



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam	MS	Battler	Indomitable	2	4	300	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro Ray (MSG)	RX-78-2	3	Giant		3	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	1	10	7d10	+3	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Fists [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Newtype I

Immune to Blindside

Trait

NT Flash: Once per game gain +3 Blocks this turn.

+V

Mechanical Genius

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

Pilot

All weapons gain +1 PEN or +100 DMG.

Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam	MS	Battler	Indomitable	2	4	350	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro Ray (MSG)	RX-78-2	3	Giant		3	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	1	10	7d10	+3	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Fists [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Immune to Blindside

Trait

NT Flash: Twice per game gain +3 Blocks this turn.

+X

Newtype II

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

Pilot

Trait I

Renowned Pilot



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam	MS	Battler	Indomitable	2	4	400	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro (Soldiers of S.)	RX-78-2	5	Giant		3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	1	10	7d10	+3	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300	
Hyper Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300	
Fists [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Newtype II

Immune to Blindside

Trait

NT Flash: Twice per game gain +3 Blocks this turn.

+X

Defiant

[M+1] If you engage or end your turn 5" closer to an enemy

Pilot

All weapons gain +1 HIT this turn if you activated due to Return Fire.

Trait I

The White Devil MS

When you attack Frame 1-2 Units gain

Trait

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

+III

Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam	MS	Battler	Indomitable	2	4	450	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro (Soldiers of S.)	RX-78-2	5	Giant		3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	1	10	7d10	+3	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300	
Hyper Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300	
Fists [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Immune to Blindside

Trait

NT Flash: Twice per game gain +3 Blocks this turn.

+X

Newtype II

Gain [M+2] or +2 Focus Actions when this unit activates.

Pilot

Trait II

Prodigy

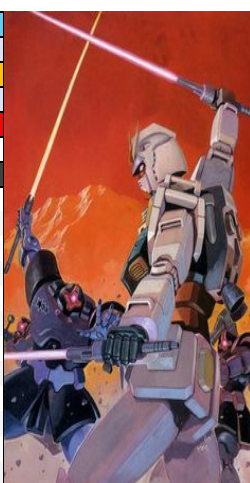
When you attack Frame 1-2 Units gain

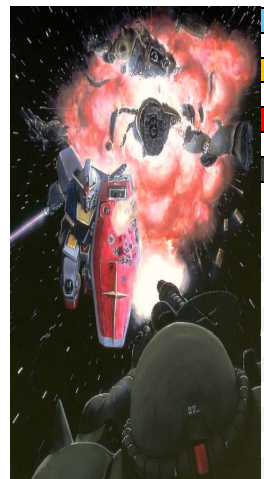
Trait

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

+III

The White Devil MS





Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam	MS	Battler	Indomitable	2	4	500	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro (Encounters in S.)	RX-78-2	5	Giant		3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	1	10	7d10	+3	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300	
Hyper Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300	
Fists [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam (M. Coating)	MS	Battler	Indomitable	4	4	550	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro (Encounters in S.)	RX-78-2	5	Giant		3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	1	11	8d10	+6	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300	
TL Hyper Bazooka [K]	2	32"	4	RF+1	3	700	
+1 Hit vs Size 3+							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Backshield [S0]	1	-	+2 Blocks	-	-	-	
Can only Block in the Rear Arc							
Beam Saber	1	Melee	-	-	8	300	
Fists [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

When you activate choose a bonus for this turn: +2 PEN OR +200 DMG. Pilot Trait II Fearsome

The Gundam's piloted by Amuro on this page all share the following traits

Newtype III Immune to Blindside Trait +XV
 NT Flash: Three times per game gain +3 Blocks this turn.
 Extra Sensory Shooting [M-1] Once per turn while Evading shoot down a Remote Weapon (Funnels, Bits, etc.) permanently lowering its Attacks by 2.

When you attack Frame 1-2 Units gain +1 Hit (+2 Hits with DMG 0-200 Weapons) Trait +III The White Devil MS
 [M-1] You may fire one weapon out of this unit's rear firing arc. - Newtype 360 Firing Arc



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam	MS	Battler	Indomitable	4	4	550	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro (Encounters in S.)	RX-78-2	5	Giant		3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	1	11	8d10	+4	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300	
Hyper Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300	
Fists [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Untouchable Vs Shooting improve the bonus to Dodge and Guard by 1 (Max 3) Pilot Trait II
 Once per Round while using Dodge, Crit Hits versus this unit instead Miss.
 Newtype 360 Firing Arc [M-1] You may fire one weapon out of this unit's rear firing arc.

Unit Name	Type	Role	Special	Performance	Frame	Points	
Alex	MS	Interceptor	Assault	5	4	550	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro Ray	RX-78NT-1	8	Giant		1	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	2	11	6d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Alex Beam Rifle [E]	3	32"	4	RF+3	6	300	
TL Small Gatling [K]	2	24"	10	RF+6 Hits	-	100	
Overwatch IV							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300	
Fists [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Vs Shooting improve the bonus to Dodge and Guard by 1 (Max 3) Pilot Trait II Untouchable
 Once per Round while using Dodge, Crit Hits versus this unit instead Miss.
 If this unit is not piloted by Amuro Ray or an equivalent skill Newtype Ace reduce the Pilot Tier to 0. - Custom Newtype Unit



FA-78-1
FULL ARMOR GUNDAM



Unit Name		Type	Role	Special	Performance	Frame	Points
Full Armor Gundam		MS	Firepower	Heavy Arms	2	4	350
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Lt Heinz Baer		FA-78-1	9	Giant	1	6	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	3	10	3d10	+2	+2	8100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Beam Rifle [E]		2	32"	4	RF+2	6	300
Rocket Launcher [K]		1	32"	4	-	3	700
Missile Pod [X] (3)		3	32"	6	RF+3 Hits	3	200
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Headhunter	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
Daredevil	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I

FA-78-1B
FULL ARMOR GUNDAM (TYPE B)



Unit Name		Type	Role	Special	Performance	Frame	Points
Full Armor Gundam (B)		MS	Firepower	Heavy Arms	2	4	350
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Ace		FA-78-1B	9	Giant	1	6	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	3	10	3d10	+2	+2	8100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Triple Beam Rifle [E]		3	32"	4	RF+3	6	300
Rocket Launcher [K]		1	32"	4	-	3	700
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
Micromissiles [X]		1	32"	10	RF+6 Hits	2	100
Single Use Enemy target must reroll 9s & 10s on Evade							
Antiship Missile [X]		1	48"	3	RF-1	3	1000
Single Use +3 Hits vs Size 2+ Units							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Twin Beam Sabers		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

+1 to Precision and Barrage (Max 3). Barrage lets you change your weapons Rapid Fire to RF+1		Pilot Trait II	Furious Fusillade
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FA-78-2
HEAVY GUNDAM UNIT



Unit Name		Type	Role	Special	Performance	Frame	Points
Heavy Gundam		MS	Battler	Heavy Arms	3	4	380
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Col. Den Beserk		FA-78-2	10	Giant	6	-1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	8"	2	11	7d10	+1	+2	8100
16		EQ	Range	Attacks	Close Range	PEN	DMG
Heavy Gatling [K]		4	32"	8	RF+2 Hits	-	200
Overwatch VI							
Missile Pod [X] (3)		3	32"	6	RF+3 Hits	3	200
Three Uses							
Beam Cannon [E]		1	48"	4	RF-2	5	400
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Shield [S2]		1	-	+2 Blocks	-	-	-
Shield Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Berserker	If HP < 50% or ally Skilled/Ace Pilot is destroyed gain: Melee +3 Hits & +1 Block vs each enemy attack action.	Pilot Trait II
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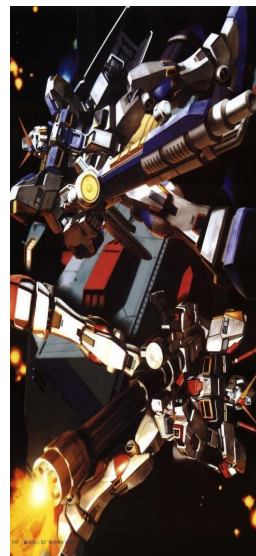
Unit Name		Type	Role	Special	Performance	Frame	Points
Gunner Gundam		MS	Sniper	Indomitable	3	4	370
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Ace		RX-78SP	6	Giant	-1	-1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	8"	1	12	5d10	+4	+1	3600
22		EQ	Range	Attacks	Close Range	PEN	DMG
Custom Beam Sniper [E]		5	48"	5	RF-1	7	300
Ignore target's Cover bonus Crit Hits are worth 3 Hits							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

While outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16". +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Precision also lets you may target units engaged in Melee.		Trait +V Pilot Trait II	Jamming Deadeye
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RX-78SP
GUNNER GUNDAM



Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam Unit 4		MS	Battler	Indomitable	4	4	350
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Luce Cassel		RX-78-4[Bst]	7	Giant	1	3	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	1	11	8d10	+4	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Mega B.Launcher [E]		4	64"	3	RF+4 Hits	9	700
<i>[M-4] to use AOE: 4" Wide Line Cannot Move this turn.</i>							
Beam Spot Guns [E]		-	8"	5	-	3	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Practiced Professional

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

Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam Unit 5		MS	Battler	Indomitable	4	4	350
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Ford Romfellow		RX-78-5[Bst]	7	Giant	1	3	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	1	11	8d10	+4	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Giant Gatling [K]		4	32"	6	RF+2 Hits	-	300
<i>Overwatch IV</i>							
Beam Spot Guns [E]		-	8"	5	-	3	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

In Rounds 2+ gain [M+2] on your turn if HP >=50%.

Pilot Trait I

Overconfident



Unit Name		Type	Role	Special	Performance	Frame	Points
Mudrock Gundam		MS	Raid	Heavy Arms	2	4	240
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Lt. Agar		RX-78-6	6	Giant	-1	4	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	14"	2	9	5d10	+2	+1	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Artillery Cannon [K]		2	48"	5	RF-1	-	400
<i>Indirect Fire (R:32" to 40"+Sensors)</i>							
Beam Rifle [E]		1	32"	4	RF+1	6	300
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
<i>Overwatch IV Single use (Attack or Overwatch)</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Gunnery Expert

+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.

Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
Alex		MS	Interceptor	Assault	5	4	350
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Chris Mackenzie		RX-78NT-1	4	Giant	1	7	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	9"	2	11	6d10	+4	+2	8600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Alex Beam Rifle [E]		3	32"	4	RF+3	6	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Beam Saber		1	Melee	-	-	8	300
Fists [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
<i>The weapon below is only usable after the Hidden Beneath Trait has been activated</i>							
TL Small Gatling [K]		2	24"	10	RF+6 Hits	-	100
<i>Overwatch IV</i>							

Mecha & Pilot Traits

When HP<2000, the Chobham Armor is purged. Alex's stats become:
Move 12" | Evade+7 | ARM Sv+0 | Gain TL Small Gatling [K]

Hidden Beneath

If this unit is not piloted by Amuro Ray or an equivalent skill Newtype Ace reduce the Pilot Tier to 0.

Custom Newtype Unit



Unit Name		Type	Role	Special	Performance	Frame	Points
Full Armor 7th Gundam		MS	Interceptor	Heavy Arms	2	4	380
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Hughes Courand		FA-78-3	13	Giant		6	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	8"	2	9	4d10	+2	+2	8100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Long Beam Cannon [E]		5	64"	4	RF-1	6	400
7th Beam Rifle [E]		3	40"	4	RF+1	7	300
TL Missile Pod [X]		2	32"	8	RF+3 Hits	3	200
<i>Single Use</i>							
Grenade Launchers [X]		1	16"	4	RF+4 Hits	3	200
<i>Overwatch IV Single use (Attack or Overwatch)</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Entwined with Tragedy

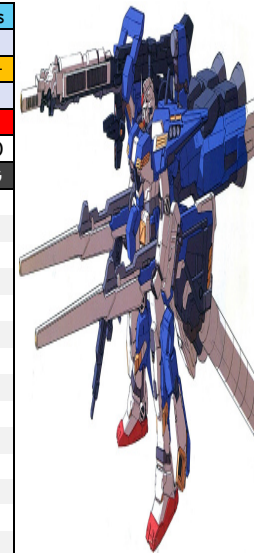
When you attack Level 1-2 Pilots, Captains & Kaiju gain:
+1 Hit (+2 Hits with DMG 0-200 Weapons)

Pilot Trait I

Driven

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

Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
HFA 7th Gundam [S]		MA	Firepower	Heavy Arms	2	4	400
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Hughes Courand		HFA-78-3	10	Giant	5	6	3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	18"	3	10	3d10	+2	+2	8100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
MegaBeam Cannon [E]		4	64"	4	RF-2	8	400
<i>[M-1] to use</i>							
Beam Cannon [E]		1	48"	4	RF-2	5	400
Beam Cannon [E]		1	48"	4	RF-2	5	400
TL Micromissiles [X]		2	32"	10	RF+8 Hits	2	100
<i>Single Use Enemy target must reroll 9s & 10s on Evade</i>							
TL Fire SPT Missiles [X]		2	48"	10	RF-4	2	200
<i>Single Use Indirect Fire (R:32" to 40"+Sensors)</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Ramming Speed [CC]		-	Melee	-	-	-	600
<i>After attacking lose 1000 HP</i>							

Mecha & Pilot Traits

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

Pilot Trait I

Entwined with Tragedy

[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



Unit Name		Type	Role	Special	Performance	Frame	Points
7th Gundam		MS	Interceptor	Assault	5	4	380
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Hughes Courand		RX-78-7	6	Giant	1	3	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	2	11	6d10	+5	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
7th Beam Rifle [E]		3	40"	4	RF+1	7	300
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
<i>Overwatch IV Single use (Attack or Overwatch)</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

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

Driven

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

Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
G-Line Light Armor		MS	Interceptor	Indomitable	2	4	230
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Hughes Courand		RX-81LA	6	Giant	2	-3	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	9	5d10	+4	+1	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heavy Beam Rifle [E]		2	24"	4	RF+1	6	400
TL Missile Pod [X]		2	32"	8	RF+3 Hits	3	200
<i>Single Use</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Shield Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

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

Pilot Trait I

Entwined with Tragedy





Unit Name		Type	Role	Special	Performance	Frame	Points
G-Line Standard Armor		MS	Battler	Indomitable	2	4	230
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Cherie Alison		RX-81 ST	7	Giant		-1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	10"	1	10	7d10	+3	+1	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Gatling Gun [K]		4	32"	8	RF+4 Hits	-	200
Overwatch IV							
Beam Carbine [E]		1	24"	4	RF+2	6	300
-							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
-							
Beam Saber		1	Melee	-	-	8	300
-							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Kind Hearted

When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.
When this unit is destroyed gain [M+3].

Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
G-Line Assault Armor		MS	Raid	Indomitable	2	4	230
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rob Hartley		RX-81 AS	5	Giant	-1	2	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	14"	1	9	6d10	+2	+1	5100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heat Lancer		2	Melee	ATK+1 Hit	-	5	400
Reroll 1s & 2s on Attack							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
-							
Shotgun [K]		1	16"	5	RF+5 Hits	-	200
Overwatch III Hits							
Rocket Launcher [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.

Pilot Trait I

Close Combat Expert



Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam Pixy		MS	Attacker	Indomitable	4	3	240
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Волк		RX-78-XX	4	Giant	1	-2	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	8	9d10	+6	+1	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Twin Beam Daggers		2	Melee	ATK+1 Hit	Finisher+1	8	200
-							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
TL SMG [K]		2	24"	7	RF+5 Hits	-	200
Overwatch IV							

Mecha & Pilot Traits

Stealth Ambusher

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

Defiant

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

Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam Pixy		MS	Attacker	Indomitable	4	3	240
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Fred Reber		RX-78-XX	4	Giant	1	-2	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	8	9d10	+6	+1	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Twin Beam Daggers		2	Melee	ATK+1 Hit	Finisher+1	8	200
-							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
TL SMG [K]		2	24"	7	RF+5 Hits	-	200
Overwatch IV							

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

In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.

Pilot Trait I

Close Combat Expert





Unit Name		Type	Role	Special	Performance	Frame	Points
Blue Destiny Unit 3		MS	Battler	Indomitable	5	3	380
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Yuu Kajima		RX-79BD-3	4	Giant	1	1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	1	12	9d10	+3	+1	4600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
<i>Single Use</i>							
Vulcans & Cannons [K]		-	8"	8	RF+2 Hits	-	100
<i>[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Fists [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

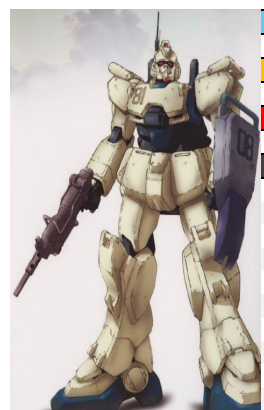
Spirit in the Machine	With glowing eyes the machine begins to move on its own. Once per game gain +3 Blocks for the rest of the turn.	Trait +III
EXAM System	If the Enemy has an EXAM unit or after using Spirit in the Machine gain: +1 Block versus each enemy attack action.	Trait +V
Newtype Miasma	While EXAM is active Newtypes must spend [M-1] to use their Block ability.	-
Driven	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I
Hunting for a Rival	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Blue Destiny Unit 1		MS	Battler	Indomitable	5	3	380
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Yuu Kajima		RX-79BD-1	4	Giant	1	1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	1	12	9d10	+4	+1	4600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
<i>Overwatch IV</i>							
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
<i>Single Use</i>							
Vulcans & Cannons [K]		-	8"	8	RF+2 Hits	-	100
<i>[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Small Shield [S1]		1	-	+1 Block	-	-	-
Beam Saber		1	Melee	-	-	8	300
Fists [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

With glowing eyes the machine begins to move on its own. Once per game gain +3 Blocks for the rest of the turn.	Trait +III	Spirit in the Machine
If the Enemy has an EXAM unit or after using Spirit in the Machine gain: +1 Block versus each enemy attack action.	Trait +V	EXAM System
While EXAM is active Newtypes must spend [M-1] to use their Block ability.	-	Newtype Miasma
[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
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless





Unit Name	Type	Role	Special	Performance	Frame	Points	
Ez-8 Gundam [G]	MS	Battler	Indomitable	2	3	150	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Shiro Amada	RX-79[G]	3	Giant	-1	1	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	10	7d10	+3	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Vulcans & Cannons [K]	-	8"	8	RF+2 Hits	-	100	
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
Small Shield [S1]	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Idealist

When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.
When this unit is destroyed gain [M+3].

Pilot Trait I

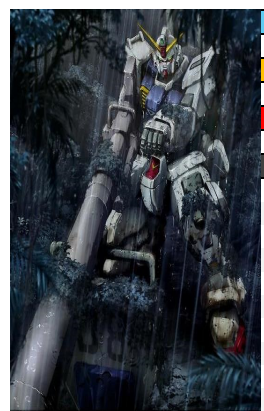
Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam [G]	MS	Battler	Indomitable	2	3	150	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Karen Joshua	RX-79[G]	3	Giant	-1	1	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	10	7d10	+3	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Small Shield [S1]	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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

Pilot Trait I

Seasoned Veteran



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam [G]	MS	Battler	Indomitable	2	3	150	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Terry Sanders Jr.	RX-79[G]	3	Giant	-1	1	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	10	7d10	+3	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Artillery Cannon [K]	1	48"	5	RF-2	-	400	
Indirect Fire (R:32" to 40"+Sensors)							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Small Shield [S1]	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Gunnery Expert

+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.

Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam [G]	MS	Battler	Indomitable	2	3	150	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Matt Healy	RX-79[G]	3	Giant	-1	1	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	10	7d10	+3	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Small Shield [S1]	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Ground Type [G]	MS	Battler		1	1	30	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79[G]	3	Giant	1	3	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	9"	1	9	5d10	+1	+1	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Small Shield [S1]	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	300	

Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Sniper [G]	MS	Sniper		1	1	30	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79SP	3	Giant	-1	3	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	5"	1	10	2d10	+1	+1	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
H. Beam Sniper [E]	2	48"	4	RF-2	7	300	
Ignore target's Cover bonus							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							



Gundam [G] & GM [G]	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
You may swap a primary weapon for a Bazooka, M.Gun, B.Rifle or Artillery.	Missile Salvo [X]	1	48"	5	-	3	300
	Artillery Cannon [K]	1	48"	5	RF-2	-	400
Indirect Fire (R:32" to 40"+Sensors)							

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700
Beam Rifle [E]	1	32"	4	RF+1	6	300
			+1 Hit vs Size 3+			

Weapon's Rack Backpack
For +10pts each equip an extra weapon or Missile Salvo to Gundam [G]



Unit Name	Type	Role	Special	Performance	Frame	Points	
Guncannon	MS	Firepower	Indomitable	2	3	250	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kai Shiden	RX-77-2	3	Giant	-1	2	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	8"	2	10	4d10	+3	+1	4600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
TL Artillery Cannon [K]		2	48"	5	RF-1	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Cool Under Fire	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I
Wisecracking Pilot	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Guncannon (MP)	MS	Firepower		2	2	110	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Lydo Wolf	RX-77-2	4	Giant	-2		-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	6"	2	9	2d10	+0	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
Overwatch IV							
TL Artillery Cannon [K]		2	48"	5	RF-1	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Shield [S2]		1	-	+2 Blocks	-	-	-

Mecha & Pilot Traits

Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Elusive
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Guncannon	MS	Firepower	Indomitable	2	3	200	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Hayato Kobayashi	RX-77-2	3	Giant	-1	2	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	8"	2	10	4d10	+3	+1	4600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
TL Artillery Cannon [K]		2	48"	5	RF-1	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Guntank	MS	Firepower		0	3	100	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Ryu & Hayato	RX-75-4	5	Giant	-3	-1	-10	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	4"	2	9	2d10	+0	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Long Artillery [K]		3	56"	5	RF-1	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Howitzer Hands [K]		2	32"	8	RF+4 Hits	-	100
Overwatch IV							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

This unit cannot make sharp turns.	Trait -I	Tracked Vehicle
Halve the movement bonus from Full Throttle (i.e. 5" to 3").		
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert

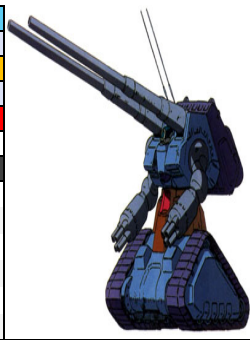


Unit Name	Type	Role	Special	Performance	Frame	Points	
Guncannon (MP)	MS	Firepower		2	2	60	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RX-77D	4	Giant	-2		-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	6"	2	9	2d10	+2	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Machine Guns [K]		2	24"	8	RF+4 Hits	-	200
Overwatch IV							
TL Artillery Cannon [K]		2	48"	5	RF-1	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name	Type	Role	Special	Performance	Frame	Points	
Guntank (MP) [G]	MS	Firepower		0	2	30	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RX-75MP	5	Giant	-3	-1	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	4"	2	8	1d10	+0	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Long Artillery [K]		3	56"	5	RF-1	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Howitzer Hands [K]		2	32"	8	RF+4 Hits	-	100
Overwatch IV							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

This unit cannot make sharp turns.	Trait -I	Tracked Vehicle
Halve the movement bonus from Full Throttle (i.e. 5" to 3").		





Unit Name		Type	Role	Special	Performance	Frame	Points
GM		MS	Battler		2	1	40
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79B	3	Giant		1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	9"	1	9	5d10	+2	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Spray Gun [E]		1	16"	4	RF+1 Hits	5	300
Overwatch IV							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Cannon		MS	Firepower		2	1	40
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGC-80	3	Giant		1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	9"	2	9	2d10	+1	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Spray Gun [E]		1	16"	4	RF+1 Hits	5	300
Overwatch IV							
Artillery Cannon [K]		1	48"	5	RF-2	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Shield [S2]		1	-	+2 Blocks	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							



Unit Name		Type	Role	Special	Performance	Frame	Points
GM		MS	Battler		2	1	140
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Tenneth A. Jung		RGM-79B	3	Giant		1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	9"	1	9	5d10	+2	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Shield [S2]		1	-	+2 Blocks	-	-	-
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Cannon Space [S]		MS	Firepower		2	1	100
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGC-80S	3	Giant		1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	11"	2	9	2d10	+1	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Artillery Cannon [K]		1	48"	5	RF-2	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							



Mecha & Pilot Traits

Deadeye +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Precision also lets you may target units engaged in Melee. Pilot Trait II

Mecha & Pilot Traits

+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Gunnery Expert Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Light Armor		MS	Interceptor		2	1	100
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79L	4	Giant		1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	1	8	3d10	+5	+0	1100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Stripped Beam Rifle [E]		3	24"	4	RF+1	6	300
Critical Hits are worth 3 Hits							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Early Type		MS	Battler		1	1	20
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79A/E	3	Giant		1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	9"	1	9	5d10	+1	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Spray Gun [E]		1	16"	4	RF+1 Hits	5	300
Overwatch IV							
Artillery Cannon [K]		1	48"	5	RF-2	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Shield [S2]		1	-	+2 Blocks	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							



Mecha & Pilot Traits

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

The GM or GM Cannon may swap their Beam Spray Gun for a Hyper Bazooka

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hyper Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							

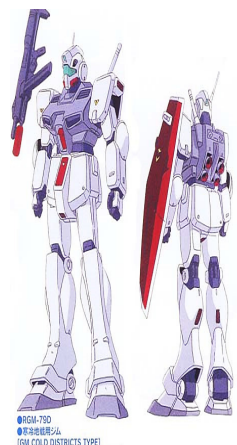
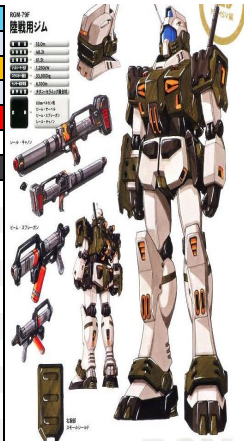
Any GM on this page may swap their primary weapon with a Machine Gun [K]

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							



Unit Name	Type	Role	Special	Performance	Frame	Points
GM Cold Districts [G]	MS	Raid		3	1	60
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RGM-79D	4	Giant	-1	1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	13"	1	9	5d10	+4	+0
1600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
GM Cold D. M.Gun [K]	2	24"	7	RF+5 Hits	-	200
Overwatch IV						
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Beam Saber	1	Melee	-	-	8	300
-						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Unit Name	Type	Role	Special	Performance	Frame	Points
GM Land Combat [G]	MS	Raid		2	2	50
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RGM-79F	3	Giant	0	1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	15"	1	8	4d10	+4	+0
2600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Railgun [K]	1	48"	4	RF-2	2	400
+1 Hit vs Size 3+ Crit Hits are worth 3 Hits						
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300
Overwatch IV						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Beam Saber	1	Melee	-	-	8	300
-						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



Unit Name	Type	Role	Special	Performance	Frame	Points
GM Cold Districts [G]	MS	Raid		3	1	70
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RGM-79D	5	Giant	-1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	13"	1	9	5d10	+2	+0
1600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
GM Cold D. M.Gun [K]	2	24"	7	RF+5 Hits	-	200
Overwatch IV						
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)						
Shield [S2]	1	-	+2 Blocks	-	-	-
-						
Beam Saber	1	Melee	-	-	8	300
-						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Unit Name	Type	Role	Special	Performance	Frame	Points
Desert GM [G]	MS	Sniper		2	2	70
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RGM-79F	5	Giant	-1	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	6"	1	10	2d10	+3	+0
3100						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Railgun Sniper [K]	2	48"	4	RF-2	2	400
Ignore target's Cover bonus Criticals are worth 3 Hits						
Missile Pod [X]	1	32"	6	RF+3 Hits	3	200
Single Use						
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300
Overwatch IV						
Beam Saber	1	Melee	-	-	8	300
-						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

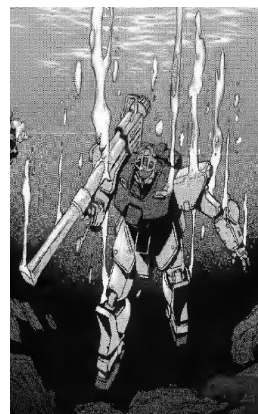


Unit Name	Type	Role	Special	Performance	Frame	Points
GM Kai (Type-C)	MS	Battler		3	1	70
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RGM-79C	3	Giant	1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	11"	1	10	6d10	+2	+0
1600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Shield [S2]	1	-	+2 Blocks	-	-	-
-						
Beam Saber	1	Melee	-	-	8	300
-						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Unit Name	Type	Role	Special	Performance	Frame	Points
Powered GM	MS	Raid		3	1	70
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RGM-79P	3	Giant	1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	17"	1	9	5d10	+2	+0
1600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Shield [S2]	1	-	+2 Blocks	-	-	-
-						
Beam Saber	1	Melee	-	-	8	300
-						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



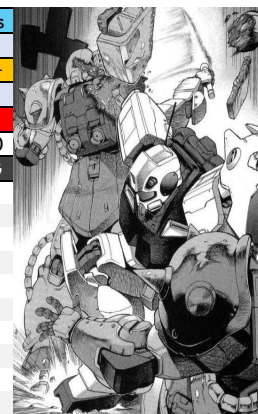
The GM Kai and Powered GM may replace their primary weapon with one of these options.						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700
+1 Hit vs Size 3+						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300
Overwatch IV						



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Command [G]	MS	Battler		3	2	130	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Hughes Courand	RGM-79G	4	Giant	1		-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	1	10	6d10	+2	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700	
			+1 Hit vs Size 3+				
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Command Shield [S2]	2	-	+2 Blocks	-	-	-	
	+1 Block vs DMG 200 or less						
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Command [G]	MS	Battler		3	2	130	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Phantom Sweep Team	RGM-79G	4	Giant	1		-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	1	10	6d10	+2	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	
			Overwatch IV				
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Command Shield [S2]	2	-	+2 Blocks	-	-	-	
	+1 Block vs DMG 200 or less						
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Gain [M+1] or +1 Focus Action when this unit activates. Pilot Trait I Practiced Professional



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Command [S]	MS	Interceptor		3	1	130	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Hughes Courand	RGM-79GS	3	Giant	1	2	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	10"	1	9	4d10	+3	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Gun [E]	1	24"	4	RF+2	6	300	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Command Shield [S2]	2	-	+2 Blocks	-	-	-	
	+1 Block vs DMG 200 or less						
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Command [S]	MS	Interceptor		3	1	180	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Tenneth Jung	RGM-79GS	3	Giant	1	2	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	10"	1	9	4d10	+3	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Gun [E]	1	24"	4	RF+2	6	300	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Command Shield [S2]	2	-	+2 Blocks	-	-	-	
	+1 Block vs DMG 200 or less						
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

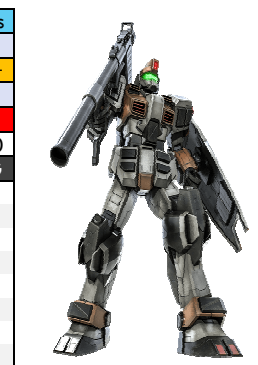
Mecha & Pilot Traits

+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Precision also lets you may target units engaged in Melee. Pilot Trait II Deadeye



Unit Name	Type	Role	Special	Performance	Frame	Points	
Armored GM [G]	MS	Raid		3	2	100	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79FD	3	Giant	1	2	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	16"	1	9	5d10	+3	+0	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	
			Overwatch IV				
Small Shield [S1]	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Unit Name	Type	Role	Special	Performance	Frame	Points	
Armored GM [G]	MS	Raid		3	2	110	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79FD	4	Giant	1	2	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	16"	1	9	5d10	+2	+0	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700	
			+1 Hit vs Size 3+				
Command Shield [S2]	2	-	+2 Blocks	-	-	-	
	+1 Block vs DMG 200 or less						
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							



For +10pts GMs on this page may swap their primary weapon for a Beam Gun [E] OR equip a Hyper Bazooka [K] AND Bullpup Machine Gun [K]							
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hyper Bazooka [K]	1	32"	4	-	3	700	+1 Hit vs Size 3+
Beam Gun [E]	1	24"	4	RF+2	6	300	-



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Command Early [G]	MS	Battler		3	2	160	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Yuu Kajima	RGM-79G	5	Giant	3		-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	10	6d10	+2	+0	2100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Beam Gun [E]	1	24"	4	RF+2	6	300	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Command Shield [S2]	2	-	+2 Blocks	-	-	-	
+1 Block vs DMG 200 or less							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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

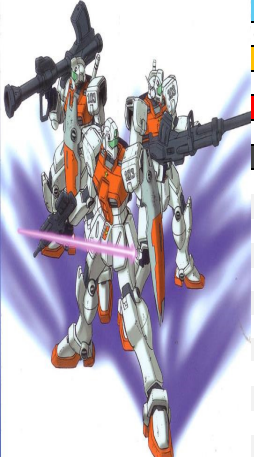
Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Command Early [G]	MS	Battler		3	2	160	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Phillip Hughes	RGM-79G	5	Giant	3		-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	10	6d10	+2	+0	2100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Hyper Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Command Shield [S2]	2	-	+2 Blocks	-	-	-	
+1 Block vs DMG 200 or less							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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



Wisecracking Pilot



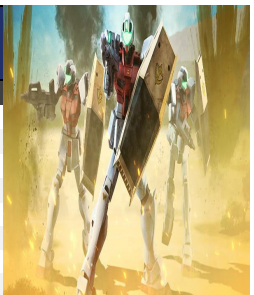
Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Command Early [G]	MS	Battler		3	2	160	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Summonna Fulis	RGM-79G	5	Giant	3		-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	10	6d10	+2	+0	2100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Artillery Cannon [K]	1	48"	5	RF-2	-	400	
Indirect Fire (R:32" to 40"+Sensors)							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Command Shield [S2]	2	-	+2 Blocks	-	-	-	
+1 Block vs DMG 200 or less							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Gunnery Expert +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Pilot Trait I

The Guinea Pig Team was issued GM Command early types which use the GM Cold District backpack. Below are there weapon options.

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Hyper Bazooka [K]	1	32"	4	-	3	700
+1 Hit vs Size 3+						
Artillery Cannon [K]	1	48"	5	RF-2	-	400
Indirect Fire (R:32" to 40"+Sensors)						
Beam Gun [E]	1	24"	4	RF+2	6	300





Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Sniper Custom	MS	Sniper		4	1	180	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79SC	4	Giant	2	1	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	13"	1	11	3d10	+4	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
R-4 Beam Rifle [E]	2	40"	4	RF+1	6	300	
Beam Pistol [E]	1	16"	4	RF+1 Hits	5	300	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	

Mecha & Pilot Traits

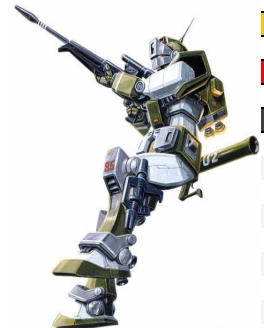
Practiced Professional Gain [M+1] or +1 Focus Action when this unit activates. Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Guard Custom	MS	Interceptor		4	1	170	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79KC	3	Giant	2	1	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	14"	1	9	4d10	+6	+0	1100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
E-2 Beam Pistol [E]	2	16"	4	RF+1 Hits	6	300	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	

Mecha & Pilot Traits

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Sniper Custom	MS	Sniper		4	1	240	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Tenneth Jung	RGM-79SC	5	Giant	2	1	1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	13"	1	11	3d10	+4	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Long Beam Sniper [E]	2	48"	4	RF-2	6	300	
Hyper Bazooka [K]	1	32"	4	-	3	700	
Beam Pistol [E]	1	16"	4	RF+1 Hits	5	300	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	

Mecha & Pilot Traits

Deadeye +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Precision also lets you may target units engaged in Melee. Pilot Trait II



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Guard Custom	MS	Firepower		4	1	180	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79HC	6	Giant	2	1	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	2	10	3d10	+1	+0	1100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Small Gatling [K]	2	24"	10	RF+6 Hits	-	100	
E-2 Beam Pistol [E]	2	16"	4	RF+1 Hits	6	300	
Great Shield [S3]	1	-	+3 Blocks	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	

Mecha & Pilot Traits

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Sniper Custom	MS	Sniper		4	1	200	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Shimoda Squad	RGM-79SC	6	Giant	2	1	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	13"	1	11	3d10	+4	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Missile Salvo [X]	2	48"	7	-	3	300	
R-4 Beam Rifle [E]	2	40"	4	RF+1	6	300	
Beam Pistol [E]	1	16"	4	RF+1 Hits	5	300	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	

Mecha & Pilot Traits

Gunnery Expert +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Intercept Fb [S]	MS	Interceptor	Assault	4	2	270	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79KC	6	Giant	3	2	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	14"	2	9	4d10	+6	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Hyper Bazooka [K]	2	32"	4	RF+1	3	700	
TL Micromissiles [X]	2	32"	10	RF+8 Hits	2	100	
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	

Mecha & Pilot Traits

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



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Sniper II		MS	Sniper		5	2	260
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79SP	5	Giant	2	-1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
36"	14"	1	12	4d10	+2	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
H. Beam Sniper [E]		2	48"	4	RF-2	7	300
Ignore target's Cover bonus							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
+1 Block vs DMG 200 or less							
Beam Saber		1	Melee	-	-	8	300
Close Combat [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



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Sniper II		MS	Sniper		5	2	310
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Lydo Wolf		RGM-79SP	5	Giant	2	-1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
36"	14"	1	12	4d10	+2	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Solid Sniper Rifle [K]		2	56"	4	RF-2	2	300
Ignore target's Cover bonus Criticals are worth 3 Hits							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
+1 Block vs DMG 200 or less							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

When you activate choose a bonus for this turn: +2 PEN OR +200 DMG. Pilot Trait II Fearsome



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Night Seeker		MS	Battler	Assault	5	2	270
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79V	4	Giant	1		-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	12"	2	11	7d10	+5	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Stripped Beam Rifle [E]		3	24"	4	RF+1	6	300
Critical Hits are worth 3 Hits							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Ambusher 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

Dynamic Entrance Gain Move+5" & Fly during the first round of battle. Trait +1

Practiced Professional Gain [M+1] or +1 Focus Action when this unit activates. Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Night Seeker II		MS	Interceptor	Assault	5	2	270
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79LV	2	Giant	4	-1	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	18"	2	10	5d10	+6	+0	1100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Stripped Beam Rifle [E]		3	24"	4	RF+1	6	300
Critical Hits are worth 3 Hits							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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

Gain Move+5" & Fly during the first round of battle. Trait +1 Dynamic Entrance

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

GM Sniper II may swap its rifle for a Bullpup (-10pts) or a Hi-Power Beam Rifle.

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300	

The GM Nightseekers swap their current loadout with these weapons.

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300	
Overwatch IV							
Beam Spear	3	Melee	ATK+2 Hits	-	8	300	

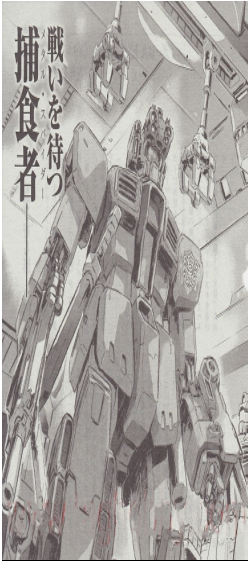


Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Striker	MS	Melee		3	1	110	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79FP	5	Giant	1	3	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	13"	1	7	9d10	+2	+1	2600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Spear	3	Melee	ATK+2 Hits	-	8	300	
			-				
Small Shield [S1]	1	-	+1 Block	-	-	-	
			-				
Close Combat [CC]	-	Melee	-	-	5P	300	
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	
				Overwatch IV			

Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Spartan	MS	Sniper		5	2	260	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79S	5	Giant	1	1	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	11"	1	12	4d10	+4	+0	3100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Minigun [K]	2	24"	8	RF+4 Hits	-	200	
				Overwatch IV			
Missile Pod [X]	1	32"	6	RF+3 Hits	3	200	
				Single Use			
Beam Pistol [E]	1	16"	4	RF+1 Hits	5	300	
				Overwatch IV			
Heat Knife	1	Melee	-	-	5	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
				Overwatch IV			
				Roll 1s & 2s on DEF			
				Push a target backwards 3" for each failed Save			



Mecha & Pilot Traits		
While outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16".	Trait +V	Jamming
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Striker Metal Spider	MS	Melee		4	1	190	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79FPS1	6	Giant	1	1	1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	7	9d10	+5	+0	1600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Striker Beam Gun [E]	2	16"	5	RF+1 Hits	5	300	
				Overwatch IV			
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
				[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot			
Rocket Anchor	1	8"	8	-	-	-	
				Bypass [Shields] Pull yourself up to 3" for each Hit			
Heat Whip [K]	1	8"	6	RF+1 Hit	4	100	
				Enemy target must reroll 9s & 10s on Evade			
Heat Knife	1	Melee	-	-	5	300	
				Reroll 1s & 2s on DEF			
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
				Push a target backwards 3" for each failed Save			

Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Raid	MS	Raid		3	1	160	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pilot	RGM-79CR	6	Giant	2	1	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	19"	1	9	5d10	+3	+0	1600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Shotgun [K]	1	16"	5	RF+5 Hits	-	200	
				Overwatch III Hits			
Missile Pod [X]	1	32"	6	RF+3 Hits	3	200	
				Single Use			
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
				[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot			
Small Shield [S1]	1	-	+1 Block	-	-	-	
Heat Knife	1	Melee	-	-	5	300	
Beam Saber	1	Melee	-	-	8	300	
Chain Mine	1	Melee	ATK+2 Hits	-	2	600	
				Single Use +1 Hit vs Size 3+			
Close Combat [CC]	-	Melee	-	-	5P	300	
				Push a target backwards 3" for each failed Save			



Mecha & Pilot Traits		
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Practiced Professional



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Custom	MS	Interceptor	Assault	5	2	270	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
LT South Burning	RGM-79N	5	Giant	2	1	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	13"	2	10	5d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM Rifle [K]		2	32"	6	RF+2 Hits	-	200
Overwatch IV							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
<i>+1 Block vs DMG 200 or less</i>							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Pilot Instructor	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
Immortal	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Cannon II	MS	Interceptor	Heavy Arms	5	2	220	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
The Immortal 4th Team	RGC-83	7	Giant	1	3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	9"	2	10	5d10	+2	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM Rifle [K]		2	32"	6	RF+2 Hits	-	200
Overwatch IV							
TL Beam Cannons [E]		2	48"	4	RF-1	5	400
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
<i>+1 Block vs DMG 200 or less</i>							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Immortal
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Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Custom Fb	MS	Interceptor	Assault	5	2	220	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
The Immortal 4th Team	RGM-79N	5	Giant	2	1	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	13"	2	10	5d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM Rifle [K]		2	32"	6	RF+2 Hits	-	200
Overwatch IV							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
<i>+1 Block vs DMG 200 or less</i>							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Immortal	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I
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Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Custom Fb	MS	Interceptor	Assault	5	2	250	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
AE Test Pilot	79N-Fb	5	Giant	4	1	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	17"	2	10	5d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power B.Rifle [E]		2	32"	4	RF+1	7	300
Overwatch IV							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
<i>+1 Block vs DMG 200 or less</i>							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

You may move an additional +5" with Full Throttle.	Trait +1	Fuel Hungry
You may not use Full Throttle after Round 3.	Pilot Trait I	Elusive
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)		





Unit Name	Type	Role	Special	Performance	Frame	Points	
GP01-Fb Zephyranthes	MS	Interceptor	Assault	5	4	450	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kou Uraki	GP01-Fb	6	Giant	5	3	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	20"	2	11	6d10	+5	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
GP Shield [S2]	4	-	+2 Blocks	-	-	-	
<i>+1 Block vs DMG 300 or less</i>							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Fuel Hungry	You may move an additional +5" with Full Throttle. You may not use Full Throttle after Round 3.	Trait +1
Sudden Decoupling	[M-1] The mecha suddenly decouples. Gain Blindside on Melee ATK.	Trait +II
Hunting for a Rival	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
Mechanics Expert	When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
GP01 Zephyranthes	MS	Interceptor	Assault	5	4	350	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kou Uraki	GP01	8	Giant	1	3	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	2	11	6d10	+5	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM Rifle [K]	2	32"	6	RF+2 Hits	-	200	
<i>Overwatch IV</i>							
Beam Rifle [E]	1	32"	4	RF+1	6	300	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
GP Shield [S2]	4	-	+2 Blocks	-	-	-	
<i>+1 Block vs DMG 300 or less</i>							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

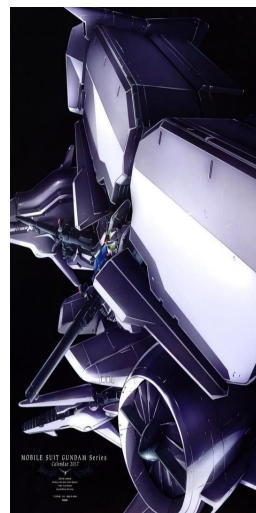
When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I	Mechanics Expert
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Unit Name	Type	Role	Special	Performance	Frame	Points	
GP04 Gerbera	MS	Sniper	Assault	5	4	350	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
AE Test Pilot	GP04	10	Giant	3	3	1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	16"	2	13	5d10	+3	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Custom BeamSniper [E]	5	48"	5	RF-1	7	300	
<i>Ignore target's Cover bonus Crit Hits are worth 3 Hits</i>							
GP Shield [S2]	4	-	+2 Blocks	-	-	-	
<i>+1 Block vs DMG 300 or less</i>							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Gain Move+5" & Fly during the first round of battle.	Trait +1	Dynamic Entrance
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Unit Name	Type	Role	Special	Performance	Frame	Points	
GP03 Dendrobium Orchis	MA	Firepower	Heavy Arms	5	5	1000	
Ace Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Kou Uraki	GP03	28	Massive	7	1	9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
22"	24"	3	13	6d10	+4	+0	6600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
MegaBeam Cannon [E]	4	64"	4	RF-2	8	400	
<i>[M-1] to use</i>							
Antiship Missile [X]	1	48"	3	RF-1	3	1000	
<i>Single Use +3 Hits vs Size 2+ Units</i>							
GP03 Micromissiles [X]	18	48"	10	RF+8 Hits	2	100	
<i>Six Uses Enemy target must reroll 9s & 10s on Evade</i>							
TL Folding Bazooka [K]	2	32"	4	RF+1	3	700	
<i>+1 Hit vs Size 3+</i>							
Massive Smash [CC]	-	Melee	-	-	7P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Antiship Sword	2	Melee	ATK+1 Hit	-	10	300	
<i>+1 Hit vs Size 3+ Units</i>							
Chain Mine	1	Melee	ATK+2 Hits	-	2	600	
<i>Single Use +1 Hit vs Size 3+</i>							

Mecha & Pilot Traits

I-Field [Barrier]	Block 7 [E] shots vs each attack action then total the ARM PEN of those shots. If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.	Trait +XX
Hidden Beneath	When HP<3000 replace with GP03S Dendrobium Stamen at full HP.	Trait +X
Furious Fusillade	+1 to Precision and Barrage (Max 3). Barrage lets you change your weapons Rapid Fire to RF+1	Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points	
GP03 Dendrobium Stamen	MS	Raid	Assault	5	4	300	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kou Uraki	GP03S	4	Giant	-1	-	-12	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	14"	1	11	7d10	+3	+0	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Folding Bazooka [K]	2	32"	4	RF+1	3	700	
<i>+1 Hit vs Size 3+</i>							
Small Shield [S1]	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

When activated if HP<50% or [M=0] gain [M+3] OR 3 Focus actions. Gain [M+1] each turn you attack a Level 2 enemy Ace / Unstoppable Kaiju.	Pilot Trait II	Steel Resolve
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