

+1	+1	+1	+1	+1	+1	+3	+3	+3	+3	+1	+1	+1	+1
+2	+2	+2	+2	+2	+2	+3	+3	+3	+3	+2	+2	+2	+2
WALK	JUMP	RUN	WALK	JUMP	RUN	+4	+4	+4	HEAT	HEAT	HEAT	HEAT	HEAT
WALK	JUMP	RUN	WALK	JUMP	RUN	+4	+4	+4	HEAT	HEAT	HEAT	HEAT	HEAT
WALK	JUMP	RUN	WALK	JUMP	RUN	+5	+5	+5	HEAT	HEAT	HEAT	HEAT	HEAT
WALK	JUMP	RUN	WALK	JUMP	RUN	+5	+5	+5	HEAT	HEAT	HEAT	HEAT	HEAT
WALK	JUMP	RUN	WALK	JUMP	RUN	+6	+6	+6	HEAT	HEAT	HEAT	HEAT	HEAT
WALK	JUMP	RUN	WALK	JUMP	RUN	+6	+6	+6	HEAT	HEAT	HEAT	HEAT	HEAT
HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT
HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT
HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT
HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT
HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT
LIMB	LIMB	LIMB	LIMB	LIMB	LIMB	LIMB	LIMB	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT
LIMB	LIMB	LIMB	LIMB	LIMB	LIMB	LIMB	LIMB	HEAT	HEAT	HEAT	HEAT	HEAT	HEAT
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	TREE	TREE	TREE	TREE	TREE	TREE
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	TWIST	TWIST	TWIST	TWIST	TWIST	TWIST
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	TWIST	TWIST	TWIST	TWIST	TWIST	TWIST
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	DFA	DFA	DFA	DFA	DFA	DFA
CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE	CHARGE						

CLASSIC BATTLETECH MARKERS