	Na	me	Туре	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 K	abuto	1	12	Giant		2	-4
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	10"	4	9	4d10	+2	+2	5800
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Rust Hurr	icane [E]	2	8"	4	RF+1 Hit	7	100
			Enen	ny target m	ust reroll 9s &	& 10s on Evad	е	
	Freezin	g Beam	1	8"	7	-	7 S	-
			Ca	n only be b	locked by [Bo	arriers] or [M]		
	Drill Mis	siles [K]	1	16"	5	RF+2 Hits	5	300
	Á				-			
	Rocket Pu	unch Z [K]	2	16"	5	RF+1 Hit	2	400
				Iron Cutte	r [M-1] - Ga	in PEN+3		
	SouthernCr	ossKnife [X]	1	16"	8	RF+8 Hits	2	100
	E			Single Use	Overwate	ch VIII Hits		
	Breast	Fire [E]	3	32"	4	RF+2	7	300
					-			
	Photon E	Beam [E]	1	48"	4	RF-2	5	400
A STATE	M				-			
	Scrande	r Cutter	1	Melee	-	-	4	400
			[^	1-1] This a	ttack Blindsid	es one target		
	Smast	ı [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" for	each failed S	ave	
THE RESIDENCE OF THE PARTY OF T								

	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

No	ame	Туре	Role	Special	Performance	Frame	Points	
Diana A	A (Toei)	S.Robot	Firepower	-	3	2	300	
Skille	d Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Sayak	a Yumi	-	14	Giant	1	2	8	The state of the s
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	10"	3	8	3d10	+2	+2	4400	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Photon Mis	ssiles [X] (6)	12	48"	6	-	4	300	
				Six Uses				
Scarlet	Beam [E]	2	48"	4	RF-1	5	400	
				-				
Kick	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	cwards 3" fo	r each failed S	ave		
				Mecha &	Pilot Traits			
	Tł	nis unit has	improved	Armor Save	s		Trait +VI	Super Alloy Z
-	- ,		•		to an enemy lue to Return F	ire.	Pilot Trait I	Hot Blooded

No	ame	Туре	obot Attacker - 0 2 150 wer EQ Slots Size 0 Speed+ Armor+ Cost+ - 0 Giant 1 4 -4 tions Shooting Melee Evade d10 ARM SV HP 1 5 5d10 +2 +1 7200 tQ Range Attacks Close Range PEN DMG - Melee 5P 300 tush a target backwards 3" for each failed Save Mecha & Pilot Traits I. [1] Lose 500 HP [2-8] Gain Move+6 & Fly Trait CQ weapon from an enemy (their choice) or ally. +V thin enagement range of terrain gain: ith Close Combat [CC] weapons. Improvised Weapons					
Boss Bor	ot (Toei)	S.Robot		00				
Skille	d Pilot	S.Robot Attacker - 0 2 150						
Boss Bo Skille Boss, Nuk Sensors 8" Wec Sman	e & Mucha	-	0	Giant	1	4	-4	AVA
Sensors	Move Actions Shooting Melee Evade d10 ARM Sv HP 8" 1 5 5d10 +2 +1 7200 Ipons EQ Range Attacks Close Range PEN DMG If CC - Melee - 5P 300 Push a target backwards 3" for each failed Save							
8"	8"	1	5	5d10	+2	+1	7200	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" fo	r each failed S	ave		(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)
				Mecha &	Pilot Traits			
Roll a [c	l10] on your	turn. [1]	Lose 500 H	IP [2-8] C	Gain Move+6	& Fly	Trait	Idiat Covers
[9+] R:8	3" Steal a no	n-[CC] we	eapon from	an enemy (t	heir choice) or	ally.	+V	idioi Savaili
	If you are	e within er	nagement r	ange of terr	ain gain:		Trait	Improvised Weepons
	+1 F	dit with Cl	ose Comba	t [CC] weap	ons.		+11	improvised weapons
Once per o	game roll 1d	10 on a 5	5+ gain +4	Blocks this to	urn, otherwise	gain +2	Trait	lacro diblo Luck
			Blocks.				+111	incredible Luck
When	activated if	HP<50%	or [M=0] g	jain [M+2] C	OR 2 Focus act	ions.	Pilot	Unwavering Loyalty
	Wh	en this uni	t is destroy	ed gain [M+	3].		Trait I	onwavering Loyally

	No	ıme	Туре	Role	Special	Performance	Frame	Points
	Mazingei		S.Robot	Firepower	Indomitable	3	4	450
	Skille	d Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Koji K	Cabuto	1	11	Giant		2	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	10"	3	9	5d10	+3	+3	7200
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Rust Hur	ricane [E]	2	8"	4	RF+1 Hit	7	100
				, ,		& 10s on Evad		
	Shin Rocke	et Punch [K]	3	24"	5	RF+1 Hit	2	400
			-	-	ttack Blindsid	es one target		
I I I I I I I I I I I I I I I I I I I	Breast	Fire [E]	3	32"	4	RF+2	7	300
Vie \					-	_		
AND I	Shin Photo	n Beam [E]	3	48"	4	RF-2	7	400
					-			
	Smas	h [CC]		Melee	-	-	5P	300
		. M			kwards 3" foi	r each failed S	ave	
		Mec	ha & Pilot	Iraits				-
Super Alloy Z		TI	nis unit has	improved	Armor Saves	5		Trait
,				•				+VI
Hot Blooded						to an enemy		Pilot
	All we	apons gain	+1 HIT thi	s turn if yo	u activated d	lue to Return F	ire.	Trait I

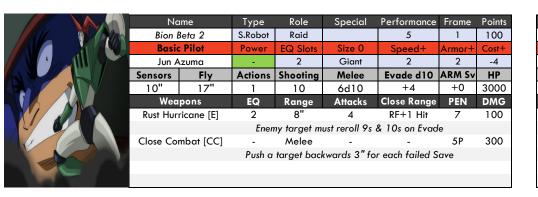
Na	me	Туре	Role	Special	Performance	Frame	Points	
Mazinger	Z (Shin)	S.Robot	Firepower	Indomitable	3	4	500	
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Koji K	abuto	1	11	Giant		2	5v HP 7200	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	/ Y
14"	10"	3	9	5d10	+3	+3	7200	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rust Huri	ricane [E]	2	8"	4	RF+1 Hit	7	100	
		Enen	ny target m	ust reroll 9s a	& 10s on Evad	е		
Shin Rocke	t Punch [K]	3	24"	5	RF+1 Hit	2	400	
		[^	1-1] This a	ttack Blindsid	es one target			
Breast	Fire [E]	3	32"	4	RF+2	7	300	
				-				
Shin Photo	n Beam [E]	3	48"	4	RF-2	7	400	
				-				
Smasl	ı [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		SARY TO THE SAME
				Mecha &	Pilot Traits			
	T1						Trait	C 411 7
	11	nis unit has	mproved	Armor Save	S		+VI	Super Alloy Z
	+1	to Precisi	on and Bar	rage (Max 3	3).		Pilot	F . F
В				apons Rapid	•		Trait II	Furious Fusillade

	Na	me	Туре	Role	Special	Performance	Frame	Points
	Mazinger G	od Scrander	S.Robot	Firepower	Indomitable	7	4	750
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Koji K	abuto	1	16	Giant	3	2	5
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	15"	3	11	7d10	+5	+3	7200
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Rust Huri	ricane [E]	2	8"	4	RF+1 Hit	7	100
				, ,		& 10s on Evad		
	Shin Rocke	t Punch [K]	3	24"	5	RF+1 Hit	2	400
			-	-		es one target		
	Shin Rocke	t Punch [K]	3	24"	5	RF+1 Hit	2	400
				-	ttack Blindsid	es one target		
	Breast	Fire [E]	3	32"	4	RF+2	7	300
	-				-			
	Shin Photo	n Beam [E]	3	48"	4	RF-2	7	400
			_		-			
	Super Pu	ınch [CC]	1	Melee		-	5P	300
		•	_		eroll 1s on A1	K		100
	Scrande	er Cutter	1	Melee	-	-	4	400
		A .:				es one target		
				Pilot Trait				-
Big Bang Punch		•	•		a [CC] weap	•		Trait
5 0					for each unb			+V
Multi Rocket Punch	•	•			•	s within 16" o		Trait
	other	. Make the	standard	number of	attacks agai	inst each targe	et.	+٧
Super Alloy Z		TI	nis unit has	improved	Armor Saves	,		Trait
				•				+VI
Quest for Vengeance						to an enemy		Pilot
Quest for Veligedice	All we	apons gain	+1 HIT thi	s turn if you	activated d	lue to Return F	ire.	Trait I
Hot Blooded	[M	+1] If you e	engage or	end your t	urn 5" closer	to an enemy		Pilot
Tioi biooded	All we	apons gain	+1 HIT thi	s turn if you	activated d	lue to Return F	ire.	Trait I

Name	Туре	Role	Special	Performance	Frame	Points	
Shin Great Mazinger	S.Robot	Battler	Indomitable	7	4	750	ALC: NO
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	
	Push a		kwards 3" foi	each failed S			
Great Typhoon	1	16"	6	RF+3 Hits	6P	0	
	s [Shields]		arget backwa	rds 3" for eac	h failed S	ave	
Great Boomerang [K]	1	16"	7	RF+2 Hits	5	100	
		, ,		& 10s on Evad	е		
Drill Pressure Punch [K]		16"	5	RF+1 Hit	4	400	
		-		es one target			
Breast Burn [E]	3	24"	4	RF+3	7	300	
			-				
Thunder Break [E]	3	40"	4	RF+3	7	300	100
			[M-1] to use				
			Mecha &	Pilot Traits			
When this unit activa	tes if [M=	0] or if the	ir HP<50% ç	gain 3 Focus a	ctions.	Trait +V	The Left Hand of Zeus
Т	his unit has	improved	Armor Saves	5		Trait +VI	Super Alloy Z
Enemies in Melee ha	ve -1 Accı	racy to Hi	(i.e. 5+ to 6	+) against thi	s unit.	Trait +V	Skilled Swordsman
Gain [M+2]	or +2 Fo	cus Actions	when this uni	t activates.		Pilot Trait II	Genius Pilot
Breast Fire & Breast Bu	Ū	1 ARM PEN nin 8" of ed	•	and Great N	\azinger	-	Two Mazingers

	No	ıme	Туре	Role	Special	Performance	Frame	Points
	Boss Bor	ot (Shin)	S.Robot	Attacker		0	2	200
A 8 A 14 5 9h	Skille	d Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Boss, Nuk	e & Mucha	1	4	Giant	1	4	
	Sensors	8" eapons spling Arms Bypas Punch [CC] Mec r game roll 1 c	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	Borot (Shin) Iled Pilot Uke & Mucha S Move 8" eapons Opling Arms Bypass Punch [CC] Mec r game roll 1 d At the end The	1	5	5d10	+2	+1	6800
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Grappl	ing Arms	1	8"	7	-	7P	100
		Bypass	[Shields]	Pull a tar	get towards	you 3" for eac	h failed S	Save
	KO Pur	nch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300
				Re	eroll 1s on Al	ΓK		
		Mec	ha & Pilot	Traits				
Incredible Luck	Once per g	game roll 1d	10 on a 5	+ gain +4	Blocks this to	urn, otherwise	gain +2	Trait
incredible Luck				Blocks.				+111
Crushing Strongth		At the end	of this uni	t's turn choo	ose an enemy	y in Melee		Trait
Crushing Strength		The	y make tv	vo Armor S	aves vs PEN	5.		+11
Overconfident		In Doumala	2⊥ aain [/	M±21 an va	our turn if HP	>=500/		Pilot
Overconfident		iii kounas .	z⊤ gain [/	vı∓zjon yo	אם זו מוטו וטכ	Z=30%.		Trait I

No	ıme	Туре	Role	Special	Performance		Points	a le
Venus A	4 (Shin)	S.Robot	Raid		5	2	300	
Skille	d Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Sayak	a Yumi	-	8	Giant	1	2	-1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
16"	16"	1	10	6d10	+4	+2	4400	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Photon Mis	siles [X] (2)	4	48"	6	-	4	300	
				Two Uses				
Arcing Ph	notons [E]	2	32"	4	RF+2	6	300	
				-				
Z Cut	ter [K]	2	16"	8	RF+3 Hits	5	100	
		Enen	ny target m	ust reroll 9s	& 10s on Evad	le		
Kick	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" fo	r each failed S	ave		
				Mecha &	Pilot Traits			
_	ті	aic unit had	improved	Armor Save	•		Trait	Super Alloy Z
	11	iis oiiii iid:	improved	Allior Save	S		+VI	Super Alloy 2
When	activated if	HP<50%	or [M=0] g	gain [M+2] C	OR 2 Focus act	ions.	Pilot	Kind Hearted
	Wh	en this uni	t is destroy	ed gain [M+	3].		Trait I	кіна пеаттеа
				•				



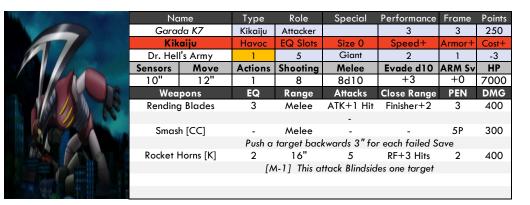
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No	ıme	Туре	Role	Special	Performance	Frame	Points			
Million	Alpha	S.Robot	Raid		5	1	100			
Basic	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+		10	
Lori d	& Roll	-	4	Giant		1	-5			
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		M.	60
12"	15"	1	10	6d10	+4	+0	2300			
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
EM Ca	nnon [E]	2	48"	4	RF-1	5	400			
				-					V/	
Drill l	Hands	2	Melee	ATK+1 Hit	-	5	300			
			Rero	II 1s & 2s on	ATK					
Close Co	mbat [CC]	-	Melee	-	-	5P	300			
		Push a	target back	wards 3" for	r each failed S	ave		V ,	MI	



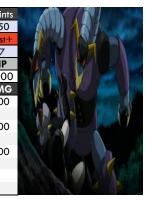
N.	Points	Frame	Performance	Special	Role	Туре	ame	No
	50	1	2	-	Firepower	S.Robot	odite A	Aphro
	Cost+	Armor+	Speed+	Size 0	EQ Slots	Power	: Pilot	Basic
	-2	1		Giant	4	-	a Yumi	Sayak
	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	2300	+0	+2	2d10	7	3	9"	10"
	DMG	PEN	Close Range	Attacks	Range	EQ	pons	Wea
	300	4	-	6	48"	4	ssiles [X] (2)	Photon Mis
				Two Uses				
	300	5P	-	-	Melee	-	[CC]	Kick
		ave	r each failed S	wards 3" fo	target back	Push a		

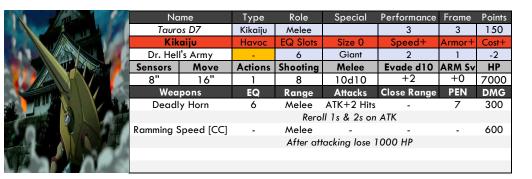
Once per Round one of your units temporarily increases their Havoc score by 1.

Faction Commander Trait



No	ıme	Туре	Role	Special	Performance	Frame	Points
Doubl	as M2	Kikaiju	Firepower		3	3	250
Kik	Kikaiju		EQ Slots	Size 0	Speed+	Armor+	Cost+
Dr. Hel	Dr. Hell's Army		4	Giant	-1	1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	8"	3	9	4d10	+1	+0	7000
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Heat I	Heat Ray [E]		32"	4	RF+2	6	300
				-			
Heat I	Ray [E]	2	32"	4	RF+2	6	300
Smas	h [CC]	-	Melee	-	-	5P	300
			target back	kwards 3" fo	r each failed S	ave	





_										
	No	ame	Туре	Role	Special	Performance	Frame	Points		
	Talos V	Varriors	Kikaiju	Attacker		1	1	30		
	Kikaiju		Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Dr. Hel	l's Army	-	3	Giant		3	-1	3	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	1 / 3 3 /	
	10"	10"	1	6	6d10	+2	+0	6000	NA ANDE	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Blo	ade	1	Melee	ATK+1 Hit	Finisher+1	3	400		
					-				A MA	
	Melee S	hield [S0]	2	-	+1 Block	-	-	-		RY
		(Can only Bl	ock in Enga	gement rang	e (Includes Ov	erwatch)			B S V
	Smas	h [CC]	-	Melee	-	-	5P	300	A LAND	AV
			Push a	target back	kwards 3" fo	r each failed S	ave			1 3 10



	Na	ıme	Туре	Role	Special	Performance	Frame	Points
	Ghost Fire [E] V9		Kikaiju	Firepower		2	3	150
A CONTROL OF THE PROPERTY OF T	Kik	αίϳυ	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Dr. Hel	l's Army	-	10	Giant		1	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	10"	3	8	3d10	+1	+0	7000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Ghost	Fire [E]	4	16"	8 Hits	RF+2 Hits	-	200
The second secon			(Overwatch '	VIII AOE 1	" Wide Line		
	Wreckin	g Ball [K]	3	8"	4	RF+1 Hit	5P	400
inauton and all the last of th			Push a	target back	kwards 3" fo	r each failed S	ave	
in a	Wreckin	g Ball [K]	3	8"	4	RF+1 Hit	5P	400
1			Push a	target back	kwards 3" fo	r each failed S	ave	
AND DESCRIPTION OF THE PROPERTY OF THE PROPERT	Smasl	h [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	
				-				

INC	ime	Туре	Kole	Special	Performance	Frame	Points	
Kingdo	an X10	Kikaiju	Melee		3	3	150	
Dreadfu	l Kikaiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hel	l's Army	-	3	Giant		1	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	14"	1	8	10d10	+2	+0	7000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant 2	Z Sword	2	Melee	ATK+2 Hits	Finisher+1	3	400	
				-				
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
Energy	Ray [E]	1	16"	4	RF+1 Hits	5	300	
				Mecha &	Pilot Traits			
Enomics	in Malaa ha	vo 1 Acc	racy to His	+ /i o 5 + +o A	+) against thi	c unit	Trait	Skilled Swordsman
Literines	iii Meiee iid	ve - i Acci	Jidey 10 III	i (i.e. 5 10 C	or) againsi iiii	5 01111.	+V	Skilled Swordsillali
ln.	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.							Close Combat Expert
""	ille Melee C	lusii gain	i i iiii Oii i	ATK UIIU TI	DIOCK ON DEF.		Trait I	Close Combai Experi

	No	me	Туре	Role	Special	Performance	Frame	Points		
	Varg	as V5	Kikaiju	Raid		3	3	200		
	Kik	αίϳυ	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Dr. Hel	l's Army	-	5	Giant		1	-5		
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	22"	16"	1	10	6d10	+2	+0	7000		
N.	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Ultrasonic Cannon [E]		5	72"	4	RF-2	5	400		
					-					
	Smash [CC]		-	Melee	-	-	5P	300		
	Push a target backwards 3" for each failed Save									
				_						
Mecha & Pilot Traits										
S	[/	N-3] Split in	to separa	te units and	gain +3 Blo	ocks this turn.				
Separating Machines		You also	aain Blin	dside on M	elee Counte	rattack.		-		

No	ıme	Туре	Role	Special	Performance	Frame	Points		11	W V
Glosso	am X2	Kikaiju	Raid		3	3	200			
Kik	aiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+			
Dr. Hel	l's Army	1	8	Giant	1	1	-1	I		
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
14"	1 <i>7</i> "	1	10	6d10	+2	+0	7000		1 41	4
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		1 20'	
Hyper Hed	at Beam [E]	3	24"	5	RF+2	6	300			
				-						V .
Torpedo I	Pod [X] (2)	2	32"	6	RF+3 Hits	3	200	•		A
				Two Uses						
Ramming S	Speed [CC]	-	Melee	-	-	-	600			
			After att	acking lose 1	000 HP					
Rending	g Blades	3	Melee	ATK+1 Hit	Finisher+2	3	400	,		
				-						
				Mecha &	Pilot Traits					
When u	sing the Amb	oush [Com	mand] you	may return o	one amphibiou	s unit			Amphibio	
	d	currently in	n the water	to reserves.			_	,	Ampilibio	us
		currently li	ine water	to reserves.						

	Na	ıme	Туре	Role	Special	Performance	Frame	Points
	Garadoublas		Kikaiju	Firepower	Heavy Arms	5	4	500
	Dreadful Kikaiju		Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Ked	dora	1	13	Massive	2	4	-5
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	18"	12"	4	10	5d10	+2	+0	13000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Rending	g Blades	3	Melee	ATK+1 Hit	Finisher+2	3	400
	Massive S	mash [CC]	-	Melee	-	-	7P	300
			Push a target backwards 3" for each failed Save					
	Heat F	Ray [E]	2	32"	4	RF+2	6	300
		,						
	Heat F	Ray [E]	2	32"	4	RF+2	6	300
	Beam Ph	alanx [E]	2	24"	5	RF+3 Hits	4	200
Manual Year								
	Beam Ph	alanx [E]	2	24"	5	RF+3 Hits	4	200
	Rocket H	Horns [K]	2	16"	5	RF+3 Hits	2	400
	[M-1] This attack Blindsides one target							
		Mec	ha & Pilot	Traits				
Loathsome Beast	W	hen this unit	activates	choose a w	eapons bonu	s for this turn:	·	Kaiju
Louinsome beast		All w	eapons g	ain +1 PEN	or +100 DA	۸G.		Trait I

Name)	Туре	Role	Special	Performance	Frame	Points	3.
Energer	Z	Kikaiju	Firepower	Indomitable	2	4	450	
Skilled P	ilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kenzo Kal	outo*	1	10	Giant		2	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	10"	3	8	4d10	+3	+3	7200	
Weapo	ns	EQ	Range	Attacks	Close Range	PEN	DMG	
Rust Hurrico	ane [E]	2	8"	4	RF+1 Hit	7	100	
		Enen	ny target m	ust reroll 9s a	& 10s on Evad	е		
Shin Rocket P	unch [K]	3	24"	5	RF+1 Hit	2	400	
		[/	1-1] This a	ttack Blindsid	es one target			
Breast Fir	e [E]	3	32"	4	RF+2	7	300	
-								
Shin Photon B	eam [E]	3	48"	4	RF-2	7	400	N/V
								V
Smash [0	CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
	Τl	sic unit had	improved	Armor Saves	•		Trait	Super Alloy Z
	"	iis uiiii iius	iliproved	Allioi Save	•		+VI	Soper Alloy 2
If you roll thr	ee of a k	ind (5+ o	nly) with a	Close Combo	at [CC] weapo	n treat	Trait	Possessed by Revenge
		those o	dice as Crit	ical Hits.			+111	1 033e33ed by Revelige
Agair	nst Mazino	Mazinger Mirror Image						
Ge	ain [M+1]	or +1 Fo	cus Action	when this uni	t activates.		-	Menacing Visage

TOTAL STREET, ST. C. AND										
	Na	me	Туре	Role	Special	Performance	Frame	Points		
	Groge	os G5	Kikaiju	Interceptor		3	3	200		
	Kikaiju		Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Dr. Hel	l's Army	-	11	Giant	-1		-1		
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	14"	8"	1	10	5d10	+3	+0	6000		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Gatling Missiles [X](5)		10	48"	6	RF+1 Hit	3	300		
All add					Five Uses					
3/1	Energy	Ray [E]	1	16"	4	RF+1 Hits	5	300		
	Claw	s [CC]	-	Melee	-	-	5P	300		
			Push a	target back	wards 3" fo	r each failed S	ave			
	Mecha & Pilot Traits									
Ambush Predator	In this Rou	nd this unit i	s deploye	ed it gains [Tactical Adv	antage] on yo	ur first	Trait		
Ambush Freddion		attack as long as the target is within 24".								

No	ime	Туре	Role	Special	Performance	Frame	Points	
Bamai	ras Y1	Kikaiju	Attacker		3	3	150	
Kik	aiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hel	l's Army	-	5	Giant	2		-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	12"	1	8	8d10	+3	+0	6000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Immobilizin	g Tentacles	3	Melee	ATK+3 Hits	-	58	-	0.
		[٨	1-1] This a	ttack Blindsid	es one target			
Incinero	ıtor [E] II	2	16"	8 Hits	RF+2 Hits	-	100	
		(Overwatch	VIII AOE 1	" Wide Line			
Claw	s [CC]	-	Melee	-	-	5P	300	A PARTY OF THE PAR
		Push a	target bac	kwards 3" foi	r each failed S	ave		
					Pilot Traits			
	•				enemy is will		Trait	Stealth Ambusher
Arier bein	After being deployed gain [Tactical Advantage] on your first attack as long						+11	Siedilii Ambusher
	•						•	

	No	ıme	Туре	Role	Special	Performance	Frame	Points
	Urai	h P9	Kikaiju	Attacker		3	3	150
	Kik	aiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Dr. Hel	l's Army	-	3	Giant	5		-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	15"	1	8	8d10	+3	+0	6000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Long	Spear	2	Melee	ATK+2 Hits	DEF+1 Block	2	400
			Bloc	ks do not s	tack with Shie	elds or Barrier	s	
	Smas	h [CC]	-	Melee	-	-	5P	300
	Push a target backwards 3" for each failed Save							
		Mec	ha & Pilot	Traits				
Ambush Predator	In this Rou	and this unit	is deploye	d it gains [Tactical Adv	antage] on yo	ur first	Trait
Allibusii Fleddiol		attack as long as the target is within 24".						+1

Na	me	Туре	Role	Special	Performance	Frame	Points	
Abdo	ra U6	Kikaiju	Attacker		3	3	150	6
Kik	aiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hell's Army		1	3	Giant	1		-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	11"	1	8	8d10	+3	+0	6000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
KO Pun	rch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300	
			Re	eroll 1s on AT	TK .			
				Mecha &	Pilot Traits			
	At the end	of this uni	t's turn choo	se an enemy	in Melee		Trait	Crushing Strongth II
	The	y make tv	vo Armor S	aves vs PEN	7.		+V	Crushing Strength II
		•						

			Туре	Role	Special	Performance	Frame	Points	
	Goky	un U5	Kikaiju	Sniper		3	3	250	
	Dreadfu	l 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	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Divine A	Arrow [E]	4	48"	4	-	8	300	
				Ignore i	target's Cove	er bonus			
WAAA A NA KANA	Energy	Ray [E]	1	16"	4	RF+1 Hits	5	300	
	Smas	h [CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" fo	r each failed S	ave		
		Mec	ha & Pilot	Traits					
Marksman	1 1 to Description and Remove (Many 2) Deduce Description and Rice and I								
/wai ksinan	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.								
Seeking Shot	Your target may not reroll Evade dice and they may not improve their Evade								
Seeking Shor				bonus.				+V	

No	ıme	Туре	Role	Special	Performance	Frame	Points	
Bazi	n B9	Kikaiju	Interceptor		2	2	300	
Kik	aiju	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dr. Hel	l'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	3
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Kikaiju	[Barrier]	7	-	+1 Block	-	-	-	
	[Barri	er] Block o	all [E] shots	then redirect	3 [E] Hits to c	1 R16" ta	rget	
Energy	Ray [E]	1	16"	4	RF+1 Hits	5	300	
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	wards 3" for	r each failed S	ave		
				Mecha &	Pilot Traits			
You and y	our allies mo	ay reroll a	ny Evade d	lice vs Enemi	es within your	Sensors	Trait	Gravity Control
			range.				+XV	Gravity Control

	_							
	No	ime	Туре	Role	Special	Performance	Frame	Points
	Baron	Ashura	S.Robot	Attacker	Indomitable	7	4	500
	Unstoppa	ble 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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Villainous	Claws [K]	5	8"	8	RF+3 Hits	6	100
			Enen	ny target m	ust reroll 9s	& 10s on Evad	le	
	Deadly	Spikes	3	Melee	ATK+1 Hit	-	6	300
				Rero	II 1s & 2s on	ATK		
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" fo	r each failed S	ave	
		Mec	ha & Pilo	Traits				
Super Alloy Z		т	hic unit ha	improved	Armor Save	-		Trait
Super Alloy 2		"	ilis Ullil IIU:	ilipiovea	Allioi Save	•		+VI
Separating Machines	[/	M-3] Split in	to separa	te units and	d gain +3 Blo	ocks this turn.		_
Separating Machines		You also	gain Blin	dside on M	elee Counte	rattack.		-
Entwined with Tragedy	•	When you a	ttack Leve	el 1-2 Pilots	s, Captains &	Kaiju gain:		Pilot
Lill willed will Hugedy		+1 Hi	t (+2 Hits	with DMG	0-200 Wea	pons)		Trait I
Menacing Visage		Gain [M+1	lor +1 Fc	cus Action	when this uni	t activates		Pilot
Mendenig visage		Cum [M + 1	, 01 1110	cos Action	MIICII IIIIS OIII	i uciivales.		Trait I

	Unit I	Name	Туре	Repair	Catapults	Performance	Frame	Points
	Flying Fort	ress Ghoul	Warship	500HP	3	6	2	500
	Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
	Count I	Brocken	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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	ElectroC	ElectroCannon [E]		40"	4	RF+4	6	300
					-			
	ElectroCannon [E]		5	40"	4	RF+4	6	300
					-			
	[AA] Beam	ns [E] [360]	2	24"	3	-	5	300
					Overwatch II	1		
	Bombing	g Run [X]	2	8"	10	-	2	300
				R	ear Arc Only	,		
	Bombing	g Run [X]	2	8"	10	-	2	300
				R	ear Arc Only	,		
		Warshi	p & Capto	ain Traits				
Defense Array	This unit m	ay use at m	ost one we	eapon and	one [AA] we	apon against	targets	Trait
Defense Array			smaller t	han Colosso	al (Size 3).			-X
Maniacal Captain	When activated if HP $<$ 50% or [M=0] gain [M+2] OR 2 actions.							CAPT I
Maniacai Capialii		Wh	en this unit	t is destroy	ed gain [M+	3].		CAFTT

No	ıme	Туре	Role	Special	Performance	Frame	Points	
Hell King	g Gordon	Kikaiju	Firepower	Heavy Arms	5	5	750	
Unstoppa	ble 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	XIII TO THE
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hell Kin	g Sword	7	Melee	ATK+3 Hits	Finisher+1	3	600	
				-				
Colossal S	Smash [CC]	-	Melee	-	-	9P	300	
		Push a	target bac	kwards 3" foi	r each failed S	ave		
Kikaiju	[Barrier]	7	-	+1 Block	-	-	-	YK ARM III WA
	[Barri	er] Block o	all [E] shots	then redirect	3 [E] Hits to a	R16" ta	rget	THE VIEW V
Inciner	ator [E]	1	16"	7 Hits	RF+1 Hit	-	100	
			Overwatch	VII AOE 1	" Wide Line			
Great 1	Typhoon	1	16"	6	RF+3 Hits	6P	0	
	Bypas	s [Shields]	Push a to	arget backwa	ırds 3" for eac	h failed S	Save	A 19989 A
				Mecha &	Pilot Traits			
Cair	200HB for	overy [E]	noray atta	ck blocked b	y your [Barrie	-1	Trait	Photon Absorption
Gair	1 200HF 101	every [E]	nergy and	ck blocked b	y your [Burrle	')	+٧	Filototi Absorptioi
When v	ou activate (rhoose a k	onus for th	is turn. +2 Pl	EN OR +200 I	DMG	Pilot	Mastermind
TTILETT Y	oo acrivare (inoose u k	701103 101 111		LI	<i>-,</i> ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Trait II	Masieriiiia

	No	ime	Туре	Role	Special	Performance	Frame	Points
	Zeus (Z A	Mazinger)	S.Robot	Melee	Indomitable	8	5	1000
	Ancient My	ycenae God	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+
		-	2	1 <i>7</i>	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' Swoi	rd & Spear	10	Melee	ATK+2 Hits	DEF+3 Blocks	5	400
			Bloc	ks do not s	tack with Shi	elds or Barrier	s	
	Colossal Smash [CC]		-	Melee	-	-	9P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	
	Zeus Ja	velin [K]	7	24"	5	RF+3 Hits	5	400
					-			
		Mec	ha & Pilo	Traits				
Shining Daimont of Man		TL:	-!4 la					Trait
Shining Raiment of War		inis ui	nit nas gre	eatly impro	ved Armor S	aves		+XII
A Cod Amora Coda	Gain [M+2] at the end of each round. Bonus [M+2] if there are 3+ er							Trait
A God Among Gods	models within 32"							+XV
A4 21 A4 - 1	In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF.							Pilot
Merciless Melee		It costs an o	additional	[M-1] to D	isengage fro	om this unit		Trait II

Na	me	Туре	Role	Special	Performance	Frame	Points			
Had	des	S.Robot	Firepower	Heavy Arms	8	5	1500			
Ancient My	cenae 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			
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
Hell King	g Sword	7	Melee	ATK+3 Hits	Finisher+1	3	600			
				-						
Colossal S	mash [CC]	-	Melee	-	-	9P	300			
		Push a	target back	kwards 3" foi	each failed S	ave				
Fires of h	Hades [E]	5	24"	7 Hits	RF+1 Hit	-	200	Danie A		
		(Overwatch	VII AOE 1	" Wide Line			Strill, In March		
Hades In	ıferno [E]	10	32"	10 Hits	RF+4 Hits	-	400			
			[M-3] to u	se AOE 2"	Wide Line					
				Mecha &	Pilot Traits					
When H	P<9300 rep	lace this u	unit with the	Emperor of	Darkness at fo	JII HP.	Trait+ DCC	Hidden Beneath		
Gain [M+	Gain [M+2] at the end of each round. Bonus [M+2] if there are 3+ enemy Trait models within 32" A God Among Gods									
When yo	ou activate o	hoose a b	onus for th	is turn: +2 PE	EN OR +200 I	DMG.	Pilot Trait II	Mastermind		

Na	me	Туре	Role	Special	Performance	Frame	Points	Secure and Property Control
Had	des	S.Robot	Firepower	Heavy Arms	9	5	1000	CV 7, 279 EBy 287
Ancient My	canae God	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+	A STATE OF THE STA
		3	20	Colossal	5	-5	-15	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	18"	3	15	8d10	+5	+	9300	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hades In	ferno [E]	10	32"	10 Hits	RF+4 Hits	-	400	
			[M-3] to u	se AOE 2"	Wide Line			
Fires of H	lades [E]	5	24"	7 Hits	RF+1 Hit	-	200	
		(Overwatch	VII AOE 1	" Wide Line			Place Market State of the State
Fires of H	lades [E]	5	24"	7 Hits	RF+1 Hit	-	200	
		(Overwatch	VII AOE 1	" Wide Line			
Colossal S	mash [CC]	-	Melee	-	-	9P	300	THE RESULTED ASSESSED.
		Push a	target back	kwards 3" fo	r each failed S	ave		1元例17月17日
				Mecha &	Pilot Traits			
[-2	Power] Thi	s Round g	ain +2 Blo	cks Vs ARM F	PEN up to 10.		Trait	Infernal Form [Barrier]
Does no	t stack with	Shields or	Cover	Battle Dama	ge cannot disc	able.	+XL	iliterilari orili [barrier]
W	nen this unit	activates	choose a w	eapons bonu	s for this turn:		Kaiju	Loathsome Beast
	All w	eapons g	ain +1 PEN	l or +100 D/	MG.		Trait I	Loansome beasi
	Cain [M+1]	or +1 Fo	cus Action	when this uni	t activates		Pilot	Menacing Visage
	Cuiii [//\Ti	J 01 1 1 7 C	cos Action	wiicii iiiis Uiii	activates.		Trait I	Menucing visuge

	Name		Туре	Role	Special	Performance	Frame	Points
	Great Mazi	nger (Toei)	S.Robot	Battler	Heavy Arms	6	4	750
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Tetsuyo	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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Mazing	er Blade	4	Melee	ATK+2 Hits	Finisher+1	5	400
					-			
	Backspin Kick [CC		-	Melee	-	-	5P	300
			Push a		kwards 3" foi	each failed S	ave	
	Navel M	issile [X]	1	8"	4	RF+4 Hits	3	200
					Single Use			
	Great 1	yphoon	1	16"	6	RF+3 Hits	6P	0
			s [Shields]		arget backwa	rds 3" for eac		Save
	Great Boo	merang [K]	1	16"	7	RF+2 Hits	5	100
			Enemy target must reroll 9s & 10s on Evade					
	Drill Pressu	re Punch [K]	3	16"	5	RF+1 Hit	4	400
			-	-		es one target		
	Breast	Burn [E]	3	24"	4	RF+3	7	300
			_		-		_	
	Thunder	Break [E]	3	40"	4	RF+3	7	300
			_		[M-1] to use		_	
	Great Bo	ooster [K]	5	40"	5	RF+2 Hits	5	400
					Use & Lose M	ove-2"		
		Mec	ha & Pilot	Iraits				T 1:
New Super Alloy Z		This u	nit has stro	ngly impro	oved Armor S	aves		Trait +IX
Mazin Power			In Roun	d 5 gain +	4 Power.			Trait +V
Scramble Dash		Gain Move	e+5" & Fl	y during the	e 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.						
Two Mazingers			rn gain +		l if Mazinger	and Great N		Trait II

No	ıme	Туре	Role	Special	Performance	Frame	Points	
Venus A	4 (Toei)	S.Robot	Firepower	-	5	2	350	
Skille	d Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	m 10/- Ma
Jun l	Hono	ı	10	Giant	1	2	1	Q440 A 0.4940
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18"	10"	3	9	4d10	+3	+3	4400	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Photon Mis	siles [X] (3)	6	48"	6	-	4	300	and the second
				Three Uses				
Photon	Beam [E]	1	48"	4	RF-2	5	400	
				-				
Finger Mis	siles [X] (3)	3	32"	10	RF+6 Hits	2	100	
	T	hree Uses	Enemy ta	rget must rer	oll 9s & 10s o	n Evade		
Kick	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	cwards 3" fo	r each failed S	ave		
				Mecha &	Pilot Traits			
	This ur	nit has stro	ongly impro	ved Armor S	iaves		Trait +IX	New Super Alloy Z
	Gain [M+1]	or +1 Fc	ocus Action	when this uni	t activates.		Pilot Trait l	Well Trained

No	ıme	Туре	Role	Special	Performance	Frame	Points	
Boss Bor	ot (Toei)	S.Robot	Attacker	-	0	2	150	
Skille	d Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Boss, Nuk	e & Mucha	1	0	Giant	1	4	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	8"	1	5	5d10	+2	+1	7200	ULA ULA
Wea	pons	EQ	Range	PEN	DMG			
Smas	h [CC]	-	300					
		Push a						
				Mecha &	Pilot Traits			
Roll a [d	110] on your	turn. [1]	Lose 500 H	IP [2-8] C	Gain Move+6	& Fly	Trait	Idiot Savant
[9+] R:8	3" Steal a no	n-[CC] we	apon from	an enemy (t	heir choice) or	ally.	+V	idioi savaili
	If you are	e within en	agement r	ange of terr	ain gain:		Trait	Improvised Weapons
	+1 F	lit with Clo	ose Comba	t [CC] weap	ons.		+11	iniprovised weapons
Once per g	game roll 1d	10 on a 5	i+ gain +4	Blocks this to	urn, otherwise	gain +2	Trait	Incredible Luck
			Blocks.				+111	ilicredible Lock
When	activated if	HP<50%	or [M=0] g	gain [M+2] C	OR 2 Focus act	ions.	Pilot	Unwavering Loyalty
	Wh	en this unit	t is destroy	ed gain [M+	3].		Trait I	Onwavering Loyuny

	No	ıme	Туре	Role	Special	Performance	Frame	Points	
	Great Genera	al 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	Sensors Move		Shooting	Melee	Evade d10	ARM Sv	HP	
	12"	13"	1	13	10d10	+5	+1	16000	
THE SE	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Hell Kin	g Sword	7	Melee	ATK+3 Hits	Finisher+1	3	600	
					-				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" foi	r each failed S	ave		
	Nether	Typhoon	3	16"	6	RF+3 Hits	9P	200	
		Bypas	s [Shields]	Push a to	arget backwa	ırds 3" for eac	h failed S	Save	
	Laser V	ision [E]	1	48"	4	RF-2	5	400	
					-				
		Mec	ha & Pilot	Traits					
Master Swordsman	Enemies in	Melee have	e -1 Accur	acy to Hit &	& Block (i.e. 5	5+ to 6+) Vs t	his unit.	Trait +X	
Master of Arms II	At ·	the end of th	nis unit's tu	rn choose u	p to two ene	emies in Melee	•	Trait	
Musici of Allis II			They ed	ich take 16	00 DMG.			+IV	
Honorable	When activated if HP $<$ 50% or [M=0] gain [M+2] OR 2 Focus actions.								
110.10Table		When this unit is destroyed gain [M+3].							
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.								
Close Combai Experi	!!!!	inc melee c	Jasii gaiii		ATIC GIIG 1 I	DIOCK OII DEI .		Trait I	

Na	ıme	Туре	Role	Special	Performance	Frame	Points	1
Obe	elius	Kaiju	Interceptor		6	3	250	
Basic	Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrio	r Beasts	-	7	Giant	7	-1	-1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	1 <i>7</i> "	1	11	6d10	+5	+0	5000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ultrasonic	Cannon [E]	5	72"	4	RF-2	5	400	
				-				1
Missile S	Salvo [X]	1	48"	5	-	3	300	,
				Single Use				
Inciner	ator [E]	1	16"	7 Hits	RF+1 Hit	-	100	
			Overwatch	VII AOE 1	" Wide Line			
Ramming S	Speed [CC]	-	Melee	-	-	-	600	
			After att	acking lose 1	000 HP			



Na	ıme	Туре	Role	Special	Performance	Frame	Points	
Baru	ıbari	Kaiju	Melee	-	5	3	250	
Basic	Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrio	r 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	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hamm	nerfists	2	Melee	ATK+2 Hits	-	2	500	
				-				
Smasl	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		- (2000)
				Mecha &	Pilot Traits			
	At the end	of this uni	t's turn choo	ose an enemy	in Melee		Trait	Crushing Strongth
	The	y make tv	wo Armor S	aves vs PEN	5.		+11	Crushing Strength

Na	me	Туре	Role	Special	Performance	Frame	Points	"
Kiri	inia	Kaiju	Raid		6	3	250	
Basic	Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	The state of the s
Warrio	r Beasts	-	5	Giant	1		-8	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	1 <i>7</i> "	1	11	<i>7</i> d10	+4	+0	6000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ghost	Fire [E]	4	16"	8 Hits	RF+2 Hits	-	200	
		(Overwatch '	VIII AOE 1	" Wide Line			
Torn	ado	1	16"	6	RF+3 Hits	6P	0	
	Bypass	[Shields]	Push a to	arget backwa	rds 3" for eac	h failed S	ave	
Ramming S	Speed [CC]	-	Melee	-	-	-	600	
			After att	acking lose 1	000 HP			
				Mecha &	Pilot Traits			
	C) . [F]	Charatter \			Trait	Free Britains
	Gain Armo	or Save+2	z vs [E]nerg	y Shooting V	veapons.		+V	Energy Resistance
[M-1]	The mecha s	uddenly c	lecouples.	Gain Blindsi	de on Melee A	λTK.	Trait +11	Sudden Decoupling

	No	ıme	Туре	Role	Special	Performance	Frame	Points
	General	l Hadias	Kaiju	Attacker	Assault	6	4	750
in the second	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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
医 图 分 等	Reapei	Scythe	2	Melee	ATK+1 Hit	Finisher+3	3	300
					-			
M. ISS W	Massive S	mash [CC]	-	Melee	-	-	7P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	
	Scythe Boo	merang [K]	2	16"	6	RF+4 Hits	3	300
					-			
	Flying	Skull [K]	5	24"	7	RF+2 Hits	5	200
			Enen	ny target m	ust reroll 9s	& 10s on Evad	le	
	Phantasr	nal Fears	7	24"	7	RF+4 Hits	98	-
			Ca	n only be b	locked by [Bo	arriers] or [M]		
		Mec	ha & Pilot	Traits				
F. D			lmr	nune to Blin	dside			Trait
Extrasensory Perception		NT Flash:	Twice pe	r game gai	in +3 Blocks	this turn.		+X
6	General	Hadias reg	ains 500H	IP for each	Stun DMG d	lealt by Phant	asmal	Trait
Sustained by Fear						•		+٧
	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.					Pilot		
Mastermind	When yo	ou activate d	thoose a b	onus for th	is turn: +2 Pl	EN OK +200 I	DMG.	Trait II

No	ıme	Туре	Role	Special	Performance	Frame	Points	Mar La
Man	nirez	Kaiju	Attacker		5	3	250	
Basic	Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrio	r Beasts	1	7	Giant	5	1	-1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	15"	1	9	9d10	+4	+0	7000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Rending	g Blades	3	Melee	ATK+1 Hit	Finisher+2	3	400	
				-				
Constrict &	Immobilize	3	Melee	ATK+2 Hits	-	68	-	
		[^	1-1] This a	ttack Blindsid	es one target			
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
Laser V	ision [E]	1	48"	4	RF-2	5	400	The state of the s
				-				
				Mecha &	Pilot Traits			
On	ce per game	e your ext	reme spee	d gives +3 B	locks this turn.		Trait +III	Hurricane Speed

Na	me	Туре	Role	Special	Performance	Frame	Points	
Gulo	sos	Kaiju	Attacker	-	5	3	250	
Basic	Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrio	r Beasts	-	5	Giant		2	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	O A CO
10"	10"	1	9	9d10	+4	+0	8000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Doubl	e Axe	3	Melee	ATK+3 Hits	Finisher+1	2	400	
				-				
Smash	ı [CC]	-	Melee	-	-	5P	300	A MARINA
		Push a	target back	kwards 3" foi	each failed S	ave		18
Kaiju Fire	eballs [E]	2	16"	4	RF+2 Hits	5	300	
			(Overwatch IV	,			
				Mecha &	Pilot Traits			
[M-2] R:8"	Target: An	unactivate	ed unit with	a Level 0-1	Pilot/Captain	ı/Kaiju.	Trait	Llumasia Raam
Ro	ll a d10. C	On a [5+]	gain contro	ol of the targ	et this Round.		+X	Hypnosis Beam

No	ıme	Туре	Role	Special	Performance	Frame	Points	1111111
Dokk	aider	Kaiju	Battler	Heavy Arms	5	3	250	
Basic	Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Warrio	r Beasts	1	12	Giant		4	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
16"	10"	2	12	8d10	+2	+0	10000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Drill	Hand	1	Melee	-	-	5	300	
			Rero	II 1s & 2s on	ATK			
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" fo	r each failed S	ave		
Energy	Ray [E]	1	16"	4	RF+1 Hits	5	300	
			(Overwatch IV	/			
Gatling Mi	ssiles [X](5)	10	48"	6	RF+1 Hit	3	300	
				Five Uses				

J- 55	No	ıme	Туре	Role	Special	Performance	Frame	Points
8	Gett	er-1	S.Robot	Melee	Assault	4	4	500
55	Ace	Pilot	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+
4	Ryoma	Nagare	See Below	5	Massive	-1	1	-11
h	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
Control of the Contro	10"	12"	2	8	10d10	+5	+0	5100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Getter R	azor [CC]	1	Melee	-	-	5P	300
	1			Re	eroll 1s on Di	F		
	Getter T	omahawk	1	Melee	ATK+1 Hit	Finisher+1	2	400
					-			
	T.Hawk Boo	omerang [K]	1	16"	5	RF+3 Hits	3	300
					-			
	Getter l	Beam [E]	2	32"	3	RF+2 Hits	7	700
A PART OF THE PART				[M-2] to us	se AOE: 2"	Wide Line		
		Mec	ha & Pilot	Traits				
Hot Blooded	[/	1+1] If you e	engage or	end your t	turn 5" closer	to an enemy		Pilot
Tioi blooded	All we	apons gain	+1 HIT thi	s turn if you	u activated c	lue to Return F	ire.	Trait I
Close Combat Expert	ln.	tha Malaa C	lach agin	±1 Hit on	ATK and ±1	Block on DEF.		Pilot
Close Combai Expert	ın	ille Meiee C	lusti gain	i i mii on /	AIN UIIU TI	DIOCK OII DEF.		Trait I

					I			
No	ame	Туре	Role	Special	Performance	Frame	Points	
Gett	ter-3	S.Robot	Firepower	Assault	3	4	-	
Skille	d Pilot	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Musash	i 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	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Getter Mi	ssile [X] (3)	9	48"	5	RF+2 Hits	3	400	
				Three Uses				
Grappl	ing Arms	1	8"	7	-	7P	100	
	Bypass	[Shields]	Pull a tar	get towards	you 3" for eac	h failed :	Save	
Daisetsuzai	nOroshi[CC]	2	Melee	-	-	7P	300	
		Push a	target back	wards 6" for	r each failed S	ave		
				Mecha &	Pilot Traits			
	At the end	of this uni	t's turn choo	se an enemy	in Melee		Trait	Code Store
	The	y make tv	vo Armor S	aves vs PEN	5.		+11	Crushing Strength
	-	This unit co	ınnot make	sharp turns.			T	T 1 1 1 1 1 1 1 1 1
H	dalve the mo	vement be	onus from F	ull Throttle (i	.e. 5" to 3").		Trait -l	Tracked Vehicle
When	activated if	HP<50%	or [M=0] g	ain [M+2] C	OR 2 Focus act	ions.	Pilot	0
				ed gain [M+			Trait I	Guts

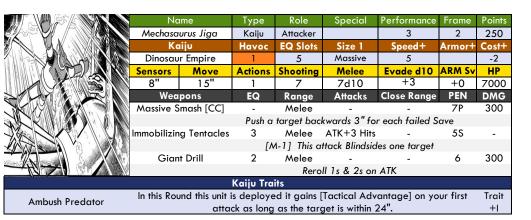
	No	ıme	Туре	Role	Special	Performance	Frame	Points
TOO OF THE	Gett	er-2	S.Robot	Attacker	Assault	4	4	-
	Ace	Pilot	Power	EQ Slots	Size 1	Speed+	Armor	Cost+
	Hayo	ato Jin	See Below	3	Massive	3	1	-9
16- 44	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	15"	2	8	8d10	+6	+0	5100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Gian	t Drill	2	Melee	-	-	6	300
Control of the contro				Rero	II 1s & 2s on	ATK		
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	
	Rocket	Drill [K]	1	16"	5	RF+2 Hits	5	300
					-			
		Mec	ha & Pilot	Traits				_
Lone Wolf	Once	e per Round	gain both	Guard & I	Dodge or G	uard & Counte	r.	Pilot
LONE WOII	When	this unit act	ivates if th	nere are no	allies within	16" gain [M+	-1]	Trait II

No	ıme	Туре	Role	Special	Performance	Frame	Points	
Getter-	1 (Solo)	S.Robot	Melee	Assault	4	4	500	
Skille	d Pilot	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Musash	i 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	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Getter R	azor [CC]	1	Melee	-	-	5P	300	
			Re	eroll 1s on Di	F			
Getter T	omahawk	1	Melee	ATK+1 Hit	Finisher+1	2	400	
				-				
T.Hawk Boo	omerang [K]	1	16"	5	RF+3 Hits	3	300	
				-				
Getter	Beam [E]	2	32"	3	RF+2 Hits	7	700	
			[M-2] to us	se AOE: 2"	Wide Line			
				Mecha &	Pilot Traits			
When	activated if I	HP<50%	or [M=0] g	jain [M+2] C	OR 2 Focus act	ions.	Pilot	Guts
	Who	en this uni	t is destroy	ed gain [M+	3].		Trait I	Guis
				•				

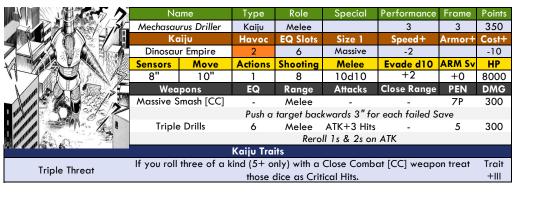
	Mecha & Pilot Traits	
Getter Robo	Getter Robo has three Pilots and three forms which share HP & Power. For VP scoring it counts as Frame 12 & Pilot 5.	
Change Getter!	Each form of Getter may activate once per Round. Changing forms requires you to use Open Get!	Trait +X
Open Get!	[M-3] Switch into a different 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 unti 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.	-

Na	me	Туре	Role	Special	Performance	Frame	Points
Mechasa	urus Gigi	Kaiju	Raid		1	2	100
Ka	iju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosau	r Empire	-	7	Massive	1	-1	-5
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	1 <i>7</i> "	1	8	4d10	+1	+0	6000
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Massive S	mash [CC]	-	Melee	-	-	7P	300
		Push a	target back	kwards 3" fo	r each failed S	ave	
AA Missil	es [X] (6)	6	16"	8	RF+8 Hits	2	100
			Six Uses	Overwate	h VIII Hits		
Antiship /	Missile [X]	1	48"	3	RF-1	3	1000
·		Si	ngle Use	+3 Hits vs	Size 2+ Units		

No	ame	Туре	Role	Special	Performance	Frame	Points
	urus Doba	Kaiju	Firepower		4	3	300
Ko	uiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosau	ır Empire	1	4	Massive	-	2	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	3	9	5d10	+2	+1	12000
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Massive S	mash [CC]	-	Melee	-	-	7P	300
		Push a	target bac	kwards 3" fo	r each failed S	ave	
Immobilizin	ng Tentacles	3	Melee	ATK+3 Hits	-	5S	-
		[٨	1-1] This a	ttack Blindsid	les one target		
Laser V	ision [E]	1	48"	4	RF-2	5	400
				-			



Name	Туре	Role	Special	Performance	Frame	Points	The state of the s
Mechasaurus Gir	o Kaiju	Attacker		2	2	100	
Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Dinosaur Empire	-	2	Massive	4	-2	-8	
Sensors Mov	e 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 [C	:C] -	Melee	-	-	7P	300	- Oru
	Push a	target back	kwards 3" fo	r each failed S	ave		(Tro
AA Missiles [X] (2) 2	16"	8	RF+8 Hits	2	100	
		Two Uses	Overwate	h VIII Hits			
Close Combat [C	C] -	Melee	-	-	5P	300	
	Push a	target back	kwards 3" fo	r each failed S	ave		
			Kaijı	J Traits			
Once per	game your ex	treme spee	d gives +3 E	Blocks this turn.		Trait +III	Hurricane Speed



No	ime	Туре	Role	Special	Performance	Frame	Points		A CONT
Mechasa	iurus Bull	Kaiju	Attacker		2	2	100	O'CAK	The same of the sa
Ka	ιίjυ	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	and here is the face for a	
Dinosau	r Empire	-	2	Massive	4	-2	-8	- marine	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	1	
10"	14"	1	6	6d10	+3	+0	5000	1	(C)
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	12 C	
Massive S	mash [CC]	-	Melee	-	-	7P	300	See hour with the	
		Push a	target back	cwards 3" fo	r each failed S	ave		A	The state of the s
Rocket H	Horns [K]	2	16"	5	RF+3 Hits	2	400	- 11	
		[٨	1-1] This at	tack Blindsid	les one target			The state of the s	and the family
				Kaijı	υ Traits				
When using	g High Spee	d Attack	any Critical	Hits are inst	tead worth 3 h	lits with	Trait	D	Jullrush
		Close C	ombat [CC] Attacks.			+111	ь	0111 0311

	Na	me	Туре	Role	Special	Performance	Frame	Points
	Mechasa	urus Rad	Kaiju	Raid	Indomitable	3	3	500
	Dreadfu	J Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Dinosauı	r Empire	1	7	Massive	-1	1	-7
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
ACCO	10"	14"	1	10	7d10	+2	+1	11000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Massive S	mash [CC]	-	Melee	-	-	7P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
	AA Miss	siles [X]	1	16"	8	RF+8 Hits	2	100
				Single Use	Overwate	ch VIII Hits		
, day	TL Missile S	alvo [X] (3)	6	48"	7	-	3	300
					Three Uses			
			Kaiju Trai	its				
Hidden Beneath		At any	time this	Mechasaur	us can split a	part.		Trait
піааен венеаті	Replace	with Mechas	aurus Rac	l (Tail) and	Rad (Wings)	below with fo	ull HP.	+XV
Li e e elle met e u	\	When you a	ttack Leve	l 1-2 Pilots	, Captains &	Kaiju gain:		Pilot
Headhunter		+1 Hi	t (+2 Hits	with DMG	0-200 Wear	oons)		Trait I

	Points	Frame	Performance	Special	Role	Туре	ıme	No
	300	4	2				-	Gore
			_	Heavy Arms		Kaiju		
	- 3	Armor+		Size 2	EQ Slots	Havoc	ıiju	
A BUNG	-17	3	-2	Colossal	6	- 1	r Empire	
	HP	ARM Sv		Melee	Shooting	Actions	Move	Sensors
	19000	+0	+0	3d10	8	4	6"	10"
	DMG	PEN	Close Range	Attacks	Range	EQ	pons	Wea
	300	7P	-	-	Melee	-	mash [CC]	Massive S
		ave	each failed S	kwards 3" for	target back	Push a		
	- 9	5 S	-	ATK+3 Hits	Melee	3	g Tentacles	nmobilizin
			es one target	ttack Blindsid	1-1] This a	[/		
	100	7	RF+1 Hit	4	8"	2	ricane [E]	Rust Huri
		е	& 10s on Evad	ust reroll 9s &	ny target m	Enen		
	300	6	RF+1	4	32"	1	ghtning [E]	Roaring Li
				-				Ţ.
A COST PAGE			Traits	Kaiju				
L \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Trait		in Melee	se an enemy	t's turn choo	of this unit	At the end	
Lashing Whip	+11		5.	aves vs PEN	vo Armor S	y make tv	The	

	Na	me	Туре	Role	Special	Performance	Frame	Points
	Rad	(Tail)	Kaiju	Melee		3	2	200
	Dreadf	ul Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Dinosau	r Empire	- 1	2	Massive	-2	1	-11
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	10"	1	7	9d10	+2	+0	8000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
N I WAY	Massive S	mash [CC]	-	Melee	-	-	7P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	
	Striking	Tail [K]	2	8"	4	RF+1 Hit	5P	400
			Push a	target back	kwards 3" fo	r each failed S	ave	
			Kaiju Tra	its				
Headhunter	'	When you a	ttack Leve	el 1-2 Pilots	, Captains &	Kaiju gain:		Pilot
Heddholler		+1 Hi	t (+2 Hits	with DMG	0-200 Wea	pons)		Trait I

Name	Туре	Role	Special	Performance	Frame	Points	ALCON .
Mechasaurus Typho	on 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	HP	
22" 4"	3	7	2d10	+0	+0	4000	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Massive Smash [Co	C] -	Melee	-	-	7P	300	
	Push a	target back	kwards 3" fo	r each failed S	ave		
Nether Typhoon	3	16"	6	RF+3 Hits	9P	200	
Вуј	oass [Shields]	Push a to	arget backwo	ırds 3" for eac	h failed S	ave	To the second
Nether Typhoon	3	16"	6	RF+3 Hits	9P	200	
Вуј	oass [Shields]	Push a to	arget backwo	ırds 3" for eac	h failed S	ave	
			Kaij	υ Traits			
In this Round this u	nit is deploye	ed it gains [Tactical Adv	antage] on yo	ur first	Trait	Ambusher
o	ittack as long	as the targ	get is within 2	24".		+1	Ambusilei

	Na	me	Туре	Role	Special	Performance	Frame	Points
	Rad (V	Vings)	Kaiju	Raid		4	1	50
	Ka	iju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Dinosau	r Empire	-	1	Massive		-3	-12
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	16"	1	9	5d10	+3	+0	2000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Massive S	mash [CC]	-	Melee	-	-	7P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	
	Immobilizi	ing Attack	1	Melee	ATK+1 Hit	-	5\$	-
			[٨	1-1] This at	ttack Blindsid	es one target		
200								
1 6 9								

Na	me	Туре	Role	Special	Performance	Frame	Points	
Mechasau	rus Moba	Kaiju	Firepower		3	3	500	
Dreadfu	ıl Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Dinosaur	r Empire	2	7	Massive	3	2	-2	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	5
10"	13"	3	9	4d10	+1	+0	10000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Massive Sı	mash [CC]	-	Melee	-	-	7P	300	
		Push a	target back	cwards 3" fo	r each failed S	ave		
Roaring Lig	ghtning [E]	1	32"	4	RF+1	6	300	
				-				
Torrent of	f Acid [E]	3	8"	6	RF+3 Hits	6	100	
		Enen	ny target m	ust reroll 9s	& 10s on Evad	e		
Arcing El	lectricity	3	16"	7	RF+4 Hits	7S	-	
		Ca	n only be bl	locked by [Bo	arriers] or [M]			
				Kaij	υ Traits			
If you roll	three of a k	ind (5+ o	nly) with a	Close Comb	at [CC] weapo	on treat	Trait	Three Headed Gia
		those o	dice as Crit	ical Hits.			+111	milee nedded Glai
+1 to Pre	ecision and l	Barrage (Max 3). Re	educe Rapid	Fire penalties	by 1.	Kaiju Trait I	Far Reaching Destruct

May	Na	me	Туре	Role	Special	Performance	Frame	Points
	Mechasaur	us Bombers	Kaiju	Firepower		1	3	150
	Ko	iju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
San Ex	Dinosau	r Empire		4	Massive	5	1	-4
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
In the last with the	10"	1 <i>5</i> "	3	8	3d10	+0	+0	9000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Bombing	Run [X]	2	8"	10	-	2	300
				R	ear Arc Only	,		
	Bombing	Run [X]	2	8"	10	-	2	300
				R	ear Arc Only	,		
	Massive	Ram [CC]	-	Melee	-	-	-	800
+				After att	acking lose 1	500 HP		

No	ıme	Туре	Role	Special	Performance	Frame	Points
Mechasau	rus Raiders	Kaiju	Raid		2	2	100
Ko	ıiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dinosau	r Empire	-	6	Massive	2	-2	-6
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	18"	1	8	4d10	+2	+0	5000
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
AA Missi	les [X] (6)	6	16"	8	RF+8 Hits	2	100
			Six Uses	Overwatc	h VIII Hits		
Massive	Ram [CC]	-	Melee	-	-	-	800
			After att	acking lose	1 500 HP		



No	ame	Туре	Role	Special	Performance	Frame	Points	
Mechasa	urus Army	Kaiju	Attacker		2	2	50	
Ko	ujju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Dinosau	ır Empire	-	3	Massive	1	-1	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	11"	1	6	6d10	+3	+0	6000	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Immobilizir	ng Tentacles	3	Melee	ATK+3 Hits	-	5\$	-	
		[/	1-1] This a	ttack Blindsid	es one target			
Massive S	Smash [CC]	-	Melee	-	-	7P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		

	Name		Туре	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	Ryoma Nagare		10	Massive		2	-7
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	14"	2	9	11d10	+6	+0	5800
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Getter Razor [CC]		1	Melee	-	-	5P	300
				Re				
	Getter To	omahawk	1	Melee	ATK+1 Hit	Finisher+1	2	400
					-			
	T.Hawk Boo	omerang [K]	1	16"	5	RF+3 Hits	3	300
					-			
	Getter I	Beam [E]	2	32"	3	RF+2 Hits	7	700
			[M-2] to use AOE: 2" Wide Line					
MADINA	Shine	Spark	5	Melee	ATK+1 Hit	Finisher+2	9	400
					[M-2] to use			
		Mec	ha & Pilot	Traits				
Hot Blooded	[M	+1] If you e	engage or	end your t	turn 5" closer	to an enemy		Pilot
Tioi biooded	All weapons gain +1 HIT this turn if you activated due to Return Fire.							
Close Combat Expert	ln.	tha Malaa C	lach agin	±1 Hit on	ATK and ±1	Block on DEF.		Pilot
Close Collibal Experi	III	ille Melee C	iusii gain	1 1 1 11 1 OH 7	AIR GIIG TI	DIOCK ON DEF.		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		Туре	Role	Special	Performance	Frame	Points
	Getter	Liger	S.Robot	Attacker	Assault	6	4	-
	Ace Pilot		Power	EQ Slots	Size 1	Speed+	Armor	Cost+
	Hayo	Hayato Jin		7	Massive	5	2	-5
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	18"	2	9	9d10	+7	+0	5800
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Gian	t Drill	2	Melee	-	-	6	300
				Reroll 1s & 2s on ATK				
	Close Cor	mbat [CC]	-	Melee	-	-	5P	300
	Push a target backwards 3" for each failed Save							
	Rocket	Anchor	1	8"	8	-	-	-
			Bypass [Shields] Pull yourself up to 3" for each Hit					
	Liger Missile [X]		4	32"	8	RF+3 Hits	3	200
					Two Uses			
		Mec	ha & Pilot	Traits				
Lone Wolf	Once per Round gain both Guard & Dodge or Guard & Counter.							Pilot
Lone Woll	When this unit activates if there are no allies within 16" gain [M+1]							Trait II

Getter P Skilled	oseidon d Pilot Kuruma Move	Type S.Robot Power 2 Actions	Role Firepower EQ Slots 14 Shooting	Special Assault Size 1 Massive Melee	-2	Frame 4 Armor+ 2 ARM Sv	Points - Cost+ -5 HP	
22"	6"	3	12	5d10	+3	+0	5800	500
	pons issile [X] (3)	EQ 12	Range 48"	Attacks 5	Close Range RF+4 Hits	PEN 3	DMG 400	
				Three Uses				
Daisetsuzar	nOroshi[CC]	2	Melee	-	-	7P	300	
		Push a	target back	kwards 6" foi	r each failed S	ave		
					Pilot Traits			
[M	-	_		rget within 8' nis turn gains	" to disorient. Blindside.		Trait +I	Getter Cyclone
				ose an enemy aves vs PEN			Trait +11	Crushing Strength
When o	They make two Armor Saves vs PEN 5. When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus action When this unit is destroyed gain [M+3].				ions.	Pilot Trait I	Guts	

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.	-	Geller Robo
Each form of Getter may activate once per Round.	Trait	Change Getter!
Changing forms requires you to use Open Get!	+X	Change Gener:
[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.	-	Open Gei:
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	will of Geffer (G)

Re

_								
	No	ime	Туре	Role	Special	Performance	Frame	Points
	Combo	attler V	S.Robot	Battler	Heavy Arms	3	5	500
	Ace	Pilots	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Combatt	ler Team	1	- 20 Mass		1	1	-4
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
V	14"	12"	2	12	8d10	+3	+0	8600
Ī	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
١	RockFighter	Missiles [X]	3	32"	10	RF+6 Hits	2	100
١		7	hree Uses	Enemy ta	rget must rer	oll 9s & 10s o	n Evade	
Ì	Super EM Spark [E]		1	32"	4	RF+1	6	300
Ì					-			
	Super EM	Yo-Yo [K]	3	16"	7	RF+2 Hits	5	200
			Enen	ny target m	ust reroll 9s 8	& 10s on Evad	e	
	Atomic E	Burner [E]	2	16"	8 Hits	RF+2 Hits	-	100
			(Overwatch	VII AOE 1	" Wide Line		
	Big Bl	ast [X]	4	16"	4	RF+4 Hits	4	400
			Overwo	atch IV Si	ngle use (Atto	ack or Overwo	itch)	
	Super EM	\ Tornado	4	8"	7	-	98	-
		Can oi	nly be bloc	ked by [Ba	rriers] or [M]] +1 Hit in A	Nelee this	turn
	Super I	EM Spin	3	Melee	ATK+1 Hit	Finisher+1	6	400
			[٨	1-2] to use	Reroll 1s	& 2s on ATK		
	Massive S	mash [CC]	-	Melee	-	-	7P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
				-				

	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 \geq =50%.	Pilot Trait I
Juzo	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait l
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 l
Kosuke	When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait l
Daisaku	Gain $[M+1]$ or $+1$ Focus Action when this unit activates.	Pilot Trait l
If Comb	pattler V is within 8" of Voltes V all Super EM attacks gain +1 Hit	

		Т	Dl-	C l	Danfanor	E	Date
	ame attler V	Type S.Robot	Role Battler	Special Heavy Arms	Performance 5	Frame 5	750
	Pilots	Power	EQ Slots	Size 1	Speed+	Armor+	Cost+
	tler Team	rower	34	Massive	3	1	9
Sensors	Flv	Actions		Melee		ARM Sv	НР
24"	15"	2	13	9d10	+4	+0	8600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
acromolec	ular Bomb [X]	4	32"	10	RF+6 Hits	5	100
	9	Single Use	Enemy ta	rget must rer	oll 9s & 10s o	n Evade	
Big Blast	Divider [X]	4	32"	10	RF+6 Hits	2	200
		Single Use		rget must rer	oll 9s & 10s o	n Evade	
V La	ser [E]	2	24"	4	RF+5	6	300
				[M-1] to use			
Super EM	Yo-Yo [K]	3_	16"	7	RF+2 Hits	5	200
	, rei		, ,		& 10s on Evad	е	
Atomic I	Burner [E]	2	16"	8 Hits	RF+2 Hits	-	100
n. ul. Cl		1	Overwatch 16"	VII AOE 1'	Wide Line	4	400
ватте Спо	ainsaws [K]	•		•	es one target	4	400
Ria Rla	st [X] (2)	8	16"	4	RF+4 Hits	4	400
Dig Dia	31 [A] (Z)	-		-	ick or Overwa	•	400
Super EA	A Tornado	4	8"	7	-	95	
00p0		nlv be bloc	ked by [Ba	•] +1 Hit in A		turn
Super	EM Spin	3	Melee	ATK+1 Hit	Finisher+1	6	400
•	'	[٨	A-2] to use	Reroll 1s	& 2s on ATK		
Massive	Ram [CC]	-	Melee	-	-	-	800
			After at	tacking lose 1	500 HP		
Twin	Lancer	3	Melee	ATK+1 Hit	DEF+2 Blocks	2	400
		Bloc	cks do not s		elds or Barrier	s	
					Pilot Traits		
∨hen usin	g High Spee				ead worth 3 l	Tits with	Trait
TIT	ata la ara di dis		Combat [CC		ala ta c		+111
This u				[M-1] to inclunities that the contract of 2 V	ude in your ar	my.	-
At the st					r. ot Traits that w	ill be	
Al lile 3	idii oi eddi		e until next		i iralis iliai w	iii be	-
							Pilot
	In Rounds	2+ gain [/	M+2] on yo	our turn if HP	>=50%.		Trait I
11. 2		D	2) 5		F*		Pilot
+1 to Pr	ecision and	Barrage (Max 3). Re	eauce Kapid	Fire penalties	by I.	Trait I
When	activated if	HP<50%	or [M=0] g	gain [M+2] C	OR 2 Focus act	ions.	Pilot
	Wh	en this uni	t is destroy	ed gain [M+	3].		Trait I
W	hen this unit	activates	choose a w	eapons bonu	s for this turn:		Pilot
	All w	eapons g	ain +1 PEN	l or +100 D/	MG.		Trait I
	Gain [M+1]	l or +1 Fo	cus Action	when this unit	t activates.		Pilot
	J u [/// /	,	200 / 1011011		20		Trait I

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

	Na	ıme	Туре	Role	Special	Performance	Frame	Points
	Volt	es 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	Sensors Fly		Shooting	Melee	Evade d10	ARM Sv	HP
	14"	12"	2	12	8d10	+3	+0	8600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Voltes Ba	zooka [K]	2	32"	4	-	3	900
1				+1	Hit vs Size 3	3+		
1	Voltes P	Beam [E]	1	32"	4	RF+1	6	300
					-			
	Gatling A	Aissiles [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 Kn	uckles [K]	1	16"	5	RF+1 Hit	2	400
			[٨	Λ-1] This a	ttack Blindsid	es one target		
	Super EN	۱ Tops [K]	1	16"	7	RF+2 Hits	5	100
			Enen	ny target m	ust reroll 9s 8	& 10s on Evad	e	
	Super EM	Whip [K]	1	8"	6	RF+1 Hit	4	100
			Enen	ny target m	ust reroll 9s 8	& 10s on Evad	е	
	HeavenSwa	ord V Slash	4	Melee	ATK+3 Hits	Finisher+2	3	400
A					-			
M	Massive S	mash [CC]	-	Melee	-	-	7P	300
			Push a	target back	kwards 3" foi	r each failed S	ave	
10								
	a contract of the contract of							

	Mecha & Pilot Traits						
Seeking Shot	Your target may not reroll Evade dice and they may not improve their Evade	Trait					
	bonus.	+V					
Combining Robot V	This unit has additional pilots but costs [M-1] to include in your army.						
community means t	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						
Multi Filot Team	active until next Round.	-					
17 . 1 .	11. D D						
Kenichi	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Trait I					
I t	When you attack Level 1-2 Pilots, Captains & Kaiju gain:	Pilot					
lppei	+1 Hit (+2 Hits with DMG 0-200 Weapons)						
	V. Charles and decrease the base of Dada and Charles 1 (the 2)	Pilot					
Megumi	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)						
Lie Le	When this unit activates choose a weapons bonus for this turn:	Pilot					
Hiyoshi	All weapons gain +1 PEN or +100 DMG.						
D-:::	Cain [AA 1] and 1 Fears Antion when this water matinates	Pilot					
Daijiro	Gain $[M+1]$ or $+1$ Focus Action when this unit activates.						
If Voltes V is within 8" of Combattler V all Super EM attacks gain +1 Hit							

	ıme	Туре	Role	Special	Performance	Frame	Points
Volt	es 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
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Voltes Bo	ızooka [K]	2	32"	4	-	3	900
			-	Hit vs Size 3	3+		
Voltes E	Beam [E]	1	32"	4	RF+1	6	300
				-			
Gatling Mi	issiles [X](2)	4	48"	6	RF+1 Hit	3	300
				Two Uses			
Grand	Fire [E]	3	16"	7 Hits	RF+1 Hit	-	200
		(VII AOE 1	" Wide Line		
Chain Kn	uckles [K]	1	16"	5	RF+1 Hit	2	400
		[٨	1-1] This a	ttack Blindsid	es one target		
Super EM	۸ Tops [K]	1	16"	7	RF+2 Hits	5	100
		Enen	, ,		& 10s on Evad	е	
Super EM	Whip [K]	1	8"	6	RF+1 Hit	4	100
			, ,		& 10s on Evad		
Super	EM Ball	7	8"	7	-	108	-
		,	, .	rriers] or [M]	+3 Hits in /	Melee this	turn
HeavenSwo	ord V Slash	4	Melee	ATK+3 Hits	Finisher+2	3	400
				-			
Massive S	mash [CC]	-	Melee	-	-	7P	300
		Push a	target bac		r each failed S	ave	
					Pilot Traits		
Once per g	game roll 1d	110 on a 5	5+ gain +4 Blocks.	Blocks this to	urn, otherwise	gain +2	Trait +III
Your targe	et may not re	eroll Evad		they may no	t improve thei	r Evade	Trait +V
This	da la constantint	:	bonus.	[AA 1] += 5l	ala ta cara co		→ v
inis ur				[M-1] to inclu istead of 2 V	ıde in your arı 'D	my.	-
	ine	riiots are	worm 3 ir	islead of 2 V	г.		

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.

When you attack Level 1-2 Pilots, Captains & Kaiju gain:

+1 Hit (+2 Hits with DMG 0-200 Weapons)

Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)

When this unit activates choose a weapons bonus for this turn:

All weapons gain +1 PEN or +100 DMG.

Pilot

Trait I

Pilot

Trait I Pilot

Trait I

Pilot

Trait I

THE RESERVE	Na	me	Туре	Role	Special	Performance	Frame	Points	
	Galmus		Kaiju	Battler	Indomitable	3	3	500	
Jan Mana	Dreadful Kaiju Campbell Empire		Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
N 20 20 00 1			1	13	Massive		8	7	
S A S S S S S S S S S S S S S S S S S S	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	
100 L M 100 L	Spike Ro	ller [CC]	4	Melee	-	-	4	800	
			After attacking lose 1500 HP						
	SH Great	Shield [S2]	4	-	+3 Blocks	-	-	-	
第一个一个一个一个一个一个					-				
A STATE OF THE STA	Multi Ener	gy Ray [E]	4	24"	4	RF+1 Hits	5	300	
				(Overwatch VI				
A STATE OF THE STA	Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
		_			Single Use				

	Name		Туре	Role	Special	Performance	Frame	Points			
	Demon		Kaiju	Interceptor	Assault	4	4	500			
	Dreadful Kaiju		Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+			
	Miya Senses Move		1	12	Massive	10	2	8			
\\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\ \\			Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
700	14"	20"	2	10	5d10	+5	+0	9000			
PILON	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			
V V					-						
	Massive	Ram [CC]	-	Melee	-	-	-	800			
			After attacking lose 1500 HP								
THE STATE OF THE S	Blo	ıde	1	Melee	ATK+1 Hit	Finisher+1	3	400			
LUNIA CONTRACTOR					-						
Mecha & Pilot Traits											
Reckless		In Pounds '	2+ agin [/	M+21 on vo	our turn if HP	>=50%		Pilot			
vecviess	In Rounds 2+ gain [M+2] on your turn if HP >=50%.										

	Name		Туре	Role	Special	Performance	Frame	Points		
Control of the contro	Big Garuda		Kaiju	Sniper	Indomitable	5	3	500		
Δ.	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		
Vol. Vol. 1	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Rocket A	rrows [K]	6	48"	4	-	-	700		
	lg		gnore targ	get's Cover	bonus Cri	ticals are wort	h 3 Hits			
	Hidden A	Aissiles [X]	2	32"	6	RF+3 Hits	3	200		
			Single Use [M-1] This attack Blindsides one target							
	Inciner	Incinerator [E]		16"	7 Hits	RF+1 Hit	-	100		
CAN TO A		Overwatch VII AOE 1" Wide Line								
	Massive Smash [CC]		-	Melee	-	-	7P	300		
	Push a target backwards 3" for each failed Save									
2	Killer Knife		1	Melee	-	-	4	400		
			[M-1] This attack Blindsides one target							
		Mec	ha & Pilot	Traits						
Quest for Vengeance	[M+1] If you engage or end your turn 5" closer to an enemy									
Quesi for verigedrice	All weapons gain +1 HIT this turn if you activated due to Return Fire.									
Headhunter	•	When you a	ttack Leve	l 1-2 Pilots	s, Captains &	Kaiju gain:		Pilot		
rieddilonier	+1 Hit (+2 Hits with DMG 0-200 Weapons)									

No	ıme	Туре	Role	Special	Performance	Frame	Points
Doku	gaga	Kaiju	Interceptor	Assault	4	3	500
Dreadf	ul 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"	1 <i>7</i> "	2	10	5d10	+4	+0	11000
Wea	Weapons		Range	Attacks	tacks Close Range		DMG
Massive S	Massive Smash [CC]		Melee	-			300
		Push a	ave				
Laser V	Laser Vision [E]		48"	4	RF-2	5	400
				-			1
Inciner	Incinerator [E]		16"	7 Hits	RF+1 Hit	-	100
		(Overwatch	VII AOE 1	" Wide Line		
Missile Sc	Missile Salvo [X] (4)		48"	5	-	3	300
				Four Uses			

Type Role

Name

		Туре	D. I.	· · ·	Б. С	-	D		
No	Name		Role	Special	Performance	Frame	Points	1/4	
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		
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
Gelam	a Sword	5	Melee	ATK+3 Hits	Finisher+2	3	300		
				-					
Massive S	Massive Smash [CC]		Melee	-	-	7P	300		
		Push a	target bac	kwards 3" foi	r each failed S	ave		The second	
Kunai La	Kunai Launcher [K]		16"	5	RF+1 Hit	2	400		
		[٨	1-1] This a	ttack Blindsid	es one target				
Laser V	Laser Vision [E]		48"	4	RF-2	5	400		
				-					
Mecha & Pilot Traits									
- · ·		1 4		0.01.17			Trait		
Enemies in Melee have -1 Accuracy to Hit & Block (i.e. $5+$ to $6+$) Vs this unit. Master Swot								Master Swordsman	
	Gain [M+2] or +2 Focus Actions when this unit activates.								
	Gain [M+2]	Trait II	Infamous Ace						

Shugoshin Godor		Kaiju	Melee	Indomitable	6	5	750		
Unstoppo	able Kaiju	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+		
Prince	Prince Heinel		9	Massive	3	3	-9	WAR SAN	
Senses	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
10"	1 <i>7</i> "	1	10	13d10	+5	+1	15000	18(1)(1)(4)	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Dark	Blade	5	Melee	ATK+3 Hits	Finisher+1	5	400		
				-					
Massive S	mash [CC]	-	Melee	-	-	7P	300		
	Push a target backwards 3" for each failed Save						Y W		
Blasphemou	us Breath [E]	4	8"	6	RF+3 Hits	7	100		
		Enen	ny target m	ust reroll 9s 8	& 10s on Evad	е			
				Mecha &	Pilot Traits				
Enomics	in Malaa ha	1 Ass		./: o 5 ± +o 4	.⊥\ a.a.a.inat thi	a	Trait	Skilled Swordsman	
Enemies	Enemies in Melee have -1 Accuracy to Hit (i.e. $5+$ to $6+$) against this unit. Skilled Swordsman								
When the Round starts give 2 allies within LOS or Sensors a Focus action to Pilot								Taratialana	
use or	n their next t	Tactician							
[M+1] If you engage or end your turn 5" closer to an enemy Pil								Driven	
All we	apons gain	+1 HIT this	s turn if you	u activated d	ue to Return F	ire.	Trait I	Driven	
TVER O									

Special Performance Frame Points