

Faction	Unit	Move W	Move G	Move H	Front Armor	Rear Armor	Top Armor	Hits	Actions	Passive Detect	Active Detect	ES	ECW	Auto Comm	ATT	DEF	
North	Bear	6	10	0	9	9	2	3	1	4	4	3	0	4	0	-1	
	Black Cat	12	16	0	5	5	2	3	1	10	14	-4	3	7	0	2	Fragile, TD, ECM
	Bobcat	8	14	0	7	7	2	3	1	8	10	2	3	8	0	1	Fragile, TD, ECM, Imp OR
	Cheetah Paratrooper	12	16	0	5	5	2	3	1	10	14	2	4	7	0	2	Sturdy, Air, TD, ECM
	Cheetah	12	16	0	5	5	2	3	1	10	14	2	4	7	0	2	TD, ECM
	Ferret	6	14	0	6	6	1	3	1	10	12	0	1	7	0	1	Fragile, TD
	Grizzly	6	12	0	10	9	2	3	1	4	4	3	0	4	0	-1	
	Hunter Commando	8	14	0	9	8	2	4	1	6	6	2	0	6	0	0	Air
	Hunter Paratrooper	8	12	0	8	8	2	4	1	4	4	2	0	4	0	0	Air
	Hunter	8	12	0	8	8	2	5	1	4	4	2	0	4	0	0	
	Jaguar	10	14	0	8	8	2	3	1	6	6	2	1	6	-1	1	Air
	Kodiak	6	12	0	12	11	2	3	1	4	6	3	1	6	0	-1	
	Mad Dog R	6	10	0	8	8	2	3	1	4	0	3	0	4	0	-1	
	Panther	10	14	0	8	8	2	3	1	6	8	-3	1	6	-1	1	Air, Sniper (HRF)
	Rabid Grizzly	6	12	0	11	9	2	3	1	4	4	3	0	4	0	-1	
	Razorback	6	10	0	10	10	2	3	1	4	4	3	-1	4	0	-1	
	Strike Cheetah	12	16	0	6	6	2	3	1	10	14	2	3	7	0	2	Air, ECM
	Stripped Down Hunter	8	14	0	8	8	2	3	1	4	4	2	0	4	0	0	
	Tiger	8	12	0	9	9	2	3	1	6	6	2	0	6	-1	0	
	Weasel	8	14	0	7	7	2	3	1	20	20	2	6	9	1	0	ECM, ECCM, Sat
	White Cat	12	16	0	5	5	2	3	1	14	18	2	5	7	0	1	ECM, ECCM, TD, SL, Sat, Fagile
	Aller	0	10	0	23	20	4	5	3	4	4	7	-1	6	0	-2	Sturdy, Smoke, Auto, Sniper(HRG)
	Badger APC	0	20	0	6	5	1	3	2	4	4	3	0	4	0	-3	Fragile, Transport 2
	Bandit Hunter Klemm	0	12	0	15	10	3	4	3	6	8	3	0	6	0	-1	Sturdy, Smoke, Auto
	Hardy Aller	0	8	0	23	17	4	5	3	4	4	7	-1	6	0	-2	Sturdy, Smoke, Auto
	Jaxon Support Tank	0	12	0	15	10	3	4	2	2	2	3	0	6	0	-1	Sturdy, Auto
	Klemm	0	12	0	15	10	3	4	3	2	2	3	0	6	0	-1	Sturdy, Auto
	Naval Support Aller	0	8	0	23	19	4	5	3	4	4	7	-1	6	0	-2	Sturdy, Auto, TD, Sniper(HRG)
	Tyburrr	0	10	0	15	10	3	4	3	2	2	3	0	6	0	-2	Sturdy, Auto
	Command Mammoth	6	0	0	13	10	3	5	2	12	16	5	3	7	0	-1	Sturdy, ECM, TD, Imp OR, AMS
	Mammoth	6	0	0	14	10	3	5	2	6	8	5	-1	6	0	-1	Sturdy, Imp OR, TD
	Thunderhammer	6	0	0	18	15	3	4	3	10	10	6	-1	6	-1	-1	Sturdy, Imp OR
																0	
South	Anolis Refit	10	14	0	6	6	2	3	1	8	10	2	0	6	0	1	TD
	Basilisk	8	14	0	8	8	2	3	1	6	4	2	0	6	0	0	
	Black Adder	8	12	0	8	8	2	5	1	4	4	2	-1	4	0	0	
	Black Mamba MP	10	14	0	9	8	2	4	1	6	6	2	1	6	-1	1	Sturdy, Air, Auto
	Black Mamba	10	14	0	9	8	2	3	1	6	8	2	1	6	-1	1	Air, Auto
	Chameleon	10	14	0	7	7	2	3	1	8	10	-3	2	7	0	1	Fragile, TD
	Cobra MP	6	10	0	11	11	2	4	1	4	2	3	-1	4	0	-1	SL(25)
	Dartjager	8	14	0	6	6	1	4	1	4	4	2	0	4	0	0	Fragile, Imp OR
	Desert Viper	8	0	0	9	8	2	3	1	6	4	3	-2	4	0	0	Sturdy, Imp OR
	Green Mamba	10	14	0	9	9	2	3	1	6	8	-1	3	6	-1	1	ECM, Fragile, Air
	Iguana Commando	10	14	0	7	7	2	3	1	8	10	2	4	7	0	1	ECM, Sturdy, Air, Smoke
	Iguana MP	10	14	0	7	7	2	4	1	6	6	2	1	6	0	1	Sturdy
	Iguana Paratrooper	10	14	0	7	7	2	3	1	8	10	2	4	7	0	1	ECM, Sturdy, Air
	Iguana	10	14	0	7	7	2	3	1	8	10	2	4	7	0	1	ECM, Sturdy, TD
	Jager Paratrooper	8	12	0	8	8	2	4	1	4	4	2	0	4	0	0	Sturdy, Air
	Jager	8	12	0	8	8	2	4	1	4	4	2	0	4	0	0	
	King Cobra	6	12	0	12	12	2	5	1	4	4	3	1	6	0	-1	

Faction	Unit	Move W	Move G	Move H	Front Armor	Rear Armor	Top Armor	Hits	Actions	Passive Detect	Active Detect	ES	ECW	Auto Comm	ATT	DEF	
	Python	6	10	0	10	10	2	3	1	4	4	3	-1	4	0	-1	
	Rattlesnake	8	12	0	7	7	2	3	1	4	2	2	-1	4	1	0	
	Sidewinder	8	14	0	8	8	2	4	1	6	6	2	0	6	0	0	
	Silverscale	8	14	0	7	7	2	3	1	10	12	2	3	6	0	0	ECM, Boom
	Snake Eye Black Mamba	10	14	0	9	9	2	3	1	4	6	-3	1	4	-1	1	Fragile, Air, Auto
	Spitting Cobra	6	10	0	11	11	2	4	1	4	4	3	0	4	0	-1	
	Stripped Down Jager	8	14	0	8	8	2	3	1	4	4	2	0	4	0	0	
	Fire Dragon	8	10	0	14	12	3	4	3	4	6	6	0	6	-1	-2	Sturdy, Imp OR, Sniper(HRP)
	Naga	8	12	0	12	10	3	4	2	8	8	4	0	4	0	-2	TD, Boom
	Sagittarius	10	0	0	16	13	3	3	2	8	10	3	2	4	0	-1	Sturdy, ECM, Imp OR, Link(VLRP),
	Caiman APC	0	16	0	7	5	2	4	2	4	4	3	0	3	1	-3	Sturdy, Transport(1)
	Hetairoi	0	0	20	15	12	3	3	2	6	6	6	1	6	0	-2	Fragile, Auto, Jump, Ram, Smoke
	Hittite	0	12	0	14	10	3	4	2	4	4	3	0	6	0	-1	Transport(1), Auto, Amphibious
	Hun	0	12	0	14	10	3	4	2	4	4	3	0	6	0	-1	Sturdy, Auto, Amphibious
	Visigoth	0	10	0	23	17	4	4	3	4	4	6	-1	6	0	-2	Sturdy, Auto, Smoke
																0	
Peace River	Cataphract	6	12	0	12	13	3	5	1	6	6	4	1	4	0	-1	ECM, Link(LMG)
	Crusader MK IV	6	10	0	10	10	2	5	1	4	4	3	1	4	0	-1	ECM, Link(MRP)
	Pit Bull	8	16	0	6	6	2	3	1	6	8	2	2	4	0	0	ECM, Sturdy, SL(30)
	Shinobi	10	16	0	7	7	2	3	1	10	12	-2	4	6	0	1	ECM, Air, Sniper(LAC),
	Skirmisher	10	16	0	7	7	2	3	1	10	12	2	4	6	0	1	ECM, Air
	Warrior MK IV	10	14	0	9	9	2	3	1	6	6	2	2	6	-1	0	ECM, Air, Ram
	Warrior	8	12	0	8	8	2	4	1	6	6	2	1	6	0	0	ECM
	Hoplite APC	0	18	0	6	5	3	3	2	4	4	3	1	4	0	-3	Sturdy, Transport(2), SL(50), Ram
	Coyote	8	12	0	13	10	3	3	2	8	10	4	1	6	0	-1	ECM, Imp OR
	Red Bull MK II	6	10	0	20	17	4	4	2	10	12	7	-1	6	0	-2	Sturdy, Link(LFG), Imp OR,
																0	
CEF	HPC-64 Pacifier Class APC	0	0	24	6	5	1	4	2	4	4	6	1	6	0	-2	Fragile, Air, Ram, Transport(1), Aut
	HT-68 Predator Class Hovertank	0	0	20	18	13	3	4	2	8	10	7	0	6	0	-2	Fragile, Ram, Sniper(VHAC), Auto,
	HT-72 Predator Class Hovertank	0	0	22	17	15	3	4	2	8	12	7	0	6	0	-2	Fragile, Air, Ram, Sniper(VHAC), A
	LHT-67 Prowler Class Hovertank	0	0	26	13	9	2	4	2	8	10	6	0	6	0	-1	Fragile, Air, Ram, Auto, Jump, TD
	LHT-71 Prowler Class Hovertank	0	0	28	12	11	2	4	2	8	12	6	0	6	0	-1	Fragile, Air, Ram, Auto, Jump, TD