

Name	Type	Role	Special	Performance	Frame	Points	
Big O	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
Weapons	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 Smash [CC]	-	Melee	-	-	7P	300	
			Push a target backwards 3" for each failed Save				
Moby Dick Anchor	2	16"	6	RF+3 Hits	9P	100	
			Bypass [Shields] Pull a target towards you 3" for each failed Save				
Cannon Party [K]	1	24"	7	RF+3 Hits	-	300	
			Overwatch IV Single Use				
Missile Party [X]	2	48"	5	RF+2 Hits	3	300	
			Single Use				
O Thunder [E]	4	40"	6	RF+4 Hits	6	200	
			[M-2] to use Overwatch IV				
Laser Vision [E]	1	48"	4	RF-2	5	400	
			-				
Chrome Buster [E]	2	48"	3	RF+2 Hits	7	700	
			[M-2] to use AOE: 2" Wide Line Cannot Move this turn.				

Mecha & Pilot Traits

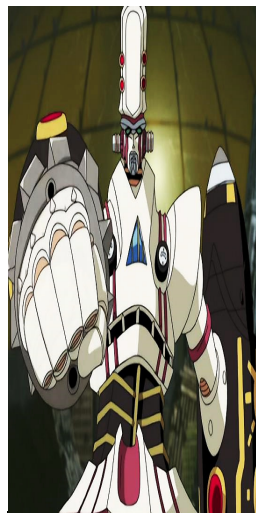
Slow and Laborious	You may not Fly or use Power with Full Throttle/Charge. In Melee you AND the Defender gain +X Hits equal to your Size.	Trait -V
Showtime!	On the first turn this unit is attacked gain +1 Block versus each attack action.	Trait +I
Cast in the Name of God	This unit has improved Armor Saves	Trait +VI
Ye Not Guilty	Gain +1 Hit (+2 with DMG 0-200 weapons) when shooting a Level 1-2 Pilots, Captains, or Kaiju.	Trait +III
The Show Must Go On!	In Round 5 gain +2 Havoc.	Trait +V
Paradigm City Negotiator	Gain [M+2] or +2 Focus 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.	-

Name	Type	Role	Special	Performance	Frame	Points	
Big Duo	S.Heavy	Raid	Heavy Arms	3	4	500	
Ace Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Schwarzwald	-	20	Massive		2	1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	2	10	6d10	+1	+2	11000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Megaton Missiles [X]	5	48"	3	-	6	1000	
			Single Use +6 Hits vs Size 2+ Units				
TL Missile Salvo [X] (6)	12	48"	7	-	3	300	
			Six Uses				
Laser Vision [E]	1	48"	4	RF-2	5	400	
			-				
Propeller Hands	2	Melee	ATK+2 Hits	DEF+1 Block	2	400	
			Blocks do not stack with Shields or Barriers				
Massive Smash [CC]	-	Melee	-	-	7P	300	
			Push a target backwards 3" for each failed Save				

Mecha & Pilot Traits

	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	Slow and Laborious
	Gain Move+5" & Fly during the first round of battle.	Trait +I	Swooping Entrance
	On the first turn this unit is attacked gain +1 Block versus each attack action.	Trait +I	Showtime!
	This unit has improved Armor Saves	Trait +VI	Cast in the Name of God
	Gain +1 Hit (+2 with DMG 0-200 weapons) when shooting a Level 1-2 Pilots, Captains, or Kaiju.	Trait +III	Ye Not Guilty
	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Overconfident
	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I	Quest for Truth

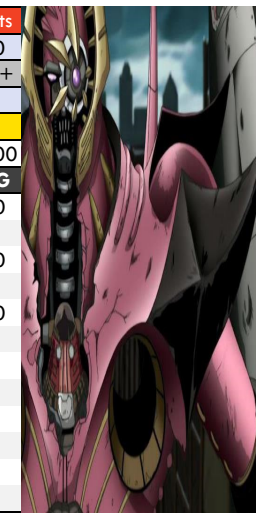




Name	Type	Role	Special	Performance	Frame	Points	
<i>Big Fau</i>	S.Heavy	Battler	Heavy Arms	3	4	650	
Ace Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Alex Rosewater	1	17	Massive	-1	2	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	8"	2	11	7d10	+1	+2	11000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rocket Drill II [K]	3	16"	6	RF+3 Hits	6	300	
Laser Periscope [E]	4	32"	5	RF+3 Hits	5	200	
Laser Periscope [E]	4	32"	5	RF+3 Hits	5	200	
Hvy Laser Cannon [E]	5	48"	4	RF+1	8	600	
Massive Smash [CC]	-	Melee	-	-	7P	300	
Saw Cuffs	1	Melee	-	-	5	300	

Mecha & Pilot Traits

Megadeus Energy [Barrier]	[-1 Havoc] This Round gain +2 Blocks Vs ARM PEN up to 6. Does not stack with Shields or Cover Battle Damage cannot disable.	Trait +X
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
Showtime!	On the first turn this unit is attacked gain +1 Block versus each attack action.	Trait +I
Cast in the Name of God	This unit has improved Armor Saves	Trait +VI
Megalomaniac	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II
Amphibious	When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-



Name	Type	Role	Special	Performance	Frame	Points	
<i>Big Duo Inferno</i>	S.Heavy	Raid	Assault	3	4	350	
Skilled Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Alan Gabriel	-	6	Massive		4	-6	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	2	10	6d10	+2	+2	11000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Drill	2	Melee	-	-	6	300	
Massive Smash [CC]	-	Melee	-	-	7P	300	
Archetype's Eye [E]	4	48"	4	-	6	400	

Mecha & Pilot Traits

	Gain Move+5" & Fly during the first round of battle.	Trait +I	Swooping Entrance
	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	Slow and Laborious
	On the first turn this unit is attacked gain +1 Block versus each attack action.	Trait +I	Showtime!
	This unit has improved Armor Saves	Trait +VI	Cast in the Name of God
	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I	Headhunter

Name	Type	Role	Special	Performance	Frame	Points	
Big O (Mass Prod.)	S.Heavy	Attacker	Heavy Arms	3	4	250	
Basic Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Megadeus Army	-	12	Massive	-1	2	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	8"	2	8	8d10	+0	+2	11000
Weapons	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	
Massive Smash [CC]	-	Melee	-	-	7P	300	
Moby Dick Anchor	2	16"	6	RF+3 Hits	9P	100	
Cannon Party [K]	1	24"	7	RF+3 Hits	-	300	
Missile Party [X]	2	48"	5	RF+2 Hits	3	300	
Laser Vision [E]	1	48"	4	RF-2	5	400	

Mecha & Pilot Traits

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
Cast in the Name of God	This unit has improved Armor Saves	Trait +VI

Name	Type	Role	Special	Performance	Frame	Points	
Big Fau (Mass Prod.)	S.Heavy	Battler	Heavy Arms	3	4	250	
Basic Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Megadeus Army	-	10	Massive	-1	2	-10	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	8"	2	11	7d10	+1	+2	11000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rocket Drill [K]	1	16"	5	RF+2 Hits	5	300	
Laser Periscope [E]	4	32"	5	RF+3 Hits	5	200	
Laser Periscope [E]	4	32"	5	RF+3 Hits	5	200	
Massive Smash [CC]	-	Melee	-	-	7P	300	
Saw Cuffs	1	Melee	-	-	5	300	

Mecha & Pilot Traits

When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-	Amphibious
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	Slow and Laborious
This unit has improved Armor Saves	Trait +VI	Cast in the Name of God

Name	Type	Role	Special	Performance	Frame	Points	
Big Duo (Mass Prod.)	S.Heavy	Raid	Heavy Arms	3	4	250	
Basic Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Megadeus Army	-	11	Massive	-	2	-8	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	16"	2	10	6d10	+1	+2	11000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Missile Salvo [X] (5)	10	48"	7	-	3	300	
Laser Vision [E]	1	48"	4	RF-2	5	400	
Massive Smash [CC]	-	Melee	-	-	7P	300	

Mecha & Pilot Traits

Cast in the Name of God	This unit has improved Armor Saves	Trait +VI
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	
Dorothy 1	S.Heavy	Attacker		1	2	50	
Skilled Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Beck	-	4	Massive	-1	3	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	6	6d10	+1	+1	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Massive Smash [CC]	-	Melee	-	-	7P	300	
Drill Hand	1	Melee	-	-	5	300	
Immobilizing Tentacles	3	Melee	ATK+3 Hits	-	5S	-	

Mecha & Pilot Traits

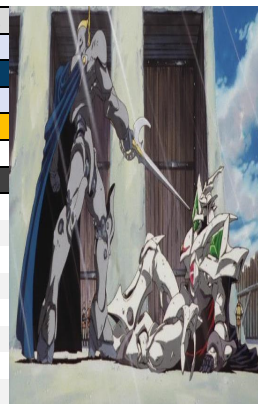
When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I	Mechanical Genius
You may not Fly or use Power with Full Throttle/Charge. In Melee you AND the Defender gain +X Hits equal to your Size.	Trait -V	Slow and Laborious



Unit Name		Type	Role	Special	Performance	Frame	Points
Escaflowne		MS	Melee	Indomitable	3	4	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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Dueling Sword		3	Melee	ATK+1 Hit DEF+2 Blocks	2	400	
<i>Blocks do not stack with Shields or Barriers</i>							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

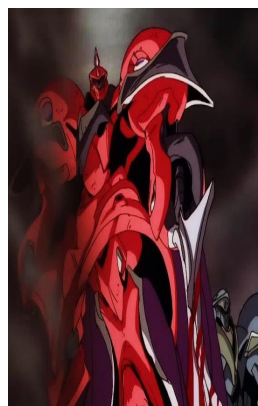
The Cursed Dance	Gain +1 HIT for every [M-2] this unit spends on Skill Defense this Round Lose -1 Action if you are below 100% HP.	Trait +XV
Winged Transformation	While transformed gain: Move+5 & Fly Melee Block (5+ to 7+)	Trait +III
Vision of the Future	Immune to Blindside Once per game gain +3 Blocks 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 I
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
Scherezade		MS	Melee	Indomitable	3	3	300
Ace Pilot		Creator	EQ Slots	Size 0	Speed+	Armor+	Cost+
Allen Schezhar		Asturia	3	Giant	-1	-3	-12
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	12"	1	8	11d10	+4	+1	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Dueling Sword		3	Melee	ATK+1 Hit DEF+2 Blocks	2	400	
<i>Blocks do not stack with Shields or Barriers</i>							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

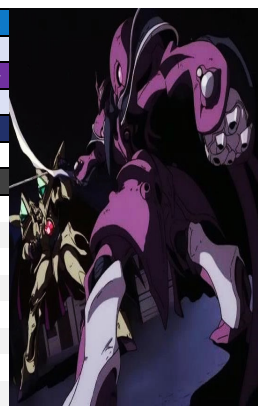
Enemies in Melee have -1 Accuracy to Hit & Block (i.e. 5+ to 6+) Vs this unit.	Trait +X	Master Swordsman
At the end of this unit's turn choose up to two enemies in Melee They each take 800 DMG.	Trait +II	Master of Arms
When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I	Chivalrous
In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I	Close Combat Expert



Unit Name		Type	Role	Special	Performance	Frame	Points
Crimson Alseides		MS	Battler	Assault	3	2	300
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Dilandau		Zaibach	4	Giant	3	2	
Senses	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	14"	2	10	6d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Liquid Metal Sword		1	Melee	-	-	4	400
<i>[M-1] This attack Blindsides one target</i>							
Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
Crima Claw [K]		2	8"	4	-	2	400
<i>[M-1] Blindside Attack Lose 500 HP for each Range+8"</i>							
Flamethrower [E]		1	16"	7 Hits	RF+1 Hit	-	100
<i>Overwatch VII AOE 1" Wide Line</i>							

Mecha & Pilot Traits

Invisibility Cloak	[M-1] This round while outside enemy Sensors range gain: Blindside and +2 Blocks vs each attack action but lose Full Throttle.	Trait +V
Merciless Melee	In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit	Pilot Trait II



Unit Name		Type	Role	Special	Performance	Frame	Points
Alseides		MS	Raid		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Liquid Metal Sword		1	Melee	-	-	4	400
<i>[M-1] This attack Blindsides one target</i>							
Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
Crima Claw [K]		2	8"	4	-	2	400
<i>[M-1] Blindside Attack Lose 500 HP for each Range+8"</i>							
Flamethrower [E]		1	16"	7 Hits	RF+1 Hit	-	100
<i>Overwatch VII AOE 1" Wide Line</i>							

Mecha & Pilot Traits

[M-1] This round while outside enemy Sensors range gain: Blindside and +2 Blocks vs each attack action but lose Full Throttle.	Trait +V	Invisibility Cloak
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Evangelion Unit 01	MS	Attacker	Indomitable	6	5	500	
Skilled Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Shiji Ikari	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
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Pallet Rifle [K]	5	32"	6	RF+2 Hits	-	300	
Overwatch IV							
Progressive Knife	5	Melee	-	Finisher+1	7	300	
Reroll 1s & 2s on ATK							
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							
The weapon below is only usable after the Berserk Evangelion Trait has been activated							
Rip & Tear	-	Melee	ATK+2 Hits	-	3	500	
Usable when Berserk							

Mecha & Pilot Traits

Berserk Evangelion	After using Spirit in the Machine reset this units Actions and gain: +1 Block versus each enemy attack action. Lose all weapons but gain Rip & Tear.	Trait +V
Spirit in the Machine	With glowing eyes the machine begins to move on its own. Once per game gain +3 Blocks for the rest of the turn.	Trait +III
High Sync Ratio [AT] II	[Barrier] +1 Block vs each attack action +1 Focus action on your turn Permanent -1 Action after failing an Armor Save.	Trait +V
Spontaneous Regeneration	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.	Pilot Trait I

Alternate weapon options for Eva units. You may not replace the Prog Knife.						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Eva Handgun [K]	5	24"	4	RF+3 Hits	2	400
Critical Hits are worth 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
Ignore target's Cover bonus Criticals are worth 3 Hits						
Positron Rifle [E]	5	56"	5	-	8	300
[M-1] to use						
Sonic Glaive	5	Melee	ATK+2 Hits	-	4	400
Reroll 1s on ATK & DEF						
Smash Hawk	5	Melee	ATK+2 Hits	-	4	400
Reroll 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 Name	Type	Role	Special	Performance	Frame	Points	
Evangelion Unit 00	MS	Sniper	Indomitable	5	5	350	
Skilled Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Rei Ayanami	EVA-00	10	Massive	5	2	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	20"	1	14	7d10	+5	+3	8100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Eva Sniper Rifle [K]	5	48"	4	RF-2	2	700	
Ignore target's Cover bonus Criticals are worth 3 Hits							
Progressive Knife	5	Melee	-	Finisher+1	7	300	
Reroll 1s & 2s on ATK							
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Sync Ratio [AT] I	[Barrier] +1 Block vs each attack action Permanent -1 Action after failing an Armor Save.	-
The First Child	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Evangelion Unit 02	MS	Battler	Indomitable	7	5	500	
Skilled Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Asuka Soryuu L.	EVA-02	10	Massive	5	2	-5	
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	
Sonic Glaive	5	Melee	ATK+2 Hits	-	4	400	
Reroll 1s on ATK & DEF							
Progressive Knife	5	Melee	-	Finisher+1	7	300	
Reroll 1s & 2s on ATK							
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

[Barrier] +1 Block vs each attack action +2 Focus actions on your turn Permanent -1 Action after failing an Armor Save.	Trait +X	High Sync Ratio [AT] III
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	The Second Child





Unit Name	Type	Role	Special	Performance	Frame	Points	
Eva Unit 01	MS	Attacker	Indomitable	6	5	590	
Skilled Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Shiji Ikari (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
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Progressive Knife	5	Melee	-	Finisher+1	7	300	
Reroll 1s & 2s on ATK							
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							
The weapon below is only usable after the Berserk Evangelion Trait has been activated							
Rip & Tear	-	Melee	ATK+2 Hits	-	3		
Usable when Berserk							

Mecha & Pilot Traits

Dynamic Ambush	In this Round this unit is deployed it gains Move+5", Fly & [Tactical Advantage] on your first attack as long as the target is within 24".	Trait +II
Berserk Evangelion	After using Spirit in the Machine reset this units Actions and gain: +1 Block versus each enemy attack action. Lose all weapons but gain Rip & Tear.	Trait +V
Spirit in the Machine	With glowing eyes the machine begins to move on its own. Once per game gain +3 Blocks for the rest of the turn.	Trait +III
High Sync Ratio [AT] IV	[Barrier] +1 Block vs each attack action +2 Focus actions on your turn	Trait +XV
Spontaneous Regeneration	While Berserk this unit may repair one Battle Damage after inflicting melee DMG on an Angel.	-
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
Driven	[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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Evangelion Unit 00	MS	Battler	Indomitable	5	5	300	
Skilled Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Rei Ayanami	EVA-00	6	Massive	4	2	-10	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	18"	1	13	10d10	+3	+3	8100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Great Shield [S3]	1	-	+3 Blocks	-	-	-	
Progressive Knife	5	Melee	-	Finisher+1	7	300	
Reroll 1s & 2s on ATK							
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Sync Ratio [AT] I	[Barrier] +1 Block vs each attack action Permanent -1 Action after failing an Armor Save.	-
Unwavering Loyalty	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I

Unit Name	Type	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+							
Pallet Rifle [K]	5	32"	6	RF+2 Hits	-	300	
Overwatch IV							
Progressive Knife	5	Melee	-	Finisher+1	7	300	
Reroll 1s & 2s on ATK							
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

[Barrier] +1 Block vs each attack action Permanent -1 Action after failing an Armor Save.	-	Sync Ratio [AT] I
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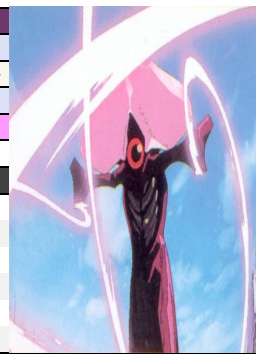




Name	Type	Role	Special	Performance	Frame	Points	
Sachiel the 3rd Angel	Kaiju	Attacker		3	3	500	
Angel	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
(Tier 0 Kaiju)	1	6	Massive	-1	2	-7	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	8	8d10	+2	+0	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Cross Explosion [E]	5	72"	3	RF+3 Hits	8	700	
<i>[M-3] to use AOE: 3" Wide Line Cannot Move this turn.</i>							
Piledriver Arms	1	Melee	-	-	5	300	
<i>Reroll 1s & 2s on ATK</i>							
Massive Smash [CC]	-	Melee	-	-	7P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Sachiel AT Field [Barrier]	[-1 Havoc] This Round gain +2 Blocks Vs ARM PEN up to 9. Does not stack with Shields or Cover Battle Damage cannot disable.	Trait +XXX
Crushing Strength II	At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 7.	Trait +V
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
Weak Point	Critical Hits deal an additional +1 Hit against this unit.	Trait -V



Name	Type	Role	Special	Performance	Frame	Points	
Shamsel the 4th Angel	Kaiju	Raid	Assault	4	2	500	
Angel	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
(Tier 0 Kaiju)	-	6	Massive	5	1	2	
Senses	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	21"	2	9	5d10	+3	+0	6000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Energy Whip [E]	3	16"	6	RF+3 Hits	8	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Energy Whip [E]	3	16"	6	RF+3 Hits	8	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Massive Ram [CC]	-	Melee	-	-	-	800	
<i>After attacking lose 1500 HP</i>							

Mecha & Pilot Traits

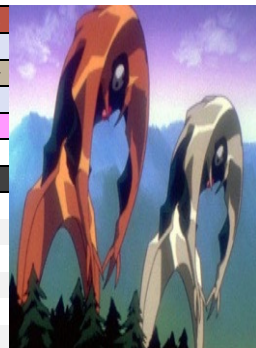
	[-1 Havoc] This Round gain +2 Blocks Vs ARM PEN up to 8. Does not stack with Shields or Cover Battle Damage cannot disable.	Trait +XX	AT Field [Barrier]
	At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 7.	Trait +V	Lashing Energy
	Gain Move+5" & Fly during the first round of battle.	Trait +I	Swooping Entrance
	Critical Hits deal an additional +1 Hit against this unit.	Trait -V	Weak Point



Name	Type	Role	Special	Performance	Frame	Points	
Gaghiel the 6th Angel	Kaiju	Attacker		6	2	500	
Angel	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
(Tier 0 Kaiju)	2	5	Colossal	1	-4	-15	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	8	8d10	+4	+0	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Jaws	5	Melee	ATK+3 Hits	-	3	300	
<i>[M-1] This attack Blindsides one target</i>							
Colossal Ram [CC]	-	Melee	-	-	-	1000	
<i>After attacking lose 2000 HP</i>							

Mecha & Pilot Traits

AT Field [Barrier]	[-1 Havoc] This Round gain +2 Blocks Vs ARM PEN up to 8. Does not stack with Shields or Cover Battle Damage cannot disable.	Trait +XX
Amphibious	When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-
Weak Point	Critical Hits deal an additional +1 Hit against this unit.	Trait -V



Name	Type	Role	Special	Performance	Frame	Points	
Israfel the 7th Angel	Kaiju	Battler		7	2	500	
Angel	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
(Tier 0 Kaiju)	1	3	Massive	1	-1	-11	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	1	12	8d10	+3	+0	6000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Small Cross Explosion [E]	3	16"	4	RF+2 Hits	6	300	
<i>Critical Hits are worth 3 Hits</i>							
Massive Smash [CC]	-	Melee	-	-	7P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

	[-1 Havoc] This Round gain +2 Blocks Vs ARM PEN up to 8. Does not stack with Shields or Cover Battle Damage cannot disable.	Trait +XX	AT Field [Barrier]
	You must take two of these units when deploying. They must move towards each other if they are 8"+ from each other.	-	Synchronized Twins
	If only one Israfel is destroyed replace it with full HP next Round. If one Israfel is knocked into another they form a single unit with 5000 HP.	Trait +XV	Combine and Recombine
	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	Slow and Laborious
	Critical Hits deal an additional +1 Hit against this unit.	Trait -V	Weak Point



Unit Name	Type	Role	Special	Performance	Frame	Points	
Bardiel the 13th Angel	MS	Raid	Indomitable	7	5	500	
Basic Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
[Redacted]	EVA-03	3	Massive		6	-13	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	15"	1	13	10d10	+6	+5	12100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Massive Smash [CC]	-	Melee	-	-	7P	300	
<i>Push a target backwards 3" for each failed Save</i>							
<i>The weapon below is only usable after the Berserk Evangelion Trait has been activated</i>							
Rip & Tear	-	Melee	ATK+2 Hits	-	3		
<i>Usable when Berserk</i>							
Mecha & Pilot Traits							
Berserk Bardiel	When HP<50% or the enemy has an Eva Unit gain: +3 Hits in Melee					Trait	+V
12,000 Plates of Armor	This unit has improved Armor Saves					Trait	+VI
Sudden Elongation	[M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs.					Trait	+II
Uncanny Movement	Improve the bonus to Dodge only by 1 (Max 3)					Trait	+III

Name	Type	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+	
(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	
Cross Explosion [E]	5	72"	3	RF+3 Hits	8	700	
<i>[M-3] to use AOE: 3" Wide Line Cannot Move this turn.</i>							
Cross Explosion [E]	5	72"	3	RF+3 Hits	8	700	
<i>[M-3] to use AOE: 3" Wide Line Cannot Move this turn.</i>							
Monoedge Arms	7	Melee	ATK+2 Hits	-	8	400	
<i>Reroll 1s & 2s on Attack</i>							
Massive Smash [CC]	-	Melee	-	-	7P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Mecha & Pilot Traits							
[-1 Havoc] This Round gain +2 Blocks Vs ARM PEN up to 10. Does not stack with Shields or Cover Battle Damage cannot disable.						Trait	+XL
Gain [M+1] at the end of each round. Bonus [M+2] if there are 3+ enemy models within 32"						Trait	+X
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
[M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs.						Trait	+II
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Precision also lets you may target units engaged in Melee.						Kaiju Trait II	Wrath and Judgement
Critical Hits deal an additional +1 Hit against this unit.						Trait	-V
							Weak Point

