



Name	Type	Role	Special	Performance	Frame	Points	
Mazinger Z (Toei)	S.Robot	Firepower	Heavy Arms	3	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Koji Kabuto	1	12	Giant		2	-4	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	4	9	4d10	+2	+2	5800
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rust Hurricane [E]	2	8"	4	RF+1 Hit	7	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Freezing Beam	1	8"	7	-	7S	-	
<i>Can only be blocked by [Barriers] or [M]</i>							
Drill Missiles [K]	1	16"	5	RF+2 Hits	5	300	
Rocket Punch Z [K]	2	16"	5	RF+1 Hit	2	400	
<i>Iron Cutter [M-1] - Gain PEN+3</i>							
SouthernCrossKnife [X]	1	16"	8	RF+8 Hits	2	100	
<i>Single Use Overwatch VIII Hits</i>							
Breast Fire [E]	3	32"	4	RF+2	7	300	
Photon Beam [E]	1	48"	4	RF-2	5	400	
Scrander Cutter	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>							

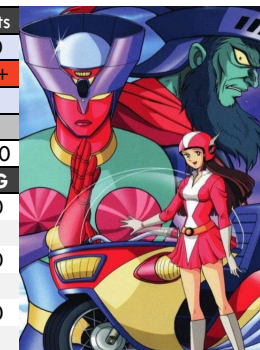
Mecha & Pilot Traits

Super Alloy Z	This unit has improved Armor Saves	Trait +VI
Mazin Power	In Round 5 gain +4 Power.	Trait +V
Scrander Cross	Gain Move+5" & Fly during the first round of battle.	Trait +I
Hot Blooded	[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
Renowned Pilot	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points	
Diana A (Toei)	S.Robot	Firepower	-	3	2	300	
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Sayaka Yumi	-	14	Giant	1	2	8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	3	8	3d10	+2	+2	4400
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Photon Missiles [X] (6)	12	48"	6	-	4	300	
<i>Six Uses</i>							
Scarlet Beam [E]	2	48"	4	RF-1	5	400	
Kick [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

This unit has improved Armor Saves	Trait +VI	Super Alloy Z
[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



Name	Type	Role	Special	Performance	Frame	Points	
Boss Borot (Toei)	S.Robot	Attacker	-	0	2	150	
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Boss, Nuke & Mucha	-	0	Giant	1	4	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	5	5d10	+2	+1	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Roll a [d10] on your turn. [1] Lose 500 HP [2-8] Gain Move+6 & Fly [9+] R:8" Steal a non-[CC] weapon from an enemy (their choice) or ally.	Trait +V	Idiot Savant
If you are within engagement range of terrain gain: +1 Hit with Close Combat [CC] weapons.	Trait +II	Improvised Weapons
Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.	Trait +III	Incredible Luck
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	Unwavering Loyalty

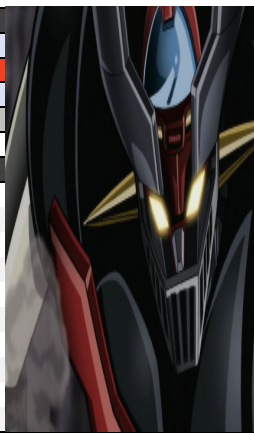




Name	Type	Role	Special	Performance	Frame	Points	
Mazinger Z (Shin)	S.Robot	Firepower	Indomitable	3	4	450	
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Koji Kabuto	1	11	Giant		2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	3	9	5d10	+3	+3	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rust Hurricane [E]	2	8"	4	RF+1 Hit	7	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Shin Rocket Punch [K]	3	24"	5	RF+1 Hit	2	400	
<i>[M-1] This attack Blindsides one target</i>							
Breast Fire [E]	3	32"	4	RF+2	7	300	
-							
Shin Photon Beam [E]	3	48"	4	RF-2	7	400	
-							
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Super Alloy Z	This unit has improved Armor Saves	Trait +VI
Hot Blooded	[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



Name	Type	Role	Special	Performance	Frame	Points	
Mazinger Z (Shin)	S.Robot	Firepower	Indomitable	3	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Koji Kabuto	1	11	Giant		2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	3	9	5d10	+3	+3	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rust Hurricane [E]	2	8"	4	RF+1 Hit	7	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Shin Rocket Punch [K]	3	24"	5	RF+1 Hit	2	400	
<i>[M-1] This attack Blindsides one target</i>							
Breast Fire [E]	3	32"	4	RF+2	7	300	
-							
Shin Photon Beam [E]	3	48"	4	RF-2	7	400	
-							
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

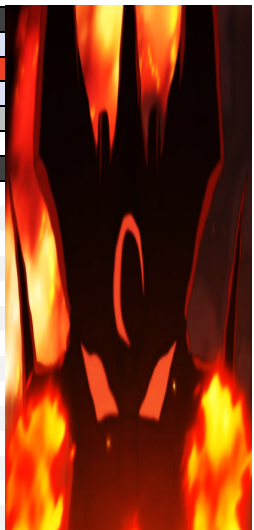
	This unit has improved Armor Saves	Trait +VI	Super Alloy Z
	+1 to Precision and Barrage (Max 3). Barrage lets you change your weapons Rapid Fire to RF+1	Pilot Trait II	Furious Fusillade



Name	Type	Role	Special	Performance	Frame	Points	
Mazinger God Scrander	S.Robot	Firepower	Indomitable	7	4	750	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Koji Kabuto	1	16	Giant	3	2	5	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	15"	3	11	7d10	+5	+3	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rust Hurricane [E]	2	8"	4	RF+1 Hit	7	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Shin Rocket Punch [K]	3	24"	5	RF+1 Hit	2	400	
<i>[M-1] This attack Blindsides one target</i>							
Shin Rocket Punch [K]	3	24"	5	RF+1 Hit	2	400	
<i>[M-1] This attack Blindsides one target</i>							
Breast Fire [E]	3	32"	4	RF+2	7	300	
-							
Shin Photon Beam [E]	3	48"	4	RF-2	7	400	
-							
Super Punch [CC]	1	Melee	-	-	5P	300	
<i>Reroll 1s on ATK</i>							
Scrander Cutter	1	Melee	-	-	4	400	
<i>[M-1] This attack Blindsides one target</i>							

Activated Mecha & Pilot Traits

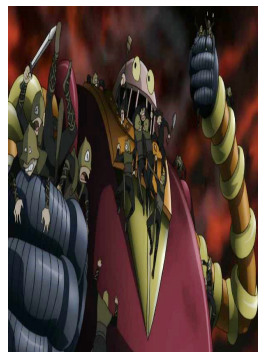
Big Bang Punch	Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	Trait +V
Multi Rocket Punch	Once per Turn your Rocket Punch can strike two targets within 16" of each other. Make the standard number of attacks against each target.	Trait +V
Super Alloy Z	This unit has improved Armor Saves	Trait +VI
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
Hot Blooded	[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



Name	Type	Role	Special	Performance	Frame	Points	
Shin Great Mazinger	S.Robot	Battler	Indomitable	7	4	750	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Tetsuya Tsurugi	1	15	Giant	3	3	5	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	15"	1	13	10d10	+6	+3	7900
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Mazinger Blade	4	Melee	ATK+2 Hits	Finisher+1	5	400	
Backspin Kick [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Great Typhoon	1	16"	6	RF+3 Hits	6P	0	
<i>Bypass [Shields] Push a target backwards 3" for each failed Save</i>							
Great Boomerang [K]	1	16"	7	RF+2 Hits	5	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Drill Pressure Punch [K]	3	16"	5	RF+1 Hit	4	400	
<i>[M-1] This attack Blindsides one target</i>							
Breast Burn [E]	3	24"	4	RF+3	7	300	
-							
Thunder Break [E]	3	40"	4	RF+3	7	300	
<i>[M-1] to use</i>							

Mecha & Pilot Traits

	When this unit activates if [M=0] or if their HP<50% gain 3 Focus actions.	Trait +V	The Left Hand of Zeus
	This unit has improved Armor Saves	Trait +VI	Super Alloy Z
	Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V	Skilled Swordsman
	Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II	Genius Pilot
	Breast Fire & Breast Burn gain +1 ARM PEN if Mazinger and Great Mazinger are within 8" of each other.	-	Two Mazingers



Name	Type	Role	Special	Performance	Frame	Points	
Boss Borot (Shin)	S.Robot	Attacker		0	2	200	
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Boss, Nuke & Mucha	1	4	Giant	1	4		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	8"	1	5	5d10	+2	+1	6800
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Grappling Arms	1	8"	7	-	7P	100	
Bypass [Shields] Pull a target towards you 3" for each failed Save							
KO Punch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300	
Reroll 1s on ATK							

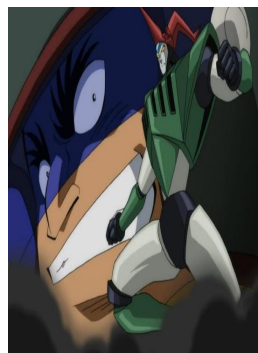
Mecha & Pilot Traits

Incredible Luck	Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.	Trait +III
Crushing Strength	At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 5.	Trait +II
Overconfident	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points	
Venus A (Shin)	S.Robot	Raid		5	2	300	
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Sayaka Yumi	-	8	Giant	1	2	-1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	16"	1	10	6d10	+4	+2	4400
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Photon Missiles [X] (2)	4	48"	6	-	4	300	
Two Uses							
Arcing Photons [E]	2	32"	4	RF+2	6	300	
-							
Z Cutter [K]	2	16"	8	RF+3 Hits	5	100	
Enemy target must reroll 9s & 10s on Evade							
Kick [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

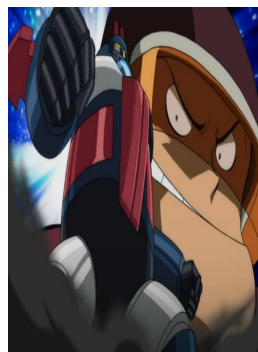
Mecha & Pilot Traits

This unit has improved Armor Saves						Trait +VI	Super Alloy Z
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	Kind Hearted



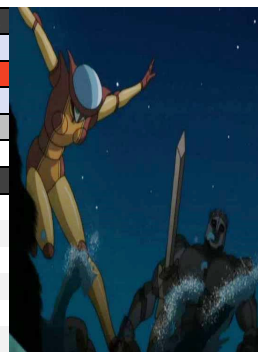
Name	Type	Role	Special	Performance	Frame	Points	
Bion Beta 2	S.Robot	Raid		5	1	100	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Jun Azuma	-	2	Giant	2	2	-4	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	17"	1	10	6d10	+4	+0	3000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rust Hurricane [E]	2	8"	4	RF+1 Hit	7	100	
Enemy target must reroll 9s & 10s on Evade							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Name	Type	Role	Special	Performance	Frame	Points	
Million Alpha	S.Robot	Raid		5	1	100	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Lori & Roll	-	4	Giant	1	1	-5	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	15"	1	10	6d10	+4	+0	2300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
EM Cannon [E]	2	48"	4	RF-1	5	400	
-							
Drill Hands	2	Melee	ATK+1 Hit	-	5	300	
Reroll 1s & 2s on ATK							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							



Name	Type	Role	Special	Performance	Frame	Points	
Dian Gamma 3	S.Robot	Raid		5	1	100	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Masao Koide	-	3	Giant	2	2	-5	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	10	6d10	+4	+0	3000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Breast Fire [E]	3	32"	4	RF+2	7	300	
-							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Name	Type	Role	Special	Performance	Frame	Points	
Aphrodite A	S.Robot	Firepower		2	1	50	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Sayaka Yumi	-	4	Giant	1	1	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	9"	3	7	2d10	+2	+0	2300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Photon Missiles [X] (2)	4	48"	6	-	4	300	
Two Uses							
Kick [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							



If your forces include any Kikaiju or Warrior Beasts from Mazinger you may choose the below option as a Commander Trait.

Mechanical Beasts /
Warrior Beasts

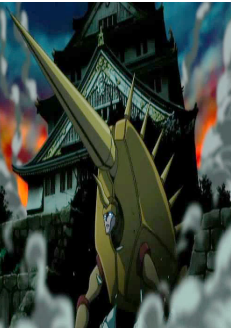
Once per Round one of your units temporarily increases their Havoc score by 1.

Faction Commander Trait



Name	Type	Role	Special	Performance	Frame	Points	
Garada K7	Kikaiju	Attacker		3	3	250	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	1	5	Giant	2	1	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	1	8	8d10	+3	+0	7000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rending Blades	3	Melee	ATK+1 Hit	Finisher+2	3	400	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Rocket Horns [K]	2	16"	5	RF+3 Hits	2	400	
<i>[M-1] This attack Blindsides one target</i>							

Name	Type	Role	Special	Performance	Frame	Points	
Doublas M2	Kikaiju	Firepower		3	3	250	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	1	4	Giant	-1	1	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	8"	3	9	4d10	+1	+0	7000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Heat Ray [E]	2	32"	4	RF+2	6	300	
Heat Ray [E]	2	32"	4	RF+2	6	300	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							



Name	Type	Role	Special	Performance	Frame	Points	
Tauros D7	Kikaiju	Melee		3	3	150	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	6	Giant	2	1	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	16"	1	8	10d10	+2	+0	7000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Deadly Horn	6	Melee	ATK+2 Hits	-	7	300	
<i>Reroll 1s & 2s on ATK</i>							
Ramming Speed [CC]	-	Melee	-	-	-	600	
<i>After attacking lose 1000 HP</i>							

Name	Type	Role	Special	Performance	Frame	Points	
Talos Warriors	Kikaiju	Attacker		1	1	30	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	3	Giant	3	-1	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	10"	1	6	6d10	+2	+0	6000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Blade	1	Melee	ATK+1 Hit	Finisher+1	3	400	
<i>Can only Block in Engagement range (Includes Overwatch)</i>							
Melee Shield [S0]	2	-	+1 Block	-	-	-	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							



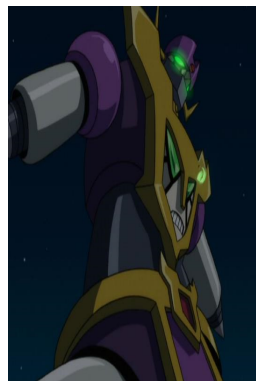
Name	Type	Role	Special	Performance	Frame	Points	
Ghost Fire [E] V9	Kikaiju	Firepower		2	3	150	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	10	Giant	2	1	-	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	3	8	3d10	+1	+0	7000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ghost Fire [E]	4	16"	8 Hits	RF+2 Hits	-	200	
<i>Overwatch VIII AOE 1" Wide Line</i>							
Wrecking Ball [K]	3	8"	4	RF+1 Hit	5P	400	
<i>Push a target backwards 3" for each failed Save</i>							
Wrecking Ball [K]	3	8"	4	RF+1 Hit	5P	400	
<i>Push a target backwards 3" for each failed Save</i>							
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Name	Type	Role	Special	Performance	Frame	Points	
Kingdan X10	Kikaiju	Melee		3	3	150	
Dreadful Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	3	Giant	2	1	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	14"	1	8	10d10	+2	+0	7000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Z Sword	2	Melee	ATK+2 Hits	Finisher+1	3	400	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Energy Ray [E]	1	16"	4	RF+1 Hits	5	300	



Mecha & Pilot Traits

Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V	Skilled Swordsman
In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I	Close Combat Expert



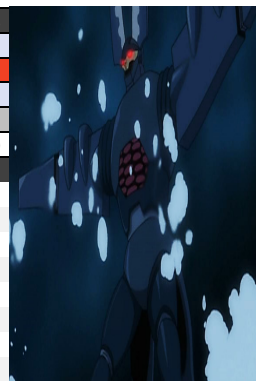
Name	Type	Role	Special	Performance	Frame	Points	
Vargus V5	Kikaiju	Raid		3	3	200	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	5	Giant		1	-5	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
22"	16"	1	10	6d10	+2	+0	7000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ultrasonic Cannon [E]	5	72"	4	RF-2	5	400	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Separating Machines

[M-3] Split into separate units and gain +3 Blocks this turn. You also gain Blindside on Melee Counterattack.

-



Name	Type	Role	Special	Performance	Frame	Points	
Glossam X2	Kikaiju	Raid		3	3	200	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	8	Giant		1	-1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	17"	1	10	6d10	+2	+0	7000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hyper Heat Beam [E]	3	24"	5	RF+2	6	300	
Torpedo Pod [X] (2)	2	32"	6	RF+3 Hits	3	200	
<i>Two Uses</i>							
Ramming Speed [CC]	-	Melee	-	-	-	600	
<i>After attacking lose 1000 HP</i>							
Rending Blades	3	Melee	ATK+1 Hit	Finisher+2	3	400	

Mecha & Pilot Traits

When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.

-

Amphibious



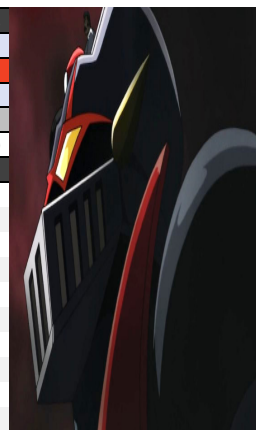
Name	Type	Role	Special	Performance	Frame	Points	
Garadoubblas	Kikaiju	Firepower	Heavy Arms	5	4	500	
Dreadful Kikaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Kedora	1	13	Massive	2	4	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	12"	4	10	5d10	+2	+0	13000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rending Blades	3	Melee	ATK+1 Hit	Finisher+2	3	400	
Massive Smash [CC]	-	Melee	-	-	7P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Heat Ray [E]	2	32"	4	RF+2	6	300	
Heat Ray [E]	2	32"	4	RF+2	6	300	
Beam Phalanx [E]	2	24"	5	RF+3 Hits	4	200	
Beam Phalanx [E]	2	24"	5	RF+3 Hits	4	200	
Rocket Horns [K]	2	16"	5	RF+3 Hits	2	400	
<i>[M-1] This attack Blindsides one target</i>							

Mecha & Pilot Traits

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	
Energer Z	Kikaiju	Firepower	Indomitable	2	4	450	
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kenzo Kabuto*	1	10	Giant		2	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	3	8	4d10	+3	+3	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rust Hurricane [E]	2	8"	4	RF+1 Hit	7	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Shin Rocket Punch [K]	3	24"	5	RF+1 Hit	2	400	
<i>[M-1] This attack Blindsides one target</i>							
Breast Fire [E]	3	32"	4	RF+2	7	300	
Shin Photon Beam [E]	3	48"	4	RF-2	7	400	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

This unit has improved Armor Saves

Trait +VI

Super Alloy Z

If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits.

Trait +III

Possessed by Revenge

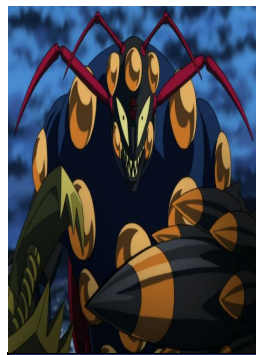
Against Mazinger this unit has +1 Block per Weapon System.

Mazinger Mirror Image

Gain [M+1] or +1 Focus Action when this unit activates.

-

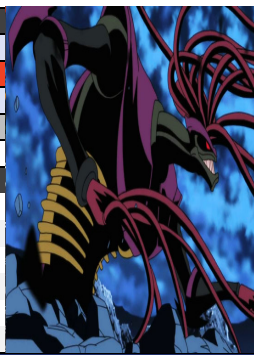
Menacing Visage



Name	Type	Role	Special	Performance	Frame	Points	
Grogos G5	Kikaiju	Interceptor		3	3	200	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	11	Giant	-1		-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	8"	1	10	5d10	+3	+0	6000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Gatling Missiles [X](5)	10	48"	6	RF+1 Hit	3	300	
Five Uses							
Energy Ray [E]	1	16"	4	RF+1 Hits	5	300	
Claws [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

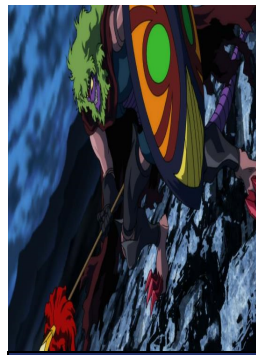
Ambush Predator In this Round this unit is deployed it gains [Tactical Advantage] on your first attack as long as the target is within 24". Trait +1



Name	Type	Role	Special	Performance	Frame	Points	
Bamaras Y1	Kikaiju	Attacker		3	3	150	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	5	Giant	2		-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	12"	1	8	8d10	+3	+0	6000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Immobilizing Tentacles	3	Melee	ATK+3 Hits	-	5S	-	
[M-1] This attack Blindsides one target							
Incinerator [E] II	2	16"	8 Hits	RF+2 Hits	-	100	
Overwatch VIII AOE 1" Wide Line							
Claws [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Cannot be targeted until your first activation unless the enemy is within 10". After being deployed gain [Tactical Advantage] on your first attack as long as the target is within 24". Trait +II Stealth Ambusher



Name	Type	Role	Special	Performance	Frame	Points	
Urah P9	Kikaiju	Attacker		3	3	150	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	3	Giant	5		-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	15"	1	8	8d10	+3	+0	6000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Shield [S2]	1	-	+2 Blocks	-	-	-	
Long Spear	2	Melee	ATK+2 Hits DEF+1 Block	2	400		
Blocks do not stack with Shields or Barriers							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

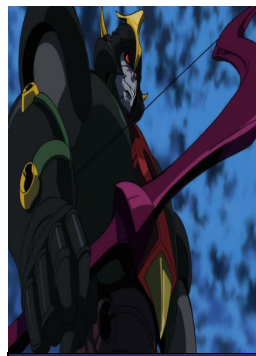
Ambush Predator In this Round this unit is deployed it gains [Tactical Advantage] on your first attack as long as the target is within 24". Trait +1



Name	Type	Role	Special	Performance	Frame	Points	
Abdora U6	Kikaiju	Attacker		3	3	150	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	3	Giant	1		-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	11"	1	8	8d10	+3	+0	6000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
KO Punch [CC]	3	Melee	ATK+1 Hit Finisher+1	5P	300		
Reroll 1s on ATK							

Mecha & Pilot Traits

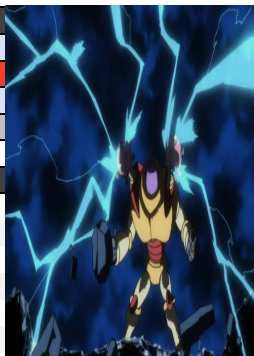
At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 7. Trait +V Crushing Strength II



Name	Type	Role	Special	Performance	Frame	Points	
Gokyun U5	Kikaiju	Sniper		3	3	250	
Dreadful Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	-	5	Giant	-1		-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	8"	1	12	4d10	+1	+0	6000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Divine Arrow [E]	4	48"	4	-	8	300	
Ignore target's Cover bonus							
Energy Ray [E]	1	16"	4	RF+1 Hits	5	300	
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Marksman +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Pilot Trait I
Seeking Shot Your target may not reroll Evade dice and they may not improve their Evade bonus. Trait +V



Name	Type	Role	Special	Performance	Frame	Points	
Bazin B9	Kikaiju	Interceptor		2	2	300	
Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army	1	8	Giant	-2	-3	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
32"	6"	1	8	3d10	+3	+0	2000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Kikaiju [Barrier]	7	-	+1 Block	-	-	-	
[Barrier] Block all [E] shots then redirect 3 [E] Hits to a R16" target							
Energy Ray [E]	1	16"	4	RF+1 Hits	5	300	
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

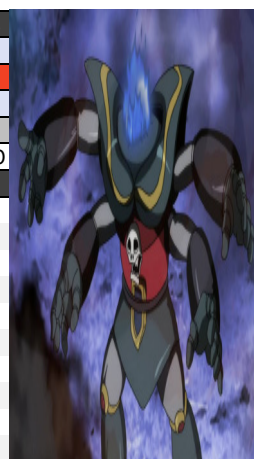
You and your allies may reroll any Evade dice vs Enemies within your Sensors range. Trait +XV Gravity Control



Name	Type	Role	Special	Performance	Frame	Points	
Baron Ashura	S.Robot	Attacker	Indomitable	7	4	500	
Unstoppable Kikaiju	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Baron Ashura	-	8	Giant	4	2	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	10	11d10	+7	+3	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Villainous Claws [K]	5	8"	8	RF+3 Hits	6	100	
				<i>Enemy target must reroll 9s & 10s on Evade</i>			
Deadly Spikes	3	Melee	ATK+1 Hit	-	6	300	
				<i>Reroll 1s & 2s on ATK</i>			
Close Combat [CC]	-	Melee	-	-	5P	300	
				<i>Push a target backwards 3" for each failed Save</i>			

Mecha & Pilot Traits

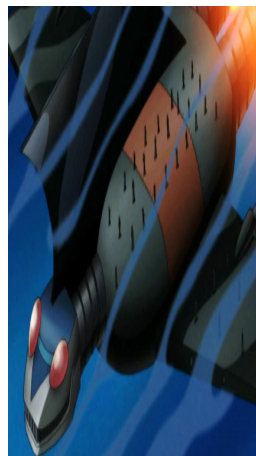
Super Alloy Z	This unit has improved Armor Saves	Trait +VI
Separating Machines	[M-3] Split into separate units and gain +3 Blocks this turn. You also gain Blindside on Melee Counterattack.	-
Entwined with Tragedy	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
Menacing Visage	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I



Name	Type	Role	Special	Performance	Frame	Points	
Hell King Gordon	Kikaiju	Firepower	Heavy Arms	5	5	750	
Unstoppable Kikaiju	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Dr. Hell	2	16	Colossal	1	5	-10	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	11"	4	11	6d10	+2	+0	22000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hell King Sword	7	Melee	ATK+3 Hits	Finisher+1	3	600	
				-			
Colossal Smash [CC]	-	Melee	-	-	9P	300	
				<i>Push a target backwards 3" for each failed Save</i>			
Kikaiju [Barrier]	7	-	+1 Block	-	-	-	
				<i>[Barrier] Block all [E] shots then redirect 3 [E] Hits to a R16" target</i>			
Incinerator [E]	1	16"	7 Hits	RF+1 Hit	-	100	
				<i>Overwatch VII AOE 1" Wide Line</i>			
Great Typhoon	1	16"	6	RF+3 Hits	6P	0	
				<i>Bypass [Shields] Push a target backwards 3" for each failed Save</i>			

Mecha & Pilot Traits

Gain 200HP for every [E]nergy attack blocked by your [Barrier]	Trait +V	Photon Absorption
When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II	Mastermind



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Flying Fortress Ghoul	Warship	500HP	3	6	2	500	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Count Broken	2	13	Titanic	4	2	-2	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
40"	8"	2	9	4d10	+2	+0	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
ElectroCannon [E]	5	40"	4	RF+4	6	300	
				-			
ElectroCannon [E]	5	40"	4	RF+4	6	300	
				-			
[AA] Beams [E] [360]	2	24"	3	-	5	300	
				<i>Overwatch III</i>			
Bombing Run [X]	2	8"	10	-	2	300	
				<i>Rear Arc Only</i>			
Bombing Run [X]	2	8"	10	-	2	300	
				<i>Rear Arc Only</i>			

Warship & Captain Traits

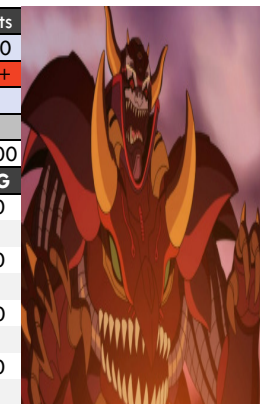
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Maniacal Captain	When activated if HP<50% or [M=0] gain [M+2] OR 2 actions. When this unit is destroyed gain [M+3].	CAPT I



Name	Type	Role	Special	Performance	Frame	Points	
Zeus (Z Mazinger)	S.Robot	Melee	Indomitable	8	5	1000	
Ancient Mycenae God	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+	
-	2	17	Colossal	1	4	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	16"	1	11	14d10	+7	+5	17700
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Zeus' Sword & Spear	10	Melee	ATK+2 Hits DEF+3 Blocks	5	400		
<i>Blocks do not stack with Shields or Barriers</i>							
Colossal Smash [CC]	-	Melee	-	-	9P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Zeus Javelin [K]	7	24"	5	RF+3 Hits	5	400	
-							

Mecha & Pilot Traits

Shining Raiment of War	This unit has greatly improved Armor Saves	Trait +XII
A God Among Gods	Gain [M+2] at the end of each round. Bonus [M+2] if there are 3+ enemy models within 32"	Trait +XV
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



Name	Type	Role	Special	Performance	Frame	Points	
Hades	S.Robot	Firepower	Heavy Arms	8	5	1500	
Ancient Mycenae God	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+	
-	1	22	Colossal	2	3	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	13"	3	14	7d10	+5	+1	14900
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hell King Sword	7	Melee	ATK+3 Hits Finisher+1	3	600		
-							
Colossal Smash [CC]	-	Melee	-	-	9P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Fires of Hades [E]	5	24"	7 Hits	RF+1 Hit	-	200	
<i>Overwatch VII AOE 1" Wide Line</i>							
Hades Inferno [E]	10	32"	10 Hits	RF+4 Hits	-	400	
<i>[M-3] to use AOE 2" Wide Line</i>							

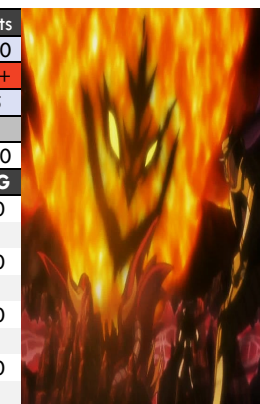
Mecha & Pilot Traits

When HP<9300 replace this unit with the Emperor of Darkness at full HP.	Trait+ DCC	Hidden Beneath
Gain [M+2] at the end of each round. Bonus [M+2] if there are 3+ enemy models within 32"	Trait +XV	A God Among Gods
When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II	Mastermind

Name	Type	Role	Special	Performance	Frame	Points	
Hades	S.Robot	Firepower	Heavy Arms	9	5	1000	
Ancient Mycenae God	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+	
-	3	20	Colossal	5	-5	-15	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	18"	3	15	8d10	+5	+	9300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hades Inferno [E]	10	32"	10 Hits	RF+4 Hits	-	400	
<i>[M-3] to use AOE 2" Wide Line</i>							
Fires of Hades [E]	5	24"	7 Hits	RF+1 Hit	-	200	
<i>Overwatch VII AOE 1" Wide Line</i>							
Fires of Hades [E]	5	24"	7 Hits	RF+1 Hit	-	200	
<i>Overwatch VII AOE 1" Wide Line</i>							
Colossal Smash [CC]	-	Melee	-	-	9P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

[-2 Power] This Round gain +2 Blocks Vs ARM PEN up to 10. Does not stack with Shields or Cover Battle Damage cannot disable.	Trait +XL	Infernal Form [Barrier]
When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Kaiju Trait I	Loathsome Beast
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Menacing Visage





Name	Type	Role	Special	Performance	Frame	Points	
Great Mazinger (Toei)	S.Robot	Battler	Heavy Arms	6	4	750	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Tetsuya Tsurugi	2	21	Giant	3	2	5	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	15"	2	12	8d10	+5	+3	5800
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Mazinger Blade	4	Melee	ATK+2 Hits	Finisher+1	5	400	
Backspin Kick [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Navel Missile [X]	1	8"	4	RF+4 Hits	3	200	
<i>Single Use</i>							
Great Typhoon	1	16"	6	RF+3 Hits	6P	0	
<i>Bypass [Shields] Push a target backwards 3" for each failed Save</i>							
Great Boomerang [K]	1	16"	7	RF+2 Hits	5	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Drill Pressure Punch [K]	3	16"	5	RF+1 Hit	4	400	
<i>[M-1] This attack Blindsides one target</i>							
Breast Burn [E]	3	24"	4	RF+3	7	300	
<i>-</i>							
Thunder Break [E]	3	40"	4	RF+3	7	300	
<i>[M-1] to use</i>							
Great Booster [K]	5	40"	5	RF+2 Hits	5	400	
<i>Single Use & Lose Move-2"</i>							

Mecha & Pilot Traits

New Super Alloy Z	This unit has strongly improved Armor Saves	Trait +IX
Mazin Power	In Round 5 gain +4 Power.	Trait +V
Scramble Dash	Gain Move+5" & Fly during the first round of battle.	Trait +I
Overzealous	[M+2] 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 II
Two Mazingers	Breast Fire & Breast Burn gain +1 ARM PEN if Mazinger and Great Mazinger are within 8" of each other.	-



Name	Type	Role	Special	Performance	Frame	Points	
Venus A (Toei)	S.Robot	Firepower	-	5	2	350	
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Jun Hono	-	10	Giant	1	2	1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	10"	3	9	4d10	+3	+3	4400
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Photon Missiles [X] (3)	6	48"	6	-	4	300	
<i>Three Uses</i>							
Photon Beam [E]	1	48"	4	RF-2	5	400	
<i>-</i>							
Finger Missiles [X] (3)	3	32"	10	RF+6 Hits	2	100	
<i>Three Uses Enemy target must reroll 9s & 10s on Evade</i>							
Kick [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

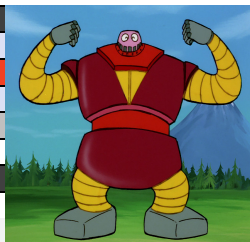
Mecha & Pilot Traits

This unit has strongly improved Armor Saves	Trait +IX	New Super Alloy Z
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Well Trained

Name	Type	Role	Special	Performance	Frame	Points	
Boss Borot (Toei)	S.Robot	Attacker	-	0	2	150	
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Boss, Nuke & Mucha	-	0	Giant	1	4	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	5	5d10	+2	+1	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Roll a [d10] on your turn. [1] Lose 500 HP [2-8] Gain Move+6 & Fly [9+] R:8" Steal a non-[CC] weapon from an enemy (their choice) or ally.	Trait +V	Idiot Savant
If you are within engagement range of terrain gain: +1 Hit with Close Combat [CC] weapons.	Trait +II	Improvised Weapons
Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.	Trait +III	Incredible Luck
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	Unwavering Loyalty





Name	Type	Role	Special	Performance	Frame	Points	
Great General of Darkness	Kaiju	Battler	Indomitable	6	5	750	
Ace Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Toei TV Version	1	11	Giant	3	4	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	13"	1	13	10d10	+5	+1	16000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hell King Sword	7	Melee	ATK+3 Hits Finisher+1	3	600		
			-				
Close Combat [CC]	-	Melee	-	-	5P	300	
			<i>Push a target backwards 3" for each failed Save</i>				
Nether Typhoon	3	16"	6	RF+3 Hits	9P	200	
			<i>Bypass [Shields] Push a target backwards 3" for each failed Save</i>				
Laser Vision [E]	1	48"	4	RF-2	5	400	

Mecha & Pilot Traits

Master Swordsman	Enemies in Melee have -1 Accuracy to Hit & Block (i.e. 5+ to 6+) Vs this unit.	Trait +X
Master of Arms II	At the end of this unit's turn choose up to two enemies in Melee They each take 1600 DMG.	Trait +IV
Honorable	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
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	
Obelius	Kaiju	Interceptor		6	3	250	
Basic Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrior Beasts	-	7	Giant	7	-1	-1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	17"	1	11	6d10	+5	+0	5000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ultrasonic Cannon [E]	5	72"	4	RF-2	5	400	
Missile Salvo [X]	1	48"	5	-	3	300	
			<i>Single Use</i>				
Incinerator [E]	1	16"	7 Hits	RF+1 Hit	-	100	
			<i>Overwatch VII AOE 1" Wide Line</i>				
Ramming Speed [CC]	-	Melee	-	-	-	600	
			<i>After attacking lose 1000 HP</i>				



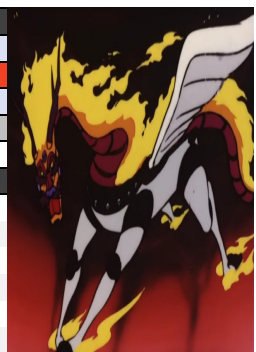
Name	Type	Role	Special	Performance	Frame	Points	
Barubari	Kaiju	Melee	-	5	3	250	
Basic Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrior Beasts	1	2	Giant	1	2	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	9	11d10	+3	+0	8000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hammerfists	2	Melee	ATK+2 Hits	-	2	500	
Smash [CC]	-	Melee	-	-	5P	300	
			<i>Push a target backwards 3" for each failed Save</i>				



Mecha & Pilot Traits

At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 5.	Trait +II	Crushing Strength
---	-----------	-------------------

Name	Type	Role	Special	Performance	Frame	Points	
Kirinia	Kaiju	Raid		6	3	250	
Basic Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrior Beasts	-	5	Giant	1		-8	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	17"	1	11	7d10	+4	+0	6000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ghost Fire [E]	4	16"	8 Hits	RF+2 Hits	-	200	
			<i>Overwatch VIII AOE 1" Wide Line</i>				
Tornado	1	16"	6	RF+3 Hits	6P	0	
			<i>Bypass [Shields] Push a target backwards 3" for each failed Save</i>				
Ramming Speed [CC]	-	Melee	-	-	-	600	
			<i>After attacking lose 1000 HP</i>				



Mecha & Pilot Traits

Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Energy Resistance
[M-1] The mecha suddenly decouples. Gain Blindside on Melee ATK.	Trait +II	Sudden Decoupling



Name	Type	Role	Special	Performance	Frame	Points	
General Hadius	Kaiju	Attacker	Assault	6	4	750	
Ace Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Toei TV Version	1	16	Giant	1	3	4	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	11"	2	9	9d10	+6	+0	8000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Reaper Scythe	2	Melee	ATK+1 Hit	Finisher+3	3	300	
Massive Smash [CC]	-	Melee	-	-	7P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Scythe Boomerang [K]	2	16"	6	RF+4 Hits	3	300	
Flying Skull [K]	5	24"	7	RF+2 Hits	5	200	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Phantasmal Fears	7	24"	7	RF+4 Hits	9S	-	
<i>Can only be blocked by [Barriers] or [M]</i>							

Mecha & Pilot Traits

Extrasensory Perception	Immune to Blindside NT Flash: Twice per game gain +3 Blocks this turn.	Trait +X
Sustained by Fear	General Hadius regains 500HP for each Stun DMG dealt by Phantasmal Fears	Trait +V
Mastermind	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II

Name	Type	Role	Special	Performance	Frame	Points	
Mamirez	Kaiju	Attacker	-	5	3	250	
Basic Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrior Beasts	-	7	Giant	5	1	-1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	9	9d10	+4	+0	7000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rending Blades	3	Melee	ATK+1 Hit	Finisher+2	3	400	
Constrict & Immobilize	3	Melee	ATK+2 Hits	-	6S	-	
<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>							
Laser Vision [E]	1	48"	4	RF-2	5	400	

Mecha & Pilot Traits

Once per game your extreme speed gives +3 Blocks this turn.	Trait +III	Hurricane Speed
---	---------------	-----------------



Name	Type	Role	Special	Performance	Frame	Points	
Gulasos	Kaiju	Attacker	-	5	3	250	
Basic Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrior Beasts	-	5	Giant	-	2	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	10"	1	9	9d10	+4	+0	8000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Double Axe	3	Melee	ATK+3 Hits	Finisher+1	2	400	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Kaiju Fireballs [E]	2	16"	4	RF+2 Hits	5	300	

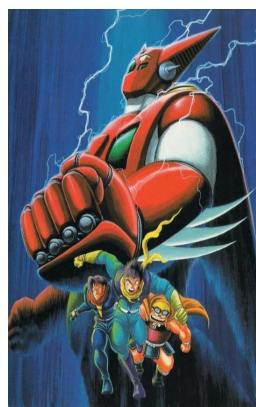
Mecha & Pilot Traits

[M-2] R:8" Target: An unactivated unit with a Level 0-1 Pilot/Captain/Kaiju. Roll a d10. On a [5+] gain control of the target this Round.	Trait +X	Hypnosis Beam
---	-------------	---------------



Name	Type	Role	Special	Performance	Frame	Points	
Dokkaider	Kaiju	Battler	Heavy Arms	5	3	250	
Basic Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrior Beasts	-	12	Giant	-	4	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	10"	2	12	8d10	+2	+0	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Drill Hand	1	Melee	-	-	5	300	
<i>Reroll 1s & 2s on ATK</i>							
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Energy Ray [E]	1	16"	4	RF+1 Hits	5	300	
<i>Overwatch IV</i>							
Gatling Missiles [X](5)	10	48"	6	RF+1 Hit	3	300	
<i>Five Uses</i>							





Name	Type	Role	Special	Performance	Frame	Points	
Getter-1	S.Robot	Melee	Assault	4	4	500	
Ace Pilot	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Ryoma Nagare	See Below	5	Massive	-1	1	-11	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	2	8	10d10	+5	+0	5100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Getter Razor [CC]	1	Melee	-	-	5P	300	
<i>Reroll 1s on DEF</i>							
Getter Tomahawk	1	Melee	ATK+1 Hit	Finisher+1	2	400	
T.Hawk Boomerang [K]	1	16"	5	RF+3 Hits	3	300	
Getter Beam [E]	2	32"	3	RF+2 Hits	7	700	
<i>[M-2] to use AOE: 2" Wide Line</i>							

Mecha & Pilot Traits

Hot Blooded	[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	
Getter-3	S.Robot	Firepower	Assault	3	4	-	
Skilled Pilot	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Musashi Tomoe	See Below	12	Massive	-3	1	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	4"	3	11	4d10	+2	+0	5100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Getter Missile [X] (3)	9	48"	5	RF+2 Hits	3	400	
<i>Three Uses</i>							
Grappling Arms	1	8"	7	-	7P	100	
<i>Bypass [Shields] Pull a target towards you 3" for each failed Save</i>							
Daisetsuzan Oroshi [CC]	2	Melee	-	-	7P	300	
<i>Push a target backwards 6" for each failed Save</i>							

Mecha & Pilot Traits

At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 5.	Trait +II	Crushing Strength
This unit cannot make sharp turns. Halve the movement bonus from Full Throttle (i.e. 5" to 3").	Trait -I	Tracked Vehicle
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	Guts



Name	Type	Role	Special	Performance	Frame	Points	
Getter-2	S.Robot	Attacker	Assault	4	4	-	
Ace Pilot	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Hayato Jin	See Below	3	Massive	3	1	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	15"	2	8	8d10	+6	+0	5100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Drill	2	Melee	-	-	6	300	
<i>Reroll 1s & 2s on ATK</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Rocket Drill [K]	1	16"	5	RF+2 Hits	5	300	

Mecha & Pilot Traits

Lone Wolf	Once per Round gain both Guard & Dodge or Guard & Counter. When this unit activates if there are no allies within 16" gain [M+1]	Pilot Trait II
-----------	---	-------------------



Name	Type	Role	Special	Performance	Frame	Points	
Getter-1 (Solo)	S.Robot	Melee	Assault	4	4	500	
Skilled Pilot	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Musashi Tomoe	3	5	Massive	-1	1	-11	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	2	8	10d10	+5	+0	5100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Getter Razor [CC]	1	Melee	-	-	5P	300	
<i>Reroll 1s on DEF</i>							
Getter Tomahawk	1	Melee	ATK+1 Hit	Finisher+1	2	400	
T.Hawk Boomerang [K]	1	16"	5	RF+3 Hits	3	300	
Getter Beam [E]	2	32"	3	RF+2 Hits	7	700	
<i>[M-2] to use AOE: 2" Wide Line</i>							

Mecha & Pilot Traits

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	Guts
---	------------------	------

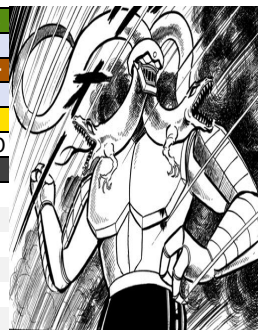
Mecha & Pilot Traits

Getter Robo	Getter Robo has three Pilots and three forms which share HP & Power. For VP scoring it counts as Frame 12 & Pilot 5.	-
Change Getter!	Each form of Getter may activate once per Round. Changing forms requires you to use Open Get!	Trait +X
Open Get!	[M-3] Switch into a different Getter and gain +3 Blocks this turn. You may do this after rolling Evade in your previous form. You may also do so in Melee but it must be before rolling. After doing so you may reallocate your dice pool.	-
Will of Getter	Temporarily gain +1 Power this turn if Open Get! was used last Turn. [M-1] Once per Round gain +2 Power until your next Turn.	Trait +V
Getter-1 (Solo)	This unit is piloted only by Musashi. It is worth only 5 VP (Frame 4 & Pilot 1). It cannot use Change Getter! Or Open Get! If it uses the Self-Destruct [Event] the attack becomes PEN 9 versus Units from the Dinosaur Empire below.	-



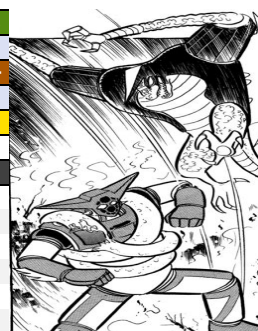
Name	Type	Role	Special	Performance	Frame	Points	
Mechasaurus Gigi	Kaiju	Raid		1	2	100	
Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Dinosaur Empire	-	7	Massive	1	-1	-5	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	17"	1	8	4d10	+1	+0	6000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Massive Smash [CC]	-	Melee	-	-	7P	300	
<i>Push a target backwards 3" for each failed Save</i>							
AA Missiles [X] (6)	6	16"	8	RF+8 Hits	2	100	
Six Uses Overwatch VIII Hits							
Antiship Missile [X]	1	48"	3	RF-1	3	1000	
Single Use +3 Hits vs Size 2+ Units							

Name	Type	Role	Special	Performance	Frame	Points	
Mechasaurus Doba	Kaiju	Firepower	Indomitable	4	3	300	
Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Dinosaur Empire	-	4	Massive	1	-	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	3	9	5d10	+2	+1	12000
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>							
Immobilizing Tentacles	3	Melee	ATK+3 Hits	-	5S	-	
[M-1] This attack Blindsides one target							
Laser Vision [E]	1	48"	4	RF-2	5	400	
-							



Name	Type	Role	Special	Performance	Frame	Points	
Mechasaurus Jiga	Kaiju	Attacker		3	2	250	
Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Dinosaur Empire	1	5	Massive	5	-2	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	15"	1	7	7d10	+3	+0	7000
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>							
Immobilizing Tentacles	3	Melee	ATK+3 Hits	-	5S	-	
[M-1] This attack Blindsides one target							
Giant Drill	2	Melee	-	-	6	300	
Reroll 1s & 2s on ATK							

Name	Type	Role	Special	Performance	Frame	Points	
Mechasaurus Giro	Kaiju	Attacker		2	2	100	
Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Dinosaur Empire	-	2	Massive	4	-2	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	14"	1	6	6d10	+3	+0	5000
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>							
AA Missiles [X] (2)	2	16"	8	RF+8 Hits	2	100	
Two Uses Overwatch VIII Hits							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							



Kaiju Traits

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

Kaiju Traits

Once per game your extreme speed gives +3 Blocks this turn. Trait +III **Hurricane Speed**



Name	Type	Role	Special	Performance	Frame	Points	
Mechasaurus Driller	Kaiju	Melee		3	3	350	
Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Dinosaur Empire	2	6	Massive	-2	-	-10	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	1	8	10d10	+2	+0	8000
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>							
Triple Drills	6	Melee	ATK+3 Hits	-	5	300	
Reroll 1s & 2s on ATK							

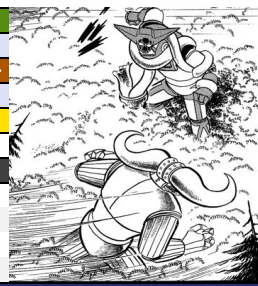
Kaiju Traits

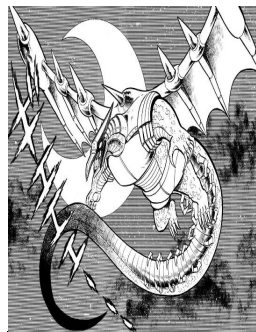
Triple Threat If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits. Trait +III

Name	Type	Role	Special	Performance	Frame	Points	
Mechasaurus Bull	Kaiju	Attacker		2	2	100	
Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Dinosaur Empire	-	2	Massive	4	-2	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	14"	1	6	6d10	+3	+0	5000
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>							
Rocket Horns [K]	2	16"	5	RF+3 Hits	2	400	
[M-1] This attack Blindsides one target							

Kaiju Traits

When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks. Trait +III **Bullrush**





Name	Type	Role	Special	Performance	Frame	Points
Mechasaurus Rad	Kaiju	Raid	Indomitable	3	3	500
Dreadful Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosaur Empire	1	7	Massive	-1	1	-7
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	14"	1	10	7d10	+2	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Massive Smash [CC]	-	Melee	-	-	7P	300
Push a target backwards 3" for each failed Save						
AA Missiles [X]	1	16"	8	RF+8 Hits	2	100
Single Use Overwatch VIII Hits						
TL Missile Salvo [X] (3)	6	48"	7	-	3	300
Three Uses						

Kaiju Traits

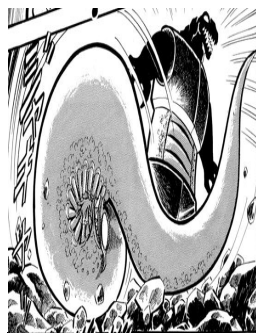
Hidden Beneath	At any time this Mechasaurus can split apart.	Trait
	Replace with Mechasaurus Rad (Tail) and Rad (Wings) below with full HP.	+XV
Headhunter	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I



Name	Type	Role	Special	Performance	Frame	Points
Gore Tower	Kaiju	Firepower	Heavy Arms	2	4	300
Kaiju	Havoc	EQ Slots	Size 2	Speed+	Armor+	Cost+
Dinosaur Empire	1	6	Colossal	-2	3	-17
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	6"	4	8	3d10	+0	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Massive Smash [CC]	-	Melee	-	-	7P	300
Push a target backwards 3" for each failed Save						
Immobilizing Tentacles	3	Melee	ATK+3 Hits	-	5S	-
[M-1] This attack Blindsides one target						
Rust Hurricane [E]	2	8"	4	RF+1 Hit	7	100
Enemy target must reroll 9s & 10s on Evade						
Roaring Lightning [E]	1	32"	4	RF+1	6	300
-						

Kaiju Traits

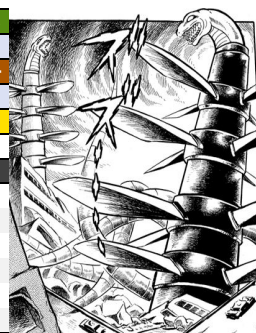
	At the end of this unit's turn choose an enemy in Melee	Trait
	They make two Armor Saves vs PEN 5.	+II
		Lashing Whips



Name	Type	Role	Special	Performance	Frame	Points
Rad (Tail)	Kaiju	Melee		3	2	200
Dreadful Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosaur Empire	1	2	Massive	-2	1	-11
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
8"	10"	1	7	9d10	+2	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Massive Smash [CC]	-	Melee	-	-	7P	300
Push a target backwards 3" for each failed Save						
Striking Tail [K]	2	8"	4	RF+1 Hit	5P	400
Push a target backwards 3" for each failed Save						

Kaiju Traits

Headhunter	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
------------	---	------------------



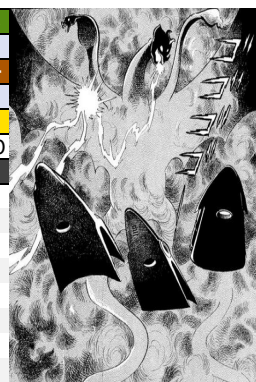
Name	Type	Role	Special	Performance	Frame	Points
Mechasaurus Typhoon	Kaiju	Firepower		1	1	80
Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosaur Empire	-	6	Massive	-3	-1	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
22"	4"	3	7	2d10	+0	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Massive Smash [CC]	-	Melee	-	-	7P	300
Push a target backwards 3" for each failed Save						
Nether Typhoon	3	16"	6	RF+3 Hits	9P	200
Bypass [Shields] Push a target backwards 3" for each failed Save						
Nether Typhoon	3	16"	6	RF+3 Hits	9P	200
Bypass [Shields] Push a target backwards 3" for each failed Save						

Kaiju 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
		Ambusher



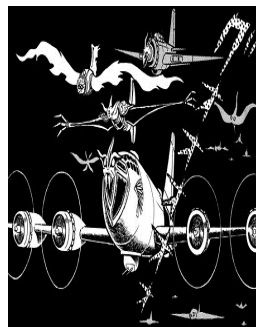
Name	Type	Role	Special	Performance	Frame	Points
Rad (Wings)	Kaiju	Raid		4	1	50
Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosaur Empire	-	1	Massive	-3	-12	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv
8"	16"	1	9	5d10	+3	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Massive Smash [CC]	-	Melee	-	-	7P	300
Push a target backwards 3" for each failed Save						
Immobilizing Attack	1	Melee	ATK+1 Hit	-	5S	-
[M-1] This attack Blindsides one target						



Name	Type	Role	Special	Performance	Frame	Points
Mechasaurus Moba	Kaiju	Firepower		3	3	500
Dreadful Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosaur Empire	2	7	Massive	3	2	-2
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	13"	3	9	4d10	+1	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Massive Smash [CC]	-	Melee	-	-	7P	300
Push a target backwards 3" for each failed Save						
Roaring Lightning [E]	1	32"	4	RF+1	6	300
-						
Torrent of Acid [E]	3	8"	6	RF+3 Hits	6	100
Enemy target must reroll 9s & 10s on Evade						
Arcing Electricity	3	16"	7	RF+4 Hits	7S	-
Can only be blocked by [Barriers] or [M]						

Kaiju Traits

	If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits.	Trait +III
	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Kaiju Trait I
		Three Headed Giant Far Reaching Destruction



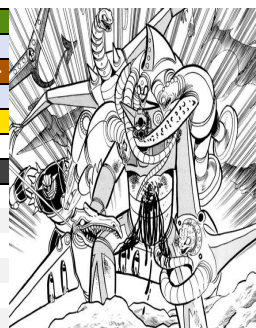
Name		Type	Role	Special	Performance	Frame	Points
Mechasaurus Bombers		Kaiju	Firepower		1	3	150
Kaiju		Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosaur Empire		-	4	Massive	5	1	-4
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	3	8	3d10	+0	+0	9000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bombing Run [X]		2	8"	10	-	2	300
		Rear Arc Only					
Bombing Run [X]		2	8"	10	-	2	300
		Rear Arc Only					
Massive Ram [CC]		-	Melee	-	-	-	800
		After attacking lose 1500 HP					

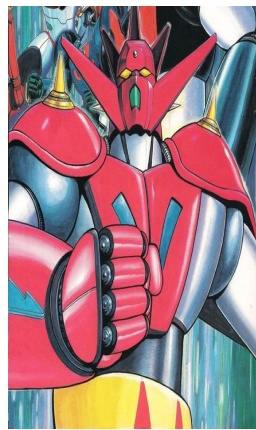
Name		Type	Role	Special	Performance	Frame	Points
Mechasaurus Raiders		Kaiju	Raid		2	2	100
Kaiju		Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosaur Empire		-	6	Massive	2	-2	-6
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	18"	1	8	4d10	+2	+0	5000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
AA Missiles [X] (6)		6	16"	8	RF+8 Hits	2	100
		Six Uses Overwatch VIII Hits					
Massive Ram [CC]		-	Melee	-	-	-	800
		After attacking lose 1500 HP					



Name		Type	Role	Special	Performance	Frame	Points
Mechasaurus Lancers		Kaiju	Raid		2	2	100
Kaiju		Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosaur Empire		-	6	Massive	2	-2	-6
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	18"	1	8	4d10	+2	+0	5000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Lancer Dart [K]		3	32"	5	RF+2 Hits	5	300
		Single Use					
Missile Salvo [X] (3)		3	48"	5	-	3	300
		Three Uses					
Massive Smash [CC]		-	Melee	-	-	7P	300
		Push a target backwards 3" for each failed Save					

Name		Type	Role	Special	Performance	Frame	Points
Mechasaurus Army		Kaiju	Attacker		2	2	50
Kaiju		Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosaur Empire		-	3	Massive	1	-1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	11"	1	6	6d10	+3	+0	6000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Immobilizing Tentacles		3	Melee	ATK+3 Hits	-	5S	-
		[M-1] This attack Blindsides one target					
Massive Smash [CC]		-	Melee	-	-	7P	300
		Push a target backwards 3" for each failed Save					





Name	Type	Role	Special	Performance	Frame	Points	
Getter Dragon	S.Robot	Melee	Assault	6	4	750	
Ace Pilot	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Ryoma Nagare	2	10	Massive		2	-7	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	14"	2	9	11d10	+6	+0	5800
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Getter Razor [CC]	1	Melee	-	-	5P	300	
<i>Reroll 1s on DEF</i>							
Getter Tomahawk	1	Melee	ATK+1 Hit	Finisher+1	2	400	
T.Hawk Boomerang [K]	1	16"	5	RF+3 Hits	3	300	
Getter Beam [E]	2	32"	3	RF+2 Hits	7	700	
<i>[M-2] to use AOE: 2" Wide Line</i>							
Shine Spark	5	Melee	ATK+1 Hit	Finisher+2	9	400	
<i>[M-2] to use</i>							

Mecha & Pilot Traits

Hot Blooded	[M+1] If you engage or end your turn 5" closer to an enemy	Pilot
Close Combat Expert	All weapons gain +1 HIT this turn if you activated due to Return Fire.	Trait I
	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot
		Trait I

For +50pts Getter-Dragon may take the Getter Laser Cannon [E].

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Getter Laser Cannon [E]	5	40"	7	RF+5 Hits	5	200



Name	Type	Role	Special	Performance	Frame	Points	
Getter Liger	S.Robot	Attacker	Assault	6	4	-	
Ace Pilot	Power	EQ Slots	Size 1	Speed+	Armor	Cost+	
Hayato Jin	2	7	Massive	5	2	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	18"	2	9	9d10	+7	+0	5800
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Drill	2	Melee	-	-	6	300	
<i>Reroll 1s & 2s on ATK</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Rocket Anchor	1	8"	8	-	-	-	
<i>Bypass [Shields] Pull yourself up to 3" for each Hit</i>							
Liger Missile [X]	4	32"	8	RF+3 Hits	3	200	
<i>Two Uses</i>							

Mecha & Pilot Traits

Lone Wolf	Once per Round gain both Guard & Dodge or Guard & Counter.	Pilot
	When this unit activates if there are no allies within 16" gain [M+1]	Trait II

Name	Type	Role	Special	Performance	Frame	Points	
Getter Poseidon	S.Robot	Firepower	Assault	5	4	-	
Skilled Pilot	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Benkei Kuruma	2	14	Massive	-2	2	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
22"	6"	3	12	5d10	+3	+0	5800
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Poseidon Missile [X] (3)	12	48"	5	RF+4 Hits	3	400	
<i>Three Uses</i>							
DaisetsuzanOroshi[CC]	2	Melee	-	-	7P	300	
<i>Push a target backwards 6" for each failed Save</i>							



Mecha & Pilot Traits

[M-1] Once per game choose a target within 8" to disorient.	Trait	Getter Cyclone
Your next attack against them this turn gains Blindside.	+I	
At the end of this unit's turn choose an enemy in Melee	Trait	Crushing Strength
They make two Armor Saves vs PEN 5.	+II	
When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.	Pilot	Guts
When this unit is destroyed gain [M+3].	Trait I	

Mecha & Pilot Traits

Getter Robo has three Pilots and three forms which share HP & Power. For	-	Getter Robo
VP scoring it counts as Frame 12 & Pilot 5.		
Each form of Getter may activate once per Round.	Trait	Change Getter!
Changing forms requires you to use Open Get!	+X	
[M-3] Switch into a different Getter and gain +3 Blocks this turn. You may do	-	Open Get!
this after rolling Evade in your previous form.		
Temporarily gain +2 Power this turn if Open Get! was used last Turn.	Trait	Will of Getter (G)
[M-1] Once per Round gain +2 Power until your next Turn.	+X	



Name	Type	Role	Special	Performance	Frame	Points	
Combattler V	S.Robot	Battler	Heavy Arms	3	5	500	
Ace Pilots	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Combattler Team	-	20	Massive	1	1	-4	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	2	12	8d10	+3	+0	8600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
RockFighter Missiles [X]	3	32"	10	RF+6 Hits	2	100	
<i>Three Uses Enemy target must reroll 9s & 10s on Evade</i>							
Super EM Spark [E]	1	32"	4	RF+1	6	300	
<i>-</i>							
Super EM Yo-Yo [K]	3	16"	7	RF+2 Hits	5	200	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Atomic Burner [E]	2	16"	8 Hits	RF+2 Hits	-	100	
<i>Overwatch VII AOE 1" Wide Line</i>							
Big Blast [X]	4	16"	4	RF+4 Hits	4	400	
<i>Overwatch IV Single use (Attack or Overwatch)</i>							
Super EM Tornado	4	8"	7	-	9S	-	
<i>Can only be blocked by [Barriers] or [M] +1 Hit in Melee this turn</i>							
Super EM Spin	3	Melee	ATK+1 Hit	Finisher+1	6	400	
<i>[M-2] to use 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

Combining Robot V	This unit has additional pilots but costs [M-1] to include in your army. The Pilots are worth 5 instead of 2 VP.	-
Multi Pilot Team	At the start of each Round choose 2 of the below pilot Traits that will be active until next Round.	-

Hyoma	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I
Juzo	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I
Chizuru	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
Kosuke	When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I
Daisaku	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

If Combattler V is within 8" of Voltes V all Super EM attacks gain +1 Hit

Name	Type	Role	Special	Performance	Frame	Points	
Combattler V	S.Robot	Battler	Heavy Arms	5	5	750	
Ace Pilots	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Combattler Team	-	34	Massive	3	1	9	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	15"	2	13	9d10	+4	+0	8600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Macromolecular Bomb [X]	4	32"	10	RF+6 Hits	5	100	
<i>Single Use Enemy target must reroll 9s & 10s on Evade</i>							
Big Blast Divider [X]	4	32"	10	RF+6 Hits	2	200	
<i>Single Use Enemy target must reroll 9s & 10s on Evade</i>							
V Laser [E]	2	24"	4	RF+5	6	300	
<i>[M-1] to use</i>							
Super EM Yo-Yo [K]	3	16"	7	RF+2 Hits	5	200	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
Atomic Burner [E]	2	16"	8 Hits	RF+2 Hits	-	100	
<i>Overwatch VII AOE 1" Wide Line</i>							
Battle Chainsaws [K]	1	16"	4	-	4	400	
<i>[M-1] This attack Blindsides one target</i>							
Big Blast [X] (2)	8	16"	4	RF+4 Hits	4	400	
<i>Overwatch IV Two uses (Attack or Overwatch)</i>							
Super EM Tornado	4	8"	7	-	9S	-	
<i>Can only be blocked by [Barriers] or [M] +1 Hit in Melee this turn</i>							
Super EM Spin	3	Melee	ATK+1 Hit	Finisher+1	6	400	
<i>[M-2] to use Reroll 1s & 2s on ATK</i>							
Massive Ram [CC]	-	Melee	-	-	-	800	
<i>After attacking lose 1500 HP</i>							
Twin Lancer	3	Melee	ATK+1 Hit	DEF+2 Blocks	2	400	
<i>Blocks do not stack with Shields or Barriers</i>							

Mecha & Pilot Traits

When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks.	Trait +III	Grandasher
This unit has additional pilots but costs [M-1] to include in your army. The Pilots are worth 5 instead of 2 VP.	-	Combining Robot V
At the start of each Round choose 2 of the below pilot Traits that will be active until next Round.	-	Multi Pilot Team

In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Hyoma
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Juzo
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	Chizuru
When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I	Kosuke
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Daisaku

If Combattler V is within 8" of Voltes V all Super EM attacks gain +1 Hit





Name	Type	Role	Special	Performance	Frame	Points	
Voltes V	S.Robot	Battler	Heavy Arms	3	5	500	
Ace Pilots	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Voltes Team	-	15	Massive	1	1	-9	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	2	12	8d10	+3	+0	8600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Voltes Bazooka [K]	2	32"	4	-	3	900	
			+1 Hit vs Size 3+				
Voltes Beam [E]	1	32"	4	RF+1	6	300	
			-				
Gatling Missiles [X]	2	48"	6	RF+1 Hit	3	300	
			Single Use				
Grand Fire [E]	3	16"	7 Hits	RF+1 Hit	-	200	
			Overwatch VII AOE 1" Wide Line				
Chain Knuckles [K]	1	16"	5	RF+1 Hit	2	400	
			[M-1] This attack Blindsides one target				
Super EM Tops [K]	1	16"	7	RF+2 Hits	5	100	
			Enemy target must reroll 9s & 10s on Evade				
Super EM Whip [K]	1	8"	6	RF+1 Hit	4	100	
			Enemy target must reroll 9s & 10s on Evade				
HeavenSword V Slash	4	Melee	ATK+3 Hits	Finisher+2	3	400	
			-				
Massive Smash [CC]	-	Melee	-	-	7P	300	
			Push a target backwards 3" for each failed Save				

Mecha & Pilot Traits

Seeking Shot	Your target may not reroll Evade dice and they may not improve their Evade bonus.	Trait +V
Combining Robot V	This unit has additional pilots but costs [M-1] to include in your army. The Pilots are worth 5 instead of 2 VP.	-
Multi Pilot Team	At the start of each Round choose 2 of the below pilot Traits that will be active until next Round.	-
Kenichi	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I
Ippei	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
Megumi	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I
Hiyoshi	When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I
Daijiro	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
If Voltes V is within 8" of Combattler V all Super EM attacks gain +1 Hit		

Name	Type	Role	Special	Performance	Frame	Points	
Voltes V	S.Robot	Battler	Heavy Arms	5	5	750	
Ace Pilots	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Voltes Team	1	24	Massive	3	1	-1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	15"	2	13	9d10	+4	+0	8600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Voltes Bazooka [K]	2	32"	4	-	3	900	
			+1 Hit vs Size 3+				
Voltes Beam [E]	1	32"	4	RF+1	6	300	
			-				
Gatling Missiles [X](2)	4	48"	6	RF+1 Hit	3	300	
			Two Uses				
Grand Fire [E]	3	16"	7 Hits	RF+1 Hit	-	200	
			Overwatch VII AOE 1" Wide Line				
Chain Knuckles [K]	1	16"	5	RF+1 Hit	2	400	
			[M-1] This attack Blindsides one target				
Super EM Tops [K]	1	16"	7	RF+2 Hits	5	100	
			Enemy target must reroll 9s & 10s on Evade				
Super EM Whip [K]	1	8"	6	RF+1 Hit	4	100	
			Enemy target must reroll 9s & 10s on Evade				
Super EM Ball	7	8"	7	-	10S	-	
			Can only be blocked by [Barriers] or [M] +3 Hits in Melee this turn				
HeavenSword V Slash	4	Melee	ATK+3 Hits	Finisher+2	3	400	
			-				
Massive Smash [CC]	-	Melee	-	-	7P	300	
			Push a target backwards 3" for each failed Save				

Mecha & Pilot Traits

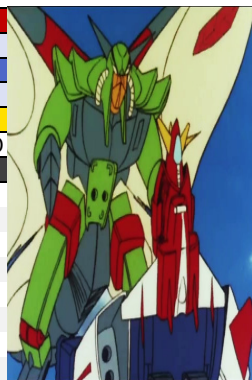
Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.	Trait +III	Kocho Gaeshi
Your target may not reroll Evade dice and they may not improve their Evade bonus.	Trait +V	Seeking Shot
Combining Robot V	This unit has additional pilots but costs [M-1] to include in your army. The Pilots are worth 5 instead of 2 VP.	-
Multi Pilot Team	At the start of each Round choose 2 of the below pilot Traits that will be active until next Round.	-
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Kenichi
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I	Ippei
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Megumi
When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I	Hiyoshi
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Daijiro
If Voltes V is within 8" of Combattler V all Super EM attacks gain +1 Hit		





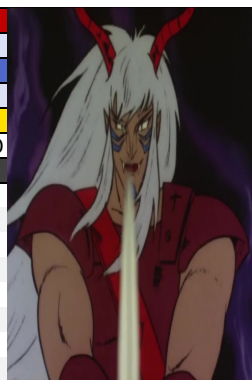
Name	Type	Role	Special	Performance	Frame	Points	
Galmus	Kaiju	Battler	Indomitable	3	3	500	
Dreadful Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Campbell Empire	1	13	Massive		8	7	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	1	11	8d10	+0	+1	18000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Spike Roller [CC]	4	Melee	-	-	4	800	
After attacking lose 1500 HP							
SH Great Shield [S2]	4	-	+3 Blocks	-	-	-	
-							
Multi Energy Ray [E]	4	24"	4	RF+1 Hits	5	300	
Overwatch VI							
Missile Pod [X]	1	32"	6	RF+3 Hits	3	200	
Single Use							

Name	Type	Role	Special	Performance	Frame	Points	
Dokugaga	Kaiju	Interceptor	Assault	4	3	500	
Dreadful Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Beast Fighter	1	6	Massive	7	5	4	
Senses	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	17"	2	10	5d10	+4	+0	11000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							
Laser Vision [E]	1	48"	4	RF-2	5	400	
-							
Incinerator [E]	1	16"	7 Hits	RF+1 Hit	-	100	
Overwatch VII AOE 1" Wide Line							
Missile Salvo [X] (4)	4	48"	5	-	3	300	
Four Uses							



Name	Type	Role	Special	Performance	Frame	Points	
Demon	Kaiju	Interceptor	Assault	4	4	500	
Dreadful Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Miya	-	12	Massive	10	2	8	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	20"	2	10	5d10	+5	+0	9000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hidden Missiles [X] (4)	8	32"	6	RF+3 Hits	3	200	
Four Uses [M-1] This attack Blindsides one target							
Fire Tornado [E]	2	16"	7 Hits	RF+1 Hit	5P	100	
Push the target 3" per failed Save AOE 1" Line							
Drill Missiles [K]	1	16"	5	RF+2 Hits	5	300	
-							
Massive Ram [CC]	-	Melee	-	-	-	800	
After attacking lose 1500 HP							
Blade	1	Melee	ATK+1 Hit	Finisher+1	3	400	
-							

Name	Type	Role	Special	Performance	Frame	Points	
Gardo	Kaiju	Melee	Assault	4	4	500	
Unstoppable Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Beast Fighter	-	7	Massive	1	3	-5	
Senses	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	15"	2	8	10d10	+4	+0	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Gelama Sword	5	Melee	ATK+3 Hits	Finisher+2	3	300	
-							
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							
Kunai Launcher [K]	1	16"	5	RF+1 Hit	2	400	
[M-1] This attack Blindsides one target							
Laser Vision [E]	1	48"	4	RF-2	5	400	
-							



Mecha & Pilot Traits

Reckless In Rounds 2+ gain [M+2] on your turn if HP >=50%. Pilot Trait 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
Gain [M+2] or +2 Focus Actions when this unit activates. Pilot Trait II Infamous Ace



Name	Type	Role	Special	Performance	Frame	Points	
Big Garuda	Kaiju	Sniper	Indomitable	5	3	500	
Unstoppable Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
General Garuda	1	10	Massive	-1		-8	
Senses	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
32"	8"	1	13	6d10	+2	+1	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rocket Arrows [K]	6	48"	4	-	-	700	
Ignore target's Cover bonus Criticals are worth 3 Hits							
Hidden Missiles [X]	2	32"	6	RF+3 Hits	3	200	
Single Use [M-1] This attack Blindsides one target							
Incinerator [E]	1	16"	7 Hits	RF+1 Hit	-	100	
Overwatch VII AOE 1" Wide Line							
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							
Killer Knife	1	Melee	-	-	4	400	
[M-1] This attack Blindsides one target							

Mecha & Pilot Traits

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
Headhunter When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons) Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points	
Shugoshin Godor	Kaiju	Melee	Indomitable	6	5	750	
Unstoppable Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Prince Heinel	2	9	Massive	3	3	-9	
Senses	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	17"	1	10	13d10	+5	+1	15000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Dark Blade	5	Melee	ATK+3 Hits	Finisher+1	5	400	
-							
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							
Blasphemous Breath [E]	4	8"	6	RF+3 Hits	7	100	
Enemy target must reroll 9s & 10s on Evade							

Mecha & Pilot Traits

Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit. Trait +V Skilled Swordsman
When the Round starts give 2 allies within LOS or Sensors a Focus action to use on their next turn. Units are capped at 3 Focus actions per turn. Pilot Trait I Tactician
[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 Driven

