

## ★ ASSAULT BATTLEFRAMES

	Accord Assault	Tigerclaw	Firecat
<b>Primary Weapon</b>	Plasma Cannon	Fusion Cannon	Thermal Cannon
<b>Alternate Fire</b>	Scattershot	Nova Cannon	Triple-Shot
<b>Specialty (Passive)</b>	Absorption Plating	Auxiliary Fuel Tanks	Incinerator
<b>Ability 1</b>	☪ Crater	☪ Missile Shot	☪ Immolate
<b>Ability 2</b>	☪ Afterburner	☪ Trailblaze	☪ Thermal Wave
<b>Ability 3</b>	☪ Overcharge	☪ Disruption	☪ Inferno Dash
<b>HKM</b>	☪ Shockwave	☪ Tether Field	☪ Fuel Air Bomb
<b>Other Abilities</b>	☪ Bombs Away! ☪ Burn Jets		

## ✚ BIOTECH BATTLEFRAMES

	Accord Biotech	Dragonfly	Recluse
<b>Primary Weapon</b>	Bio Needler	Bio Rifle	Bio Crossbow
<b>Alternate Fire</b>	Needle Shotgun	Micro-Healing Wave	Poison Grenade
<b>Specialty (Passive)</b>	Accord Siphoning Plating	Rally	Necrotic Poison
<b>Ability 1</b>	☪ Triage	☪ Emergency Response	☪ Kinetic Shot
<b>Ability 2</b>	☪ Poison Trail	☪ Healing Ball	☪ Creeping Death
<b>Ability 3</b>	☪ Healing Wave	☪ Healing Pillar	☪ Evacuate
<b>HKM</b>	☪ Chemical Sprayer	☪ Healing Dome	☪ Necrosis
<b>Other Abilities</b>	☪ Healing Generator ☪ Poison Ball		

## 🛡️ DREADNAUGHT BATTLEFRAMES

	Accord Dreadnaught	Mammoth	Rhino	Arsenal
<b>Primary Weapon</b>	Heavy Machine Gun	Heavy Plasma MG	Heavy Laser MG	Light Machine Gun
<b>Alternate Fire</b>	Forward Shield	Snare Rounds	Focused Beam	Shield-Penetrating Fire
<b>Specialty (Passive)</b>	Resilient Plating	Imminent Threat	Personal Shield	Electro Magnetic Pulse
<b>Ability 1</b>	☪ Explosive Rounds	☪ Shield Wall	☪ Charge!	☪ Combat Shotgun
<b>Ability 2</b>	☪ Heavy Armor	☪ Thunderdome	☪ Sundering Wave	☪ Particle Bean
<b>Ability 3</b>	☪ Repulsor Blast	☪ Teleport Shot	☪ Gravity Field Grenade	☪ Rocket Jump
<b>HKM</b>	☪ Accord Mortar Arcfold	☪ Tremors	☪ Dreadfield	☪ Shoulder Rockets
<b>Other Abilities</b>	☪ Absorption Bomb ☪ Turret Mode			

## 🔧 ENGINEER BATTLEFRAMES

	Accord Engineer	Bastion	Electron
<b>Primary Weapon</b>	Sticky Grenade Launcher	Tesla Rifle	Shock Rail
<b>Alternate Fire</b>	Grenade Detonation	Drain Beam	Energy Orb
<b>Specialty (Passive)</b>	Repairing Nanites	Overseer	Fail-Safe
<b>Ability 1</b>	☪ Heavy Turret	☪ Sentinel Pod	☪ Overclocking Station
<b>Ability 2</b>	☪ Deployable Shield	☪ Energy Wall	☪ Bulwark
<b>Ability 3</b>	☪ Supply Station	☪ Multi Turrets	☪ Boomerang Shot
<b>HKM</b>	☪ Anti-Personnel Turret	☪ Fortify	☪ Electrical Storm
<b>Other Abilities</b>	☪ Charged Pulse Generator ☪ Claymore		

## 🎯 RECON BATTLEFRAMES

	Accord Recon	Nighthawk	Raptor
<b>Primary Weapon</b>	R36 Assault Rifle	Sniper Rifle	Charge Rifle
<b>Alternate Fire</b>	Range Scope	Scope	Scope
<b>Specialty (Passive)</b>	Regenerative Plating	Ambush	Conduit
<b>Ability 1</b>	☪ Cryo Grenade	☪ Smoke Screen	☪ Teleport Beacon
<b>Ability 2</b>	☪ Decoy	☪ Remote Explosive	☪ SIN Scrambler
<b>Ability 3</b>	☪ SIN Beacon	☪ Execute Shot	☪ Power Field
<b>HKM</b>	☪ Accord Artillery Strike	☪ Eruption Rounds	☪ Overload
<b>Other Abilities</b>	☪ Proximity Response ☪ Resonating Bolts		