

| Lights | | |
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| Locust | | |
| Variant | Current | 4/19/2016 |
| LCT-1E | <p>Energy Heat Gen -25%</p> <p>Energy Range 10%</p> <p>Laser Duration -25%</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> | <p>Heat Dissipation 18%</p> <p>Energy Heat Gen -5%</p> <p>Energy Range 10%</p> <p>Laser Duration -25%</p> <p>Accel 60%</p> <p>Decel 60%</p> <p>Turn Speed 50%</p> <p>Add Armor L/R Arm +6</p> <p>Add Armor L/R Leg +16</p> |
| LCT-1M | <p>Energy Cooldown 25%</p> <p>Energy Heat Gen -25%</p> <p>Energy Range 10%</p> <p>Laser Duration -25%</p> <p>Missile Cooldown 15%</p> <p>Missile Velocity 10%</p> <p>Accel 45%</p> <p>Decel 70%</p> <p>Turn Rate 15%</p> <p>Torso Yaw Angle +18</p> <p>Add Armor L/R Arm +6</p> <p>Add Armor L/R Leg +16</p> | <p>Heat Dissipation 18%</p> <p>Energy Cooldown 25%</p> <p>Energy Heat Gen -5%</p> <p>Energy Range 10%</p> <p>Laser Duration -25%</p> <p>Missile Cooldown 15%</p> <p>Missile Velocity 10%</p> <p>Accel 80%</p> <p>Decel 80%</p> <p>Turn Speed 60%</p> <p>Torso Yaw Angle +18</p> <p>Add Armor L/R Arm +6</p> <p>Add Armor L/R Leg +16</p> |
| LCT-1V | <p>MGun RoF 20%</p> <p>Energy Cooldown 50%</p> <p>Energy Range 10%</p> <p>Las Duration -50%</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> | <p>Heat Dissipation 18%</p> <p>MGun RoF 20%</p> <p>Energy Cooldown 50%</p> <p>Energy Range 10%</p> <p>Las Duration -50%</p> <p>Accel 90%</p> <p>Decel 90%</p> <p>Turn Rate 75%</p> <p>Torso Yaw Angle +18</p> <p>Add Struc CT +12</p> <p>Add Struc L/R Torso +10</p> <p>Add Armor L/R Arm +6</p> <p>Add Armor L/R Leg +16</p> |
| LCT-3M | <p>Energy Cooldown 25%</p> <p>Energy Heat Gen -10%</p> <p>Laser Duration -10%</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> | <p>Heat Dissipation 18%</p> <p>Energy Cooldown 25%</p> <p>Energy Heat Gen -5%</p> <p>Laser Duration -10%</p> <p>Accel 60%</p> <p>Decel 60%</p> <p>Turn Speed 50%</p> <p>Add Armor L/R Arm +6</p> <p>Add Armor L/R Leg +16</p> |

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| LCT-3S | <p>Energy Cooldown 25% Energy Range 10% 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</p> | <p>Heat Dissipation 18% Energy Cooldown 25% Energy Range 10% Missile Cooldown 30% Missile Heat Gen -15% Missile Velocity 10% Accel 90% Decel 90% Turn Rate 75% Torso Yaw Angle +18 Add Armor L/R Arm +6 Add Armor L/R Leg +16</p> |
| LCT-3V | <p>MGun RoF 20% Energy Range 10% Laser Duration -10% 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</p> | <p>Heat Dissipation 18% MGun RoF 20% Energy Range 10% Laser Duration -10% Accel 80% Decel 80% Turn Rate 55% Torso Yaw Angle +18 Add Struc CT +12 Add Struc L/R Torso +10 Add Armor L/R Arm +6 Add Armor L/R Leg +16</p> |
| LCT-PB | <p>MGun RoF 20% Energy Cooldown 20% Energy Range 10% Accel 25% Decel 50% Add Armor L/R Arm +6 Add Armor L/R Leg +16</p> | <p>Heat Dissipation 18% MGun RoF 20% Energy Cooldown 20% Energy Range 10% Accel 60% Decel 60% Turn Speed 50% Add Armor L/R Arm +6 Add Armor L/R Leg +16</p> |
| Commando | | |
| Variant | Current | 4/19/2016 |
| COM-1B | <p>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</p> | <p>Heat Dissipation 6% Energy Cooldown 20% Energy Heat Gen -5% 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</p> |
| COM-1D | <p>Energy Cooldown 20% Energy Range 10% 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</p> | <p>Heat Dissipation 6% Energy Cooldown 20% Energy Range 10% 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</p> |

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| COM-2D | 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 | Heat Dissipation 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 |
| COM-3A | 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 | Heat Dissipation 6% 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 |
| COM-DK | Energy Heat Gen -10% Energy Range 10% Add Struc CT +10 Add Struc L/R Torso +12 Add Struc L/R Arm +10 Add Armor L/R Leg +12 | Heat Dissipation 6% Energy Heat Gen -5% Energy Range 10% Add Struc CT +10 Add Struc L/R Torso +12 Add Struc L/R Arm +10 Add Armor L/R Leg +12 |
| Firestarter | | |
| Variant | Current | 4/19/2016 |
| FS9-A | Energy Heat Gen -5% Energy Range +10% | Energy Heat Gen -5% Energy Range +10% Flamer Range +15% |
| FS9-E | Laser Duration -10% | Laser Duration -10% MGun RoF 25% Flamer Range +15% |
| FS9-H | ML Heat Gen -5% Energy Heat Gen -5% | ML Heat Gen -5% Energy Heat Gen -5% Flamer Range +15% |
| FS9-K | Energy Range 10% Laser Duration -10% | Energy Range 10% Laser Duration -10% Flamer Range +15% |
| FS9-S | MPL Heat Gen -5% Energy Heat Gen -10% | MPL Heat Gen -5% Energy Heat Gen -10% Flamer Range +15% |
| UrbanMech | | |
| Variant | Current | 4/19/2016 |
| UM-R60 | 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 | Heat Dissipation 18% 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 |

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| UM-R60L | AC/20 Cooldown 10% Ballistic Cooldown 10% Ballistic Range 20% Ballistic Velocity 20% Laser Duration -5% Energy Range 10% Add Struc CT +5 Add Struc L/R Torso +5 Add Struc L/R Arm +5 Add Struc L/R Leg +5 | Heat Dissipation 18% AC/20 Cooldown 10% Ballistic Cooldown 10% Ballistic Range 20% Ballistic Velocity 20% Laser Duration -5% Energy Range 10% Add Struc CT +5 Add Struc L/R Torso +5 Add Struc L/R Arm +5 Add Struc L/R Leg +5 |
| UM-R63 | Ballistic Cooldown 15% Ballistic Range 20% Ballistic Velocity 20% 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 | Heat Dissipation 18% Ballistic Cooldown 15% Ballistic Range 20% Ballistic Velocity 20% 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 |
| Spider | | |
| Variant | Current | 4/19/2016 |
| SDR-5D | 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 | Energy Cooldown 10% Energy Range 10% Laser Duration -10% Accel 50% Decel 50% Turn Rate 40% 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 |
| SDR-5K | MGun RoF 20% 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 | MGun RoF 20% Energy Cooldown 50% Laser Duration -25% Accel 60% Decel 60% 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 |
| SDR-5V | Energy Cooldown 30% Energy Range 10% 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 | Energy Cooldown 30% Energy Range 10% Laser Duration -30% Accel 70% Decel 70% Turn Rate 20% Add Struc CT +10 Add Struc L/R Torso +10 Add Struc L/R Arm +10 Add Struc L/R Leg +10 |

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| SDR-A | Energy Cooldown 15% Energy Range 10% 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 | Energy Cooldown 15% Energy Range 10% Missile Cooldown 20% Missile Velocity 10% Accel 55% Decel 55% Turn Rate 40% 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 |
| Jenner | | |
| Variant | Current | 4/19/2016 |
| JR7-O | Missile Cooldown 15% Missile Velocity 10% Missile Heat Gen -10% Accel 35% Decel 35% Turn Rate 25% Torso Yaw Speed 15% Add Struc CT +11 Add Struc L/R Torso +8 Add Struc L/A Arm +12 Add Struc L/A Leg +16 | Missile Cooldown 15% Missile Velocity 10% Missile Heat Gen -10% Accel 35% Decel 35% Turn Rate 25% Add Struc CT +11 Add Struc L/R Torso +8 Add Struc L/A Arm +12 Add Struc L/A Leg +16 |

| Mediums | | |
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| Vindicator | | |
| Variant | Current | 4/19/2016 |
| VND-1R | PPC Velocity 40% Energy Cooldown 15% Energy Heat Gen -15% Energy Range 10% Accel 10% Decel 10% Turn Rate 25% Torso Yaw Speed 10% Add Armor L/R Arm +14 Add Armor L/R Leg +15 | Heat Dissipation 6% PPC Velocity 50% Energy Cooldown 15% Energy Heat Gen -15% Energy Range 10% Accel 50% Decel 50% Turn Rate 45% Torso Yaw Speed 10% Add Armor L/R Arm +14 Add Armor L/R Leg +15 |
| VND-SIB | Laser Duration -25% Energy Range 10% Energy Cooldown 5% Energy Heat Gen -5% Missile Cooldown 10% Missile Velocity 10% Accel 50% Decel 50% Turn Rate 25% Torso Yaw Speed 10% Add Armor L/R Arm +14 Add Armor L/R Leg +15 | Laser Duration -10% Energy Range 10% Energy Cooldown 10% Energy Heat Gen -10% Missile Cooldown 10% Missile Velocity 10% Accel 60% Decel 60% Turn Rate 35% Torso Yaw Speed 10% Add Armor L/R Arm +14 Add Armor L/R Leg +15 |
| VND-1X | Ballistic Cooldown 20% Ballistic Velocity 20% Energy Heat Gen -20% PPC Velocity 30% Missile Cooldown 25% Accel 60% Decel 60% Turn Rate 40% Torso Yaw Speed 10% Add Struc CT +12 Add Struc L/R Torso +15 Add Struc L/R Arm +14 Add Struc L/R Leg +15 | Heat Dissipation 6% Ballistic Cooldown 30% Ballistic Velocity 20% Energy Heat Gen -20% Energy Cooldown 10% PPC Velocity 50% Missile Cooldown 25% Accel 80% Decel 80% Turn Rate 50% Torso Yaw Speed 50% Add Struc CT +12 Add Struc L/R Torso +15 Add Struc L/R Arm +14 Add Struc L/R Leg +15 |
| Hunchback | | |
| Variant | Current | 4/19/2016 |
| HBK-4G | AC/20 Cooldown 10% Ballistic Cooldown 15% Ballistic Range 25% Ballistic Velocity 25% Energy Heat Gen -15% Energy Range 10% Turn Speed 30% Torso Yaw Speed 35% Add Armor RT +18 Add Struc RT +12 | AC/20 Cooldown 10% Ballistic Cooldown 15% Ballistic Range 25% Ballistic Velocity 25% Energy Heat Gen -15% Energy Range 10% Turn Speed 30% Torso Yaw Speed 35% Add Armor RT +18 Add Struc RT +12 Decreased Crit Chance -25% |
| Griffin | | |
| Variant | Current | 4/19/2016 |

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| GRF-2N | ERPPC Velocity 40% Missile Velocity 10% Turn Rate 35% Torso Turn Speed 35% Add Struc R Arm +12 Add Struc L/R Leg +13 | PPC Velocity 50% Missile Velocity 10% Turn Rate 35% Torso Turn Speed 35% Add Struc R Arm +12 Add Struc L/R Leg +13 |
| Heavies | | |
| Catapult | | |
| Variant | Current | 4/19/2016 |
| CPLT-J | Energy Heat Gen -10% Energy Range 10% 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 | Energy Heat Gen -10% Energy Range 10% Laser Duration -10% Accel 25% Decel 25% Turn Rate 15% Torso Yaw Speed 25% Add Struc CT +14 Add Struc L/R Torso +8 Add Struc L/R Arm +10 Add Armor L/R Arm +10 Add Struc L/R Leg +8 |
| Thunderbolt | | |
| Variant | Current | 4/19/2016 |
| TDR-TD | Energy Range 10% 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 | Energy Range 10% Accel 60% Decel 60% Turn Rate 45% Torso Angle Yaw +20 Torso Yaw Speed 30% Add Struc CT +21 Add Struc L/R Torso +20 Add Struc L/R Leg +20 |
| Archer | | |
| Variant | Current | 4/19/2016 |
| BL-6-KNT | Energy Cooldown 10% Energy Range 10% 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 | Energy Cooldown 10% Energy Range 10% Energy Heat Gen -10% Accel 35% Decel 35% Turn Speed 35% Torso Yaw Speed 25% Add Struc CT +17 Add Struc L/R Torso +12 Add Struc L/A Arm +9 Add Struc L/R Leg +12 |
| BL-6B-KNT | ERPPC Heat Gen -15% Energy Heat Gen -10% Energy Range 10% 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 | ERPPC Heat Gen -15% Energy Heat Gen -10% Energy Range 10% Torso Yaw Speed 10% Add Struc CT +17 Add Struc L/R Torso +12 Add Struc L/A Arm +9 Add Struc L/R Leg +12 |

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| <p>BL-7-KNT</p> | <p>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</p> | <p>PPC Cooldown 10% Energy Cooldown 10% Energy Heat Gen -10% PPC Velocity 30% Add Struc CT +17 Add Struc L/R Torso +12 Add Struc L/A Arm +9 Add Struc L/R Leg +12</p> |
| <p>BL-7-KNT-L</p> | <p>Energy Range 10% 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</p> | <p>Energy Range 10% Laser Duration -15% Energy Heat Gen -10% Torso Yaw Speed 20% Add Struc CT +17 Add Struc L/R Torso +12 Add Struc L/A Arm +9 Add Struc L/R Leg +12</p> |

| Assaults | | |
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| King Crab | | |
| Variant | Current | 4/19/2016 |
| KGC-000 | AC/20 Cooldown +5% Ballistic Cooldown +10% Ballistic Velocity 15% Energy Cooldown 10% Torso Yaw Speed 25% Add Armor L/R Arm +17 | AC/20 Cooldown +10% Ballistic Cooldown +10% Ballistic Velocity 15% Energy Cooldown 10% Torso Yaw Speed 25% Add Armor L/R Arm +17 |
| KGC-0000 | Energy Cooldown +15% Laser Duration -15% Missile Cooldown +15% Missile Velocity 10% Torso Yaw Speed 25% Add Armor L/R Arm +17 | Energy Cooldown +20% Laser Duration -15% Missile Cooldown +15% Missile Velocity 10% Torso Yaw Speed 35% Add Armor L/R Arm +17 |
| KGC-000B | 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 | Ballistic Cooldown 5% Ballistic Velocity +30% Energy Cooldown +10% Energy Range 10% Missile Cooldown +10% Missile Velocity 10% Torso Yaw Speed 35% Add Armor L/R Arm +17 |