

Key:

Text: MP Deficit(s) identified in unit

Text: Unit has no MP Deficits identified

Grunts:

Knight Grunt:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: 5MP Deficit. Resolve by withholding Might increase until PL3
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Archer Grunt:

- PL0: 10MP Deficit. Potential fix: Speed and Systems -1, lose Sniper Rifle
- PL1: No MP Deficit. Sniper Rifle can be reclaimed at this Power Level
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Laser Grunt:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: 4MP Deficit. Potential fix: Drop Gravity Knuckle or Lux Cannon
- PL3: Free to customize further with 26MP surplus. Gravity Knuckle/Lux Cannon can be reclaimed at this Power Level.
- PL4: Free to customize further with 26MP surplus
- PL5: Free to customize further with 26MP surplus

Hybrid Grunt:

- PL0: No MP Deficit

- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Defender Grunt:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Barrage Grunt:

- PL0: No MP Deficit
- PL1: Free to customize further with 15MP surplus
- PL2: Free to customize further with 5MP surplus
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Buffer Grunt:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Debuffer Grunt:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Skirmisher Grunt:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Blaster Grunt:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: Free to customize further with 5MP surplus

Rivals

Duelist Rival:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Sniper Rival:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: 4MP Surplus
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Beamspam Rival:

- PL0: No MP Deficit
- PL1: 5MP Deficit. Potential fix: Might -1
- PL2: 5MP Deficit. Potential fix: Might, Guard, or Threshold -1
- PL3: 5MP Deficit. Potential fix: Transfer 1 point of Guard to Energy or Speed
- PL4: 5MP Deficit. Potential fix: Transfer 1 point of Guard to Energy, Systems, or Speed
- PL5: 5MP Deficit. Potential Fixes: Transfer 1 point of Guard or Threshold to Energy, Systems, or Speed. Downgrade Superior Integration to Integrated Weapons.

Bestial Rival:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: Free to customize further with 5MP surplus
- PL4: 4MP Surplus
- PL5: No MP Deficit

Artillery Rival:

- PL0: No MP Deficit
- PL1: Free to customize further with 5MP surplus
- PL2: Free to customize further with 5MP surplus
- PL3: Free to customize further with 5MP surplus
- PL4: Free to customize further with 5MP surplus
- PL5: Free to customize further with 5MP surplus

Psycho Rival:

- PL0: 10MP Deficit. Guard and Threshold -1
- PL1: 10MP Deficit. Guard and Threshold -1
- PL2: 10MP Deficit. Remove Versatile Model. Recover Guard and Threshold at this time
- PL3: 10MP Deficit. Remove Versatile Model
- PL4: 10MP Deficit. Remove Versatile Model
- PL5: 14MP Deficit. Might and Systems -1. Recover Versatile Model at this time

Controller Rival:

- PL0: No MP Deficit
- PL1: No MP Deficit

- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Director Rival:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit

Shield Rival:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: Free to customize further with 5MP surplus

Component Rival:

- PL0: No MP Deficit
- PL1: No MP Deficit
- PL2: No MP Deficit
- PL3: No MP Deficit
- PL4: No MP Deficit
- PL5: No MP Deficit