



Name	Type	Role	Special	Performance	Frame	Points	
Gipsy Danger	S.Heavy	Battler	Assault	4	4	500	
Ace Pilots	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Raleigh & Mako	1	12	Colossal			-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	10"	2	11	7d10	+2	+0	14000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Colossal KO [CC]	4	Melee	ATK+1 Hit	-	9P	300	
Reroll 1s on ATK Elbow Rocket [M-1] This attack gains Blindside							
GD6 Chain Swords	4	Melee	ATK+1 Hit	Finisher+2	4	400	
-							
I-19 PlasmaCaster [E]	2	24"	4	RF+2	7	400	
Single Use							
I-19 PlasmaCaster [E]	2	24"	4	RF+2	7	400	
Single Use							

Mecha & Pilot Traits

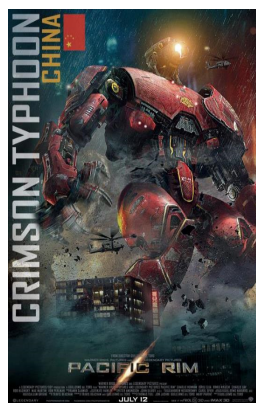
Improvised Weapons	If you are within engagement range of terrain gain: +1 Hit with Close Combat [CC] weapons.	Trait +II
Defiant	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I



Name	Type	Role	Special	Performance	Frame	Points	
Striker Eureka	S.Heavy	Melee		5	4	500	
Ace Pilots	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Herc & Chuck Hansen	1	9	Colossal		1	-11	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	9	11d10	+2	+0	17000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Colossal Smash [CC]	-	Melee	-	-	9P	300	
Push a target backwards 3" for each failed Save							
Sting Blades	4	Melee	ATK+1 Hit	-	5	400	
Reroll 1s on ATK & DEF							
Anti-Kaiju Missile [X]	5	8"	4	RF+4 Hits	5	400	
Single Use							

Mecha & Pilot Traits

When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks.	Trait +III	Bullrush
When the enemy deals Melee damage to you they must take 1000 DMG or loses [M-1].	Trait +V	Scorpion's Sting
[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I	Hot Blooded
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Renowned Pilot



Name	Type	Role	Special	Performance	Frame	Points	
Crimson Typhoon	S.Heavy	Raid		4	4	250	
Skilled Pilots	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Wei Tang Brothers	-	8	Colossal	-2	-2	-15	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	1	10	6d10	+2	+0	14000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Buzzsaw Hands	4	Melee	ATK+2 Hits DEF+2 Blocks	2	400		
Blocks do not stack with Shields or Barriers							
Colossal Smash [CC]	-	Melee	-	-	9P	300	
Push a target backwards 3" for each failed Save							
IB22 PlasmaCaster [E]	4	48"	4	-	7	400	
Single Use							

Mecha & Pilot Traits

Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I
Thunder cloud Formation	If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits.	Trait +III
Acrobat Jaeger	[M-1] The first time you take DMG as a Melee Defender you may immediately use Kaiju Throw in lieu of your Melee Attack.	-



Name	Type	Role	Special	Performance	Frame	Points	
Cherno Alpha	S.Heavy	Melee		1	4	250	
Skilled Pilots	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
The Kaidonovskys	1	8	Colossal	-3	1	-13	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	7	9d10	+0	+0	17000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Roll of Nickels [CC]	4	Melee	ATK+1 Hit	-	9P	400	
Reroll 1s on ATK							
Z14 Tesla Fists	3	Melee	-	-	7S	400	
Armor Saves deal Stun DMG Single Use							
Incinerator [E]	1	16"	7 Hits	RF+1 Hit	-	100	
Overwatch VII AOE 1" Wide Line							

Mecha & Pilot Traits

In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I	Close Combat Expert
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All Mecha on this page share the following Trait

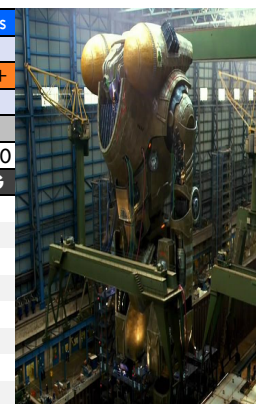
Slow and Laborious	You may not Fly or use Power with Full Throttle/Charge. In Melee you AND the Defender gain +X Hits equal to your Size.	Trait -V
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Name	Type	Role	Special	Performance	Frame	Points	
Coyote Tango	S.Heavy	Battler	Assault	1	4	250	
Ace Pilot	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Stacker Pentecost	-	9	Colossal	-2		-12	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	6"	2	10	6d10	+0	+0	14000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Mortar Cannon [K]	4	48"	5	RF-1	-	600	
Indirect Fire (R:32" to 40"+Sensors)							
Mortar Cannon [K]	4	48"	5	RF-1	-	600	
Indirect Fire (R:32" to 40"+Sensors)							
VP-1 PlasmaCaster [E]	1	16"	4	RF+1 Hit	8	100	
Enemy target must reroll 9s & 10s on Evade							
Colossal Smash [CC]	-	Melee	-	-	9P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Legendary Pilot Gain [M+2] or +2 Focus Actions when this unit activates. Pilot Trait II



Name	Type	Role	Special	Performance	Frame	Points	
Horizon Brave	S.Heavy	Battler	Assault	1	4	250	
Skilled Pilots	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Lo Hin Shen & Xichi Po	1	7	Colossal	-1	-2	-15	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	8"	1	10	6d10	+0	+0	14000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Colossal Smash [CC]	-	Melee	-	-	9P	300	
Push a target backwards 3" for each failed Save							
Flash Freeze	4	8"	7	-	8S	-	
Can only be blocked by [Barriers] or [M] +2 Hits in Melee this turn							
Cryo-Cannons [E]	3	48"	4	-	9S	400	
[M-1] to use							

Mecha & Pilot Traits

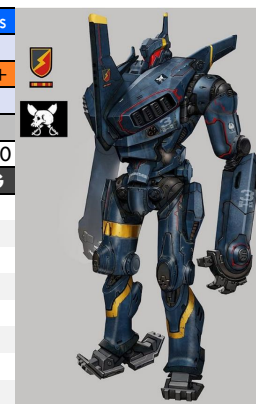
[M+1] If you engage or end your turn 5" closer to an enemy Pilot Trait I
 All weapons gain +1 HIT this turn if you activated due to Return Fire. Hot Blooded



Name	Type	Role	Special	Performance	Frame	Points	
Tacit Ronin	S.Heavy	Melee		1	4	250	
Skilled Pilots	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Duc & Kaori Jessup	1	9	Colossal	-2	-4	-16	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	1	7	9d10	+0	+0	12000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Fangblades	5	Melee	ATK+1 Hit	Finisher+2	3	500	
-							
Colossal Smash [CC]	-	Melee	-	-	9P	300	
Push a target backwards 3" for each failed Save							
Chest Cannons [K]	4	8"	8	RF+8 Hits	1	200	
Single Use Overwatch VIII Hits							

Mecha & Pilot Traits

Desperation Attack If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits. Trait +III
 Close Combat Expert In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF. Pilot Trait I




Name	Type	Role	Special	Performance	Frame	Points	
Romeo Blue	S.Heavy	Battler	Assault	1	4	250	
Skilled Pilots	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Bruce & Trevin Gage	-	12	Colossal	-2		-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	6"	2	10	6d10	+0	+0	14000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Colossal Smash [CC]	-	Melee	-	-	9P	300	
Push a target backwards 3" for each failed Save							
RomeoBlue Gatling [K]	6	24"	8	RF+4 Hits	-	400	
Overwatch IV							
RomeoBlue Gatling [K]	6	24"	8	RF+4 Hits	-	400	
Overwatch IV							

Mecha & Pilot Traits

If you are within engagement range of terrain gain: +1 Hit with Close Combat [CC] weapons. Trait +II Improvised Weapons
 When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. Pilot Trait I
 When this unit is destroyed gain [M+3]. Fighting Spirit

All Mecha on this page share the following Trait


Slow and Laborious You may not Fly or use Power with Full Throttle/Charge.In Melee you AND the Defender gain +X Hits equal to your Size. Trait -V



Name	Type	Role	Special	Performance	Frame	Points	
Knifthead	Kaiju	Melee		2	3	250	
Dreadful Kaiju	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
(Tier 1 Kaiju)	1	3	Colossal	1		-13	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	15"	1	7	9d10	+0	+0	15000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rending Horn	3	Melee	ATK+1 Hit	Finisher+2	3	400	
Colossal Smash [CC]	-	Melee	-	-	9P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits


Sudden Resurgence	[M-1] This unit may Blindsight on Melee ATK by playing dead.	Trait +II
Rage	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Kaiju Trait I



Name	Type	Role	Special	Performance	Frame	Points	
Tresspasser	Kaiju	Melee		2	3	250	
Dreadful Kaiju	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
(Tier 1 Kaiju)	1	8	Colossal	-2	2	-14	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	1	7	9d10	+0	+0	17000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rending Horn	3	Melee	ATK+1 Hit	Finisher+2	3	400	
Colossal Smash [CC]	-	Melee	-	-	9P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits


When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks.	Trait +III	Bullrush
Once per Round gain both Guard & Dodge or Guard & Counter.	Pilot Trait II	Lone Wolf
When this unit activates if there are no allies within 16" gain [M+1]		



Name	Type	Role	Special	Performance	Frame	Points	
Otachi	Kaiju	Interceptor		4	4	500	
Dreadful Kaiju	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
(Tier 1 Kaiju)	1	7	Colossal	4	-3	-11	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	14"	1	10	5d10	+3	+0	13000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Deadly Tail	4	Melee	ATK+2 Hits	-	5	300	
<i>Reroll 1s & 2s on ATK</i>							
Colossal Smash [CC]	-	Melee	-	-	9P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Torrent of Acid [E]	3	8"	6	RF+3 Hits	6	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							

Mecha & Pilot Traits

Stratosphere Drop	After dealing Melee DMG you may disengage & roll 10d10, every 5+ is a HIT dealing 300 DMG.	Trait +X
Winged Transformation	While transformed gain: Move+5 & Fly Melee Block (5+ to 7+)	Trait +III
Loathsome Beast	When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Kaiju Trait I



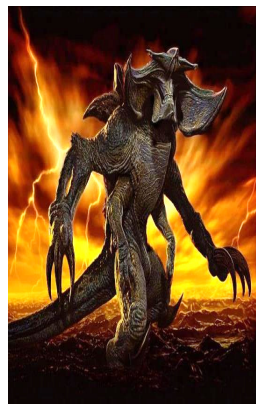
Name	Type	Role	Special	Performance	Frame	Points	
Leatherback	Kaiju	Melee		3	4	500	
Dreadful Kaiju	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
(Tier 1 Kaiju)	1	2	Colossal	1	-16		
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	14"	1	8	10d10	+1	+0	17000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hammerfists	2	Melee	ATK+2 Hits	-	2	500	
Colossal Smash [CC]	-	Melee	-	-	9P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Usable in Rounds 3 & 5 [Action] Range:Self AOE: 16" Roll 4d10, for every 5+ deal 1 Stun DMG to all other units.	Trait +XX	Organic EMP
If you are within engagement range of terrain gain: +1 Hit with Close Combat [CC] weapons.	Trait +II	Improvised Weapons
[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Kaiju Trait I	Rage

All Kaiju on this page share the following Trait

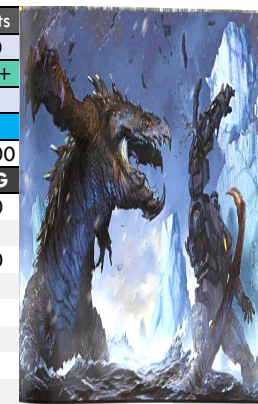
Slow and Laborious	You may not Fly or use Power with Full Throttle/Charge. In Melee you AND the Defender gain +X Hits equal to your Size.	Trait -V
Amphibious	When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-
Kaiju Blue	If this unit is destroyed by a non-energy weapon any buildings in engagement range are effectively destroyed.	-
Ambush Predator	In this Round this unit is deployed it gains [Tactical Advantage] on your first attack as long as the target is within 24".	Trait +I



Name	Type	Role	Special	Performance	Frame	Points	
Scunner	Kaiju	Melee		3	4	250	
Basic Kaiju	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
(Tier 0 Kaiju)	1	3	Colossal			-16	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	14"	1	8	10d10	+1	+0	16000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Colossal Smash [CC]	-	Melee	-	-	9P	300	
						<i>Push a target backwards 3" for each failed Save</i>	
Goring Horns	1	Melee	ATK+2 Hits	-	2	400	
						-	
Armored Horns	2	-	+1 Block	-	-	-	
						<i>Can only Block in Engagement range (Includes Overwatch)</i>	

Mecha & Pilot Traits

Bullrush	When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks.	Trait +III
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Name	Type	Role	Special	Performance	Frame	Points	
Raiju	Kaiju	Raid		3	4	250	
Basic Kaiju	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
(Tier 0 Kaiju)	1	4	Colossal	1		-14	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	17"	1	10	6d10	+1	+0	16000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Deadly Jaws	4	Melee	ATK+1 Hit	-	5	400	
						<i>Reroll 1s & 2s on ATK</i>	
Colossal Smash [CC]	-	Melee	-	-	9P	300	
						<i>Push a target backwards 3" for each failed Save</i>	

Mecha & Pilot Traits

In this Round this unit is deployed it gains [Tactical Advantage] on your first attack as long as the target is within 24".	Trait +I	Ambush Predator
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Name	Type	Role	Special	Performance	Frame	Points	
Slattern	Kaiju	Battler	Indomitable	5	5	500	
Unstoppable Kaiju	Havoc	EQ Slots	Size 3	Speed+	Armor+	Cost+	
(Tier 2 Kaiju)	1	5	Titanic	1		-23	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	1	13	10d10	+2	+1	26000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Spiked Tails [K]	5	8"	3	RF+3 Hits	5P	500	
						<i>Push a target backwards 3" for each failed Save</i>	
Titanic Smash [CC]	-	Melee	-	-	10P	400	
						<i>Push a target backwards 3" for each failed Save</i>	

Mecha & Pilot Traits

Triple Crowned Tail	If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits.	Trait +III
Limited 360 Firing Arc	[M-1] This unit may overwatch, fire missiles [X] or fire its shortest range shooting weapon out of its back 180 degree arc.	-
King of the Monsters	Gain [M+2] or +2 Focus Actions when this unit activates.	Kaiju Trait II

All Kaiju on this page share the following Trait

Slow and Laborious	You may not Fly or use Power with Full Throttle/Charge. In Melee you AND the Defender gain +X Hits equal to your Size.	Trait -V
Amphibious	When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-
Kaiju Blue	If this unit is destroyed by a non-energy weapon any buildings in engagement range are effectively destroyed.	-