Category	id	Name	Skill Name	Skill Description	Technical Notes	Stat 1	Stat 2	Stat 3	Stat 4	FP Ratio	RoF/Rel Ratio	Acc/Prec Ratio
Defense	1127	Automated Defense System	Regular Defense	Active: Gain immunity to all attacks that deal less damage than 5% of the Mobile Armor's max. HP for the next 2 seconds. Passive: Refresh defenses every 8 seconds. For the next 2 seconds, whenever an incoming attack deals less damage than 5% of the Mobile Armor's max. HP, there is a 100% chance of triggering an additional evasion check. If it passes the check, gain immunity to the hit.	Passive has a 1s ICD, second evasion check considers MA's evasion and attacker's accuracy even if attack is surehit	Armor (3-6)	Evasion (2-4)					
Defense	1133	Camouflage Netting	Active Camouflage	Map Skill: Remain undetectable by enemies for 3 rounds.	Blocks off the node you're on at the end of the turn, so can't get rammed by patrolling enemies (but alert indicators will still show up).	Armor (2-4)	Evasion (4-8)					
Defense	1121	Explosive Reactive Armor	Reactive Defense	Active: Gain immunity to all attacks that deal more damage than 5% of the Mobile Armor's max. HP for 2 seconds. Passive: Refresh defenses every 8 seconds. For the next 2 seconds, whenever an incoming attack deals more damage than 5% of the Mobile Armor's max. HP, there is a 100% chance of triggering an additional evasion check. If it passes the check, gain immunity to the hit.	Passive has a 1s ICD, second evasion check considers MA's evasion and attacker's accuracy even if attack is surehit	Armor (3-6)	Evasion (2-4)					
Defense	1124	Shield Generator	Force Field Barrier	Active: Immediately generate a barrier that reduces incoming damage by 50% for 6 seconds that does not stack. While the barrier exists, increase damage by 5% for every 1% of max. HP lost. Damage increase is capped at 100%. Passive: At the start of the battle, then after every 12 seconds, reduce damage taken by 30% for 5 seconds.	Regular damage reduction buff (type 110) for both active and passive. "Does not stack" means that the passive and active damage reduction do not stack with each other. If you manually use the skill to try to stack them, the later one takes over.	Armor (3-6)	Evasion (2-4)					
Defense	1134	Slat Armor	Disguise Concealment	Passive: At the start of the battle, gain Concealed effect for 6 seconds. While Concealed, the Mobile Armor will not take more than 100 points of damage. Concealed effect disappears after taking 20 hits. Active: Gain Concealed effect again.	Any damage that is >100 gets reduced to 100. Note: all hits count toward the limit of 20, not just ones above 100.	Armor (4-8)	Evasion (2-4)					
Function	1105	Automotive Night Vision	Track and Trace	Increase the Mobile Armor's night vision by 90%. Mark an enemy unit every 8 seconds. After taking 15 attacks, this unit's armor and evasion will be reduced by 60% for 5 seconds.	Passive marks random enemy, NV is instant.	Accuracy (11-22)	Precision (34-68)					
Function	1123	Drone Compartment	Self-Smashing Zoom	Active: Release a drone on each side. Each drone can take 10 hits. After 4 seconds, the drones zoom towards the nearest enemy unit and deal 300 points of damage that scales with Dummy-Links in a radius of 2.	10f gap between drones being summoned. Drones are bugged and can't be targeted. Drone damage linksplashes and ignores armor/eva.	Accuracy (6-12)	Precision (17-34)	Reload (5-10)	RoF (3-6)			
Function	1115	Jammer	Unstable Crosshairs	Active: Cause interference to enemy units within a distance of 5 in front of self, reducing their damage and accuracy by 30% for 5 seconds.	Rectangular area of X=5, Y=30 from the MA.	Accuracy (6-12)	Evasion (2-4)	Precision (17-34)				
Function	1114	Jammer Gun	Short Circuit Reflection	Active: Prioritize mechanical and high-HP enemy units and cause interference, reducing the target's rate of fire and move speed by 50% for 3 seconds. If the target is a mechanical unit, its stats are reduced by 80% instead.		Accuracy (6-12)	Evasion (2-4)	Precision (17-34)				
Function	1132	Laser rangefinder	Laser Scale	Passive: Increase precision of heavy weapons permanently by 50%. When a heavy weapon hits an enemy unit, their evasion and armor are reduced by 10% for 5 seconds, stacking up to 5 times.	Buff is only applied once. Debuffs stack multiplicatively, won't be applied if the buff is cleansed.	Heavy FP (25-50)	Precision (17-34)	Reload (5-10)				
Function	1129	Laser Suppression System	Pinpoint Suppression	Passive: Increase Mobile Armor's precision and accuracy by 20%. Active: Suppress the enemy unit with the highest HP with laser, reducing their accuracy by 70% for 5 seconds.	Active targets highest HP, tiebreak by Marker Amplification (talent) stacks. Passive has 3s ICD, refreshes every 10s.	Accuracy (7-14)	Evasion (3-6)					
Function	1125	Phased-Array Radar	Trace Lock	Map Skill: Turn on visual scan. Select a node within a 2-node distance and gain field of vision across a 3-node radius around the designated node for 2 rounds.\nPassive: The Mobile Armor's accuracy increases by 50% for 99 seconds during battles.	Acc buff is only applied once and will not get refreshed if cleansed.	Accuracy (11-22)	Precision (34-68)					
Function	1116	Signal Receiver	Command Amplification	Active: Increase all allies' damage and accuracy by 20% for 5 seconds and clear a negative effect from self.	Removes one FP/RoF/Acc/Eva debuff (equal chance of each) from the Signal Receiver itself, not the MA as a whole (useless skill).	Accuracy (11-22)	Precision (34-68)					
Function	1117	Smoke Grenade Launcher	Smoke Interference	Active: Launch a smoke grenade at an area of 1.5 behind the closest enemy unit, blinding the enemy units in the area and reducing their accuracy by 90%. The smokescreen lasts 5 seconds.	Fired 1.5 units behind the nearest target. Debuff lasts 5f, refreshing every 3f but can't stack.	Accuracy (6-12)	Evasion (2-4)	Precision (17-34)				
Heavy	1111	Anti-Aircraft Cannon	Ordinary Shot	Deal 150% damage to the target position and all enemy units within a radius of 4.	Random targeting, linksplash, 100% pierce	Heavy FP (30-60)	Reload (4-8)			60%	45%	50%
Heavy	1113	Anti-Armor Cannon	Armored Core	Deal 130% damage to the target position and all enemy units within a radius of 2.5. The higher the mobile armor's armor, the higher the damage it deals. Each armor point increases its damage by 1%.	Nearest targeting, linksplash, 100% pierce. Armor scaling is multiplicative with base 1.3x, e.g., 20 armor means a multiplier of 1.3*1.2 = 1.56x	Armor (3-6)	Heavy FP (25-50)			60%	40%	50%
Heavy	1110	Cannon	Rupturing Cannon	Fire an artillery shell at the target position, dealing 100% damage to enemy units within a radius of 2.5. Counting from the first shot, fire an augmented shell after every 3 shots, dealing 200% damage to all enemy units along its trajectory and knocking them back.	Nearest targeting, linksplash, 100% pierce, 2 unit splash KB for enemies within 10 units who get hit (not tied to pierce attack like description suggests). Pierce attack has 4+0.4 radius but only lasts 1 sec and moves slowly	Heavy FP (30-60)	Reload (4-8)			60%	50%	45%
Heavy	1108	Grenade Launcher	Categorized Discussion	Fire 3 grenades at the target position, dealing 80% damage to enemy units within a radius of 1.5. After every 3 attacks, fire an additional round that deals 200% damage. If the target is a boss, the special round deals damage that equals 5% of the target's current HP instead. If the target is an elite unit, the special round reduces its evasion and armor by 30%. If the target is a normal unit, the special round additionally creates a burning area that deals 20% damage every 0.33 seconds for 5 seconds.	Grenades all target the same random enemy. Additional attack and fire pool will then target that same enemy. 5f between grenades, linksplash, 34% pierce each. Additional attack linksplashes, ignores eva/armor, applies 100% pierce. Checks threat >=29 instead of boss tag, 5% current HP ignores FS Fire pool applies Burning marker, does not apply pierce or benefit from amp skills	Heavy FP (25-50)	Reload (5-10)			50%	130%	80%
Heavy	1112	Impulse Cannon	Focused Beam	Deal 160% damage to enemy units within a distance of 8. The closer the unit, the higher the damage. Damage is capped at 480%. Gain 1 charge per second. Each charge increases damage by 50%, stacking up to 3 charges.	Nearest targeting (janky), linksplash, 100% pierce, deals 1.5x FP not 1.6x. The "capped at 480%" is a lie also a lie. Hitbox with area of X=8 and Y=3 in front of the MA after a 1s delay Increase multiplier by 50% for each stack and (8-Distance)*25% , i.e., 1.5 (base) * 1.5 (stacks) * 3 (distance) = 6.75x FP at 0 distance and max stacks.	Heavy FP (30-60)	Precision (21-42)			60%	80%	90%
Heavy	1109	Laser Weapon	Furnace Meltdown	Deal 30% damage to the first enemy unit along its trajectory every 0.33 seconds. The damage increases gradually, up to an increase of 100%.	Nearest targeting (single target), 15 instances, 10f between each, ignores armor, linksplashes, 7% pierce per instance Increase damage by 6.67% for each instance that lands (stacks additively), e.g., 0.6x FP if all instances land instead of 0.3x	Heavy FP (20-40)	Precision (27-54)			75%	80%	50%
Heavy	1118	Missile Launcher MK1	Lightweight Missile	Fire 6 successive missiles, each dealing 60% damage to enemy units within a radius of 1.5.	Missiles target the same random enemy, linksplash, 17% pierce per missile, 3f between each	Heavy FP (25-50)	Reload (5-10)			65%	60%	100%
Heavy	1119	Missile Launcher MK2	Rupturing Missile	Fire a missile, dealing 140% damage to enemy units within a radius of 6.	Random targeting, linksplash, 100% pierce	Heavy FP (25-50)	Reload (5-10)			80%	20%	100%
Heavy	1120	Railgun	Charge Impulse	Deal 60% damage to enemy units along its trajectory, consuming 2 points of energy per second. Gain 20 points of energy at the start, then recover 1 point of energy per second. Also recover 1 point of energy for each target killed.	Nearest targeting, linksplash, 100% pierce. Ignoring stacks from kills, this essentially deals damage in 1s intervals for the first 10s, then once every 2s. Targeting sticks until laser turns off and on, so it will continue piercing through same location for the first 10s even if the original target dies.	Heavy FP (25-50)	Precision (17-34)			70%	40%	80%
Heavy	1131	Small Mortar	Riling Landslide	Deal 1.5x damage that scales with Dummy-Links (taking armor and evasion into account) and 1x shield damage to the target and all enemies within a radius of 4. Every 1 enemy unit(s) hit increases the Mobile Armor's damage and accuracy by 3% for 5 seconds, stacking up to 10 times.	Nearest targeting, linksplash, 100% pierce "1x shield damage" in description means the 100% pierce FP/Acc buffs stack multiplicatively and affect *all* components	Heavy FP (25-50)	Reload (5-10)			80%	50%	50%
Light	1102	Anti-Armor Sniper Rifle	Charged Interception	Deal 100% damage to the furthest enemy unit while prioritizing armored units. Gain a sniper bullet every 3 seconds and deal 500% damage that ignores evasion and armor to the target on the next attack.	Farthest targeting, 150 RoF cap. Does not actually prioritize armored targets, can't crit. Sniper bullet starts at 3s not 0s	Light FP (50-100)				160%	35%	200%
Light	1106	Flamethrower	Heart-Searing Flames	Spray continuously at the nearest enemy unit, dealing 5 instances of 35% damage that ignores armor per wave. Deal 30% more damage to unarmored units.	Nearest targeting, 75 RoF cap. 5 ticks of 0.35x, 5f between each (only 1 LWSh roll), doesn't ignore armor or linksplash	Light FP (25-50)	RoF (3-6)			60%	100%	100%
Light	1107	Gatling Gun	Short-Range Artillery Strike	Fire a small-caliber shell at the nearest enemy unit, dealing 60% damage that scales with Dummy-Links in a radius of 1.5.	Nearest targeting, 150 RoF cap. Can't crit, ignores armor/eva, linksplash	Light FP (30-60)	RoF (3-6)			110%	60%	80%
Light	1104	Heavy Machine Gun	High-Pressure Impact	Tap skill to switch between different attack modes: <color=#91c1f0>Pierce Mode (default)</color>: Attacks come with additional pierce effect; damage and armor-piercing are reduced by 45% and 50% respectively / <color=#db50d3d>Bash Mode</color>: Increase self damage and accuracy by 10%.	Random targeting, 150 RoF cap, doesn't benefit from amp skills	Accuracy (6-12)	Light FP (25-50)			150%	120%	60%
Light	1126	Light Machine Gun	Step By Step	Increase damage by 30% every 4 seconds, stacking up to 5 times, with each stack lasting 25 seconds.	Random targeting, 150 RoF cap, doesn't benefit from amp skills, starts at 4s not 0	Accuracy (7-14)	RoF (4-8)			60%	80%	100%
Light	1128	Lightweight Rapid-Fire Railgun	Penetrating Strike	After every 2 attacks, the next attack fires a penetrating round, dealing 1.5x guaranteed damage that ignores shields to its target and all enemies that it passes through.	Farthest targeting, 150 RoF cap. Normal shot doesn't benefit from amp skills Pierce shot ignores eva/shields, does benefit from amp, like 4Shiki (hitbox issues)	Light FP (30-60)	RoF (4-8)			120%	60%	100%
Light	1103	Machine Gun Team	Strike the Weak	Deal 70% damage to two random enemy units. If the attacks hit the same target, the second hit deals 10% more damage.	Random targeting, only 1 LWSh roll, 150 RoF cap.	Light FP (25-50)	RoF (3-6)			70%	90%	90%
Light	1122	Rotating Turret	Rotary Combo	Active: Tap to switch between weapon modes. Machine Gun Mode: Deal 80% normal damage to 2 random enemy units. Grenade Mode: Prioritize enemy units with high HP and armor value and deal 60% damage that scales with Dummy-Links in a radius of 1.5.	150 RoF cap for both modes MG mode: targets 2 random enemies (only 1 LWSh roll) Grenade mode: targets highest HP (tiebreak by highest armor), damage ignores armor and linksplashes but can miss	Accuracy (5-10)	Light FP (20-40)	RoF (3-6)		60%	100%	100%
Light	1101	Universal Machine Gun MK-I	Threat Distance	Deal 100% damage to a random enemy unit. The closer the target, the higher her accuracy and damage. Stat increase is capped at 260% and will not take effect if the target is over a distance of 8 away.	Random targeting, 150 RoF cap Capped at a 2.6x multiplier, i.e., a 160% increase not 260% Acc refreshes every 1f, cannot stack, (8-Distance)*20%	Light FP (25-50)	RoF (3-6)			60%	100%	90%
Light	1130	Vehicle-Mounted Shotgun	Death to Villainy	Deal 100% damage to the nearest 3 targets, with a chance of triggering a knockback effect. Increase damage and accuracy by 10% for every pack of enemy units within a radius of 5, stacking up to 10 times.	Targets 3 nearest enemies (SG targeting, only 1 LWSh roll), 75 RoF cap. 5% KB chance (note: no dummy links), FP/Acc are permanent and stack additively	Light FP (25-50)	RoF (3-6)			70%	90%	90%
Universal	1004	Accuracy Chip	N/A	N/A		Accuracy (11-22)						
Universal	1005	Armor-Piercing Chip	N/A	N/A	Incompetent translator somehow added "Piercing" (should just be "Armor Chip")	Armor (5-10)						
Universal	1002	Attack Speed Chip	N/A	N/A		RoF (6-12)						
Universal	1010	Crit Chip	N/A	N/A		Crit Dmg (10-20)	Crit Rate (6-12)					
Universal	1011	Defense Chip	N/A	N/A		Armor (3-6)	Evasion (2-4)					
Universal	1009	Eagle-Eyes Chip	N/A	N/A		Accuracy (7-14)	Precision (21-42)					
Universal	1006	Evasion Chip	N/A	N/A		Evasion (4-8)						
Universal	1007	Firepower Chip	N/A	N/A		Heavy FP (30-60)	Light FP (30-60)					
Universal	1008	Full-Speed Chip	N/A	N/A		Reload (6-12)	RoF (4-8)					
Universal	1012	Heavy Weaponry Chip	N/A	N/A		Heavy FP (50-100)						
Universal	1013	Light Weaponry Chip	N/A	N/A		Light FP (50-100)						
Universal	1003	Precision Chip	N/A	N/A		Precision (34-68)						
Universal	1001	Reload Chip	N/A	N/A		Reload (9-18)						

Vehicle	Category	id	Skill Name	Skill Description	Technical Notes
Tank	Heavy	12	Heavy Artillery	Fire a large-caliber shell at enemy units, dealing 80% heavy weapon damage in a radius of 2.5. - Tech Lv3: deal 100% heavy weapon damage instead - Tech Lv9: increase radius to 4, damage has additional armor reducing effect on armored units (reduce armor by 20% for 15 seconds, stacking up to 3 times).	Nearest targeting, linksplash, 100% pierce, affected by amp skills Armor debuff only applies to armored enemies (based on checking stats), stacks multiplicatively.
Tank	Light	13	Coaxial Machine Guns	2 machine gun turrets each fire and deal 60% damage to enemy units that come within range while prioritizing the closest unit. - Tech Lv6: attacks have a 20% chance of triggering a 10% slow effect for 3 seconds. - Tech Lv13: attacks on slowed targets deal 20% more damage.	2 separate bullets that target the same nearest enemy The 20% chance is rolled per bullet, slow does not stack. Slow is actually guaranteed at tech Lv13.
Tank	Passive	N/A	Firepower Synergy	When a heavy weapon deals damage to its target, it applies a marker on the target for 10 seconds, stacking up to 3 times. When a light weapon attacks the same target, the marker will be triggered, dealing an additional 10 points of damage that ignores armor.	Marker only requires enemy to be in the heavy weapon's attack radius, the attack does not have to land. Marker is only applied/triggered by the tank's built-in weapons. The 10 damage ignores armor/eva and benefits from amp skills.
Mech	Heavy	22	High- Energy Particle Beam	Fire a laser, dealing 80% damage that scales with Dummy-Links to enemies along its trajectory. - Tech Lv6: laser also reduces non-armored units' accuracy by 50% for 3s (blinding effect) - Tech Lv13: creates an interference zone along the beam, dealing 20% continuous damage to targets standing within the zone every 0.33 seconds, while also reducing their evasion and armor by 10%, stacking up to 3	Targets highest current HP, linksplash, ignores armor but not eva, applies 100% pierce Laser's pierce extends out 50 units out and is 3 units tall Blinding only applies to unarmored enemies (based on checking stats), does not stack Interference zone also applies 100% pierce, armor/eva debuffs stack multiplicatively.
Mech	Light	23	Tactical Weapon	Tap skill to switch between melee and ranged modes. - Tech Lv3: When this unit kills an enemy, gain a charge that increases damage by 1% for every 2.5% of HP lost, lasting 5 seconds and stacking up to 3 times. Melee: Switch to wielding a tachi. Reduce attack speed by 50%; execute a 3-hit attack that deals 120%, 120%, and 160% damage to the nearest target. Increase armor-piercing by 100 points and critical rate by 40%. - Tech Lv3: After every 3 attacks, the next attack deals additional damage that equals 5% of the target's lost HP (capped at 50000). Ranged: Machine Gun Mode. Prioritize attacking the enemy unit with the highest HP, dealing 2 instances of 100% normal damage. - Tech Lv3: When in ranged mode, the attack after every 3 attacks deals an additional 300% damage that can crit and ignores armor and force fields. - Tech Lv6: Every critical hit applies an additional EM marker. Remove the "When in ranged mode" condition above.	FP buff on kill is equivalent to 0.4%*(# Markers) per 1% HP lost. Can technically be cleansed but buff is reapplied every 10f while a marker exists. Melee mode: - Requires having an enemy within 4.5 units of the mech. - Nearest targeting, 125 RoF cap, 3f between each hit, benefits from amp skills. - 100 AP and 40% crit rate buffs are additive - 50% RoF debuff also affects the mech's heavy weapons (convert Reload to RoF first). - Additional damage from melee mode ignores FS and HP shields. Ranged mode: - Highest current HP targeting, 150 RoF cap, benefits from amp skills. - 3x FP attack is as described, targets highest current HP, does not linksplash or ignore eva.
Mech	Function	24	EMP Grenade	Throw an EMP grenade at the target, dealing 250% light weapon damage that can crit in a radius of 4 and electrocuting a unit within the target area every 3 seconds for 15 seconds. The electrocuted unit takes 200% light weapon damage that can crit, is stunned for 0.5 seconds, and is given an EM marker, stacking up to 5 times.	Highest current HP targeting, linksplash, ignores armor/eva, does not benefit from amp skills. Summons an invisible entity upon dealing the 200% light weapon damage. - This entity has 50 MSpd and will not slow you down. - Self-destructs after 15s - Stun is not immediate, starts 3s after summoning and retriggers every 3s after. - Electrocution damage is linksplash and ignores armor/eva, does not benefit from amp. - Stun is a regular stun that does not bypass immunity.

Category	id	Name	Description	Technical Notes
Amplification	220183	Debuff Amplification	Light/heavy weapon damage is increased by 20% against enemies with debuffs.	Debuffs: standard multiplicative FP/Eva/Acc/RoF/MSpd/Arm, Stun, Vuln Marker, Burning
Amplification	770037	Elite Amplification	Light/heavy weapon damage is increased by 20% against elite enemy units.	
Amplification	770104	Emergency Amplification	The lower the MA's HP, the more damage it deals. Damage increase is capped at 50%.	Rechecked every 15f, every 1% HP lost = 0.5% more FP. Formula id9048.
Amplification	770040	KCCO Amplification	Light/heavy weapon damage is increased by 10% against KCCO enemy units.	
Amplification	770114	Marker Amplification	Every 3 seconds, apply a permanent marker to the enemy with the highest HP value that is not capped on markers. Maximum number of markers is 10. Each marker increases damage taken by 10 points.	First applied at 3s, not 0s Highest HP, tiebreaking by highest number of markers Marks do not expire, applied via fix_damage, not reduced by FS
Amplification	770039	Paradeus Amplification	Light/heavy weapon damage is increased by 10% against Paradeus enemy units.	
Amplification	770041	SF Amplification	Light/heavy weapon damage is increased by 10% against SF enemy units.	
Control	770093	Heavy Weapon Weakening	When a heavy weapon hits an enemy, inflict the target with a random stat debuff of 20% for 5 seconds.	Debuffs applied are FP/Eva/Acc/RoF/MSpd/Arm, see chart to right for chances. This is because MICA forgot to account for the fact that rolls are done sequentially instead of simultaneously. Formula id2327.
Control	770092	Light Weapon Weakening	Each time a light weapon attacks, there is a 50% chance to inflict an enemy without any debuffs with a random stat debuff of 20% for 5 seconds.	Debuffs applied and considered for targeting are Eva/Acc/RoF/MSpd/FP/Arm, equal 16.8% chance of each. MICA somehow did remember that the rolls are sequential. Formula id9042.
Control	770028	Malfunction Stun	Whenever an enemy unit has at least 4 types of debuffs, it will be stunned for 3 seconds, and its debuffs will be cleansed.	Rechecked every 15f, considers multiplicative FP/Eva/Acc/RoF/MSpd/Armor debuffs only (types, not stacks). "At least 4" is correct. Seems to be a special stun that bypasses immunity on non-bosses (buff 15033). Stun only lasts a few frames for some reason, making this horrible. Formula id9055.
Control	770100	Pre-emptive Suppression	At the start of battle, knockback all enemy units by 5 units, and decrease their movement speed by 50% for 3 seconds.	Only knockbacks 1 unit, not 5
Control	770026	Random Weakening	Every 8 seconds, inflicts 3 random enemy units with 2 stat debuffs of 20% for 5 seconds.	First applied at 8s, not 0s. Debuffs applied are /Acc/RoF/MSpd/FP/Arm, equal 16.8% chance of each. Again, MICA remembered that rolls are sequential. Formula id9014.
Control	220182	Stun Attack	Each attack from any heavy weapon has a 10% chance of stunning the target for 2 seconds. This effect cannot be triggered repeatedly.	Seems to be a special stun (buff 5174). "Cannot be triggered repeatedly" means that the stun has to expire before it can be applied again. Per damage instance, not per attack.
Control	770030	Stun Penalty	Stunned enemies receive 30% more damage.	Rechecks every 5f, debuff lasts 10f, categorized as a damage reduction buff (type 110) instead of a debuff.
Control	770032	Stunned and Exposed	Stunned enemies have their evasion decreased to 0.	Rechecks every 5f, debuff lasts 10f
Control	770034	Stunned Self-Destruct	Whenever an enemy unit exits stun status, it receives 2000 points of linksplash damage.	Ignores armor/eva, does not work with Malfunction Stun.
Defense	770024	Cleansing Shield	Whenever the MA has more than 200 points of HP shields, any stat debuffs are cleansed.	Rechecked every 1f.
Defense	770109	Emergency Shield	Every 8 seconds, grant the MA an HP shield of 10% of the MA's lost HP.	
Defense	770091	Heavy Weapon Shield	When a heavy weapon hits an enemy, grant the MA a 10-point HP shield, lasting 5 seconds.	Shield is guaranteed per damage instance, stacks up to 99 times
Defense	770090	Light Weapon Shield	Each attack from any light weapon has a 30% chance of granting a 10-point HP shield to the MA, lasting 5 seconds.	Stacks up to 99 times. Shield is per attack/volley, not per damage instance (1 roll even if attack misses or hits multiple times).
Defense	770107	Melee Threat	All enemies within 5 units of the MA have their Damage and Evasion decreased by 20%.	Rechecked every 15f.
Defense	770096	Mobbed Damage Reduction	For every enemy group within 5 units of the MA, gain 6% Damage Reduction, capped at 30%.	Rechecked every 15f. Formula id9046.
Defense	770014	Pre-emptive Shield	At the start of battle, grant a 10% Max HP shield to the MA.	
Defense	770016	Shield Deflection	Whenever the MA has HP shields, damage taken is reduced by 20%.	Classified as a standard damage reduction buff (type 110).
Defense	770019	Shielded Damage Boost	Whenever the MA has HP shields, light/heavy weapon damage is increased by 10%.	
Heavy Weapon	220173	Anti-Armor Specialization	Heavy weapon damage is increased by 20% against armoured enemies.	Checks via actual armor stat instead of tag.
Heavy Weapon	220181	Anti-Dummy-Linked Unit Specialization	Heavy weapon damage is increased by 20% against Dummy-Linked enemies.	Based on dummy links at time of impact.
Heavy Weapon	220175	Anti-Mechanical Unit Specialization	Heavy weapon damage is increased by 20% against mechanical enemies.	Based on the "armored machine" and "normal machine" categories in the index.
Heavy Weapon	220167	Elite Strike	Every time an enemy elite unit is killed, increase heavy weapon damage by 10% for 15 seconds, stacking up to 3 times.	Stacks multiplicatively. Counts the 1 built-one heavy weapon.
Heavy Weapon	220185	Heavy Weapon Support	Each equipped heavy weapon increases heavy weapon damage by 5%.	Stacks additively with itself (ex: 2 heavy weapons is 1.1 not 1.05^2). Counts the 1 built-one heavy weapon.
Heavy Weapon	220180	Weak Point Targeting	Every damage instance from a heavy weapon inflicts 5% vulnerability to the target for 5 seconds, stacking up to 2 times.	Categorized as a damage reduction buff (type 110) instead of a debuff.
Light Weapon	770038	Anti-Doll Specialization	Light weapon damage is increased by 20% against Doll-type enemies.	Based on the "armored doll" and "normal doll" categories in the index.
Light Weapon	770036	Anti-Unarmored Unit Specialization	Light weapon damage is increased by 20% against unarmoured enemies.	Checks via actual armor stat instead of tag.
Light Weapon	770113	Light Weapon Support	Each equipped light weapon increases light weapon damage by 5%.	Stacks additively with itself (ex: 2 lights weapons is 1.1 not 1.05^2). Counts the 1 built-in light weapon.
Light Weapon	770106	Melee Strike	Each damage instance from a light weapon will inflict an additional 10% light weapon damage to enemies within 3 units behind the target.	Per attack, not per damage instance
Light Weapon	220187	Rapid Enhancement	Light weapon damage is increased by 15%, while the MA's armour and evasion are decreased by 10%.	
Light Weapon	220125	Single-Target Specialization	Light weapon damage is increased by 20% against enemies without Dummy Links.	Based on dummy links at time of impact.
Special	770084	Charge Conversion	Each time the MA receives an attack, there is a 20% chance to gain 1 Laser Charge and 10% armour. The armour buff lasts 3 seconds and stacks up to 3 times.	Stacks multiplicatively.
Special	770081	Heavy Weapon Charge	When a heavy weapon hits an enemy, gain 2 points of Laser Charge, and reduce the enemy's Damage by 10% for 5 seconds.	FP debuff does not stack
Special	770045	Heavy Weapon Detonation	When a heavy weapon hits an enemy, give the target 2 Detonation Markers (up to 10 stacks total).	
Special	770082	Light Weapon Charge	Each time a light weapon attacks, gain 2 points of Laser Charge. When 100 points of Laser Charge are accumulated, fire a laser, dealing 200% linksplash damage to enemies in a straight line in front of the MA, then clear all points of Laser Charge.	
Special	770046	Light Weapon Detonation	Each time a light weapon attacks, there is a 50% chance to give one target 2 Detonation Markers (up to 10 stacks total).	
Special	770047	Marked Detonation	Every 8 seconds, each enemy unit receives 200 points of linksplash damage for each Detonation Marker it has, and then clears all Detonation Markers.	Starts at 0s instead of 8s.

Category	id	Name	Roll 1	Roll 2	Roll 3	Roll 4	Roll 5	Roll 6	Skill 1	Skill 2	Skill 3	Skill 4	Skill 5	Skill 6	Skill 7	Skill 8	Skill 9	Skill 10
Defense	1127	Automated Defense System	Armor (20%)	Crit Dmg (10%)	Crit Rate (10%)	Eva (20%)	Pierce (20%)	Skill (20%)	Cleansing Shield	Emergency Shield	Malfunction Stun	Melee Threat	Mobbed Damage Reduction	Pre-emptive Shield	Pre-emptive Suppression	Random Weakening	Shield Deflection	Shielded Damage Boost
Defense	1133	Camouflage Netting	Armor (20%)	Crit Dmg (10%)	Crit Rate (10%)	Eva (20%)	Pierce (20%)	Skill (20%)	Cleansing Shield	Emergency Shield	Malfunction Stun	Melee Threat	Mobbed Damage Reduction	Pre-emptive Shield	Pre-emptive Suppression	Random Weakening	Shield Deflection	Shielded Damage Boost
Defense	1121	Explosive Reactive Armor	Armor (20%)	Crit Dmg (10%)	Crit Rate (10%)	Eva (20%)	Pierce (20%)	Skill (20%)	Cleansing Shield	Emergency Shield	Malfunction Stun	Melee Threat	Mobbed Damage Reduction	Pre-emptive Shield	Pre-emptive Suppression	Random Weakening	Shield Deflection	Shielded Damage Boost
Defense	1124	Shield Generator	Armor (20%)	Crit Dmg (10%)	Crit Rate (10%)	Eva (20%)	Pierce (20%)	Skill (20%)	Cleansing Shield	Debuff Amplification	Emergency Amplification	Emergency Shield	Marker Amplification	Melee Threat	Mobbed Damage Reduction	Pre-emptive Shield	Shield Deflection	Shielded Damage Boost
Defense	1134	Slat Armor	Armor (20%)	Crit Dmg (10%)	Crit Rate (10%)	Eva (20%)	Pierce (20%)	Skill (20%)	Cleansing Shield	Emergency Shield	Malfunction Stun	Melee Threat	Mobbed Damage Reduction	Pre-emptive Shield	Pre-emptive Suppression	Random Weakening	Shield Deflection	Shielded Damage Boost
Function	1105	Automotive Night Vision	Crit Dmg (20%)	Crit Rate (20%)	Heavy AP (10%)	Light AP (10%)	Pierce (20%)	Skill (20%)	Charge Conversion	Cleansing Shield	KCCO Amplification	Malfunction Stun	Marked Detonation	Paradeus Amplification	Pre-emptive Shield	Random Weakening	SF Amplification	
Function	1123	Drone Compartment	Crit Dmg (20%)	Crit Rate (20%)	Heavy AP (10%)	Light AP (10%)	Pierce (20%)	Skill (20%)	Charge Conversion	Debuff Amplification	Elite Amplification	Emergency Amplification	KCCO Amplification	Marked Detonation	Marker Amplification	Paradeus Amplification	Pre-emptive Shield	Random Weakening
Function	1115	Jammer	Crit Dmg (20%)	Crit Rate (20%)	Heavy AP (10%)	Light AP (10%)	Pierce (20%)	Skill (20%)	Charge Conversion	Malfunction Stun	Marked Detonation	Pre-emptive Suppression	Random Weakening	Stun Attack	Stun Penalty	Stunned and Exposed	Stunned Self-Destruct	
Function	1114	Jammer Gun	Crit Dmg (20%)	Crit Rate (20%)	Heavy AP (10%)	Light AP (10%)	Pierce (20%)	Skill (20%)	Charge Conversion	Malfunction Stun	Marked Detonation	Pre-emptive Suppression	Random Weakening	Stun Attack	Stun Penalty	Stunned and Exposed	Stunned Self-Destruct	
Function	1132	Laser rangefinder	Crit Dmg (20%)	Crit Rate (20%)	Heavy AP (10%)	Light AP (10%)	Pierce (20%)	Skill (20%)	Charge Conversion	Malfunction Stun	Marked Detonation	Pre-emptive Suppression	Random Weakening	Stun Attack	Stun Penalty	Stunned and Exposed	Stunned Self-Destruct	
Function	1129	Laser Suppression System	Crit Dmg (20%)	Crit Rate (20%)	Heavy AP (10%)	Light AP (10%)	Pierce (20%)	Skill (20%)	Charge Conversion	Cleansing Shield	KCCO Amplification	Malfunction Stun	Marked Detonation	Paradeus Amplification	Pre-emptive Shield	Random Weakening	SF Amplification	
Function	1125	Phased-Array Radar	Crit Dmg (20%)	Crit Rate (20%)	Heavy AP (10%)	Light AP (10%)	Pierce (20%)	Skill (20%)	Charge Conversion	Cleansing Shield	KCCO Amplification	Malfunction Stun	Marked Detonation	Paradeus Amplification	Pre-emptive Shield	Random Weakening	SF Amplification	
Function	1116	Signal Receiver	Crit Dmg (20%)	Crit Rate (20%)	Heavy AP (10%)	Light AP (10%)	Pierce (20%)	Skill (20%)	Charge Conversion	Debuff Amplification	Elite Amplification	Emergency Amplification	KCCO Amplification	Marked Detonation	Marker Amplification	Paradeus Amplification	Pre-emptive Shield	Random Weakening
Function	1117	Smoke Grenade Launcher	Crit Dmg (20%)	Crit Rate (20%)	Heavy AP (10%)	Light AP (10%)	Pierce (20%)	Skill (20%)	Charge Conversion	Malfunction Stun	Marked Detonation	Pre-emptive Suppression	Random Weakening	Stun Attack	Stun Penalty	Stunned and Exposed	Stunned Self-Destruct	
Heavy	1111	Anti-Aircraft Cannon	Heavy AP (10%)	Heavy FP (20%)	Pierce (20%)	Precision (20%)	Reload (10%)	Skill (20%)	Anti-Armor Specialization	Anti-Dummy-Linked Unit Specialization	Anti-Mechanical Unit Specialization	Elite Strike	Heavy Weapon Support	Heavy Weapon Weakening	Pre-emptive Suppression	Random Weakening	Stun Attack	Weak Point Targeting
Heavy	1113	Anti-Armor Cannon	Heavy AP (10%)	Heavy FP (20%)	Pierce (20%)	Precision (20%)	Reload (10%)	Skill (20%)	Anti-Armor Specialization	Anti-Dummy-Linked Unit Specialization	Anti-Mechanical Unit Specialization	Elite Strike	Emergency Shield	Heavy Weapon Shield	Heavy Weapon Support	Melee Threat	Mobbed Damage Reduction	Weak Point Targeting
Heavy	1110	Cannon	Heavy AP (10%)	Heavy FP (20%)	Pierce (20%)	Precision (20%)	Reload (10%)	Skill (20%)	Anti-Armor Specialization	Anti-Dummy-Linked Unit Specialization	Anti-Mechanical Unit Specialization	Elite Strike	Emergency Shield	Heavy Weapon Shield	Heavy Weapon Support	Melee Threat	Mobbed Damage Reduction	Weak Point Targeting
Heavy	1112	Impulse Cannon	Heavy AP (10%)	Heavy FP (20%)	Pierce (20%)	Precision (20%)	Reload (10%)	Skill (20%)	Anti-Armor Specialization	Anti-Dummy-Linked Unit Specialization	Anti-Mechanical Unit Specialization	Debuff Amplification	Elite Strike	Emergency Amplification	Heavy Weapon Support	Marker Amplification	Weak Point Targeting	
Heavy	1109	Laser Weapon	Heavy AP (10%)	Heavy FP (20%)	Pierce (20%)	Precision (20%)	Reload (10%)	Skill (20%)	Anti-Armor Specialization	Anti-Dummy-Linked Unit Specialization	Anti-Mechanical Unit Specialization	Debuff Amplification	Elite Strike	Emergency Amplification	Heavy Weapon Support	Marker Amplification	Weak Point Targeting	
Heavy	1118	Missile Launcher MK1	Heavy AP (10%)	Heavy FP (20%)	Pierce (20%)	Precision (20%)	Reload (10%)	Skill (20%)	Anti-Armor Specialization	Anti-Dummy-Linked Unit Specialization	Anti-Mechanical Unit Specialization	Elite Strike	Heavy Weapon Charge	Heavy Weapon Detonation	Heavy Weapon Shield	Heavy Weapon Support	Heavy Weapon Weakening	Weak Point Targeting
Heavy	1119	Missile Launcher MK2	Heavy AP (10%)	Heavy FP (20%)	Pierce (20%)	Precision (20%)	Reload (10%)	Skill (20%)	Anti-Armor Specialization	Anti-Dummy-Linked Unit Specialization	Anti-Mechanical Unit Specialization	Elite Strike	Heavy Weapon Charge	Heavy Weapon Detonation	Heavy Weapon Shield	Heavy Weapon Support	Heavy Weapon Weakening	Weak Point Targeting
Heavy	1120	Railgun	Heavy AP (10%)	Heavy FP (20%)	Pierce (20%)	Precision (20%)	Reload (10%)	Skill (20%)	Anti-Armor Specialization	Anti-Dummy-Linked Unit Specialization	Anti-Mechanical Unit Specialization	Elite Strike	Heavy Weapon Support	Heavy Weapon Weakening	Pre-emptive Suppression	Random Weakening	Stun Attack	Weak Point Targeting
Heavy	1131	Small Mortar	Heavy AP (10%)	Heavy FP (20%)	Pierce (20%)	Precision (20%)	Reload (10%)	Skill (20%)	Anti-Armor Specialization	Anti-Dummy-Linked Unit Specialization	Anti-Mechanical Unit Specialization	Elite Strike	Emergency Shield	Heavy Weapon Shield	Heavy Weapon Support	Melee Threat	Mobbed Damage Reduction	Weak Point Targeting
Light	1102	Anti-Armor Sniper Rifle	Acc (20%)	Light AP (10%)	Light FP (20%)	Pierce (20%)	RoF (10%)	Skill (20%)	Anti-Doll Specialization	Anti-Unarmored Unit Specialization	Debuff Amplification	Emergency Amplification	Light Weapon Support	Marker Amplification	Melee Strike	Rapid Enhancement	Single-Target Specialization	
Light	1106	Flamethrower	Acc (20%)	Light AP (10%)	Light FP (20%)	Pierce (20%)	RoF (10%)	Skill (20%)	Anti-Doll Specialization	Anti-Unarmored Unit Specialization	Light Weapon Charge	Light Weapon Detonation	Light Weapon Shield	Light Weapon Support	Light Weapon Weakening	Melee Strike	Rapid Enhancement	Single-Target Specialization
Light	1107	Gatling Gun	Acc (20%)	Light AP (10%)	Light FP (20%)	Pierce (20%)	RoF (10%)	Skill (20%)	Anti-Doll Specialization	Anti-Unarmored Unit Specialization	Light Weapon Charge	Light Weapon Detonation	Light Weapon Shield	Light Weapon Support	Light Weapon Weakening	Melee Strike	Rapid Enhancement	Single-Target Specialization
Light	1104	Heavy Machine Gun	Acc (20%)	Light AP (10%)	Light FP (20%)	Pierce (20%)	RoF (10%)	Skill (20%)	Anti-Doll Specialization	Anti-Unarmored Unit Specialization	Light Weapon Support	Light Weapon Weakening	Melee Strike	Pre-emptive Suppression	Random Weakening	Rapid Enhancement	Single-Target Specialization	
Light	1126	Light Machine Gun	Acc (20%)	Light AP (10%)	Light FP (20%)	Pierce (20%)	RoF (10%)	Skill (20%)	Anti-Doll Specialization	Anti-Unarmored Unit Specialization	Light Weapon Charge	Light Weapon Detonation	Light Weapon Shield	Light Weapon Support	Light Weapon Weakening	Melee Strike	Rapid Enhancement	Single-Target Specialization
Light	1128	Lightweight Rapid-Fire Railgun	Acc (20%)	Light AP (10%)	Light FP (20%)	Pierce (20%)	RoF (10%)	Skill (20%)	Anti-Doll Specialization	Anti-Unarmored Unit Specialization	Light Weapon Support	Light Weapon Weakening	Melee Strike	Pre-emptive Suppression	Random Weakening	Rapid Enhancement	Single-Target Specialization	
Light	1103	Machine Gun Team	Acc (20%)	Light AP (10%)	Light FP (20%)	Pierce (20%)	RoF (10%)	Skill (20%)	Anti-Doll Specialization	Anti-Unarmored Unit Specialization	Emergency Shield	Light Weapon Shield	Light Weapon Support	Melee Strike	Melee Threat	Mobbed Damage Reduction	Rapid Enhancement	Single-Target Specialization
Light	1122	Rotating Turret	Acc (20%)	Light AP (10%)	Light FP (20%)	Pierce (20%)	RoF (10%)	Skill (20%)	Anti-Doll Specialization	Anti-Unarmored Unit Specialization	Emergency Shield	Light Weapon Shield	Light Weapon Support	Melee Strike	Melee Threat	Mobbed Damage Reduction	Rapid Enhancement	Single-Target Specialization
Light	1101	Universal Machine Gun MK-I	Acc (20%)	Light AP (10%)	Light FP (20%)	Pierce (20%)	RoF (10%)	Skill (20%)	Anti-Doll Specialization	Anti-Unarmored Unit Specialization	Light Weapon Charge	Light Weapon Detonation	Light Weapon Shield	Light Weapon Support	Light Weapon Weakening	Melee Strike	Rapid Enhancement	Single-Target Specialization
Light	1130	Vehicle-Mounted Shotgun	Acc (20%)	Light AP (10%)	Light FP (20%)	Pierce (20%)	RoF (10%)	Skill (20%)	Anti-Doll Specialization	Anti-Unarmored Unit Specialization	Light Weapon Charge	Light Weapon Detonation	Light Weapon Shield	Light Weapon Support	Light Weapon Weakening	Melee Strike	Rapid Enhancement	Single-Target Specialization
Stat	1004	Accuracy Chip	Acc (33.3%)	Light AP (16.7%)	Light FP (16.7%)	RoF (33.3%)												
Stat	1005	Armor-Piercing Chip	Acc (33.3%)	Armor (16.7%)	Eva (16.7%)	Precision (33.3%)												
Stat	1002	Attack Speed Chip	Acc (33.3%)	Light AP (16.7%)	Light FP (16.7%)	RoF (33.3%)												
Stat	1010	Crit Chip	Acc (33.3%)	Light AP (16.7%)	Light FP (16.7%)	RoF (33.3%)												
Stat	1011	Defense Chip	Acc (33.3%)	Armor (16.7%)	Eva (16.7%)	Precision (33.3%)												
Stat	1009	Eagle-Eyes Chip	Heavy AP (16.7%)	Heavy FP (33.3%)	Light AP (16.7%)	Light FP (33.3%)												
Stat	1006	Evasion Chip	Acc (33.3%)	Armor (16.7%)	Eva (16.7%)	Precision (33.3%)												
Stat	1007	Firepower Chip	Heavy AP (16.7%)	Heavy FP (33.3%)	Light AP (16.7%)	Light FP (33.3%)												
Stat	1008	Full-Speed Chip	Heavy AP (16.7%)	Heavy FP (33.3%)	Light AP (16.7%)	Light FP (33.3%)												
Stat	1012	Heavy Weaponry Chip	Heavy AP (16.7%)	Heavy FP (16.7%)	Precision (33.3%)	Reload (33.3%)												
Stat	1013	Light Weaponry Chip	Acc (33.3%)	Light AP (16.7%)	Light FP (16.7%)	RoF (33.3%)												
Stat	1003	Precision Chip	Heavy AP (16.7%)	Heavy FP (16.7%)	Precision (33.3%)	Reload (33.3%)												
Stat	1001	Reload Chip	Heavy AP (16.7%)	Heavy FP (16.7%)	Precision (33.3%)	Reload (33.3%)												

Stat \ Rarity	Special*	White*	Blue	Green	Gold
Heavy FP	24	28	33	38	48
Light FP	24	28	33	38	48
Reload	8	9	11	12	16
Precision	16	19	22	25	32
RoF	5	6	7	8	10
Acc	5	6	7	8	10
Armor	2	3	4	5	6
Eva	2	3	4	5	6
Crit Rate	10	12	14	16	20
Crit Damage	10	12	14	16	20
Light AP	13	15	18	20	26
Pierce	38	45	53	60	76
Heavy AP	19	22	26	30	38
* Not available in-game but the stat rolls are in the game data					

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Other Notes:

- Reload for Heavy Weapons can be converted to RoF and attack interval as with the formulas below. The formula in Sijun's tier list is very wrong and due to the cap, reload is useless for most Heavy Weapons.

RoF = ceil{(300+VehicleReload*ReloadCoef)/30}

Frames per Attack = floor{1500/RoF}

Attack Interval in Seconds = Frames/30, capped at 3.33s (100f or 15 RoF)

- Precision for Heavy Weapons can be converted as follows:

Accuracy = Precision/8

Hit Rate = Accuracy(Enemy Evasion + Accuracy), floored at 40%

- Heavy Weapons are only prevented from inheriting the Vehicle's base Accuracy/RoF, but they do benefit from Accuracy/RoF buffs such as the random Gray Zone ones after performing the conversions above.

Other Resources:

- GamePress vehicle guide

- Component Tier List by Axis (CN), TL by xVarz (note: has some text edits to fix incorrect info but ratings left unchanged)

Changelog:

May 8, 2024	Started changelog, added clarifying notes to Stunned Self-Destruct, Stun Attack (talents) and Shield Generator (component); add details on built-in vehicle components
May 9, 2024	Fix names being off by one row for on stat chips on Components tab
May 12, 2024	Add some more notes on Reload/Precision for Heavy Weapons on the Misc tab.
May 19, 2024	Clarify that Machine Gun Team also only gives 1 LWSh roll.