	Na	me	Туре	Role	Special	Performance	Frame	Points
	Big	0	S.Heavy	Attacker	Heavy Arms	3	4	500
	Ace	Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Roger	Smith	See Below	18	Massive	-1	2	-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	8"	2	8	8d10	+0	+2	11000
	Wea		EQ	Range	Attacks	Close Range	PEN	DMG
	SH Great	Shield [S2]	4	-	+3 Blocks	-	-	-
	Sudden	Impact	2	Melee	- ATK+2 Hits	Finisher+1	2	500
					[M-1] to use			
	Massive S	mash [CC]	-	Melee	-	-	7P	300
			Push a	•	kwards 3" foi	⁻ each failed S	Save	
	Moby Die		2	16"	6	RF+3 Hits	9P	100
				-	•	you 3" for ead	ch failed	
	Cannon	Party [K]	1	24"	7	RF+3 Hits	-	300
					itch IV Sin	0		
	Missile P	arty [X]	2	48"	5	RF+2 Hits	3	300
	0.71	1 (5)	4	40"	Single Use		,	000
	O Thun	der [E]	4		6	RF+4 Hits	6	200
	Laser V	icion [E]	1	_[//\-2] fo 	use Over 4	RF-2	5	400
	Luser v			40	-	KI - 2	5	400
	Chrome I	Buster [E]	2	48"	3	RF+2 Hits	7	700
			1-2] to use	AOE: 2	" Wide Line	Cannot Move	e this turn	
		Mech	na & Pilot	Traits				
Slow and Laborious	Y	ίου may not	Fly or use	e Power wi	th Full Throttle	e/Charge.		Trait
	In Me	lee you AN	D the Defe	ender gain	+X Hits equ	al to your Size	е.	-V
Showtime!	On the firs	t turn this un	it is attack	ed gain +	1 Block versu	s each attack	action.	Trait +I
Cast in the Name of God		Th	is unit has	improved	Armor Saves			Trait +VI
Va Nat Cuiltu	Gain +1 Hi	t (+2 with D	MG 0-20	0 weapons) when shooti	ng a Level 1-	2 Pilots,	Trait
Ye Not Guilty			Cap	otains, or K	aiju.			+111
The Show Must Go On!			In Round	d 5 gain +:	2 Havoc.			Trait +V
Paradigm City Negotiator	(Gain [M+2]	or +2 Foo	us Actions	when this unit	activates.		Pilot Trait II
Final Stage	[M-3] In Round 5 you may give Chrome Buster +5 Hits & +5 ARM PEN Afterwards HP is set to 100.							-

Na	me	Туре	Role	Special	Performance	Frame	Points	A
Big l		S.Heavy	Raid	Heavy Arms	3	4	500	
Ace	Pilot	Ηανος	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Schwar	zwald	-	20	Massive		2	1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	<mark>ARM S</mark> ∨	HP	
10"	16"	2	10	6d10	+1	+2	11000	
Wear		EQ	Range	Attacks	Close Range		DMG	
Megaton A	Aissiles [X]	5	48"	3	-	6	1000	and the second second
			ngle Use		Size 2+ Units			
TL Missile S	alvo [X] (6)	12	48"	7	-	3	300	
				Six Uses				
Laser V	ision [E]	1	48"	4	RF-2	5	400	
				-				
Propelle	r Hands	2	Melee		DEF+1 Block		400	
		Bloc		tack with Shie	elds or Barrier			
Massive Sı	nash [CC]	-	Melee	-	- r each failed S	7P	300	
				Mecha &	Pilot Traits			
	•			th Full Throttle		ə.	Trait -V	Slow and Laborious
	Gain Move	+5" & Fly	during the	e first round o	of battle.		Trait +I	Swooping Entrance
On the first	turn this uni	it is attack	ed gain +	1 Block versu	s each attack	action.	Trait +I	Showtime!
	Th	is unit has	improved	Armor Saves			Trait +VI	Cast in the Name of G
Gain +1 Hit	t (+2 with D		0 weapons otains, or K	•	ing a Level 1-	2 Pilots,	Trait +III	Ye Not Guilty
	In Rounds 2	?+ gain [A	∿+2] on yo	our turn if HP	>=50%.		Pilot Trait I	Overconfident
	ativated if L	IP< 50%	r [M=0] a	ain $[M+2] \cap$	R 2 Focus acti	ons	Pilot	Quest for Truth

	Name	Туре	Role	Special	Performance	Frame	Points	I	Na	me	Туре	Role	Special	Performance	Frame	Points
	Big Fau	S.Heavy	Battler	Heavy Arms	3	4	650		Big Duo	Inferno	S.Heavy	Raid	Assault	3	4	350
	Ace Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	Ī	Skilled	l Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Alex Rosewater	1	17	Massive	-1	2	-3	Ī	Alan G	abriel	-	6	Massive		4	-6
	Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	18" 8"	2	11	7d10	+1	+2	11000		10"	16"	2	10	6d10	+2	+2	11000
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG		Wea	oons	EQ	Range	Attacks	Close Range	PEN	DMG
	Rocket Drill II [K]	3	16"	6	RF+3 Hits	6	300		Giant	Drill	2	Melee	-	-	6	300
				-								Rerol	1 1 s & 2s on	ATK		
	Laser Periscope [E]	4	32"	5	RF+3 Hits	5	200		Massive S	nash [CC]	-	Melee	-	-	7P	300
			(Overwatch IV	/						Push a	target back	wards 3" fo	r each failed S	ave	
	Laser Periscope [E]	4	32"	5	RF+3 Hits	5	200		Archetype	's Eye [E]	4	48"	4	-	6	400
			(Overwatch IV	/								-			~
	Hvy Laser Cannon [E]	5	48"	4	RF+1	8	600									0
				[M-2] to use												
	Massive Smash [CC]	-	Melee	-	-	7P	300									
		Push a	target bac	kwards 3" fo	r each failed S	ave										
	Saw Cuffs	1	Melee	-	-	5	300									Ν
				ll 1s & 2s on	ATK											
		na & Pilot											Mecha &	Pilot Traits		
Megadeus Energy [Barrier]	[-1 Havoc] Thi	•			•		Trait			Gain Mov	_+5" & FI	during the	first round o	of battle		Trait
megadeos Energy [barner]	Does not stack with	Shields or	Cover	Battle Dama	ge cannot disc	able.	+X					y doning me		or burne.		+1
Slow and Laborious	You may not				, -		Trait						h Full Throttl	, -		Trait
	In Melee you AN	D the Def	ender gain	+X Hits equ	al to your Size	e.	-V		In Me	lee you AN	ID the Def	ender gain	+X Hits equ	al to your Size	·.	-V
Showtime!	On the first turn this un	it is attack	ed gain +	1 Block versu	s each attack	action.	Trait		On the first	turn this un	nit is attack	ked gain +1	Block versu	s each attack	action.	Trait
							+1									+1
Cast in the Name of God	Th	nis unit has	improved	Armor Saves			Trait +VI			Tł	nis unit has	improved A	Armor Saves			Trait +VI
							Pilot		V	Vhen you a	ttack Leve	l 1-2 Pilots.	Captains &	Kaiiu aain:		Pilot
Megalomaniac	When you activate c	hoose a b	onus tor thi	is turn: +2 PE	IN OR +200 E	DMG.	Trait II			,		•)-200 Weap			Trait I
Amphibious	When using the Amb	-	- /		ne amphibiou	s unit	_	-								
	с	urrently in	the water	to reserves.												

Swooping Entrance

Slow and Laborious

Showtime!

Cast in the Name of God

Headhunter

	Name	9	Туре	Role	Special	Performance	Frame	Points	N	ame	Туре	Role	Special	Performance	Frame	Points	
	Big O (Mass	s Prod.)	S.Heavy	Attacker	Heavy Arms	3	4	250	Big Fau (I	Aass Prod.)	S.Heavy	Battler	Heavy Arms	3	4	250	
	Basic Pi	ilot	Ηανος	EQ Slots	Size 1	Speed+	Armor+	Cost+	Basi	c Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
	Megadeus	Army	-	12	Massive	-1	2	-8	Megad	eus Army	-	10	Massive	-1	2	-10	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	10"	8"	2	8	8d10	+0	+2	11000	14"	8"	2	11	7d10	+1	+2	11000	
	Weapo	ns	EQ	Range	Attacks	Close Range	PEN	DMG	Wee	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
	SH Great Shi	ield [S2]	4	-	+3 Blocks	-	-	-	Rocket	Drill [K]	1	16"	5	RF+2 Hits	5	300	
					-								-				
	Sudden Im	npact	2	Melee	ATK+2 Hits	Finisher+1	2	500	Laser Pe	riscope [E]	4	32"	5	RF+3 Hits	5	200	
					[M-1] to use							(Overwatch IV	/			
	Massive Smc	ash [CC]	-	Melee	-	-	7P	300	Laser Pe	riscope [E]	4	32"	5	RF+3 Hits	5	200	
			Push a	target back	wards 3" for	each failed S	Save					(Overwatch IV	/			
	Moby Dick	Anchor	2	16"	6	RF+3 Hits	9P	100	Massive	Smash [CC]	-	Melee	-	-	7P	300	
		Bypass	[Shields]	Pull a tar	get towards	you 3" for ea	ch failed	Save			Push a	target bacl	kwards 3" fo	r each failed S	ave		
	Cannon Pa	rty [K]	1	24"	7	RF+3 Hits	-	300	Saw	Cuffs	1	Melee	-	-	5	300	
				Overwa	tch IV Sin	gle Use						Rero	ll 1s & 2s on	ATK			Reil I - mark
	Missile Par	rty [X]	2	48"	5	RF+2 Hits	3	300									
					Single Use												
	Laser Visio	on [E]	1	48"	4	RF-2	5	400						Pilot Traits			
					-				When u	•	-		•	ne amphibiou	s unit	_	Amphibious
			na & Pilot								,		to reserves.				
Slow and Laborious		•	•		h Full Throttle	, .		Trait					th Full Throttl	, .		Trait	Slow and Laborious
	In Mele	e you ANI	D the Defe	ender gain	+X Hits equa	al to your Siz	е.	-V	In M	elee you AN	ID the Def	ender gain	+X Hits equ	al to your Size	э.	-V	
Cast in the Name of God		Th	is unit has	improved ,	Armor Saves			Trait +VI		Tł	nis unit has	improved .	Armor Saves	;		Trait +VI	Cast in the Name of God

	Na	me	Туре	Role	Special	Performance	Frame	Points
	Big Duo (N	lass Prod.)	S.Heavy	Raid	Heavy Arms	3	4	250
	Basic	Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Megade	us Army	-	11	Massive		2	-8
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	16"	2	10	6d10	+1	+2	11000
	Wea	oons	EQ	Range	Attacks	Close Range	PEN	DMG
	TL Missile S	alvo [X] (5)	10	48"	7	-	3	300
					Five Uses			
	Laser V	ision [E]	1	48"	4	RF-2	5	400
					-			
	Massive S	mash [CC]	-	Melee	-	-	7P	300
			Push a	target bac	kwards 3" foi	r each failed S	ave	
E V								
		Mech	na & Pilot	Traits				
Cast in the Name of God		TL			A			Trait
Cast in the Name of God		In	is unit has	improved	Armor Saves			+VI
	Y	(ou may not	Fly or use	e Power wi	th Full Throttl	e/Charge.		Trait
Slow and Laborious	In Melee you AND the Defender gain +X Hits equal to your Size.						e.	-V

Nan		Turne	Dele	Su a stal	Performance	Evenes	Detete	
		Туре	Role	Special	Performance		Points	
Doroth	ny 1	S.Heavy	Attacker		1	2	50	
Skilled	Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Bec	:k	-	4	Massive	-1	3	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	8"	1	6	6d10	+1	+1	10000	
Weap	ons	EQ	Range	Attacks	Close Range	PEN	DMG	
Massive Sm	nash [CC]	-	Melee	-	-	7P	300	A A A A A A A A A A A A A A A A A A A
		Push a	target bac	kwards 3" foi	each failed S	ave		
Drill H	and	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	ATK			
Immobilizing	Tentacles	3	Melee	ATK+3 Hits	-	55	-	
		[^	1-1] This a	ttack Blindsid	es one target			
				Mecha &	Pilot Traits			
Whe	en this unit a	activates o	hoose a w	eapons bonu	s for this turn:		Pilot	Mechanical Genius
	All we	eapons go	ain +1 PEN	or +100 DA	۱G.		Trait I	mechanical Genius
Y	ou may not	Fly or use	Power wi	th Full Throttle	e/Charge.		Trait	Class and Lakestana
In Mel	ee you AN	D the Def	ender gain	+X Hits equ	al to your Size	e.	-V	Slow and Laborious

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Unit N	Name	Туре	Role	Special	Performance	Frame	Points
Escaf	lowne	MS	Melee	Indomitable	domitable 3		500
Ace	Pilot	Creator	EQ Slots	Size 0	Speed+	Armor+	Cost+
Van	Fanel	Ispano	3	Giant	-1	-3	-14
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	12"	1	8	11d10	+5	+1	2600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Due	ling Sword	3	Melee	ATK+1 Hit	DEF+2 Blocks	2	400
		Bloc	ks do not s	tack with Shie	elds or Barriers	5	
Close Cor	nbat [CC]	-	Melee	-	-	5P	300
		Push a	target bac	kwards 3" foi	each failed S	ave	

	Mecha & Pilot Traits	
The Cursed Dance	Gain +1 HIT for every [M-2] this unit spends on Skill Defense this Round Lose -1 Action if you are below 100% HP.	Trait +XV
Winged Transformation	While transformed gain: Move+5 & Fly Melee Block (5+ to 7+)	Trait +III
Vision of the Future	Immune to Blindside Once per game gain +3 Blocks this turn.	Trait +V
Skilled Swordsman	Enemies in Melee have -1 Accuracy to Hit (i.e. $5+$ to $6+$) against this unit.	Trait +V
Quest for Vengeance	[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 l
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait l

Unit N	Name	Туре	Role	Special	Performance	Frame	Points	
Schere	ezade	MS	Melee	Indomitable	3	3	300	
Ace	Pilot	Creator	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Allen So	chezhar	Asturia	3	Giant	-1	-3	-12	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	12"	1	8	11d10	+4	+1	2100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Due	ling Sword	3	Melee	ATK+1 Hit	DEF+2 Blocks	2	400	
		Bloc	ks do not s	tack with Shie	elds or Barriers	s		
Close Cor	nbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bacl	kwards 3" foi	r each failed S	ave		
								MA AND ALARA
				Mecha &	Pilot Traits			
Enemies in	Melee have	-1 Accurc	icy to Hit 8	Block (i.e. 5	+ to 6+) Vs th	nis unit.	Trait +X	Master Swordsman
At t	he end of th		n choose u Ich take 80		mies in Melee		Trait +II	Master of Arms
When c	ctivated if H	HP<50% d	or [M=0] g	ain [M+2] O	R 2 Focus acti	ons.	Pilot	
	Whe	en this unit	is destroye	ed gain [M+3	3].		Trait I	Chivalrous
In t	he Melee C	lash gain [.]	+1 Hit on A	ATK and +1 I	Block on DEF.		Pilot Trait l	Close Combat Expert

	Unit N	Vame	Туре	Role	Special	Performance	Frame	Points		
	Crimson Alseides		MS	Battler	Assault	3	2	300		
	Ace	Pilot	Model	EQ Slots	Size O	Speed+	Armor+	Cost+		
	Dilar	ndau	Zaibach	4	Giant	3	2			
	Senses	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	8"	14"	2	10	6d10	+4	+0	2100		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Liquid Me	tal Sword	1	Melee	-	-	4	400		
			[^	1-1] This at	tack Blindsid	es one target				
	Smash	n [CC]	-	Melee	-	-	5P	300		
	Push a target backwards 3" for each failed Save									
	Crima C	Claw [K]	2	8"	4	-	2	400		
		[/	M-1] Blina	lside Attack	Lose 500	HP for each R	ange+8'	"		
	Flamethr	ower [E]	1	16"	7 Hits	RF+1 Hit	-	100		
				Overwatch	VII AOE 1	" Wide Line				
		Mec	na & Pilot	Traits						
Invisibility Cloak	[/	N-1] This ro	und while	outside ene	my Sensors r	ange gain:		Trait		
	Blinds	ide and +2	Blocks vs	each attack	action but l	ose Full Thrott	le.	+V		
Merciless Melee	In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF.									
Merchess Melee		It costs an c	dditional	[M-1] to Di	sengage fro	m this unit		Trait II		

Unit N	Vame	Туре	Role	Special	Performance	Frame	Points	
Alse		MS	Raid	operation	2	2	100	
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zaibach	Soldier	Zaibach	4	Giant	-1	-1	-7	
Senses	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	14"	1	8	4d10	+4	+0	1600	17 4 8
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	- The Are
Liquid Me	tal Sword	1	Melee	-	-	4	400	
		[^	1-1] This at	tack Blindsid	les one target			
Smash	n [CC]	-	Melee	-	-	5P	300	
		Push a	target back	wards 3" fo	r each failed S	ave		
Crima C	law [K]	2	8"	4	-	2	400	
	[/	M-1] Blina	lside Attack	Lose 500	HP for each R	ange+8'	,	
Flamethr	ower [E]	1	16"	7 Hits	RF+1 Hit	-	100	
			Overwatch	VII AOE 1	" Wide Line			
				Mecha &	Pilot Traits			
[/	[M-1] This round while outside enemy Sensors range gain:							Invisibility Cloak
Blinds	ide and +2	Blocks vs	each attack	action but l	ose Full Thrott	le.	+V	

	Unit N	Name	Туре	Role	Special	Performance	Frame	Points			
	Evangelio	n Unit 01	MS	Attacker	Indomitable	6	5	500			
	Skilled	d Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+			
	Shiji	lkari	EVA-01	10	Massive	6	2	-4			
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
	14"	22"	1	10	11d10	+8	+3	8100			
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
	Pallet F	lifle [K]	5	32"	6	RF+2 Hits	-	300			
				(Overwatch IV	·					
	Progress	ive Knife	5	Melee	-	Finisher+1	7	300			
		Reroll 1s & 2s on ATK									
	Massive S	mash [CC]	- Melee 7P								
			Push a	target bac	kwards 3" foi	each failed S	ave				
	The weapon below is only usable after the Berserk Evangelion Trait has been activ										
	Rip &	Tear	-	Melee	ATK+2 Hits ble when Bers	- serk	3	500			
		Mec	na & Pilot		bie when ber						
	After usin				units Actions	and gain: +1	Block	Trait			
Berserk Evangelion						ut gain Rip & 1		+V			
Spirit in the Machine	W	/ith glowing	eyes the	machine be	egins to move	on its own.		Trait			
opini in me Machine		Once per g	ame gain	+3 Blocks	for the rest o	f the turn.		+111			
High Sync Ratio [AT] II	[Barrier]	+1 Block vs	each atto	ick action	+1 Focus ad	tion on your t	urn	Trait +V			
	Permanent -1 Action after failing an Armor Save.										
Spontaneous Regeneration	While Bers	While Berserk this unit may repair one Battle Damage after inflicting melee DMG on an Angel.									
The Third Child	Gain [M+1] or +1 Focus Action when this unit activates.										

Alternate weapon o	ptions for	Eva units	. You may r	not replace the	Prog K	(nife.					
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
Eva Handgun [K]	5	24"	4	RF+3 Hits	2	400					
		Critical	Hits are wort	h 3 Hits							
Pallet Rifle [K]	5	32"	6	RF+2 Hits	-	300					
	Overwatch IV										
Eva Sniper Rifle [K]	5	48"	4	RF-2	2	700					
I	gnore targ	jet's Cover	bonus Cr	iticals are worth	n 3 Hits						
Positron Rifle [E]	5	56"	5	-	8	300					
			[M-1] to use								
Sonic Glaive	5	Melee	ATK+2 Hits	-	4	400					
		Rerol	l 1s on ATK &	& DEF							
Smash Hawk	5	Melee	ATK+2 Hits	-	4	400					
		Rero	ll 1s & 2s on	ATK							

The Evangelion's on this page and the following share these Traits										
[Free Action] Once per Round roll 3d10, each 5+ lowers a [Barrier] by -1 Block. Burn a Focus action for +2d10.	-	Neutralize AT Field								
This unit has improved Armor Saves	Trait +VI	12,000 Plates of Armor								
This unit permanently shuts down at the start of the 4th Round unless it goes Berserk.	Trait -XX	Internal Battery Limit								



Unit N	Vame	Туре	Role	Special	Performance	Frame	Points		
Evangelio	n Unit 02	MS	Battler	Indomitable	7	5	500	1	
Skilled	d Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+		
Asuka S	oryuu L.	EVA-02	10	Massive	5	2	-5		
Sensors	ensors Move Actions		Shooting	Melee	Evade d10	ARM Sv	HP		
18"	18" 20"		14	11d10	+7	+3	8100		
Weaj	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Sonic (Sonic Glaive 5 Melee ATK+2 Hits - 4								
			Rerol	l 1s on ATK &	& DEF				
Progressive Knife		5	Melee	-	Finisher+1	7	300		
			Rero	ll 1s & 2s on	ATK				
Massive S	mash [CC]	-	Melee	-	-	7P	300		
		Push a	target bac	kwards 3" foi	r each failed S	ave			
								and and an article to	
				Mecha &	Pilot Traits				
[Barrier] +1 Block vs each attack action +2 Focus actions on your turn Trait Permanent -1 Action after failing an Armor Save. +X High Sync Ratio [AT] III									
	In Rounds 2+ gain [M+2] on your turn if HP >=50%. Pilot Trait I								

			_		· · · ·		_					
	Unit N		Туре	Role	Special	Performance		Points				
AND A	Eva Uı	-	MS	Attacker	Indomitable	6	5	590				
	Skilled	d Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+				
	Shiji Ikar	i (EP 19)	EVA-01	5	Massive	6	2	-9				
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
	12"	22"	1	10	11d10	+8	+3	8100				
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG				
	Progress	ive Knife	5	Melee	-	Finisher+1	7	300				
				Rero	ll 1s & 2s on	ATK						
	Massive S	mash [CC]	-	Melee	-	-	7P	300				
	Push a target backwards 3" for each failed Save											
	ine weapo	The weapon below is only usable after the Berserk Evangelion Trait										
	Rip &	Tear - Melee ATK+2 Hits - 3										
1 - 4		Usable when Berserk										
Mecha & Pilot Traits												
Dura analia. A mala unala	In this	Round this u	unit is dep	loyed it ga	ins Move+5"	, Fly & [Tactic	al	Trait				
Dynamic Ambush	Adva	ntage] on ye	our first at	tack as lon	g as the targ	et is within 24	".	+11				
	After usin	g Spirit in th	ne Machine	e reset this	units Actions	and gain: +1	Block	Trait				
Berserk Evangelion	versus ec	ach enemy c	ittack actio	on. Lose al	l weapons bu	ut gain Rip &	Tear.	+V				
Contraction and a state state of	W	/ith glowing	eyes the	machine be	gins to move	on its own.		Trait				
Spirit in the Machine		Once per g	ame gain	+3 Blocks	for the rest o	f the turn.		+111				
								Trait				
High Sync Ratio [AT] IV	[Barrier]	+ I Block v	s each aff	ack action	+2 Focus a	ctions on your	turn	+XV				
	While Berg	serk this unit	may repo	air one Batt	le Damage d	after inflicting	melee					
Spontaneous Regeneration				G on an Ar	-	Ŭ		-				
	If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat Trait											
Desperation Attack	, .		•	lice as Criti				+111				
	[M	+111f you e				to an enemy		Pilot				
Driven	-			•		ue to Return Fi	ire.	Trait I				

	Unit N	lame	Туре	Role	Special	Performance	Frame	Points	
	Evangelio	n Unit 00	MS	Battler	Indomitable	5	5	300	
144	Skilled	l Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
	Rei Ay	anami	EVA-00	6	Massive	4	2	-10	
MI Compared	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	18"	18"	1	13	10d10	+3	+3	8100	
	Weapons Great Shield [S3] Progressive Knife		EQ	Range	Attacks	Close Range	PEN	DMG	
			1	-	+3 Blocks	-	-	-	
and a constant					-				
APPENDER STREET			5	Melee	-	Finisher+1	7	300	
				Rero	ll 1s & 2s on	ATK			
A DESCRIPTION OF THE OWNER OF THE	Massive S	mash [CC]	-	Melee	-	-	7P	300	
		Push a target backwards 3" for each failed Save							
		Mech	na & Pilot	Traits					
Sync Ratio [AT] I	[Barrier] +	1 Block vs e	ach attack	action	Permanent -	1 Action after	failing	_	
			ar	Armor Sa	ve.				
Unwavering Loyalty	When activated if HP $<$ 50% or [M=0] gain [M+2] OR 2 Focus actions.								
		Whe	en this unit	is destroye	ed gain [M+:	3].		Trait I	

Unit Name	Туре	Role	Special	Performance	Frame	Points				
Evangelion Unit 02	MS	Battler	Indomitable	7	5	400				
Unstable Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+				
Asuka Soryuu L.	EVA-02	15	Massive	5	2					
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
18" 20"	1	14	11d10	+7	+3	8100				
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG				
TL Eva Bazooka [K]	5	48"	4	RF+1	3	900				
		+ 1	Hit vs Size 3	3+						
Pallet Rifle [K]	5	32"	6	RF+2 Hits	-	300				
		(Overwatch IV	,						
Progressive Knife	5	Melee	-	Finisher+1	7	300				
		Rero	ll 1s & 2s on	ATK						
Massive Smash [CC]	-	Melee	-	-	7P	300	Addition of the Add			
	Push a	target bac	kwards 3" foi	each failed S	ave					
Mecha & Pilot Traits										
[Barrier] +1 Block vs e	ach attack	failing		Sync Patio [AT]						
	ar	n Armor Sa	ve.			-	Sync Ratio [AT] I			

NY A	Na	me	Туре	Role	Special	Performance	Frame	Points				
NO	Sachiel the	3rd Angel	Kaiju	Attacker		3	3	500				
	An	gel	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+				
	(Tier O	Kaiju)	1	6	Massive	-1	2	-7				
	Senses Move		Actions	Shooting	Melee	Evade d10	AKM	HP				
	8" 8"		1	8	8d10	+2	+0	10000				
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG				
	Cross Exp	olosion [E]	5	72"	3	RF+3 Hits	8	700				
		[^	1-3] to use	AOE: 3"	' Wide Line	Cannot Move	this turn	n.				
A	Piledriv	er Arms	1	Melee	-	-	5	300				
				Rero	ll 1s & 2s on	ATK						
	Massive Smash [CC]		-	Melee	-	-	7P	300				
	Push a target backwards 3" for each failed Save											
		Mech	na & Pilot	Traits								
Sachiel AT Field [Barrier]	[-]	1 Havoc] Thi	is Round g	ain +2 Blo	cks Vs ARM F	PEN up to 9.		Trait				
Suchiel Al Heid [Bullier]	Does not	t stack with	Shields or	Cover E	Battle Damag	ge cannot disc	ıble.	+XXX				
Crushing Strength II		At the end	of this unit	's turn choo	se an enemy	in Melee		Trait				
Crosning Strength II		The	y make tw	o Armor So	aves vs PEN 3	7.		+V				
Slow and Laborious You may not Fly or use Power with Full Throttle/Charge.												
	In Me	lee you AN	D the Def	ender gain	+X Hits equ	al to your Size	e.	-V				
Weak Point Critical Hits deal an additional +1 Hit against this unit.												
			Critical Hits deal an additional +1 Hit against this unit.									

Nai	me	Туре	Role	Special	Performance	Frame	Points	
Shamsel the	4th Angel	Kaiju	Raid	Assault	4	2	500	
Ang	gel	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
(Tier O	Kaiju)	-	6	Massive	5	1	2	
Senses	Fly	Actions	Shooting	Melee	Evade d10	ARM S∨	HP	
16"	21"	2	9	5d10	+3	+0	6000	0
Weap	oons	EQ	Range	Attacks	Close Range	PEN	DMG	
Energy V	Vhip [E]	3	16"	6	RF+3 Hits	8	100	
		Enem	ny target mu	ust reroll 9s 8	& 10s on Evad	е		
Energy Whip [E] 3 16" 6 RF+3						8	100	
		Enem	ny target mu	ust reroll 9s 8	& 10s on Evad	е		
Massive F	am [CC]	-	Melee	-	-	-	800	
			After atte	acking lose 1	500 HP			
				Mecha &	Pilot Traits			
[-1	Havoc] Thi	s Round g	ain +2 Bloc	ks Vs ARM P	EN up to 8.		Trait	AT Field [Barrier]
Does not	stack with S	Shields or	Cover B	attle Damaç	ge cannot disc	ıble.	+XX	AT Field [Bdiffer]
	At the end o	of this unit	s turn choo	se an enemy	in Melee		Trait	Lashing Energy
	They	/ make tw	o Armor So	aves vs PEN 7	7.		+V	Lushing Lifergy
	Gain Move	+5" & Fly	during the	first round c	of battle.		Trait +I	Swooping Entrance
	Critical Hits	deal an a	dditional +	1 Hit agains	t this unit.		Trait -V	Weak Point

			_			- •	_				
1	Na	me	Туре	Role	Special	Performance	Frame	Points			
A 1/2	Gaghiel the	6th Angel	Kaiju	Attacker		6	2	500			
	An	gel	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+			
	(Tier O	Kaiju)	2	5	Colossal	1	-4	-15			
	Senses Move		Actions	Shooting	Melee	Evade d10	AKM	HP			
June 1 - Con 12:1	12"	12"	1	8	8d10	+4	+0	10000			
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
	Giant	Jaws	5	Melee	ATK+3 Hits	-	3	300			
E A A A A A A A A A A A A A A A A A A A	[M-1] This attack Blindsides one target										
	Colossal	Ram [CC]	-	Melee	-	-	-	1000			
				After att	acking lose 2	2000 HP					
N PY											
		Mech	na & Pilot	Traits							
AT FULL [D	[-	1 Havoc] Thi	s Round g	ain +2 Blo	cks Vs ARM F	PEN up to 8.		Trait			
AT Field [Barrier]	Does no	t stack with	Shields or	Cover I	Battle Damag	ge cannot disc	ıble.	+XX			
A	When us	ing the Amb	ush [Comr	nand] you i	may return o	ne amphibious	unit				
Amphibious		c	-		-						
		Critical bits deal an additional +1 bits province this unit									
Weak Point		Critical Hits deal an additional +1 Hit against this unit.									

Na	me	Туре	Role	Special	Performance	Frame	Points	
Israfel the	7th Angel	Kaiju	Battler		7	2	500	
An	gel	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
(Tier O	Kaiju)	1	3	Massive	1	-1	-11	
Senses	Senses Move A		Shooting Melee		Evade d10	ARM Sv	HP	
10"	10" 12" 1 12		12	8d10	+3	+0	6000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Small Cross	Explosion [E]	3	16"	4	RF+2 Hits	6	300	
			Critical	Hits are wort	h 3 Hits			
Massive Smash [CC] - Melee 7						7P	300	
		Push a	target back	wards 3" foi	r each failed S	ave		
								VSANAA NY
								ST AN AND
				Mecha &	Pilot Traits			
[-	1 Havoc] Thi	s Round g	ain +2 Blo	cks Vs ARM F	PEN up to 8.		Trait	AT Field [Barrier]
Does no	t stack with S	Shields or	Cover E	Battle Damag	ge cannot disc	ıble.	+XX	AT Field [Barrier]
You must t	ake two of t	hese units	when dep	oying. They	must move to	wards		Synchronized Twins
	each o	ther if the	y are 8"+	from each of	ther.		-	Synchronized Twins
If only or	ne Israfel is a	destroyed	one	Trait	Combine and Recombine			
Israfel	is knocked i	nto anoth	IP.	+XV				
`	You may not	Fly or use		Trait	Slow and Laborious			
In Me	elee you ANI	D the Def	ender gain	+X Hits equ	al to your Size	.	-V	
							_	

Critical Hits deal an additional +1 Hit against this unit.

-V Trait

-V

Weak Point

	_													
A second statements	Unit Name	Туре	Role	Special	Performance	Frame	Points		Na	me	Туре	Role	Special	Performa
A Company of the second se	Bardiel the 13th Angel	MS	Raid	Indomitable	7	5	500		Zeruel the	14th Angel	Kaiju	Raid	Heavy Arms	7
	Basic Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+		Unstoppa	ble Angel	Havoc	EQ Slots	Size 1	Speed-
the state of	[Redacted]	EVA-03	3	Massive		6	-13		(Tier 2	Kaiju)	1	17	Massive	-6
12/	Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		Senses	Move	Actions	Shooting	Melee	Evade d
	14" 15"	1	13	10d10	+6	+5	12100		12"	5"	2	13	9d10	+1
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG		Weaj	oons	EQ	Range	Attacks	Close Ran
	Massive Smash [CC]	-	Melee	-	-	7P	300		Cross Exp	losion [E]	5	72"	3	RF+3 Hi
Here Lat		Push a	target bac	kwards 3" fo	r each failed S	ave				[^	1-3] to use	e AOE: 3'	" Wide Line	Cannot M
									Cross Exp	losion [E]	5	72"	3	RF+3 Hi
										[^	1-3] to use	e AOE: 3'	" Wide Line	Cannot M
	The weapon below is o	nly usabla	after the B	orsork Evana	lion Trait has	been act	livated		Monoed	ge Arms	7	Melee	ATK+2 Hits	-
and the second sec	The weapon below is o	illy usuble		erserk Lydrige		been uci	Ivuleu					Reroll	1s & 2s on /	Attack
	Rip & Tear	-	Melee	ATK+2 Hits	-	3			Massive S	mash [CC]	-	Melee	-	-
				ıble when Ber	serk						Push a	target bac	kwards 3" fo	
	Mecl	na & Pilot	Traits											Pilot Traits
Berserk Bardiel	When HP<50% or	the enem	v has an F	va Unit aain•	+3 Hits in Me	lee	Trait		-	-	•		ks Vs ARM P	•
		ine enem	/ nas an E	va olin gain.			+V					-	Battle Dama	•
12,000 Plates of Armor	Th	nis unit has	improved	Armor Saves			Trait		Gain [M+	 at the en 			nus [M+2] if	there are 3
		This unit has improved Armor Saves							I models within 32"					
Sudden Elongation	[M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs.									•	•		th Full Throttl	, .
Loudon Liongunon	· · · · · · · · · +								In Me	lee you AN	D the Def	ender gain	+X Hits equ	al to your :
Uncanny Movement	Improve the bonus to Dodge only by 1 (Max 3)								[M-1] This i	unit may Blir	ndside on	Melee ATK	by suddenly	elonaatin
, , , , , , , , , , , , , , , , ,				,,			+111							.

Name		Туре	Role	Special	Performance	Frame	Points		
Zeruel the 14th Angel		Kaiju	Raid	Heavy Arms	7	5	970		
Unstoppable Angel		Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	1	
(Tier 2 Kaiju)		1	17	Massive	-6	1	-16		
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
12"	5"	2	13	9d10	+1	+0	11000		
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	Stall .	
Cross Explosion [E]		5	72"	3	RF+3 Hits	8	700		Maria Maria
[M-3] to use AOE: 3" Wide Line Cannot Move this turn.							R. Berry	Rose Bar Part 1	
Cross Exp	olosion [E]	5	72"	3	RF+3 Hits	8	700		
[M-3] to use AOE: 3" Wide Line Cannot Move this turn.									
Monoed	ge Arms	7	Melee	ATK+2 Hits	-	8	400		
	Reroll 1s & 2s on Attack							1.10	
Massive Smash [CC]		-	Melee	-	-	7P	300		
Push a target backwards 3" for each failed Save									
Mecha & Pilot Traits									
[-1 Havoc] This Round gain +2 Blocks Vs ARM PEN up to 10. Trait Does not stack with Shields or Cover Battle Damage cannot disable. +XL								Zerue	el AT Field [Barrier]
Gain [M+1] at the end of each round. Bonus [M+2] if there are 3+ enemy Trait models within 32" +X							Ν	ightmare Angel	
You may not Fly or use Power with Full Throttle/Charge. Trait In Melee you AND the Defender gain +X Hits equal to your SizeV								Slo	w and Laborious
[M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs. \$Trait\$+II\$								Su	dden Elongation
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Kaiju Precision also lets you may target units engaged in Melee. Trait II								Wra	th and Judgement
Critical Hits deal an additional +1 Hit against this unit.									Weak Point

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