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

Lights																		
Mist Lynx		HD	ID LA LT			ст		RT		RA	ш		RL		Se	t 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
MLX-A	N/A	N/A	Additional Armor +4 Additional Structure +12 AMS Range +10% AMS RoF +10% Energy Cooldown +5%	Additional Armor +4 Additional Structure +12 AMS Range +10% AMS RoF +10% Energy Cooldown +5%	Additional Structure +10	N/A	Energy Heat Gen - 15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40% Add Struc LL/RL +12 Add Struc LT/RT +10	Additional Structure +10	N/A	Additional Armor +4 Additional Structure +12 Machine Gun RoF +10% Energy Cooldown +5%	Additional Armor +4 Additional Structure +12 Machine Gun RoF +10% Energy Cooldown +5%	Additional Structure +12	N/A	Additional Structure +12	N/A	Turn Rate +5%	Turn Rate +5%
MLX-B	N/A	N/A	Additional Structure +12	Additional Structure +12	Additional Structure +10	N/A	Energy Heat Gen - 15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Heat Dissipation 15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40% Add Struc LL/RL +12 Add Struc LL/RT +10	Additional Structure+10	N/A	Additional Armor +4 Additional Structure +12 SRM Spread -8% Missile Cooldown +3% Energy Cooldown +2.5%	Additional Armor +4 Additional Structure +12 SRM Spread -8% Missile Cooldown +3% Energy Cooldown +2.5%	Additional Structure +12	N/A	Additional Structure +12	N/A	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%
MLX-C	N/A	N/A	Additional Armor +4 Additional Structure +12 AMS Range +10% AMS RoF +5%	Additional Armor +4 Additional Structure +12 AMS Range +10% AMS RoF +5%	Additional Structure +10	N/A	Energy Heat Gen -15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Heat Dissipation 15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40% Add Struc LURL +12 Add Struc LURL +1	Additional Structure +10	N/A	Additional Structure +12	Additional Structure +12	Additional Structure +12	N/A	Additional Structure +12	N/A	Torso Yaw Amount +18	Torso Yaw Amount +18
MLX-D	N/A	N/A	Additional Armor +24 Ballistic Cooldown +10% Ballistic Heat Gen +5% LBX Spread +10% UAC Jam Chance -30%	Additional Armor +24 Ballistic Cooldown +10% Ballistic Heat Gen -5% LBX Spread -10% UAC Jam Chance -30%	Additional Structure +10	N/A	Energy Heat Gen -15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Heat Dissipation 15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40%	Additional Structure +10	N/A	Additional Structure +12	Additional Structure +12	Additional Structure +12	N/A	Additional Structure +12	N/A	Torso Turn Rate (Yaw) +5% Turn Rate +2.5%	Torso Turn Rate (Yaw) +5% Turn Rate +2.5%
MLX-PRIME	N/A	N/A	Additional Armor +4 Additional Structure +12 LRM Spread -8% Missile Cooldown +3%	Additional Armor +4 Additional Structure +12 LRM Spread -8% Missile Cooldown +3%	Additional Structure +10	N/A	Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40% Energy Heat Gen -15%	Heat Dissipation 15% Accel 60% Decel 60% Turn Rate 45% Torso Turn Rate (YAW) 40% Add Struc LURL 412 Add Struc LURL 412	Additional Structure +10	N/A	Additional Armor +4 Additional Structure +12 Machine Gun RoF +10% Missile Velocity +6% Missile Cooldown +3%	Additional Armor +4 Additional Structure +12 Machine Gun RoF +10% Missile Velocity +6% Missile Cooldown +3%	Additional Structure +12	N/A	Additional Structure +12	N/A	Torso Yaw Rate +5% Torso Yaw Amount +6	Torso Yaw Rate +5% Torso Yaw Amount +6
Kit Fox		HD	L	۸		т.		СТ		RT		RA	L	L		RL	Se	t of 8
Variant	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016 Heat Dissipation 15%	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016	Current	4/19/2016
KFX-C	N/A	N/A	Additional Structure +10 Machine Gun RoF +10%	Additional Structure +10 Machine Gun RoF +10%	Additional Structure +7- Torso Yaw Amount +3	Torso Yaw Amount +3	Energy Heat Gen -15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%	Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40% Additional Structure LT/RT+7 Additional Structure LU/RL+14	Additional Structure +7 Torso Yaw Amount +3	Torso Yaw Amount +3	Additional Structure +10 AMS Range +10% AMS RolF +5%	Additional Structure +10 AMS Range +10% AMS RoF +5%	Additional Structure +14	N/A	Additional Structure +14	N/A	Torso Yaw Amount +3 Torso Yaw Rate +2.5%	Torso Yaw Amount +3 Torso Yaw Rate +2.5%
KFX-D	N/A	N/A	Additional Armor +10 Additional Structure +10 LRM Spread -4% SRM Spread -4%	Additional Armor +10 Additional Structure +10 LRM Spread -4% SRM Spread -4%	Additional Structure +7 Torso Yaw Amount +3	Torso Yaw Amount +3	Energy Heat Gen -15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%	Heat Dissipation 15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40% Additional Structure LURL +14 Additional Structure LURL +14	Additional Structure +7 Torso Yaw Amount +3	Torso Yaw Amount +3	Additional Armor +10 Additional Structure +10 LRM Spread -4% SRM Spread -4% NARC Range +50m NARC Effect Duration +10s	Additional Armor +10 Additional Structure +10 LRM Spread -4% SRM Spread -4% NARC Range +50m NARC Effect Duration +10s	Additional Structure +14	N/A	Additional Structure +14	N/A	Turn Rate Speed +5%	Turn Rate Speed +5%
KFX-PRIME	N/A	N/A	Additional Structure +10 Energy Cooldown +5%	Additional Structure +10 Energy Cooldown +5%	Additional Structure +7 Torso Yaw Amount +3	Torso Yaw Amount +3	Energy Heat Gen -15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%	Heat Dissipation 15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40% Additional Structure LT/RT+7 Additional Structure LL/RL+14	Additional Structure +7 Torso Yaw Amount +3	Torso Yaw Amount +3	Additional Armor +20 Additional Structure +10 Ballistic Cooldown +10% Ballistic Velocity +10% LBX Spread +5% Missile Velocity +3%	Additional Armor +20 Additional Structure +10 Ballistic Cooldown +10% Ballistic Velocity +10% LBX Spread -5% Missile Velocity +3%	Additional Structure +14	N/A	Additional Structure +14	N/A	Torso Yaw Rate +5%	Torso Yaw Rate +5%
KFX-S	N/A	N/A	Additional Structure +15 Laser Duration -6% Missile Velocity +3%	Additional Structure +15 Laser Duration -6% Missile Velocity +3%	Machine Gun RoF +5%	Machine Gun RoF +5% Additional Structure -7	Energy Heat Gen -15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40%	Heat Dissipation 15% Accel 50% Decel 50% Turn Rate 45% Torso Turn Rate (YAW) 40% Additional Structure LT/RT+7	Machine Gun RoF +5%	Machine Gun RoF +5% Additional Structure -7	Additional Structure +15	Additional Structure +15	Additional Structure +7	Additional Structure -7	Additional Structure +7	Additional Structure -7	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%
Adder		HD	L	4	L	т		ст		रा		RA	L	L	ı	RL	Se	t 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
ADR-A	N/A	N/A	Additional Structure +6 LRM Spread -4% SRM Spread -4%	LRM Spread -4% SRM Spread -4%	Additional Structure +4 Laser Cooldown +2%	Laser Cooldown +2%	Energy Heat Gen -15% Accel 45% Decel 45% Turn Rate 40% Torso Turn Rate (YAW) 40%	Heat Disspanon 10% Energy Heat Gen -5% Accel 45% Decel 45% Turn Rate 40% Torso Turn Rate (YAW) 40% Additional Structure LTIRT +4 Additional Structure LTIRT +4 Additional Structure LARA +6	Additional Structure +4 Laser Cooldown +2%	Laser Cooldown +2%	Additional Structure +6- LRM Spread -4% SRM Spread -4%	LRM Spread -4% SRM Spread -4%	Additional Structure +15	N/A	Additional Structure +16	N/A	Torso Turn Angle +8 Torso Yaw Rate +2.5%	Torso Turn Angle +8 Torso Yaw Rate +2.5%
ADR-B	N/A	N/A	Additional Armor +18 LBX Velocity +10%, LBX Spread +10% Ballistic Cooldown +10%	Additional Structure -6 Additional Armor +18 LBX Velocity +10% LBX Spread -10% Ballistic Cooldown +10%	Additional Structure +4	N/A	Energy Heat Gen -15% Accel 45% Decel 45% Turn Rate 40% Torso Turn Rate (YAW) 40%	Heat Dissipation 10% Energy Heat Gen-5% Accel 45% Docel 45% Torso Turn Rate (YAW) 40% Additional Structure LT/RT +4 Additional Structure LT/RT +4 Additional Structure LA/RA +6	Additional Structure +4	N/A	Additional Structure +6- Energy Cooldown +2%	Energy Cooldown +2%	Additional Structure +16	N/A	Additional Structure +16	N/A	Turn Rate + 5%	Turn Rate + 5%
ADR-D	N/A	N/A	Additional Structure +6- Laser Duration -6%	Laser Duration -6%	Additional Structure +4 Missile Velocity +3%	Missile Velocity +3%	Energy Heat Gen -15% Accel 45% Decel 45% Turn Rate 40% Torso Turn Rate (YAW) 40%	Heat Dissipation 10% Energy Heat Gen -5% Accel 45% Decel 45% Turn Rate (VAW) 40% Addisonal Structure LT/RT +4 Additional Structure LT/RT +4 Additional Structure LA/RA +6	Additional Structure+4 Missile Velocity +3%	Missile Velocity +3%	Additional Armor +18 UAC Velocity +10% UAC Jam Chance -30% Ballistic Cooldown +10%	Additional Structure -6 Additional Armor +18 UAC Velocity +10% UAC Jam Chance -30% Ballistic Cooldown +10%	Additional Structure +16	N/A	Additional Structure +16	N/A	Torso Turn Angle +2 Torso Yaw Rate +5%	Torso Turn Angle +2 Torso Yaw Rate +5%
ADR-PRIME	N/A	N/A	Additional Structure +6 ERPPC Velocity +10%	ERPPC Velocity +10%	Additional Structure +8 Energy Heat Gen -2.5%	Additional Structure +4 Energy Heat Gen -2.5%	Energy Heat Gen -15% Accel 45% Decel 45% Turn Rate 40% Torso Turn Rate (YAW) 40% Reverse Speed +10%	Heat Disspation 10% Energy Heat Gen -5% Accel 45% Decel 45% Turn Rate 40% Torso Turn Rate (YAW) 40% Additional Structure LT/RT +46 Additional Structure LL/RA +66	Additional Structure +8 AMS RDF +10% Energy Heat Gen *2.5%	Additional Structure +4 AMS RoF + 10% Energy Heat Gen -2.5%	Additional Structure +6 ERPPC Velocity +10%	ERPPC Velocity +10%	Additional Structure +15	N/A	Additional Structure +16	N/A	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%

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

Mediums																		
Ice Ferret		HD	L	A	L	т		СТ	R	RT RA		RA	L	L	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
IFR-A	N/A	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 Couldown +5% 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 +5% ER Laser Heat Gen +5% Additional Structure LT/RT +11 Additional Structure LT/RT +11	Additional Structure +11 Turn Rate +5%	Turn Rate +5%	Additional Structure +14 AMS RoF +10% ER Laser Duration -3% ER Laser Cooldown +2.5%	Additional Structure +14 AMS RoF +10% ER Laser Duration -3% ER Laser Cooldown +2.5%	Additional Structure +14	N/A	Additional Structure +44	N/A	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%
FR-B	N/A	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 +14	Turn Rate +5%	Accel +20% Deceleration +20% Torso Yaw Rate 15% Turn Speed 10% Energy Heat Gen -2.5% Missile Heat Gen -5%	Accel + 20% Deceleration + 20% Torso Yaw Rate 15% Turn Speed 10% Energy Heat Gen • 2.5% Missile Heat Gen • 5% Additional Structure LT/RT + 11 Additional Structure LT/RT + 18	Turn Rate +5% Additional Structure +14	Turn Rate +5%	Additional Structure +14 Missile Cooldown +6% LRM Spread -3% SRM Spread -3%	Additional Structure +1.4 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%
IFR-C	N/A	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 +6- Missile Cooldown +2% LRM Spread +2% SRM Spread +2% Missile Velocity +2%	Missile Cooldown +2% LRM Spread -2% SRM Spread -2% Missile Velocity +2%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +10% ER Laser Duration -3% ER Laser Cooldown +5% Energy Heat Gen +25% Missile Heat Gen -5%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw Rate +10% ER Laser Duration -3% ER Laser Cooldown +5% Energy Heat Gen -2.5% Missile Heat Gen -5%	Additional Structure +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 +14	N/A	Turn Rate +5%	Turn Rate +5%
FR-D	N/A	N/A	Additional Structure +14 AMS Range +10% Pulse Laser Duration -2%	Additional Structure +14 AMS Range +10% Pulse Laser Duration -2%	Additional Structure +114 Torso Yaw Rate (PITCH) +5%	Torso Yaw Rate (PITCH) +5%	Acceleration Rate +20% Deceleration Rate +20% Torso Yaw 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% Pulse Laser Duration -2% Pulse Laser Cooldown +5% Pulse Laser Heat Gen -5% Additional Structure LT/RT +11 Additional Structure LT/RT +11	Additional Structure +14 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%
IFR-PRIME	N/A	N/A	Additional Structure +14 ERPPC Velocity +10% Energy Heat Gen -5%	Additional Structure +14 ERPPC Velocity +10% Energy Heat Gen -5%	Additional Structure +14 Torso Turn Angle +6	Torso Turn Angle +6	Acceleration Rate +40% Deceleration Rate +40% Torso Yaw Rate +35% Reverse Speed +10% Turn Rate 35% Energy Heat Gen -5%	Acceleration Rate +40% Deceleration Rate +40% Torso Yaw Rate +35% Reverse Speed +10% Turn Rate 35% Energy Heat Gen -5% Additional Structure LT/RT +11 Additional Structure LT/RT +11	Additional Structure +15 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		HD	L	A	L	т		CT	R	rT	F	RA	L	L	F	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
SHC-A	N/A	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% Torso Turn Rate (YAW) +2.5%	Acceleration +5% Deceleration +5% Turn Rate +2.5% Torso Turn Rate (YAW) +2.5%	Acceleration +5% Deceleration +5% Turn Rate +2.5% Torso Turn Rate (YAW) +2.5% Additional Structure LARA +7 Additional Structure LI JRI +7	Missile Cooldown +5%	Missile Cooldown +5%	Addisonal Structure + 7 Laser Duration - 2.5% ER Laser Duration - 2.5%	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	N/A	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% Additional Structure LA/RA +7 Additional Structure LL/RL +7 Acceleration +5%	Torso Turn Rate (YAW) +5%	Torso Turn Rate (YAW) +5%	Additional Structure +7 LRM Spread -3% SRM Spread -3%	LRM Spread -3% SRM Spread -3%	Reverse Speed +2.5% Additional Structure +7	Reverse Speed +2.5%	Reverse Speed +2.5% Additional Structure +7	Reverse Speed +2.5%	Reverse Speed +5%	Reverse Speed +5%
SHC-P	N/A	N/A	Additional Structure +7 Machine Gun Range +4% Machine Gun RoF +2%	Machine Gun Range +4% Machine Gun RoF +2%	Machine Gun Range +4% Machine Gun RoF +2%	Machine Gun Range +4% Machine Gun RoF +2%	Acceleration +5% Deceleration +5% Turn Rate +5%	Acceleration +5% Deceleration +5% Turn Rate +5% Additional Structure LA/RA +7 Additional Structure LI /RL +7 Acceleration Rate +5%	Turn Rate +2.5%	Turn Rate +2.5%	Additional Structure +7 Ballistic Cooldown +3% Gauss Rifle Cooldown +3%	Ballistic Cooldown +3% Gauss Rifle Cooldown +3%	Turn Rate +2.5% Additional Structure +7	Turn Rate +2.5%	Turn Rate +2.5% Additional Structure +7	Turn Rate +2.5%	Turn Speed +5%	Turn Speed +5%
SHC-Prime	N/A	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%	Deceleration Rate +5% Torso Turn Rate +5% Additional Structure LA/RA +7 Additional Structure LL/RL +7	Torso Turn Rate +2.5%	Torso Turn Rate +2.5%	Additional Structure +7 Ballistic range 5%	Ballistic Range 5%	Additional Structure +7 Acceleration Rate +5% Deceleration Rate +5%	Acceleration Rate +5% Deceleration Rate +5%	Additional Structure +7 Acceleration Rate +5% Deceleration Rate +5%	Acceleration Rate +5% Deceleration Rate +5%	Torso Turn Rate (YAW) +5%	Torso Turn Rate (YAW) +5%
Nova	Current	HD	L			Т		СТ		T .	F		_	L		RL.	Set	
Variant NVA-A	N/A	N/A	Current Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3%	Additional Armor +24 ERPPC Volocity +7.5% ERPPC Heat Gen -3%	Additional Structure +12 AMS RoF +10%	4/19/2016 AMS RoF +10%	Current Addisonal Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Reverse Speed +5% Turn Rate +5%	A/19/2016 Additional Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +10% Reverse Speed +5% Turn Rate +5% Additional Structure LT/RT +12 Additional Structure LT/RT +12	Additional Structure +13 AMIS ROF +10%	4/19/2016 AMS RoF+10%	Current Additional Armor +24 ERPPC Velocity +7.5% ERPPC Heat Gen -3%	Additional Armor +24 ERPPC Volocity +7.5% ERPPC Heat Gen -3%	Current Additional Structure +12 Turn Rate +5%	N/A	Current Additional Structure +12 Turn Rate +5%	N/A	Current Reverse Speed +2.5% Turn Rate +7.5%	4/19/2015 Reverse Speed +2.5% Turn Rate +7.5%
NVA-B	N/A	N/A	Additional Armor +16 Additional Structure +12 Pulse Laser Duration -3% Laser Duration -3%	Additional Armor +16 Additional Structure +12 Pulse Laser Duration -3% 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% Additional Structure LURT +12 Additional Structure LURL +16 Additional Structure LURL +16	Additional Structure +12 Energy Coaldown +5%	Energy Cooldown +5%	Additional Armor +16 Additional Structure +12 Ballistic Cooldown +10% UAC Velocity +10% UAC Jam Chance -30%	Additional Armor +16 Additional Structure +12 Ballistic Cooldown +10% UAC Vebcity +10% UAC Jam Chance -30%	Additional Structure +12 Acceleration Rate +7% Deceleration Rate +7%	N/A	Additional Structure +12 Acceleration Rate +7% Deceleration Rate +7%	N/A	Acceleration Rate +2.5% Deceleration Rate +2.5%	Acceleration Rate +2.5% Deceleration Rate +2.5%
NVA-C	N/A	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 -6% SRM Spread -6% Missile Velocity +7.5%	Missile Cooldown +7.5% LRM Spread -6% SRM Spread -6% Missile Velocity +7.5%	Additional Structure +16 Acceleration +5% Deceleration +5% Torso Yaw Rate +10% Reverse Speed +5%	Additional Structure +16 Acceleration +5% Deceleration +5% Torso Yaw Rate +10% Reverse Speed +5% Additional Structure LT/RT +12 Additional Structure LT/RT +46	Additional Structure +13 Energy Coaldown +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%
NVA-D	N/A	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 Structure +8	Additional Armor +12	Acceleration Rate +10% Deceleration Rate +10% Turn Rate +10% Revesse Speed +5% Additional Structure +12	Acceleration Rate +10% Deceleration Rate +10% Turn Rate +10% Reverse Speed +5% Additional Structure +12 Additional Structure LT/RT +12 Additional Structure LT/RT +18	Additional Armor +12 Additional Studure +8	Additional Armor +12	Additional Armor +24 Missile Cooldown +7.5% Missile Heat Gen -7.5% LRM Spread -6% SRM Spread -6%	Additional Armor +24 Missile Cooldown +7.5% Missile Heat Gen -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	N/A	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%	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	N/A	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%	Additional Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +15% AMS RoF +10%	Additional Structure +12 Acceleration Rate +10% Deceleration Rate +10% Torso Yaw Rate +15% AMS RoF +10% Additional Structure LT/RT +12 Additional Structure LURL +16	Additional Structure +13 Torso Yaw Amount +3 Machine Gun RoF +5%	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%

Color Legend: Red-test-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

н	eavies																		
M	lad Dog	HD LA		A	LT		ст		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
	MDD-A	N/A	N/A	N/A	N/A	Additional Structure +7	N/A	Acceleration Rate +45% Deceleration Rate +45% Turn Rate +35% Torso Turn Rate (YAW) +30%	Acceleration Rate +45% Deceleration Rate +45% Turn Rate +35% Torso Turn Rate (YAW) +30% Additional Structure LT/RT +7	Additional Structure +7	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	MDD-B	N/A	N/A	N/A	N/A	Missile Cooldown +5% Missile Heat Gen +5% Additional Structure +7	Missile Cooldown +5% Missile Heat Gen -5% Additional Structure +7	Acceleration Rate +40% Deceleration Rate +40% Turn Rate +25% Torso Turn Angle (YAW) +15 Torso Turn Rate (YAW) +35%	Acceleration Rate +40% Deceleration Rate +40% Turn Rate +25% Torso Turn Angle (YAW) +15 Torso Turn Rate (YAW) +35% Additional Streuture LT/RT +7	Additional Structure +7 Missile Velocity +5%	Missile Velocity +5%	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	MDD-C	N/A	N/A	Additional Armor +20	Additional Armor +20	Ballistic Cooldown +5% Additional Structure +21	Ballistic Cooldown +5% Additional Structure +14	Acceleration Rate +60% Deceleration Rate +60% Torso Turn Rate (YAW) +30%	Acceleration Rate +60% Deceleration Rate +60% Torso Turn Rate (YAW) +30% Additional Streeture LT/RT +7	Ballistic Cooldown +5% Additional Structure +21	Ballistic Cooldown +5% Additional Structure +14	Additional Armor +20	Additional Armor +20	N/A	N/A	N/A	N/A	N/A	N/A
м	DD-PRIME	N/A	N/A	N/A	N/A	Missile Cooldown +10% Missile Velocity +10% Additional Structure +7	Missile Cooldown +10% Missile Velocity +10%	Acceleration Rate +25% Deceleration Rate +25% Torso Turn Angle (YAW) +15 Torso Turn Rate (YAW) +40%	Acceleration Rate +25% Deceleration Rate +25% Torso Turn Angle (YAW) +15 Torso Turn Rate (YAW) +40% Additional Strouture LT/RT +7	Missile Cooldown +10% Missile Velocity +10% Additional Structure +7	Missile Cooldown +10% Missile Velocity +10%	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A