**LIGHT**

**LCT-1E**
- Additional Structure (LL&RL) +8
- Armor Strength (LA&RA) +50%
- Small Laser Range +30%
- Energy Weapon Range +30%
- Small Laser Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Acceleration +25%
- Deceleration +50%

**LCT-1M**
- Additional Structure (LL&RL) +8
- Armor Strength (LA&RA) +50%
- Medium Laser Range +12.5%
- Energy Weapon Range +12.5%
- Medium Laser Cooldown -12.5%
- Energy Weapon Cooldown -12.5%
- Medium Laser Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- Missile Weapon Cooldown +15%
- Missile Weapon Heat Generation -15%
- Acceleration +25%
- Deceleration +50%

**LCT-1V**
- Additional Structure (LL&RL) +8
- Armor Strength (LA&RA) +50%
- ER-Large Cooldown +25%
- Energy Weapon Cooldown +25%
- ER-Large Duration -12.5%
- Laser Duration -12.5%
- Energy Weapon Range +15%
- Ballistic Weapon Range +15%
- Acceleration +25%
- Deceleration +50%

**LCT-3M**
- Additional Structure (LL&RL) +8
- Armor Strength (LA&RA) +50%
- Small Pulse Range +30%
- Energy Weapon Range +30%
- Small Pulse Cooldown +10%
- Energy Weapon Cooldown +10%
- Acceleration +25%
- Deceleration +50%

**LCT-3S**

- Additional Structure (LL&RL) +8
- Armor Strength (LA&RA) +50%
- Medium Laser Range +12.5%
- Energy Weapon Range +12.5%
- Medium Laser Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- Missile Weapon Range +30%
- Missile Weapon Cooldown +15%
- Acceleration +25%
- Deceleration +50%

**COM-1B**

- Additional Structure (LL&RL) +6
- Large Laser Range +10%
- Energy Weapon Range +10%
- Medium Laser Cooldown +10%
- Energy Weapon Cooldown +10%
- Medium Laser Duration -10%
- Laser Duration -10%
- Energy Weapon Heat Generation -12.5%
- Turn Rate +10%
- Reverse Speed +12.6%

**COM-1D**

- Additional Structure (LL&RL) +6
- Medium Pulse Range +20%
- Energy Weapon Range +20%
- Medium Pulse Cooldown +10%
- Energy Weapon Cooldown +10%
- Missile Weapon Range +12.5%
- Turn Rate +10%
- Reverse Speed +12.6%

**COM-2D**

- Additional Structure (LL&RL) +6
- SRM/4 Range +7.5%
- Missile Weapon Range +7.5%
- SRM/4 Cooldown +7.5%
- Missile Weapon Cooldown +7.5%

**COM-3A**

- Additional Structure (LL&RL) +6
- SRM/6 Range +10%
- Missile Weapon Range +10%
- SRM/6 Cooldown +10%
- Missile Weapon Cooldown +10%
- SRM/6 Heat Generation -10%
- Missile Weapon Heat Generation -10%
- Energy Weapon Cooldown +12.5%
- Turn Rate +10%
- Reverse Speed +12.6%

**COM-TDK - The Death’s Knell**

- Additional Structure (LL&RL) +6
- Energy Weapon Range +10%
- Laser Duration -10%
- Energy Weapon Heat Generation -10%

**SDR-5D**

- Energy Weapon Cooldown +10%

**SDR-5K**

- ER-Large Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- ER-Large Range +12.5%
- Energy Weapon Range +12.5%
- ER-Large Duration -12.5%
- Laser Weapon Duration -12.5%
- Ballistic Weapon Range +15%
- Reverse Speed +12.60%

**SDR-5V**

- Medium Pulse Laser Range +12.5%
- Energy Weapon Range +12.5%
- Medium Pulse Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- Medium Pulse Duration -12.5%
- Laser Weapon Duration -12.5%
- Medium Pulse Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- Reverse Speed +12.60%

**SDR-A - Anansi**

- Medium Laser Cooldown +7.5%
- Energy Weapon Cooldown +7.5%
- Medium Laser Range +7.5%
- Energy Weapon Range +7.5%
- Reverse Speed +12.60%

**FS9-A**

- Small Pulse Range +7.5%
- Energy Weapon Range +7.5%
- Small Pulse Heat Generation -7.5%
- Energy Weapon Heat Generation -7.5%

**FS9-H**

- Medium Laser Heat Generation -7.5%
- Energy Weapon Heat Generation -7.5%
- Energy Weapon Range +10%

**FS9-K**

- Small Laser Range +15%
- Energy Weapon Range +15%

**FS9-S**

- ER-Large Cooldown +7.5%
- Energy Weapon Cooldown +7.5%
- ER-Large Duration -7.5%
- Laser Weapon Duration -7.5%

**FS9-E - Ember**

- None

**JR7-D**

- SRM/4 Range +5%
- Missile Weapon Range +5%

**JR7-F**

- None

**JR7-K**

- Medium Pulse Cooldown +7.5%
- Energy Weapon Cooldown +7.5%
- Medium Pulse Heat Generation -7.5%
- Energy Weapon Heat Generation -7.5%

**JR7-O - Oxide**

- Additional Structure (LL&RL) +4
- SRM/4 Range +7.5%
- Missile Weapon Range +7.5%
- SRM/4 Cooldown +7.5%
- Missile Weapon Cooldown +7.5%
- SRM/4 Heat Generation -7.5%
- Missile Weapon Heat Generation -7.5%

**RVN-2X**

- Additional Armor (LA) +12
- Additional Structure (LL&RL) +4
- Large Pulse Range +10%
- Energy Weapon Range +10%
- Large Pulse Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Medium Laser Range +10%
- Energy Weapon Range +10%
- Medium Laser Duration -10%
- Laser Weapon Duration -10%
• Turn Rate +10%

**RVN-3L**

• Additional Structure (LL&RL) +4  
• Medium Laser Duration -5%  
• Laser Weapon Duration -5%

**RVN-4X**

• Additional Structure (LL&RL) +4  
• Medium Pulse Range +10%  
• Energy Weapon Range +10%  
• Medium Pulse Cooldown +10%  
• Energy Weapon Cooldown +10%  
• Energy Weapon Heat Generation -12.5%  
• Turn Rate +10%

**RVN-H - Huginn**

• Additional Structure (LL&RL) +4  
• Additional Structure (RA&LA) +3  
• MGun Range +12.5%  
• Ballistic Weapon Range +12.5%  
• SRM/4 Range +12.5%  
• Missile Weapon Range +12.5%  
• SRM/4 Cooldown +25%  
• Missile Weapon Cooldown +25%  
• Missile Weapon Heat Generation -15%
MEDIUM

CDA-2A
- Medium Laser Cooldown +7.5%
- Energy Weapon Cooldown +7.5%
- Medium Laser Duration -7.5%
- Laser Weapon Duration -7.5%
- Energy Weapon Heat Generation -10%
- Torso Yaw Speed +21%
- Torso Pitch Speed +10%
- Turn Rate +5%

CDA-2B
- Additional Armor (RA&LA) +12
- Medium Pulse Range +10%
- Energy Weapon Range +10%
- Medium Pulse Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Medium Pulse Cooldown +10%
- Energy Weapon Cooldown +10%
- Laser Duration -12.5%
- Torso Yaw Speed +10%
- Arm Pitch Speed +22.2%
- Turn Rate +5%

CDA-3C
- ER-PPC Heat Generation -25%
- Energy Weapon Heat Generation -25%
- ER-PPC Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- ER-PPC Range +12.5%
- Energy Weapon Range +12.5%
- ER-PPC Velocity +25%
- Torso Yaw Speed +10%
- Turn Rate +10%

CDA-3M
- Large Laser Duration -7.5%
- Laser Weapon Duration -7.5%
- Medium Laser Range +7.5%
- Energy Weapon Range +7.5%
- Torso Yaw Speed +10%

**CDA-X5 - The X-5**

- Additional Armor (RA&LA) +12
- Medium Laser Range +10%
- Energy Weapon Range +10%
- Medium Laser Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Medium Laser Duration -10%
- Laser Weapon Duration -10%
- Missile Weapon Cooldown +12.5%
- Torso Yaw Speed +10%
- Turn Rate +10%

**BJ-1**

- AC/2 Cooldown +7.5%
- Ballistic Weapon Cooldown +7.5%
- AC/2 Heat Generation -7.5%
- Ballistic Weapon Heat Generation -7.5%
- Torso Yaw Speed +43.8%

**BJ-1DC**

- AC/5 Cooldown +20%
- Ballistic Weapon Cooldown +20%
- AC/5 Range +10%
- Ballistic Weapon Range +10%
- Ballistic Weapon Velocity +12.5%
- Torso Yaw Speed +25%

**BJ-1X**

- Large Pulse Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Large Pulse Range +10%
- Energy Weapon Range +10%
- Medium Laser Duration -10%
- Laser Weapon Range -10%
- Energy Weapon Cooldown +12.5%
- Torso Yaw Speed +25%

**BJ-3**
- PPC Range +10%
- Energy Weapon Range +10%
- PPC Velocity +20%
- Energy Weapon Cooldown +12.5%
- Torso Yaw Speed +43.8%

**BJ-A - The Arrow**
- AC/20 Range +7.5%
- Ballistic Weapon Range +7.5%
- AC/20 Velocity +7.5%
- Ballistic Weapon Velocity +7.5%
- Torso Yaw Speed +25%

**VND-1AA**
- PPC Heat Generation -10%
- Energy Weapon Heat Generation -10%
- PPC Velocity +20%
- Energy Weapon Cooldown +12.5%

**VND-1R**
- Medium Laser Range +10%
- Energy Weapon Range +10%
- Medium Laser Cooldown +10%
- Energy Weapon Cooldown +10%
- Medium Laser Duration -10%
- Laser Weapon Duration -10%

**VND-1X**
- PPC Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- PPC Velocity +25%
- Energy Weapon Cooldown +15%
- Missile Weapon Cooldown +15%

**VND-1SIB - St. Ives’ Blues**
- Large Laser Range +7.5%
- Energy Weapon Range +7.5%
- Missile Weapon Cooldown +10%

**CN9-A**
- Additional Armour (LA) +16
- Additional Structure (RA) +16
- SRM/4 Cooldown +7.5%
- Missile Weapon Cooldown +7.5%
- SRM/4 Range +7.5%
- Missile Weapon Range +7.5%
- Laser Duration -10%
- Torso Yaw Speed +25%
- Turn Rate +10%
- Deceleration +10%

**CN9-AH**
- Additional Armour (LA) +16
- Additional Structure (RA) +16
- AC/20 Cooldown +10%
- Ballistic Weapon Cooldown +10%
- AC/20 Velocity +10%
- Ballistic Weapon Velocity +10%
- SRM/4 Cooldown +10%
- Missile Weapon Cooldown +10%
- SRM/4 Range +10%
- Missile Weapon Range +10%
- Torso Yaw Speed +35%
- Turn Rate +10%
- Deceleration +10%

**CN9-AL**
- Additional Armour (LA) +16
- Additional Structure (RA) +16
- Large Pulse Range +10%
- Energy Weapon Range +10%
- Large Pulse Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Medium Laser Duration -10%
- Laser Weapon Duration -10%
- Missile Weapon Cooldown +12.5%
- Torso Yaw Speed +25%
- Turn Rate +10%
- Deceleration +10%

**CN9-D**

- Additional Armour (LA) +16
- Additional Structure (RA) +16
- LB-10-X Cooldown +20%
- Ballistic Weapon Cooldown +20%
- LB-10-X Velocity +10%
- Ballistic Weapon Velocity +10%
- SRM/4 Range +10%
- Missile Weapon Range +10%
- Torso Yaw Speed +25%
- Deceleration +10%

**CN9-YLW - Yen-Lo-Wang**

- Additional Armour (LA) +16
- Additional Structure (RA) +16
- AC/20 Range +10%
- Ballistic Weapon Range +10%
- AC/20 Cooldown +10%
- Ballistic Weapon Cooldown +10%
- AC/20 Velocity +10%
- Ballistic Weapon Velocity +10%
- Energy Weapon Cooldown +12.5%
- Torso Yaw Speed +56.3%
- Torso Pitch Speed +24.4%
- Turn Rate +5%

**HBK-4G**

- Additional Armor (RT) +18
- Additional Structure (RT) +12
- AC/20 Range +12.5%
- Ballistic Weapon Range +12.5%
- AC/20 Cooldown +12.5%
- Ballistic Weapon Cooldown +12.5%
- AC/20 Velocity +12.5%
• Ballistic Weapon Velocity +12.5%
• Energy Weapon Heat Generation -15%
• Energy Weapon Range +15%
• Torso Yaw Speed +37.5%
• Torso Pitch Speed +10%

HBK-4H

• Additional Armor (RT) +18
• Additional Structure (RT) +12
• AC/10 Range +10%
• Ballistic Weapon Range +10%
• AC/10 Cooldown +10%
• Ballistic Weapon Cooldown +10%
• Medium Laser Cooldown +10%
• Energy Weapon Cooldown +10%
• Medium Laser Heat Generation -10%
• Energy Weapon Heat Generation -10%
• Torso Yaw Speed +37.5%
• Torso Pitch Speed +10%

HBK-4J

• Additional Structure (RT) +12
• LRM/10 Cooldown +25%
• Missile Weapon Cooldown +25%
• LRM/10 Heat Generation -12.5%
• Missile Weapon Heat Generation -12.5%
• ER-Large Cooldown +12.5%
• Energy Weapon Cooldown +12.5%
• Energy Weapon Heat Generation -15%
• Torso Yaw Speed +37.5%
• Torso Pitch Speed +10%

HBK-4P

• Additional Armor (RT) +18
• Additional Structure (RT) +12
• Medium Laser Cooldown +7.5%
• Energy Weapon Cooldown +7.5%
• Medium Laser Duration -7.5%
• Laser Weapon Duration -7.5%
- Energy Weapon Heat Generation -10%
- Torso Yaw Speed +37.5%
- Torso Pitch Speed +10%

**HBK-4SP**

- Additional Armor (RT&LT) +9
- Additional Structure (RT&LT) +12
- SRM/6 Cooldown +10%
- Missile Weapon Cooldown +10%
- SRM/6 Range +10%
- Missile Weapon Range +10%
- Medium Laser Duration -10%
- Laser Weapon Duration -10%
- Medium Laser Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Torso Yaw Speed +37.5%
- Torso Pitch Speed +10%

**HBK-GI - Grid Iron**

- Additional Armor (RT) +18
- Additional Structure (RT) +12
- Medium Pulse Range +12.5%
- Energy Weapon Range +12.5%
- Medium Pulse Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- UAC/5 Cooldown +12.5%
- Ballistic Weapon Cooldown +12.5%
- UAC/5 Velocity +12.5%
- Ballistic Weapon Velocity +12.5%
- Ballistic Weapon Range +15%
- Torso Yaw Speed +37.5%
- Torso Pitch Speed +10%

**TBT-3C**

- LRM/15 Cooldown +20%
- Missile Weapon Cooldown +20%
- LRM/15 Heat Generation -10%
- Missile Weapon Heat Generation -10%
- Energy Weapon Heat Generation -12.5%
- Torso Yaw Speed +25%

**TBT-5J**
- Medium Laser Range +10%
- Energy Weapon Range +10%
- Medium Laser Duration -10%
- Laser Weapon Duration -10%
- Medium Laser Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Torso Yaw Speed +25%

**TBT-5N**
- LRM/15 Cooldown +10%
- Missile Weapon Cooldown +10%
- LRM/15 Heat Generation -10%
- Missile Weapon Heat Generation -10%
- Energy Weapon Heat Generation -12.5%
- Energy Weapon Range +12.5%
- Torso Yaw Speed +25%

**TBT-7K**
- AC/5 Cooldown +10%
- Ballistic Weapon Cooldown +10%
- AC/5 Velocity +10%
- Ballistic Weapon Velocity +10%
- PPC Cooldown +10%
- Energy Weapon Cooldown +10%
- PPC Heat Generation -10%
- Energy Weapon Cooldown -10%
- Torso Yaw Speed +25%

**TBT-7M**
- LRM/15 Cooldown +20%
- Missile Weapon Cooldown +20%
- LRM/15 Heat Generation -10%
- Missile Weapon Heat Generation -10%
- Torso Yaw Speed +25%

**TBT-LG - Loup De Guerre**
- SRM/4 Cooldown +7.5%
- Missile Weapon Cooldown +7.5%
- SRM/4 Range +7.5%
- Missile Weapon Range +7.5%
- Energy Weapon Heat Generation -10%
- Torso Yaw Speed +25%

**GRF-1N**
- SRM/6 Range +5%
- Missile Weapon Range +5%
- Torso Yaw Speed +10%

**GRF-1S**
- Additional Structure (RA) +9
- Medium Laser Range +7.5%
- Energy Weapon Range +7.5%
- Medium Laser Duration -7.5%
- Laser Weapon Duration -7.5%
- Torso Yaw Speed +10%

**GRF-3M**
- SRM/4 Range +5%
- Missile Weapon Range +5%
- Torso Yaw Speed +10%

**GRF-1E - Sparky**
- Medium Laser Heat Generation -7.5%
- Energy Weapon Heat Generation -7.5%
- Medium Laser Cooldown +7.5%
- Energy Weapon Cooldown +7.5%
- Torso Yaw Speed +10%

**KTO-18**
- LRM/5 Cooldown +7.5%
- Missile Weapon Cooldown +7.5%
- LRM/5 Heat Generation -7.5%
- Missile Weapon Heat Generation -7.5%
- Laser Duration -10%
- Torso Yaw Speed +25%
KTO-19

- SRM/4 Cooldown +10%
- Missile Weapon Cooldown +10%
- SRM/4 Range +10%
- Missile Weapon Range +10%
- SRM/4 Heat Generation -10%
- Missile Weapon Heat Generation -10%
- Energy Weapon Cooldown +12.5%
- Torso Yaw Speed +25%

KTO-20

- Large Laser Range +10%
- Energy Weapon Range +10%
- Large Laser Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Medium Laser Duration -10%
- Laser Weapon Duration -10%
- Missile Weapon Range +12.5%
- Torso Yaw Speed +25%

KTO-GB - Golden Boy

- LRM/5 Cooldown +7.5%
- Missile Weapon Cooldown +7.5%
- LRM/5 Heat Generation -7.5%
- Missile Weapon Heat Generation -7.5%
- Energy Weapon Range +10%
- Torso Yaw Speed +25%

SHD-2D

- Torso Yaw Speed +25%
- Turn Rate +5%

SHD-2D2

- SSRM/2 Range +5%
- Missile Weapon Range +5%
- Torso Yaw Speed +25%
- Turn Rate +5%

SHD-2H
- AC/5 Cooldown +5%
- Ballistic Weapon Cooldown +5%
- Torso Yaw Speed +25%
- Turn Rate +5%

**SHD-2K**

- Energy Weapon Heat Generation -7.5%
- Torso Yaw Speed +25%
- Turn Rate +5%

**SHD-5M**

- Torso Yaw Speed +25%
- Turn Rate +5%

**WVR-6K**

- Additional Structure (RA) +18
- Large Pulse Range +25%
- Energy Weapon Range +25%
- Large Pulse Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- Large Pulse Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- Missile Weapon Range +15%
- Torso Yaw Speed +25%

**WVR-6R**

- AC/5 Cooldown +20%
- Ballistic Weapon Cooldown +20%
- Missile Weapon Range +12.5%
- Torso Yaw Speed +25%

**WVR-7K**

- SRM/6 Range +10%
- Missile Weapon Range +10%
- SRM/6 Cooldown +10%
- Missile Weapon Cooldown +10%
- Energy Weapon Range +12.5%
- Torso Yaw Speed +25%
HEAVY

**DRG-1C**
- Additional Structure CT +24
- Additional Structure RA +6
- ER-Large Duration -10%
- Laser Weapon Duration -10%
- ER-Large Cooldown +10%
- Energy Weapon Cooldown +10%
- ER-Large Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Gauss Cooldown +10%
- Ballistic Weapon Cooldown +10%
- Torso Yaw Speed +10%

**DRG-1N**
- Additional Structure CT +24
- Additional Structure RA +6
- AC/5 Cooldown +25%
- Ballistic Weapon Cooldown +25%
- ER-LL Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- ER-LL Duration -12.5%
- Laser Weapon Duration -12.5%
- Energy Weapon Range +15%
- Torso Yaw Speed +10%

**DRG-5N**
- Additional Structure CT +24
- Additional Structure RA +6
- AC/2 Cooldown +12.5%
- Ballistic Weapon Cooldown +12.5%
- AC/2 Heat Generation -12.5%
- Ballistic Weapon Heat Generation -12.5%
- ER-LL Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- ER-LL Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- ER-LL Duration -12.5%
- Laser Weapon Cooldown -12.5%
- Torso Yaw Speed +10%

**DRG-FANG - Fang**

- Additional Structure CT +24
- Additional Structure RA +6
- AC/10 Cooldown +12.5%
- Ballistic Weapon Cooldown +12.5%
- AC/10 Velocity +12.5%
- Ballistic Weapon Velocity +12.5%
- Large Pulse Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- Large Pulse Range +12.5%
- Energy Weapon Range +12.5%
- Energy Weapon Heat Generation -15%
- Torso Yaw Speed +10%

**DRG-FLAME - Flame**

- Additional Structure CT +24
- Additional Structure LT +9
- AC/20 Velocity +7.5%
- Ballistic Weapon Velocity +7.5%
- AC/20 Range +7.5%
- Ballistic Weapon Range +7.5%
- Laser Duration -10%
- Torso Yaw Speed +10%

**QKD-4G**

- Additional Armor (LA&RA) +10
- Additional Structure (LL&RL) +7
- Medium Laser Range +12.5%
- Energy Weapon Range +12.5%
- Medium Laser Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- Large Laser Duration +12.5%
- Laser Weapon Duration +12.5%
- Energy Weapon Cooldown +12.5%
- Arm Yaw speed +33.3%
- Arm Pitch Speed +33.3%
QKD-4H
- Additional Armor (LA&RA) +10
- Additional Structure (LL&RL) +7
- SRM/4 Range +10%
- Missile Weapon Range +10%
- SRM/4 Cooldown +10%
- Missile Weapon Cooldown +10%
- Energy Weapon Heat Generation -12.5%

QKD-5K
- Additional Armor (LA&RA) +10
- Additional Structure (LL&RL) +7
- PPC Velocity +15%
- Energy Weapon Heat Generation -10%

QKD-IV4 - IV-Four
- Additional Armor (LA&RA) +10
- Additional Structure (LL&RL) +7
- AC/5 Cooldown +10%
- Ballistic Weapon Cooldown +10%
- AC/5 Velocity +10%
- Ballistic Weapon Velocity +10%
- Missile Weapon Range +12.5%
- Arm Yaw Speed +33.30%
- Arm Pitch Speed +33.30%

CPLT-A1
- Missile Weapon Heat Generation -10%
- Missile Weapon Cooldown +10%

CPLT-C1
- Additional Structure (LT&RT) +8
- Additional Structure (CT) +10
- LRM/15 Cooldown +10%
- Missile Weapon Cooldown +10%
- LRM/15 Heat Generation -10%
- Missile Weapon Heat Generation -10%
- Energy Weapon Range +12.5%
CPLT-C4

- Additional Structure (LT&RT) +8
- Additional Structure (CT) +10
- Additional Structure (RA&LA) +5
- LRM/10 Cooldown +12.5%
- Missile Weapon Cooldown +12.5%
- LRM/10 Heat Generation -12.5%
- Missile Weapon Heat Generation -12.5%
- Energy Weapon Cooldown +15%
- Energy Weapon Range +15%

CPLT-K2

- Medium Laser Range +7.5%
- Energy Weapon Range +7.5%
- Medium Laser Duration -7.5%
- Laser Weapon Duration -7.5%
- Ballistic Weapon Cooldown +10%

CPLT-J - Jester

- Large Laser Range +7.5%
- Energy Weapon Range +7.5%
- Large Laser Heat Generation -7.5%
- Energy Weapon Heat Generation -7.5%

JM6-A

- Additional Structure (LT&RT) +7
- AC/2 Cooldown +7.5%
- Ballistic Weapon Cooldown +7.5%
- LRM/15 Cooldown +7.5%
- Missile Weapon Cooldown +7.5%
- Missile Weapon Heat Generation -10%

JM6-DD

- Additional Structure (LT&RT) +7
- UAC/5 Range +7.5%
- Ballistic Weapon Range +7.5%
- UAC/5 Cooldown +7.5%
- Ballistic Weapon Cooldown +7.5%
- Energy Weapon Heat Generation -10%
JM6-S

- Additional Structure (LT&RT) +7
- AC/2 Cooldown +7.5%
- Ballistic Weapon Cooldown +7.5%
- AC/5 Velocity +7.5%
- Ballistic Weapon Velocity +7.5%
- Ballistic Weapon Range +10%

JM6-FB - Firebrand

- Additional Structure (LT&RT) +7
- PPC Heat Generation -7.5%
- Energy Weapon Heat Generation -7.5%
- Energy Weapon Cooldown +10%
- Ballistic Weapon Velocity +10%

TDR-5S

- Additional Structure (LT&RT) +10
- Large Laser Range +12.5%
- Energy Weapon Range +12.5%
- Large Laser Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- Medium Laser Duration -12.5%
- Laser Weapon Duration -12.5%
- Medium Laser Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- Missile Weapon Cooldown +15%

TDR-5SS

- Additional Structure (LT&RT) +10
- Medium Pulse Range +25%
- Energy Weapon Range +25%
- Medium Pulse Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- Energy Weapon Cooldown +15%
- Missile Weapon Cooldown +15%

TDR-9S

- Additional Structure (LT&RT) +10
- ER-PPC Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- ER-PPC Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- Energy Weapon Range +15%
- Laser Duration -15%
- Missile Weapon Range +15%

**TDR-9SE**

- Additional Structure (LT&RT) +10
- Large Pulse Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Large Pulse Range +10%
- Energy Weapon Range +10%
- Energy Weapon Cooldown +12.5%
- Missile Weapon Cooldown +12.5%

**CTF-1X**

- Additional Structure (LT&RT) +7
- Additional Structure (RA&LA) +5
  - AC/10 Velocity +10%
- Ballistic Weapon Velocity +10%
- Medium Laser Range +10%
- Energy Weapon Range +10%
- Medium Laser Cooldown +10%
- Energy Weapon Cooldown +10%
- Energy Weapon Heat Generation -12.5%

**CTF-2X**

- Additional Structure (LT&RT) +7
- Additional Structure (RA&LA) +5
- SRM/4 Range +10%
- Missile Weapon Range +10%
- AC/20 Velocity +10%
- Ballistic Weapon Velocity +10%
- AC/20 Cooldown +10%
- Ballistic Weapon Cooldown +10%
- Energy Weapon Cooldown +10%
- Energy Weapon Heat Generation -12.5%

**CTF-3D**
- None

**CTF-4X**
- Additional Structure (LT&RT) +7
- Additional Structure (RA&LA) +5
- AC/5 Velocity +10%
- Ballistic Weapon Velocity +10%
- Ballistic Cooldown +12.5%
- Ballistic Range +12.5%
- Laser Duration -12.5%

**CTF-IM - Ilya Muromets**
- AC/10 Velocity +7.5%
- Ballistic Weapon Velocity +7.5%
- Medium Laser Cooldown +7.5%
- Energy Weapon Cooldown +7.5%
- Medium Laser Duration -7.5%
- Laser Weapon Duration -7.5%

**ON1-K**
- Additional Structure (LT&RT) +8
- Additional Structure (RA&LA) +6
- Medium Laser Range +10%
- Energy Weapon Range +10%
- Medium Laser Duration -10%
- Laser Weapon Duration -10%
- UAC/5 Cooldown +10%
- Ballistic Weapon Cooldown +10%
- Missile Weapon Cooldown +12.5%

**ON1-M**
- Additional Structure (LT&RT) +8
- Additional Structure (RA&LA) +6
- LB-10-X Cooldown +20%
- Ballistic Weapon Cooldown +20%
- SRM/6 Cooldown +10%
- Missile Weapon Cooldown +10%
- Energy Weapon Heat Generation -12.5%

**ON1-V**
• Additional Structure (LT&RT) +8
• Additional Structure (RA&LA) +6
• LRM/5 Cooldown +10%
• Missile Weapon Cooldown +10%
• AC/5 Cooldown +10%
• Ballistic Weapon Cooldown +10%
• AC/5 Velocity +10%
• Ballistic Weapon Velocity +10%
• Energy Weapon Range +12.5%

ON1-VA

• Additional Structure (LT&RT) +8
• Additional Structure (RA&LA) +6
• SRM/6 Range +10%
• Missile Weapon Range +10%
• SRM/6 Heat Generation -10%
• Missile Weapon Heat Generation -10%
• AC/20 Velocity +10%
• Ballistic Weapon Velocity +10%
• AC/20 Cooldown +10%
• Ballistic Weapon Cooldown +10%

ON1-P - Protector

• Additional Structure (LT&RT) +8
• Additional Structure (RA&LA) +6
• SRM/6 Range +10%
• Missile Weapon Range +10%
• SRM/6 Cooldown +10%
• Missile Weapon Cooldown +10%
• AC/20 Velocity +10%
• Ballistic Weapon Velocity +10%
• AC/20 Range +10%
• Ballistic Weapon Range +10%
ASSAULT

AWS-8Q

- Additional Structure CT +20
- Additional Structure LT +10
- Additional Structure RT +10
- PPC Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- PPC Range +12.5%
- Energy Weapon Range +12.5%
- PPC Velocity +25%
- PPC Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- Laser Duration -15%
- Torso Yaw Speed +10%
- Torso Pitch Speed +10%

AWS-8R

- Additional Structure CT +20
- Additional Structure LT +10
- Additional Structure RT +10
- ER-LL Cooldown +12.5%
- Energy Weapon Cooldown +12.5%
- ER-LL Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- LRM/15 Cool Down +12.5%
- Missile Weapon Cool Down +12.5%
- LRM/15 Range +12.5%
- Missile Weapon Range +12.5%
- Missile Weapon Heat Generation -15%
- Torso Yaw Speed +10%
- Torso Pitch Speed +10%

AWS-8T

- Additional Structure CT +20
- Additional Structure LT +10
- Additional Structure RT +10
- Energy Weapon Heat Generation -15%
- Energy Weapon Cooldown -15%
- Energy Weapon Range +15%
- LRM/15 Cooldown +12.5%
- Missile Weapon Cooldown +12.5%
- Missile Weapon Heat Generation -15%
- Torso Yaw Speed +10%
- Torso Pitch Speed +10%

**AWS-8V**

- Additional Structure CT +20
- Additional Structure LT +10
- Additional Structure RT +10
- PPC Range +12.5%
- Energy Weapon Range +12.5%
- PPC Velocity +25%
- Energy Weapon Cooldown +15%
- LRM/15 Cooldown +12.5%
- Missile Weapon Cooldown +12.5%
- Missile Weapon Heat Generation -16%
- Torso Yaw Speed +10%
- Torso Pitch Speed +10%

**AWS-9M**

- Additional Structure CT +20
- Additional Structure LT +10
- Additional Structure RT +10
- ER-PPC Range +12.5%
- Energy Weapon Range +12.5%
- ER-PPC Velocity +25%
- ER-PPC Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- Energy Weapon Cooldown +15%
- Laser Weapon Duration -15%
- Torso Yaw Speed +10%
- Torso Pitch Speed +10%

**AWS-PB - Pretty Baby**

- Additional Structure CT +20
- Additional Structure LT +10
- Additional Structure RT +10
- Large Laser Cooldown +25%
- Energy Weapon Cooldown +25%
- Large Laser Range +12.5%
- Energy Weapon Range +12.5%
- Large Laser Heat Generation -12.5%
- Energy Weapon Heat Generation -12.5%
- Missile Weapon Cooldown +15%
- Torso Yaw Speed +10%
- Torso Pitch Speed +10%
- Turn Rate +5%

VTR-9B
- None

VTR-9K
- None

VTR-9S
- None

VTR-DS - Dragon Slayer
- None

BLR-1D
- Additional Armor (RA&LA) +14
- Large Laser Range +10%
- Energy Weapon Range +10%
- Large Laser Duration -10%
- Laser Weapon Duration -10%
- Large Laser Cooldown +10%
- Energy Weapon Cooldown +10%
- Ballistic Weapon Cooldown +12.5%

BLR-1G
- Additional Armor (RA&LA) +14
- Medium Laser Range +10%
- Energy Weapon Range +10%
- Medium Laser Duration -10%
- Laser Weapon Duration -10%
- Medium Laser Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Missile Weapon Cooldown +12.5%

**BLR-1S**
- Additional Armor (RA&LA) +14
- LRM/15 Cooldown +10%
- Missile Weapon Cooldown +10%
- LRM/15 Heat Generation -10%
- Missile Weapon Heat Generation -10%
- Energy Weapon Range +12.5%
- Energy Weapon Heat Generation -12.5%

**BLR-3M**
- Additional Armor (RA&LA) +14
- Gauss Cooldown +7.5%
- Ballistic Weapon Cooldown +7.5%
- Energy Weapon Heat Generation -10%
- Energy Weapon Range +10%

**BLR-3S**
- Additional Armor (RA&LA) +14
- Medium Pulse Range +10%
- Energy Weapon Range +10%
- Medium Pulse Cooldown +10%
- Energy Weapon Cooldown +10%
- Medium Pulse Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Missile Weapon Cooldown +12.5%

**BLR-1GHE - Hellslinger**
- Additional Armor (RA&LA) +14
- PPC Velocity +20%
- PPC Cooldown +10%
- Energy Weapon Cooldown +10%
- Laser Duration -12.5%
- Missile Weapon Cooldown +12.5%
- External Heat Transfer -50%

**STK-3F**
- LRM/10 Cooldown +5%
- Missile Weapon Cooldown +5%
- Energy Weapon Heat Generation -7.5%
STK-3H

- LRM/20 Cooldown +10%
- Missile Weapon Cooldown +10%
- LRM/20 Heat Generation -10%
- Missile Weapon Heat Generation -10%
- Energy Weapon Range +12.5%
- Energy Weapon Heat Generation -12.5%

STK-4N

- Large Laser Range +10%
- Energy Weapon Range +10%
- Large Laser Cooldown +10%
- Energy Weapon Cooldown +10%
- Large Laser Heat Generation -10%
- Energy Weapon Heat Generation -10%
- Missile Weapon Cooldown +12.5%

STK-5M

- SRM/6 Range +7.5%
- Missile Weapon Range +7.5%
- SRM/6 Cooldown +7.5%
- Missile Weapon Cooldown +7.5%
- Energy Weapon Range +10%

STK-5S

- Large Pulse Range +7.5%
- Energy Weapon Range +7.5%
- Medium Laser Duration -7.5%
- Laser Weapon Duration -7.5%
- Missile Weapon Heat Generation -10%

STK-M - Misery

- Ballistic Velocity +7.5%
- Laser Duration -7.5%
- Turn Rate +10%
- Acceleration +10%

HGN-732

- Additional Structure (LL&RL) +10
- Gauss Cooldown +7.5%
- Ballistic Weapon Cooldown +7.5%
- Missile Weapon Cooldown +10%
HGN-733

- Additional Structure (LL&RL) +10
- AC/10 Cooldown +7.5%
- Ballistic Weapon Cooldown +7.5%
- Large Laser Range +7.5%
- Energy Weapon Range +7.5%

HGN-733C

- Additional Structure (LL&RL) +10
- AC/20 Cooldown +5%
- Ballistic Weapon Cooldown +5%

HGN-733P

- Additional Structure (LL&RL) +10
- Large Laser Range +7.5%
- Energy Weapon Range +7.5%
- Large Laser Heat Generation -7.5%
- Energy Weapon Heat Generation -7.5%

HGN-HM - Heavy Metal

- Additional Structure (LL&RL) +10
- AC/5 Cooldown +7.5%
- Ballistic Weapon Cooldown +7.5%
- Laser Duration -10%

BNC-3E

- AC/5 Cooldown +7.5%
- Ballistic Weapon Cooldown +7.5%
- AC/5 Velocity +7.5%
- Ballistic Weapon Velocity +7.5%
- Energy Weapon Heat Generation -10%

BNC-3M

- Large Pulse Heat Generation -7.5%
- Energy Weapon Heat Generation -7.5%
- Large Pulse Laser Range -7.5%
- Energy Weapon Range -7.5%
- Laser Duration -10%

BNC-3S

- Medium Laser Range +7.5%
• Energy Weapon Range +7.5%
• Medium Laser Duration -7.5%
• Laser Weapon Duration -7.5%
• Ballistic Weapon Cooldown +10%

**BNC-LM - La Malinche**

• Large Pulse Laser Heat Generation -10%
• Energy Weapon Heat Generation -10%
• Large Pulse Laser Range +10%
• Energy Weapon Range +10%
• AC/10 Range +10%
• Ballistic Weapon Range +10%
• AC/10 Cooldown +10%
• Ballistic Weapon Cooldown +10%

**AS7-D**

• Additional Structure (RT&LT) +11
• AC/20 Velocity +7.5%
• Ballistic Weapon Velocity +7.5%
• AC/20 Cooldown +7.5%
• Ballistic Weapon Cooldown +7.5%
• SRM/6 Range +7.5%
• Missile Weapon Range +7.5%

**AS7-D-DC**

• Additional Structure (RT&LT) +11
• AC/20 Velocity +5%
• Ballistic Weapon Velocity +5%

**AS7-K**

• Additional Structure (RT&LT) +11
• Gauss Cooldown +7.5%
• Ballistic Weapon Cooldown +7.5%
• PPC-Velocity +15%
• Energy Weapon Heat Generation -10%

**AS7-RS**

• Additional Structure (RT&LT) +11
• Large Laser Range +7.5%
• Energy Weapon Range +7.5%
• Large Laser Cooldown +7.5%
• Energy Weapon Cooldown +7.5%
- Ballistic Weapon Velocity +10%

**AS7-S**
- Additional Structure (RT&LT) +11
- AC/20 Velocity +7.5%
- Ballistic Weapon Velocity +7.5%
- SRM/4 Cooldown +7.5%
- Missile Weapon Cooldown +7.5%
- Laser Duration -10%

**AS7-BH - The Boar’s Head**
- Additional Structure (RT&LT) +11
- AC/10 Velocity +7.5%
- Ballistic Weapon Velocity +7.5%
- Medium Pulse Range +7.5%
- Energy Weapon Range +7.5%
- Energy Weapon Heat Generation -10%