Struc L/R Leg +5	Add Struc L/A Arm +10 Add Struc L/R Leg +14
<b>JAGERMECH</b>		
<b>JM6-A</b>	Ballistic Range +20% Ballistic Velocity +10% Laser Duration -10% Missile Cooldown +20% Missile Heat Gen -10% Add Struc L/R Torso +7	Ballistic Cooldown +5% Ballistic Range +20% Ballistic Velocity +35% Missile Cooldown +20% Missile Velocity +10% Missile Heat Gen -10% Torso Yaw Speed +25% Torso Yaw Angle +10 Add Struc CT +11 Add Struc L/R Torso +15 Add Struc L/R Arm +10 Add Struc L/R Leg +15
<b>JM6-DD</b>	UAC/5 Cooldown +7.5% Ballistic Cooldown +7.5% UAC/5 Range +7.5% Ballistic Range +7.5% UAC/5 Jam Chance -30% Laser Duration -10% Add Struc L/R Torso +7	Ballistic Cooldown +10% Ballistic Range +10% UAC/5 Jam Chance -30% Laser Duration -10% Add Struc CT +11 Add Struc L/R Torso +15 Add Struc L/R Arm +10 Add Struc L/R Leg +15
<b>JM6-FB</b>	Ballistic Velocity +10% Energy Cooldown +10% PPC Heat Gen -7.5% Energy Heat Gen -7.5% PPC Velocity +20% Laser Duration -10% Add Struc L/R Torso +7	Ballistic Cooldown +10% Laser Duration -10% Energy Heat Gen -10% Energy Cooldown +10% PPC Velocity +40% Accel +25% Decel +25% Turn Speed +20% Torso Yaw Speed +25% Add Struc CT +11 Add Struc L/R Torso +15 Add Struc L/R Arm +10 Add Struc L/R Leg +15
<b>JM6-S</b>	AC/2 Cooldown +7.5% Ballistic Cooldown +7.5% Ballistic Range +10% AC/5 Velocity +7.5% Ballistic Velocity +7.5% Energy Heat Gen -10% Laser Duration -10% Add Struc L/R Torso +7	Ballistic Cooldown +15% Ballistic Velocity +20% Energy Heat Gen -10% Laser Duration -10% Add Struc CT +11 Add Struc L/R Torso +15 Add Struc L/R Arm +10 Add Struc L/R Leg +15
<b>ORION</b>		
<b>ON1-K</b>	Ballistic Cooldown +12.5%	Ballistic Cooldown +15%

	<p>Ballistic Range +12.5%</p> <p>Ballistic Velocity +12.5%</p> <p>Energy Heat Gen -12.5%</p> <p>Energy Range +12.5%</p> <p>Laser Duration -10%</p> <p>Missile Cooldown +12.5%</p> <p>Add Struc L/R Torso +16</p> <p>Add Struc L/R Leg +16</p>	<p>Ballistic Velocity +10%</p> <p>Energy Heat Gen -15%</p> <p>Energy Cooldown +10%</p> <p>Missile Velocity +10%</p> <p>Accel +35%</p> <p>Decel +35%</p> <p>Turn Rate +15%</p> <p>Torso Yaw Speed +35%</p> <p>Add Struc CT +23</p> <p>Add Struc L/R Torso +16</p> <p>Add Struc L/A Arm +12</p> <p>Add Struc L/R Leg +16</p>
<b>ON1-M</b>	<p>LB-10-X Cooldown +20%</p> <p>Ballistic Cooldown +20%</p> <p>LB-10-X Spread -10%</p> <p>Energy Cooldown +12.5%</p> <p>Energy Heat Gen -12.5%</p> <p>Laser Duration -12.5%</p> <p>Missile Cooldown +25%</p> <p>NARC Range +50m</p> <p>NARC Duration +10s</p> <p>Add Struc L/R Torso +16</p> <p>Add Struc L/R Leg +16</p>	<p>LB-10-X Cooldown +20%</p> <p>Ballistic Cooldown +10%</p> <p>Laser Duration -20%</p> <p>Energy Heat Gen -5%</p> <p>Missile Cooldown +15%</p> <p>Missile Velocity +10%</p> <p>Accel +35%</p> <p>Decel +35%</p> <p>Turn Rate +25%</p> <p>Torso Yaw Speed +35%</p> <p>Add Struc CT +23</p> <p>Add Struc L/R Torso +16</p> <p>Add Struc L/A Arm +12</p> <p>Add Struc L/R Leg +16</p>
<b>ON1-P</b>	<p>Gauss Cooldown +10%</p> <p>Ballistic Cooldown +10%</p> <p>Energy Heat Gen -15%</p> <p>Energy Range +15%</p> <p>Laser Duration -15%</p> <p>Missile Cooldown +15%</p> <p>Add Struc L/R Torso +16</p> <p>Add Struc L/R Leg +16</p>	<p>Gauss Cooldown +15%</p> <p>Ballistic Cooldown +10%</p> <p>Missile Cooldown +5%</p> <p>Missile Velocity +10%</p> <p>Energy Cooldown +10%</p> <p>Laser Duration -10%</p> <p>Accel +45%</p> <p>Decel +45%</p> <p>Turn Rate +15%</p> <p>Torso Yaw Speed +35%</p> <p>Add Struc CT +23</p> <p>Add Struc L/R Torso +16</p> <p>Add Struc L/A Arm +12</p> <p>Add Struc L/R Leg +16</p>
<b>ON1-V</b>	<p>AC/10 Cooldown +10%</p> <p>Ballistic Cooldown +10%</p> <p>Ballistic Velocity +25%</p> <p>Energy Cooldown +12.5%</p> <p>Laser Duration -25%</p> <p>Missile Cooldown +12.5%</p> <p>Add Struc L/R Torso +16</p>	<p>Ballistic Cooldown +20%</p> <p>Ballistic Velocity +35%</p> <p>UAC/5 Jam Chance -30%</p> <p>Energy Cooldown +20%</p> <p>Missile Cooldown +15%</p> <p>Accel +35%</p> <p>Decel +35%</p>

	Add Struc L/R Leg +16	Turn Rate +25% Torso Yaw Speed +35% Add Struc CT +23 Add Struc L/R Torso +16 Add Struc L/A Arm +12 Add Struc L/R Leg +16
<b>ON1-VA</b>	Ballistic Cooldown +12.5% Ballistic Velocity +12.5% Laser Duration -12.5% Missile Cooldown +25% Missile Range +25% Add Struc L/R Arm +6 Add Struc L/R Torso +16 Add Struc L/R Leg +16	Ballistic Cooldown +15% Ballistic Velocity +15% Missile Cooldown +25% Missile Velocity +10% Missile Heat Gen -10% Accel +35% Decel +35% Turn Rate +15% Torso Yaw Speed +35% Add Struc CT +23 Add Struc L/R Torso +16 Add Struc L/A Arm +12 Add Struc L/R Leg +16
<b>QUICKDRAW</b>		
<b>QKD-4G</b>	Energy Cooldown +15% Med Las Heat Gen -12.5% Energy Heat Gen -12.5% Med Las Range +12.5% Energy Range +12.5% Laser Duration -15% Missile Cooldown +5% Missile Velocity +10% LRM Spread -10% SRM Spread -10% Accel 5% Decel 5% Add Armor L/R Arm +10 Add Struc L/R Torso +7 Add Struc L/R Leg +7	Energy Cooldown +15% Energy Heat Gen -15% Energy Range +25% Laser Duration -15% Missile Cooldown +10% Accel +15% Decel +15% Turn Rate +10% Torso Yaw Speed +10% Add Struc L/R Arm +10 Add Struc L/R Torso +14 Add Struc L/R Leg +14
<b>QKD-4H</b>	Med Las Cooldown +10% Energy Cooldown +10% Energy Heat Gen -12.5% Missile Cooldown +20% Missile Heat Gen -10% Missile Velocity +5% LRM Spread -5% SRM Spread -5% Torso Angle Yaw +5 Torso Yaw Speed 10% Add Armor L/R Arm +10	Laser Duration -20% Energy Range +25% Energy Cooldown +10% Energy Heat Gen -10% Missile Cooldown +20% Missile Velocity +10% Missile Heat Gen -5% Accel +25% Decel +25% Turn Rate +15% Torso Yaw Speed +10%



	Add Struc L/R Torso +7 Add Struc L/R Leg +7	Add Struc L/R Arm +10 Add Struc L/R Torso +14 Add Struc L/R Leg +14
<b>QKD-5K</b>	Energy Cooldown +15% Med Las Heat Gen -12.5% Energy Heat Gen -12.5% Med Las Range +12.5% Energy Range +12.5% Lrg Las Duration -12.5% Laser Duration -12.5% Add Armor L/R Arm +10 Add Struc L/R Torso +7 Add Struc L/R Leg +7	Energy Cooldown +15% Energy Heat Gen -10% Energy Range +20% Laser Duration -10% Accel +25% Decel +10% Turn Rate +10% Torso Yaw Speed +25% Add Struc L/R Arm +10 Add Struc L/R Torso +14 Add Struc L/R Leg +14
<b>QKD-IV-FOUR</b>	AC/5 Cooldown +20% Ballistic Cooldown +20% Ballistic Velocity +10% Energy Range +20% SRM Cooldown +10% SRM Velocity +5% Accel 25% Decel 25% Arm Pitch Speed 35% Arm Yaw Speed 35% Add Armor L/R Arm +10 Add Struc L/R Torso +14 Add Struc L/R Leg +7	Ballistic Cooldown +30% Ballistic Velocity +25% Energy Cooldown +10% Energy Range +25% Missile Cooldown +20% Missile Velocity +10% Accel +65% Decel +65% Turn Speed +50% Torso Yaw Angle +25 Torso Yaw Speed +45% Add Armor CT +20 Add Armor L/R Torso +14 Add Armor L/R Arm +15 Add Armor L/R Leg +14
<b>THUNDERBOLT</b>		
<b>TDR-5S</b>	Lrg Las Cooldown +12.5% Energy Cooldown +12.5% Med Las Heat Gen -12.5% Energy Heat Gen -12.5% Lrg Las Range +12.5% Energy Range +12.5% Med Las Duration -12.5% Laser Duration -12.5% Missile Cooldown +15% Add Struc L/R Torso +15	Lrg Las Cooldown +10% Energy Cooldown +15% Energy Heat Gen -15% Lrg Las Range +10% Energy Range +15% Laser Duration -15% Missile Cooldown +15% Add Struc L/R Torso +15
<b>TDR-5SS</b>	Energy Cooldown +15% Energy Heat Gen -15% Med Pulse Range +25% Energy Range +25% Missile Cooldown +15% Add Struc L/R Torso +15	Energy Cooldown +15% Energy Heat Gen -15% Med Pulse Range +15% Energy Range +15% Missile Cooldown +15% Add Struc L/R Torso +15

<b>TDR-9S</b>	ERPPC Cooldown +12.5% Energy Cooldown +12.5% ERPPC Heat Gen -12.5% Energy Heat Gen -12.5% ERPPC Velocity +30% Laser Duration -15% Missile Cooldown +15% Add Struc L/R Torso +15	ERPPC Cooldown +10% Energy Cooldown +15% ERPPC Heat Gen -5% Energy Heat Gen -15% ERPPC Velocity +30% Laser Duration -15% Missile Cooldown +15% Add Struc L/R Torso +15
<b>TDR-9SE</b>	Energy Cooldown +12.5% Lrg Pulse Heat Gen -10% Energy Heat Gen -10% Lrg Pulse Range +10% Energy Range +10% Laser Duration -12.5% Missile Cooldown +12.5% Add Struc L/R Torso +15	Energy Cooldown +10% Lrg Pulse Heat Gen -10% Energy Heat Gen -10% Lrg Pulse Range +10% Energy Range +10% Missile Cooldown +15% Add Struc L/R Torso +15
<b>TDR-TD</b>	Energy Range 5% Accel 10% Decel 10% Turn Rate 10% Torso Angle Yaw +9 Torso Yaw Speed 10% Armor Strength 12.5% Structure Strength 12.5%	Energy Range +25% Accel +40% Decel +40% Turn Rate +35% Torso Angle Yaw +20 Torso Yaw Speed +30% Add Struc CT +21 Add Struc L/R Torso +20 Add Struc L/R Leg +20

## ASSAULTS (INNER SPHERE)

'Mech	Original Values	New Values
<b>ATLAS</b>		
<b>AS7-BH</b>	Ballistic Range 10% Ballistic Velocity 10% Energy Heat Gen -10% Med Pulse Range 7.5% Energy Range 7.5% Add Struc L/R Arm +17 Add Struc L/R Torso +11	Ballistic Velocity +20% Energy Range +15% Energy Heat Gen -10% Accel 45% Decel 45% Turn Speed +30% Torso Yaw Speed +40% Add Struc CT +31 Add Struc L/R Torso +21 Add Struc L/R Arm +17 Add Struc L/R Leg +21 Crit Chance Receiving -25%
<b>AS7-D</b>	AC/20 Cooldown +7.5% Ballistic Cooldown +7.5% AC/20 Velocity +7.5% Ballistic Velocity +7.5% Laser Duration -10% Missile Cooldown +10% Add Struc L/R Arm +9 Add Struc L/R Torso +11	AC/20 Cooldown +10% Ballistic Cooldown +5% Ballistic Velocity +5% Energy Cooldown +5% Missile Cooldown +10% Accel 35% Decel 35% Turn Speed +25% Torso Yaw Speed +40% Torso Yaw Angle +15 Add Struc CT +31 Add Struc L/R Torso +28 Add Struc L/R Arm +10 Add Struc L/R Leg +21
<b>AS7-D-DDC</b>	AC/20 Velocity +5% Ballistic Velocity +5% Laser Duration -7.5% Missile Cooldown +7.5% Add Struc L/R Arm +9 Add Struc L/R Torso +11	Energy Cooldown +10% Ballistic Cooldown +5% Ballistic Velocity +10% Laser Duration -10% Missile Cooldown +5% Missile Velocity +10% Turn Speed +25% Torso Yaw Speed 40% Torso Yaw Angle +15 Add Struc CT +31 Add Struc L/R Torso +21 Add Struc L/R Arm +17 Add Struc L/R Leg +21
<b>AS7-K</b>	Gauss Cooldown +7.5% Ballistic Cooldown +7.5% ERLrg Las Cooldown +7.5%	Gauss Cooldown +5% Ballistic Cooldown +10% Energy Cooldown +10%

	<p>Energy Cooldown +7.5%</p> <p>Laser Duration -10%</p> <p>Missile Cooldown +10%</p> <p>Add Struc L/R Arm +9</p> <p>Add Struc L/R Torso +11</p>	<p>Energy Heat Gen -5%</p> <p>Missile Cooldown +20%</p> <p>Accel +25%</p> <p>Decel +25%</p> <p>Turn Speed +15%</p> <p>Torso Yaw Speed +20%</p> <p>Torso Yaw Angle +15</p> <p>Add Struc CT +31</p> <p>Add Struc L/R Torso +21</p> <p>Add Struc L/R Arm +17</p> <p>Add Struc L/R Leg +21</p>
<b>AS7-RS</b>	<p>Ballistic Velocity +10%</p> <p>Lrg Las Cooldown +7.5%</p> <p>Energy Cooldown +7.5%</p> <p>Lrg Las Range +7.5%</p> <p>Energy Range +7.5%</p> <p>Laser Duration -10%</p> <p>Missile Cooldown +10%</p> <p>Add Struc L/R Arm +13</p> <p>Add Struc L/R Torso +11</p>	<p>Energy Cooldown +10%</p> <p>Energy Heat Gen -5%</p> <p>Laser Duration -10%</p> <p>Energy Range +15%</p> <p>Missile Cooldown +5%</p> <p>Missile Velocity +10%</p> <p>Accel +35%</p> <p>Decel +35%</p> <p>Turn Speed +25%</p> <p>Torso Yaw Speed +40%</p> <p>Torso Yaw Angle +15</p> <p>Add Struc CT +31</p> <p>Add Struc L/R Torso +21</p> <p>Add Struc L/R Arm +17</p> <p>Add Struc L/R Leg +21</p>
<b>AS7-S</b>	<p>AC/20 Velocity +7.5%</p> <p>Ballistic Velocity +7.5%</p> <p>Energy Cooldown +10%</p> <p>Laser Duration -10%</p> <p>Missile Cooldown +10%</p> <p>Add Struc L/R Arm +9</p> <p>Add Struc L/R Torso +11</p>	<p>Ballistic Velocity +20%</p> <p>Energy Cooldown +10%</p> <p>Laser Duration -10%</p> <p>Missile Cooldown +10%</p> <p>Missile Heat Gen -10%</p> <p>Missile Velocity +10%</p> <p>Accel +35%</p> <p>Decel +35%</p> <p>Turn Speed +25%</p> <p>Torso Yaw Speed +40%</p> <p>Torso Yaw Angle +15</p> <p>Add Struc CT +31</p> <p>Add Struc L/R Torso +28</p> <p>Add Struc L/R Arm +10</p> <p>Add Struc L/R Leg +21</p>
<b>AWESOME</b>		
<b>AWS-8R</b>	<p>Lrg Las Cooldown +12.5%</p> <p>Energy Cooldown +12.5%</p> <p>Energy Heat Gen -15%</p> <p>Laser Duration -25%</p>	<p>Energy Cooldown +20%</p> <p>Laser Duration -25%</p> <p>LRM/15 Cooldown +15%</p> <p>Missile Cooldown +15%</p>

	LRM/15 Cooldown +12.5% Missile Cooldown +12.5% Missile Heat Gen -15% Torso Pitch Speed 10% Torso Yaw Speed 10% Add Struc CT +20 Add Struc L/R Torso +10	Missile Heat Gen -15% Missile Velocity +10% Torso Yaw Angle +20 Torso Yaw Speed 35% Add Struc CT +25 Add Struc L/R Torso +14
<b>AWS-8T</b>	Energy Cooldown +30% Energy Heat Gen -15% Laser Duration -15% Missile Cooldown +15% Missile Heat Gen -15% Torso Pitch Speed 10% Torso Yaw Speed 10% Add Struc CT +20 Add Struc L/R Torso +10	Energy Cooldown +30% Energy Heat Gen -15% Energy Range +15% Laser Duration -15% Missile Cooldown +15% Missile Velocity +10% Torso Yaw Speed +35% Add Struc CT +25 Add Struc L/R Torso +14
<b>AWS-8V</b>	Energy Cooldown +15% Energy Range +15% PPC Velocity +25% Laser Duration -15% Missile Cooldown +15% Missile Range +15% Torso Pitch Speed 10% Torso Yaw Speed 10% Add Struc CT +20 Add Struc L/R Torso +10	Missile Cooldown +15% Missile Velocity +10% Missile Heat Gen -10% Energy Cooldown +10% Energy Range +25% Laser Duration -15% Torso Yaw Speed +35% Add Struc CT +25 Add Struc L/R Torso +14
<b>AWS-9M</b>	Energy Cooldown +15% ERPPC Heat Gen -12.5% Energy Heat Gen -12.5% ERPPC Range +12.5% Energy Range +12.5% ERPPC Velocity +25% Laser Duration -15% Torso Pitch Speed 10% Torso Yaw Speed 10% Add Struc CT +20 Add Struc L/R Torso +10	ERPPC Heat Gen -15% Energy Heat Gen -10% ERPPC Velocity +30% Energy Cooldown +10% Laser Duration -10% Torso Yaw Speed +25% Add Struc CT +25 Add Struc L/R Torso +14
<b>AWS-PB</b>	Energy Cooldown +30% Lrg Las Heat Gen -12.5% Energy Heat Gen -12.5% Lrg Las Range +12.5% Energy Range +12.5% Laser Duration -30% Missile Cooldown +15% Turn Rate 5% Torso Pitch Speed 10% Torso Yaw Speed 10%	Missile Cooldown +20% Missile Velocity +10% Missile Heat Gen -15% Energy Cooldown +20% Energy Heat Gen -10% Energy Range +15% Accel +45% Decel +45% Turn Rate +20% Torso Yaw Speed +45%

	Add Struc CT +20 Add Struc L/R Torso +10	Torso Yaw Angle +10 Add Struc CT +25 Add Struc L/R Torso +14 Add Struc L/R Arm +13
<b>AWS-8Q</b>	PPC Cooldown +12.5% Energy Cooldown +12.5% PPC Heat Gen -12.5% Energy Heat Gen -12.5% PPC Range +12.5% Energy Range +12.5% Laser Duration -15% Torso Pitch Speed 10% Torso Yaw Speed 10% Add Struc CT +20 Add Struc L/R Torso +10	PPC Heat Gen -15% Energy Heat Gen -10% PPC Velocity +50% Energy Range +20% Energy Cooldown +10% Turn Speed +25% Torso Yaw Speed +35% Add Struc CT +25 Add Struc L/R Torso +14
<b>BANSHEE</b>		
<b>BNC-3E</b>	AC/5 Cooldown +7.5% Ballistic Cooldown +7.5% AC/5 Velocity +7.5% Ballistic Velocity +7.5% Energy Heat Gen -10% PPC Velocity +20%	AC/5 Cooldown +5% Ballistic Cooldown +10% AC/5 Velocity +10% Ballistic Velocity +5% Energy Heat Gen -10% PPC Velocity +20%
<b>BNC-3M</b>	Med Las Cooldown +7.5% Energy Cooldown +7.5% Energy Heat Gen -10% Energy Range +10% PPC Velocity +20% Laser Duration -10%	Med Las Cooldown +5% Energy Cooldown +10% Energy Heat Gen -10% Energy Range +10% PPC Velocity +20% Laser Duration -10%
<b>BNC-3S</b>	Ballistic Cooldown +10% Med Las Range +7.5% Energy Range +7.5% PPC Velocity +20% Med Las Duration -7.5% Laser Duration -7.5%	Ballistic Cooldown +10% Med Las Range +10% Energy Range +5% PPC Velocity +20% Med Las Duration -5% Laser Duration -10%
<b>BNC-LM</b>	AC/10 Cooldown +10% Ballistic Cooldown +10% AC/10 Range +10% Ballistic Cooldown +10% Lrg Pulse Heat Gen -10% Energy Heat Gen -10% Lrg Pulse Range +10% Energy Range +10% PPC Velocity +20%	AC/10 Cooldown +10% Ballistic Cooldown +10% AC/10 Range +10% Ballistic Cooldown +10% Lrg Pulse Heat Gen -10% Energy Heat Gen -10% Lrg Pulse Range +10% Energy Range +10% PPC Velocity +20%
<b>BATTLEMASTER</b>		
<b>BLR-1D</b>	Ballistic Cooldown +12.5% Ballistic Velocity +12.5% Energy Cooldown +12.5%	Ballistic Cooldown +10% Ballistic Velocity +15% Energy Cooldown +15%

	Energy Range +12.5% PPC Velocity +20% Med Las Duration -10% Laser Duration -10% Add Armor L/R Arm +14	Energy Range +15% PPC Velocity +20% Med Las Duration -10% Laser Duration -10% Add Armor L/R Arm +14
<b>BLR-1G</b>	Ballistic Cooldown +12.5% Ballistic Range +12.5% Med Las Heat Gen -10% Energy Heat Gen -10% Med Las Range +10% Energy Range +10% PPC Velocity +20% Med Las Duration -10% Laser Duration -10% Add Armor L/R Arm +14	Ballistic Cooldown +15% Ballistic Range +10% Med Las Heat Gen -10% Energy Heat Gen -10% Med Las Range +10% Energy Range +10% PPC Velocity +20% Med Las Duration -10% Laser Duration -10% Add Armor L/R Arm +14
<b>BLR-1GHE</b>	PPC Cooldown +10% Energy Cooldown +10% Energy Heat Gen -12.5% PPC Velocity +20% Laser Duration -12.5% Missile Cooldown +12.5% External Heat Multiplier -50% Add Armor L/R Arm +14	PPC Cooldown +10% Energy Cooldown +10% Energy Heat Gen -10% PPC Velocity +20% Laser Duration -10% Missile Cooldown +15% External Heat Multiplier -50% Add Armor L/R Arm +14
<b>BLR-1S</b>	Med Las Heat Gen -10% Energy Heat Gen -10% Energy Range +25% Laser Duration -12.5% Missile Cooldown +12.5% Missile Heat Gen -12.5% Add Armor L/R Arm +14	Med Las Heat Gen -10% Energy Heat Gen -10% Energy Range +25% Laser Duration -10% Missile Cooldown +15% Missile Heat Gen -10% Add Armor L/R Arm +14
<b>BLR-2C</b>	Laser Duration -5% Energy Range +5% Missile Velocity +5% LRM Spread -5% SRM Spread -5% Missile Range +5% Accel 16% Decel 16% Turn Rate 16% Torso Yaw Speed 16% Add Armor CT +19 Add Struc CT +10 Add Armor L/R Torso +13 Add Struc L/R Torso +5 Add Armor L/R Arm +10 Add Struc L/R Arm +5 Add Armor L/R Leg +13	Laser Duration -10% Energy Range +10% Missile Velocity +10% Accel 35% Decel 35% Turn Rate 35% Torso Yaw Speed 25% Add Struc CT +29 Add Struc L/R Torso +18 Add Struc L/R Arm +15 Add Struc L/R Leg +18

	Add Struc L/R Leg +6	
<b>BLR-3M</b>	Energy Cooldown +12.5% Med Las Range +10% Energy Range +10% ERPPC Velocity +25% Med Las Duration -10% Laser Duration -10% Missile Cooldown +12.5% Add Armor L/R Arm +14	Energy Cooldown +15% Med Las Range +10% Energy Range +10% ERPPC Velocity +25% Med Las Duration -10% Laser Duration -10% Missile Cooldown +10% Add Armor L/R Arm +14
<b>BLR-3S</b>	Med Pulse Cooldown +10% Energy Cooldown +10% Energy Heat Gen -12.5% Med Pulse Range +10% Energy Range +10% Missile Cooldown +12.5% Missile Range +12.5% Add Armor L/R Arm +14	Med Pulse Cooldown +5% Energy Cooldown +10% Energy Heat Gen -10% Med Pulse Range +5% Energy Range +10% Missile Cooldown +15% Missile Velocity 10% Add Armor L/R Arm +14
<b>HIGHLANDER</b>		
<b>HGN-732</b>	Gauss Cooldown +7.5% Ballistic Cooldown +7.5% Laser Duration -10% Missile Cooldown +10% Accel 5% Decel 5% Reverse Speed 5% Speed Modifier 5% Add Struc CT +14 Add Armor L/R Arm +15 Add Struc L/R Torso +10 Add Struc L/R Leg +10	Gauss Cooldown +5% Ballistic Cooldown +10% Laser Duration -10% Missile Cooldown +10% Missile Velocity 10% Accel 55% Decel 55% Turn Speed 35% Torso Yaw Speed 15% Torso Yaw Angle +10 Add Struc CT +14 Add Armor L/R Arm +15 Add Struc L/R Torso +10 Add Struc L/R Leg +10
<b>HGN-732B</b>	Ballistic Cooldown +7.5% Ballistic Velocity +7.5% Missile Velocity +7.5% LRM Spread -5% SRM Spread -5% Laser Duration -10% Accel 10% Torso Yaw Speed 10 Add Armor CT +29 Add Armor L/R Arm +19 Add Struc L/R Torso +15 Add Struc L/R Leg +10	Ballistic Cooldown +10% Ballistic Velocity +10% Energy Range +25% Missile Velocity +10% Accel 55% Decel 55% Turn Speed 35% Torso Yaw Speed 15% Torso Yaw Angle +10 Add Struc CT +29 Add Armor L/R Arm +19 Add Struc L/R Torso +15 Add Struc L/R Leg +10
<b>HGN-733</b>	AC/10 Cooldown +7.5%	AC/10 Cooldown +10%



	Ballistic Cooldown +7.5% Laser Duration -10% Missile Cooldown +10% Missile Velocity +5% Accel 5% Decel 5% Speed Modifier 5% Torso Angle Yaw +5 Torso Yaw Speed 5% Add Struc CT +14 Add Armor L/R Arm +15 Add Struc L/R Torso +10 Add Struc L/R Leg +10	Ballistic Cooldown +10% Missile Cooldown +15% Missile Velocity +5% Accel 55% Decel 55% Turn Speed 35% Torso Yaw Speed 15% Torso Yaw Angle +10 Add Struc CT +14 Add Armor L/R Arm +15 Add Struc L/R Torso +10 Add Struc L/R Leg +10
<b>HGN-733C</b>	AC/20 Cooldown +5% Ballistic Cooldown +5% Ballistic Velocity +7.5% Accel 5% Decel 5% Speed Modifier 5% Turn Rate 5% Add Struc CT +14 Add Armor L/R Arm +15 Add Struc L/R Torso +10 Add Struc L/R Leg +10	AC/20 Cooldown +10% Ballistic Cooldown +10% Ballistic Velocity +15% Energy Cooldown +5% Missile Velocity +10% Accel 55% Decel 55% Turn Speed 35% Torso Yaw Speed +15% Torso Yaw Angle +10 Add Struc CT +14 Add Armor L/R Arm +15 Add Struc L/R Torso +10 Add Struc L/R Leg +10
<b>HGN-733P</b>	Energy Range +10% PPC Velocity +20% Laser Duration -10% Missile Cooldown +10% Accel 5% Decel 5% Reverse Speed 5% Speed Modifier 5% Add Struc CT +14 Add Armor L/R Arm +15 Add Struc L/R Torso +10 Add Struc L/R Leg +10	Laser Duration -20% Energy Range +15% Missile Velocity +10% Missile Cooldown +10% Accel 35% Decel 35% Turn Speed 15% Torso Yaw Speed +20% Torso Yaw Angle +10 Add Struc CT +14 Add Armor L/R Arm +15 Add Struc L/R Torso +10 Add Struc L/R Leg +10
<b>HGN-HM</b>	Ballistic Cooldown +10% Ballistic Velocity +10% Laser Duration -10% Missile Cooldown +10% Accel 7.5% Decel 7.5% Speed Modifier 5%	Ballistic Cooldown +10% Ballistic Velocity +10% Laser Duration -10% Energy Cooldown +10% Missile Velocity +5% Missile Cooldown +5% Accel +55%

	Add Struc CT +14 Add Armor L/R Arm +30 Add Struc L/R Torso +10 Add Struc L/R Leg +10	Decel +55% Turn Speed +35% Torso Yaw Speed +15% Torso Yaw Angle +10 Add Struc CT +14 Add Armor L/R Arm +30 Add Struc L/R Torso +10 Add Struc L/R Leg +10
<b>KING CRAB</b>		
<b>KGC-000</b>	AC/20 Cooldown +7.5% Ballistic Cooldown +7.5% AC/20 Velocity +7.5% Ballistic Velocity +7.5% Laser Duration -10% Torso Yaw Speed 25% Add Armor L/R Arm +17	AC/20 Cooldown +5% Ballistic Cooldown +10% Ballistic Velocity +15% Energy Cooldown 10% Torso Yaw Speed 25% Add Armor L/R Arm +17
<b>KGC-0000</b>	Energy Cooldown +10% Laser Duration -10% Missile Cooldown +10% Torso Yaw Speed 25% Add Armor L/R Arm +17	Energy Cooldown +15% Laser Duration -15% Missile Cooldown +15% Missile Velocity 10% Torso Yaw Speed 25% Add Armor L/R Arm +17
<b>KGC-000B</b>	Ballistic Velocity +10% Energy Cooldown +10% Missile Cooldown +10% Torso Yaw Speed 25% Add Armor L/R Arm +17	Ballistic Cooldown 5% Ballistic Velocity +20% Energy Cooldown +10% Missile Cooldown +10% Missile Velocity 10% Torso Yaw Speed 25% Add Armor L/R Arm +17
<b>MAULER</b>		
<b>MAL-1P</b>	Ballistic Cooldown 12.5% PPC Heat Gen -10% Energy Heat Gen -10% PPC Velocity 15% Turn Rate 5% Torso Pitch Speed 10% Torso Yaw Speed 10% Add Struc L/R Arm +8 Add Struc L/R Torso +10	Ballistic Cooldown 15% PPC Heat Gen -10% Energy Heat Gen -10% PPC Velocity 15% Turn Rate 5% Torso Pitch Speed 10% Torso Yaw Speed 10% Add Struc L/R Arm +8 Add Struc L/R Torso +10
<b>MAL-1R</b>	Ballistic Cooldown 12.5% LRM/15 Cooldown 10% Missile Cooldown 10% Missile Heat Gen -12.5% Missile Range 12.5% Turn Rate 5% Torso Pitch Speed 10%	Ballistic Cooldown +15% LRM/15 Cooldown 10% Missile Cooldown 10% Missile Heat Gen -15% Missile Velocity 10% Turn Rate 5% Torso Pitch Speed 10%

	Torso Yaw Speed 10% Add Struc L/R Torso +10	Torso Yaw Speed 10% Add Struc L/R Torso +10
<b>MAL-2P</b>	Energy Heat Gen -10% Laser Duration -12.5% Laser Heat Gen -10% UAC Jam Chance -10% Turn Rate 5% Torso Pitch Speed 10% Torso Yaw Speed 10% Add Struc L/R Torso +10	Energy Heat Gen -10% Laser Duration -15% Laser Heat Gen -10% UAC Jam Chance -10% Turn Rate 5% Torso Pitch Speed 10% Torso Yaw Speed 10% Add Struc L/R Torso +10
<b>MAL-MX90</b>	Ballistic Heat Gen -12.5% AC/2 Range 10% Ballistic Range 10% AC/2 Velocity 10% Ballistic Velocity 10% Turn Rate 5% Torso Pitch Speed 10% Torso Yaw Speed 10% Add Struc L/R Torso +10	Ballistic Heat Gen -10% Ballistic Range +25% Ballistic Velocity +25% Missile Cooldown +10% Missile Velocity +10% Turn Rate 5% Torso Pitch Speed +10% Torso Yaw Speed +10% Add Struc L/R Torso +10
<b>STALKER</b>		
<b>STK-3F</b>	Energy Heat Gen -7.5% Laser Duration -7.5% Missile Cooldown +7.5%	Energy Heat Gen -5% Laser Duration -10% Missile Cooldown +10%
<b>STK-3H</b>	Energy Heat Gen -12.5% Energy Range +12.5% LRM/20 Cooldown +10% Missile Cooldown +10% LRM/20 Heat Gen -10% Missile Heat Gen -10%	Energy Heat Gen -10% Energy Range +15% LRM/20 Cooldown +10% Missile Cooldown +10% LRM/20 Heat Gen -10% Missile Heat Gen -10% Turn Speed 25% Torso Yaw Speed 35% Torso Yaw Angle +20
<b>STK-4N</b>	Lrg Las Cooldown 7.5% Energy Cooldown 7.5% Lrg Las Heat Gen -7.5% Energy Heat Gen -7.5% Lrg Las Range 5% Energy Range 5% Missile Cooldown 15%	LL Cooldown -5% Energy Cooldown -5% LL Heat Gen -5% Energy Heat Gen -5% LL Range 5% Energy Range 10% Missile Cooldown 15%
<b>STK-5M</b>	Laser Duration -10% SRM/6 Cooldown +7.5% Missile Cooldown +7.5% SRM/6 Range +7.5% Missile Range +7.5% NARC Range +50m NARC Duration +10s	Laser Duration -10% Missile Cooldown 10% Missile Velocity 10% Missile Range +15% Accel 25% Decel 25% Turn Speed 25%

		Torso Yaw Speed 35% Torso Yaw Angle +20
<b>STK-5S</b>	Lrg Pulse Range +7.5% Energy Range +7.5% Med Las Duration -7.5% Laser Duration -7.5% Missile Heat Gen -10%	Lrg Pulse Range +5 Energy Range +10% Med Las Duration -5% Laser Duration -10% Missile Heat Gen -10%
<b>STK-M</b>	Ballistic Velocity +7.5% Laser Duration -7.5% Accel 10% Turn Rate 10%	Ballistic Velocity +10% Laser Duration -10% Accel 10% Turn Rate 10%
<b>VICTOR</b>		
<b>VTR-9B</b>	Ballistic Velocity +7.5% Laser Duration -7.5% Add Struc L/R Leg +10	AC/20 Cooldown +5% Ballistic Cooldown +10% Ballistic Velocity +15% Laser Duration -10% Accel +50% Decel +50% Turn Speed +35% Torso Yaw Speed +40% Torso Yaw Angle +15 Add Struc L/R Leg +17
<b>VTR-9K</b>	Gauss Cooldown +5% Ballistic Cooldown +5% Laser Duration -7.5% Add Struc L/R Leg +10	Gauss Cooldown +5% Ballistic Cooldown +5% Energy Cooldown +10% Laser Duration -5% Accel +40% Decel +40% Turn Speed +25% Torso Yaw Speed +40% Torso Yaw Angle +15 Add Struc L/R Leg +17
<b>VTR-9S</b>	Ballistic Velocity +7.5% Missile Cooldown +7.5% Add Struc L/R Leg +10	Ballistic Cooldown +5% Ballistic Velocity +25% Ballistic Range +25% Missile Cooldown +10% Missile Heat Gen -10% Missile Velocity +10% Accel +30% Decel +30% Turn Speed +40% Torso Yaw Speed +40% Torso Yaw Angle +15 Add Struc L/R Leg +17
<b>VTR-DS</b>	Gauss Cooldown +5% Ballistic Cooldown +5%	Gauss Cooldown +5% Ballistic Cooldown +5%

	PPC Velocity +7.5% Add Struc L/R Leg +10	Laser Duration -5% Missile Cooldown +10% Missile Velocity +10% Accel +40% Decel +40% Turn Speed +25% Torso Yaw Speed +40% Torso Yaw Angle +15 Add Struc L/R Leg +17
<b>ZEUS</b>		
<b>ZEU-5S</b>	Missile Velocity +5% LRM Spread +5% Ballistic Cooldown +5% Ballistic Velocity +5% UAC/5 Jam Chance -30% Energy Range +5% Accel 10% Decel 10% Turn Rate 10% Torso Yaw Speed 10% Add Armor CT +20 Add Struc CT +10 Add Armor L/R Torso +13 Add Struc L/R Torso +7 Add Armor L/R Arm +10 Add Struc L/R Arm +5 Add Armor L/R Leg +13 Add Struc L/R Leg +7	Missile Velocity +5% LRM Spread +5% Ballistic Cooldown +5% Ballistic Velocity +5% UAC/5 Jam Chance -30% Energy Range +5% Accel +10% Decel +10% Turn Rate +10% Torso Yaw Speed +10% Add Struc CT +30 Add Struc L/R Torso +20 Add Struc L/R Arm +15 Add Struc L/R Leg +20
<b>ZEU-6S</b>	Ballistic Cooldown +12.5% AC/5 Range +10% Ballistic Range +10% Missile Range +12.5% Add Armor CT +15 Add Armor L/R Torso +17 Add Armor L/R Leg +17	Ballistic Cooldown +15% Ballistic Velocity +25% Missile Velocity +10% Add Struc CT +15 Add Struc L/R Torso +17 Add Struc L/R Leg +17
<b>ZEU-6T</b>	PPC Range +10% Energy Range +10% Missile Cooldown +12.5% Missile Range +12.5% Add Armor CT +15 Add Armor L/R Torso +17 Add Armor L/R Leg +17	PPC Velocity +30% Energy Range +10% Missile Cooldown +15% Missile Heat Gen -10% Missile Velocity +10% Add Struc CT +15 Add Struc L/R Torso +17 Add Struc L/R Leg +17
<b>ZEU-9S</b>	Energy Cooldown +12.5% ERLrg Las Range +10% Energy Range +10%	Energy Cooldown +15% Energy Range 15% Energy Heat Gen -5%

	Missile Range +12.5% Add Armor CT +15 Add Armor L/R Torso +17 Add Armor L/R Leg +17	Add Struc CT +15 Add Struc L/R Torso +17 Add Struc L/R Leg +17
<b>ZEU-9S2</b>	Ballistic Velocity 12.5% Energy Heat Gen -12.5% Missile Range 12.5% Add Armor CT +15 Add Armor L/R Torso +17 Add Armor L/R Leg +17	Ballistic Velocity +20% Energy Heat Gen -10% Laser Duration -10% Missile Cooldown +15% Missile Velocity +10% Add Struc CT +15 Add Struc L/R Torso +17 Add Struc L/R Leg +17

CLANS		
'Mech	Original Values	New Values
<b>ARCTIC CHEETAH</b>		
<b>ACH-A</b>	<b>Add Struc L/R Leg +15</b> RA: Missile Cooldown +3% LA: Additional Structure +8 LA: Missile Cooldown +3% LT: Additional Structure +7 RT: Additional Structure +7 RT: Arm Movement Pitch/Yaw +5% CT: Accel/Decel +10% CT: Turn Rate +2.5% CT: Torso Turn Rate (Yaw) +2%	RA: Missile Cooldown +3% LA: Additional Structure +8 LA: Missile Cooldown +3% LT: Additional Structure +7 RT: Additional Structure +7 RT: Arm Movement Pitch/Yaw +5% CT: Accel/Decel +10% CT: Turn Rate +2.5% CT: Torso Turn Rate (Yaw) +2%
<b>ACH-B</b>	<b>Additional Structure L/R Leg +10</b> RA: LB-X Spread -5% L/R Leg: Reverse Speed +2.5% L/R Torso: Additional Structure +7 L/R Torso: Turn Rate +3% CT: Accel/Decel 10% CT: Torso Turn Rate (Yaw) +4%	RA: LB-X Spread -5% L/R Leg: Reverse Speed +2.5% L/R Torso: Additional Structure +7 L/R Torso: Turn Rate +3% CT: Accel/Decel 10% CT: Torso Turn Rate (Yaw) +4%
<b>ACH-C</b>	<b>Additional Structure L/R Leg +10</b> L/R Leg Accel/Decel +2.5% CT: Accel/Decel +12.%	L/R Leg Accel/Decel +2.5% CT: Accel/Decel +12.%
<b>ACH-Prime</b>	<b>Additional Structure L/R Leg +10</b> L/R Arm: LRM Spread -4% L/R Arm: SRM Spread -4% L/R Leg: Turn Rate +2.5% RT: Turn Rate +2.5% CT: Accel/Decel +10% CT: Turn Rate +5%	L/R Arm: LRM Spread -4% L/R Arm: SRM Spread -4% L/R Leg: Turn Rate +2.5% RT: Turn Rate +2.5% CT: Accel/Decel +10% CT: Turn Rate +5%
<b>STORMCROW</b>		
<b>SCR-A</b>	<b>CT: Torso Turn Rate (Yaw) +15%</b> <b>LT: Torso Turn Rate (Yaw) +5%</b> <b>RA: Arm Movement Rate (Pitch/Yaw) +7.5%</b> LA: Additional Structure +5 LA: Energy Cooldown -6% LA: Laser Duration +6%	LA: Additional Structure +5 LA: Energy Cooldown -6% LA: Laser Duration +6%
<b>SCR-B</b>	<b>CT: Torso Turn Rate (Yaw) +15%</b> <b>LT: Torso Turn Rate (Yaw) +10%</b> <b>RT: Torso Turn Angle (Yaw) +5</b> <b>LA: Arm Movement Rate (Pitch/Yaw) +7.5%</b> RA: Additional Structure +5 RA: Energy Cooldown -8% RA: Laser Duration +8%	RA: Additional Structure +5 RA: Energy Cooldown -8% RA: Laser Duration +8%

<b>SCR-C</b>	CT: Torso Turn Rate (Yaw) +15% LT: Torso Turn Rate (Yaw) +5% L/R Arm: Arm Movement Rate (Pitch/Yaw) +7.5%	
<b>SCR-D</b>	CT: Torso Turn Rate (Yaw) +15% L/R Arm: Arm Movement Rate (Pitch/Yaw) +7.5%	
<b>SCR-Prime</b>	CT: Torso Turn Rate (Yaw) +15% LT: Torso Turn Rate (Yaw) +10% RA: Laser Duration -4% RA: Energy Cooldown -4% LA: Laser Duration -4% LA: Energy Cooldown -4%	RA: Laser Duration -4% RA: Energy Cooldown -4% LA: Laser Duration -4% LA: Energy Cooldown -4%
<b>MAD DOG</b>		
<b>MDD-A</b>	L/R Arm: Arm Movement (Pitch) +5% L/R Arm: Arm Movement (Yaw) +5%	L/R Arm: Arm Movement Pitch +5% L/R Arm: Arm Movement Yaw +5%
<b>MDD-B</b>	RA: Energy Cooldown -5% RT: Torso Turn Rate (Yaw) +5% LT: Torso Turn Rate (Yaw) +5% LT: Missile Cooldown +5%	RT: Torso Turn Rate Yaw +5% LT: Torso Turn Rate Yaw +5% LT: Missile Cooldown +5%
<b>MDD-C</b>	L/R Arm: Armor Strength +10% L/R Torso: Torso Turn Rate (Yaw) +7.5% L/R Torso: Ballistic Cooldown +5%	L/R Arm: Additional Armor +20 L/R Torso: Torso Turn Rate Yaw +7.5% L/R Torso: Ballistic Cooldown +5%
<b>MDD-Prime</b>	LT: Missile Cooldown +5% RT: Torso Turn Rate (Yaw) +5% RT: Missile Cooldown +5%	LT: Missile Cooldown +5% RT: Torso Turn Rate Yaw +5% RT: Missile Cooldown +5%
<b>HELLBRINGER</b>		
<b>HBR-A</b>	LT: Torso Turn Angle (Yaw) +10	
<b>HBR-B</b>	LA: Armor Strength +10% LT: Torso Turn Angle (Yaw) +10 HD: Armor Strength +20% RT: Torso Turn Angle (Yaw) +5	
<b>HBR-Prime</b>	LA: Armor Strength +10%	
<b>TIMBER WOLF</b>		
<b>TBR-A</b>	LT: Accel/Decel -5% LT: Reverse Speed -10% LT: Energy Cooldown -8% LT: Laser Duration +8%	LT: Accel/Decel -5% LT: Reverse Speed -10% LT: Energy Cooldown -8% LT: Laser Duration +8%
<b>TBR-C</b>	RA: Arm Movement Rate (Pitch/Yaw) +5% RT: Torso Turn Angle Yaw +10 LA: Energy Cooldown -4% LA: Laser Duration +4%	LA: Energy Cooldown -4% LA: Laser Duration +4%



<b>TBR-D</b>	RA: Arm Movement Rate (Pitch/Yaw) +5%	
<b>TBR-Prime</b>	R/L Arm: Energy Cooldown -4% R/L Arm: Laser Duration +4%	R/L Arm: Energy Cooldown -4% R/L Arm: Laser Duration +4%
<b>TBR-S</b>	RA: Energy Cooldown -4% RA: Laser Duration +4% LA: Arm Movement Rate (Pitch/Yaw) +5% RT: Torso Turn Rate (YAW) -5% RT: Missile Cooldown -2.5% RT: Jump Jet Capacity +2 LT: Torso Turn Rate (YAW) -3% LT: Missile Cooldown -2.5% LT: Jump Jet Capacity +2 CT: Jump Jet Capacity +1	RA: Energy Cooldown -4% RA: Laser Duration +4% RT: Torso Turn Rate (YAW) -5% RT: Missile Cooldown -2.5% RT: Jump Jet Capacity +2 LT: Torso Turn Rate (YAW) -3% LT: Missile Cooldown -2.5% LT: Jump Jet Capacity +2 CT: Jump Jet Capacity +1

### WARHAWK

<b>WHK-A</b>	RT: Add Struc +9 RT: Missile Velocity +3 RT: LRM 5/10/15/20 Spread -3% RT: SRM 2/4/6 Spread -3% LT: Add Struc +9 LT: Torso Turn Rate (Yaw) +10% RA: Add Armor +28 RA: Ballistic Cooldown +10% RA: AC Velocity +10% RA: LB-X Velocity +10% RA: LB-X Spread -10% RA: UAC Jam Chance -30% LA: Add Armor +21 LA: Missile Velocity +3% LA: LRM 5/10/15/20 Spread -3% LA: Srm 2/4/6 Spread -3% RL: Accel/Decel +7.5% LR: Accel/Decel +7.5%	RT: Add Struc +9 RT: Missile Velocity +3 RT: LRM 5/10/15/20 Spread -3% RT: SRM 2/4/6 Spread -3% LT: Add Struc +9 LT: Torso Turn Rate (Yaw) +10% RA: Add Armor +28 RA: Ballistic Cooldown +5% RA: AC Velocity +10% RA: LB-X Velocity +10% RA: LB-X Spread -10% RA: UAC Jam Chance -30% LA: Add Armor +21 LA: Missile Velocity +3% LA: LRM 5/10/15/20 Spread -3% LA: Srm 2/4/6 Spread -3% RL: Accel/Decel +7.5% LR: Accel/Decel +7.5%
<b>WHK-B</b>	RT: Add Struc +9 LT: Add Struc +9 LT: Torso Turn Angle (Yaw) +5 RA: Add Struc +14 LA: Add Struc +14 LA: Add Armor +14 LA: Ballistic Cooldown +10% RL: Turn Rate +7.5% LL: Turn Rate +7.5%	RT: Add Struc +9 LT: Add Struc +9 LT: Torso Turn Angle (Yaw) +5 RA: Add Struc +14 LA: Add Struc +14 LA: Add Armor +14 LA: Ballistic Cooldown +5% RL: Turn Rate +7.5% LL: Turn Rate +7.5%
<b>WHK-C</b>	Unchanged	Unchanged
<b>WHK-Prime</b>	Unchanged	Unchanged

### DIRE WOLF

<b>DWF-A</b>	RT: Turn Rate +5% CT: Torso Turn Rate (YAW) +5% RA: Energy Cooldown -5%	RA: Energy Cooldown -5%
<b>DWF-B</b>	LA: Energy Cooldown -5%	LA: Energy Cooldown -5%
<b>DWF-Prime</b>	L/R Arm: Energy Cooldown -7.5% RT: Turn Rate +10% LT: Missile Cooldown +10% CT: Torso Turn Rate +5%	L/R Arm: Energy Cooldown -7.5% LT: Missile Cooldown +10%
<b>DWF-S</b>	RT: Torso Turn Rate (YAW) -3% RT: Jump Jet Capacity +1 RT: Energy Cooldown -2.5% LT: Torso Turn Rate (YAW) -5% LT: Jump Jet Capacity +1 LT: Energy Cooldown -2.5% HD: Armor Strength -10% CT: Jump Jet Capacity +1	HD: Additional Armor -2 RT: Torso Turn Rate (YAW) -3% RT: Jump Jet Capacity +1 RT: Energy Cooldown -2.5% LT: Torso Turn Rate (YAW) -5% LT: Jump Jet Capacity +1 LT: Energy Cooldown -2.5% CT: Jump Jet Capacity +1
<b>DWF-W</b>	Unchanged	Unchanged