



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Arcadia (Movie)	Warship	-	-	8	5	1000	
<b>Battle-Hardened CAPT</b>	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Harlock	3	32	Titanic	6	3	-7	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
36"	9"	3	10	5d10	+4	+0	15000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Pulsar Cannons [E]	7	72"	3	RF+3	7	500	
			Only [M] or [Barriers] may Block				
Pulsar Cannons [E]	7	72"	3	RF+3	7	500	
			Only [M] or [Barriers] may Block				
Pulsar Cannons [E]	7	72"	3	RF+3	7	500	
			Only [M] or [Barriers] may Block				
Gravity Missiles [X]	5	64"	6	-	3	800	
			Reloads during the next round.				
[AA] Space Buster [E]	6	24"	4	RF+2 Hits	5	300	
			Overwatch IV				
Titanic Ram [CC]	-	Melee	-	-	-	1200	
			After attacking lose 2500 HP				

#### Mecha & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Deflecting [Barrier]	[-2 Power] This Round gain +2 Blocks Vs ARM PEN up to 8. Does not stack with Shields or Cover   Battle Damage cannot disable.	Trait +XX
Dark Matter Engines	[Ground] Enemies without Fly must spend Move-15" to melee attack this unit. [Space] Evade+2. Full Throttle instead gives Move+10"	Trait +X
Combat Anchor Tube	[M-2] R:8" Each Warship Rolls 5d10 per Captain Level then count successes (5+ = 1, 10s = 2). If Harlock wins he defeats the enemy Captain. Set that units Captain Level to 0.	-
Tochiro's Genius	[M-1] Repair 1 Battle Damage on the Arcadia	-

**Legendary Ship: It costs [M-2] to include this ship in your forces. For scoring the Ship is treated as Frame 7.**

#### For Captain Harlock chooses one of the Traits below before the battle begins.

Stoic Captain	When activated if HP<50% or your [M=0] gain [M+3] or +3 Actions. Each time a weapon is destroyed gain +1 Action permanently.	CAPT II
Dreaded Captain	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	CAPT II
Legendary Captain	Gain +2 Momentum or +2 Influence or +2 Actions when this unit activates.	CAPT II

#### Arcadia Endless Orbit SSX Finale - For +150pts the Arcadia gains the following traits

Fire of St. Valkyrie	Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.	Trait +XV
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#### Captain Harlock TV - Replace the 3rd Pulsar Cannon with the Knife Ram below

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Knife Ram	7	Melee	-	-	6	1000

Must use Full Throttle | [M-1] This attack Blindsides one target

#### Endless Odyssey - For +100pts Arcadia gains Sensors+12" and the Knife Ram



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Queen Emeraldas	Warship	-	0	6	5	1000	
<b>Battle-Hardened CAPT</b>	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Emeraldas	2	24	Titanic	12		-12	
<b>Sensors</b>	<b>Fly</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
24"	17"	5	9	4d10	+4	+0	8000
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
LaserBattery [E] [360]	5	64"	3	RF+3	5	500	
		Only [M] or [Barriers] may Block					
LaserBattery [E] [360]	5	64"	3	RF+3	5	500	
		Only [M] or [Barriers] may Block					
LaserBattery [E] [360]	5	64"	3	RF+3	5	500	
		Only [M] or [Barriers] may Block					
LaserBattery [E] [360]	5	64"	3	RF+3	5	500	
		Only [M] or [Barriers] may Block					
[AA] E.Lasers [E][360]	4	24"	4	RF+4 Hits	5	200	
		Overwatch IV					
Titanic Ram [CC]	-	Melee	-	-	-	1200	
		After attacking lose 2500 HP					

#### Mecha & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Deflecting [Barrier]	[-2 Power] This Round gain +2 Blocks Vs ARM PEN up to 8. Does not stack with Shields or Cover   Battle Damage cannot disable.	Trait +XX
Dark Matter Engines	[Ground] Enemies without Fly must spend Move-15" to melee attack this unit. [Space] Evade+2. Full Throttle instead gives Move+10"	Trait +X
Warship Jamming	Enemy Warships gain no benefit from Target Lock against this unit. Enemies cannot target this unit before its first activation unless within 16"	Trait +V

**Legendary Ship:** It costs [M-2] to include this ship in your forces. For scoring the ship is treated as Frame 7

#### For Emeraldas chooses one of the Traits below before battle

Wiley Captain	Vs Shooting attacks improve the bonus to Dodge & Guard by 1. (Max 3) Once per Round swap your current Captain's Order with a new one.	CAPT II
Dreaded Captain	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	CAPT II
Legendary Captain	Gain +2 Momentum or +2 Influence or +2 Actions when this unit activates.	CAPT II

Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Death Shadow	Warship	-	0	7	5	750	
<b>Battle-Hardened CAPT</b>	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Zone's AI	2	23	Titanic	5	5	-9	
<b>Sensors</b>	<b>Fly</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
36"	7"	3	10	5d10	+2	+1	17500
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Triple [E]nergy Cannon	5	72"	3	RF+3	7	500	
		Only [M] or [Barriers] may Block   Recharge 1					
Triple [E]nergy Cannon	5	72"	3	RF+3	7	500	
		Only [M] or [Barriers] may Block   Recharge 1					
Triple [E]nergy Cannon	5	72"	3	RF+3	7	500	
		Only [M] or [Barriers] may Block   Recharge 1					
Ship Missiles II [X]	2	48"	5	-	3	700	
		Reloads during the next round.					
[AA] Lasers III [E][360]	6	24"	6	-	4	200	
		Overwatch VI					
Titanic Ram [CC]	-	Melee	-	-	-	1200	
		After attacking lose 2500 HP					

#### Mecha & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
When activated if HP<50% or your [M=0] gain [M+3] or +3 Actions. Each time a weapon is destroyed gain +1 Action permanently.	CAPT II	Stoic Captain
[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V	Dimensional Engines

