	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gun	dam	MS	Battler	Indomitable	2	4	300
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Amuro R	ay (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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Fists	[CC]	-	Melee	-	-	5P	300
Alle Intel a					kwards 3" foi	r each failed S	ave	
		Mec	ha & Pilot	Traits				
Newtype I			lmm	une to Blinc	lside			Trait
i canype i		NT Flash:	Once per	game gair	n +3 Blocks th	nis turn.		+V
Mechanical Genius	W	hen this unit	activates a	choose a we	eapons bonus	for this turn:		Pilot
Mechanical Genius		All w	eapons go	ain +1 PEN	or +100 DM	G.		Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Gun	dam	MS	Battler	Indomitable	2	4	350	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro R	ay (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	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam	Rifle [E]	1	32"	4	RF+1	6	300	
				-				
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot	
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	NOVE AN
				-				
Beam	Saber	1	Melee	-	-	8	300	
				-				and there
Fists	[CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	each failed S	ave		And the state of the
				Mecha & I	Pilot Traits			
		lmm	une to Blinc	lside			Trait	NL . I II
	NT Flash:	Twice per	game gair	n +3 Blocks tl	nis turn.		+X	Newtype II
							Pilot	
	Gain [M+1]	or +1 Fo	cus Action v	hen this unit	activates.		Trait I	Renowned Pilot

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gur	ndam	MS	Battler	Indomitable	2	4	400
	Skille	ed Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Qi YM	Amuro (So	ldiers of S.)	RX-78-2	5	Giant		3	-5
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
21.	14"	10"	1	10	7d10	+3	+2	5600
A Maria	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Hyper Bo	azooka [K]	1	32"	4	-	3	700
				-	Hit vs Size 3	3+		
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Twin Bec	am Sabers	2	Melee	ATK+1 Hit	-	8	300
					-			
1 BUT A ACTIN	Fists	; [CC]	-	Melee	-	-	5P	300
					kwards 3" foi	r each failed S	ave	
		Mec	ha & Pilot					
Newtype II				une to Blinc				Trait
		NT Flash:	Twice per	game gair	n +3 Blocks tl	nis turn.		+X
Defignt	۸]	Λ+1] lf you e	engage or	end your tu	urn 5" closer	to an enemy		Pilot
Dendin	All we	apons gain ·	+1 HIT this	turn if you	activated du	ue to Return Fi	re.	Trait I
The White Devil MS		Wh	en you att	ack Frame	1-2 Units ga	in		Trait
The write Devil M3		+1 Hit	+2 Hits	with DMG (0-200 Weap	ons)		+111

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	ndam	MS	Battler	Indomitable	2	4	450	
	Pilot	Model	EQ Slots	Size 0	-	- Armor+		
	Idiers of S.)	RX-78-2	5	Gignt	Speed	3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	-	
14"	10"		10	7d10	+3	+2	5600	
	pons	EQ	Range	Attacks	Close Range		DMG	
	Rifle [E]	EQ 1	32"	4 And CKS	RF+1	6	300	
beam	kille [E]	1	32	4	KET I	0	300	ALL AND
Hyper Bo	azooka [K]	1	32"	4	-	3	700	AL ALPR
<i>,</i> ,			+1	Hit vs Size 3	3+			
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
		1] to Use	[Free Ac	tion] Rea	vires a Skilled	/ Ace Pi	lot	9 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	
				-				
Twin Bec	am Sabers	2	Melee	ATK+1 Hit	-	8	300	
				-				
Fists	[CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	· each failed S	ave		A ROAD
				Mecha & I	Pilot Traits			
		lmm	une to Blinc	lside			Trait	NI . II
	NT Flash:	Twice per	game gair	n +3 Blocks tl	nis turn.		+X	Newtype II
							Pilot	D
	Gain [M+2]	or +2 Foo	cus Actions	when this unit	activates.		Trait II	Prodigy
	Wh	en you att	ack Frame	1-2 Units ga	in		Trait	
	+1 Hit	+ (+2 Hits	with DMG ()-200 Weap	ons)		+111	The White Devil MS

and a state of the	Unit I	Name	Туре	Role	Special	Performance	Frame	Points
	Gun	dam	MS	Battler	Indomitable	2	4	500
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Amuro (Enco	ounters in S.)	RX-78-2	5	Giant		3	-5
No. CAPUSO	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	10"	1	10	7d10	+3	+2	5600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam F	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Hyper Ba	zooka [K]	1	32"	4	-	3	700
				+1	Hit vs Size 3	3+		
	Vulca	ns [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Shield	d [S2]	1	-	+2 Blocks	-	-	-
					-			
14 6 3	Twin Bea	m Sabers	2	Melee	ATK+1 Hit	-	8	300
1 5 22					-			
	Fists	[CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" for	each failed S	ave	
		Mec	ha & Pilot	Traits				
Prodigy		Gain [M+2]	$ar \pm 2 Eac$	us Actions	when this unit	activator		Pilot
riougy		Guii [M+2]		US ACHONS		uctivales.		Trait II

			-			D	-		
	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
C	Gundam (J	M. Coating)	MS	Battler	Indomitable	4	4	550	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
А	muro (Enc	ounters 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	
	Wed	apons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Beam	Rifle [E]	1	32"	4	RF+1	6	300	
					-				
Т	L Hyper	Bazooka [K]	2	32"	4	RF+1	3	700	
				+1	Hit vs Size 3	3+			
	Vulc	ans [K]	-	8"	6	RF+2 Hits	-	100	
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
	Backsh	ield [S0]	1	-	+2 Blocks	-	-	-	
				Can only	Block in the	Rear Arc			a North
	Beam	Saber	1	Melee	-	-	8	300	
					-				
	Fists	5 [CC]	-	Melee	-	-	5P	300	
			Push a	target bac	kwards 3" foi	r each failed S	ave		
					Mecha &	Pilot Traits			
	When y	ou activate c	hoose a b	onus for thi	s turn: +2 PE	N OR +200 D	MG.	Pilot Trait II	Fearsome

	The Gundam's piloted b	y Amuro on	n this	page all share the following traits		
Newtype III	Immune to Blindside	Trait		When you attack Frame 1-2 Units gain	Trait	The White Devil MS
	NT Flash: Three times per game gain +3 Blocks this turn.	+XV		+1 Hit (+2 Hits with DMG 0-200 Weapons)	+111	
Extra Sensory Shooting	[M-1] Once per turn while Evading shoot down a Remote Weapon (Funnels, Bits, etc.) permanently lowering its Attacks by 2.	-		[M-1] You may fire one weapon out of this unit's rear firing arc.	-	Newtype 360 Firing Arc

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	-	dam	MS	Battler	Indomitable	4	4	550
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Amuro (Enc	ounters 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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Hyper Bo	azooka [K]	1	32"	4	-	3	700
				+1	Hit vs Size 3	3+		
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Twin Bec	ım Sabers	2	Melee	ATK+1 Hit	-	8	300
					-			
	Fists	[CC]	-	Melee	-	-	5P	300
					kwards 3" foi	each failed S	ave	
			na & Pilot					
Untouchable	Vs Sł	nooting impro	ove the bo	nus to Dodo	ge and Guar	d by 1 (Max 🗄	3)	Pilot
Childble	Once p	er Round whi	le using D	odge, Crit H	lits versus thi	s unit instead	Miss.	Trait II
Newtype 360 Firing Arc	[M-	1] You may f	fire one w	eapon out	of this unit's r	ear firing arc.		-

Unit	Name	Туре	Role	Special	Performance	Frame	Points	SKILL
A	lex	MS	Interceptor	Assault	5	4	550	- CAR
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amu	ro Ray	RX-78NT-1	8	Giant	1		-6	
Sensors	Move	Actions	Shooting	Melee		ARM Sv	HP	ATT A
14"	12"	2	11	6d10	+5	+0	2600	
Wec	apons	EQ	Range	Attacks	Close Range	PEN	DMG	
Alex Bec	am Rifle [E]	3	32"	4	RF+3	6	300	
				-				
TL Small	Gatling [K]	2	24"	10	RF+6 Hits	-	100	
			(Overwatch IV	,			
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Req	vires a Skilled	/ Ace Pi	lot	
Shiel	ld [S2]	1	-	+2 Blocks	-	-	-	
				-				
Twin Bec	am Sabers	2	Melee	ATK+1 Hit	-	8	300	
				-				h in the
Fists	5 [CC]	-	Melee	-	-	5P	300	China
		Push a	target back	wards 3" foi	each failed S	ave		the states and the second
				Mecha &	Pilot Traits			
Vs Sł	hooting impro	ove the bo	nus to Dodg	ge and Guar	d by 1 (Max 🗄	3)	Pilot	Untouchable
Once p	er Round whi	le using D	odge, Crit H	lits versus thi	s unit instead	Miss.	Trait II	Unfouchable
If this uni	it is not pilote		uro Ray or c the Pilot Ti	•	skill Newtype	e Ace	-	Custom Newtype Unit

FA-78-1	Unit Name	Туре	Role	Special	Performance	Frame	Points	Unit	Name	Туре	Role	Special	Performance	Frame	Points	FA 70 1D
FAT/OTI FULL ARMOR SUNDAM	Full Armor Gundam	MS	Firepower	Heavy Arms	2	4	350	Full Armo	Gundam (B)	MS	Firepower	Heavy Arms	2	4	350	FA-78-1B
	Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	Ac	e Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	FULL ARMOR GUNDAM (TYPE B)
	Lt Heinz Baer	FA-78-1	9	Giant	1	6	-2	Feder	ation Ace	FA-78-1B	9	Giant	1	6	-2	
	Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
STAN PAN	14" 10"	3	10	3d10	+2	+2	8100	14"	10"	3	10	3d10	+2	+2	8100	
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	We	apons	EQ	Range	Attacks	Close Range	PEN	DMG	S & PANA
	TL Beam Rifle [E]	2	32"	4	RF+2	6	300	Triple Be	am Rifle [E]	3	32"	4	RF+3	6	300	
				-								-				
	Rocket Launcher [K]	1	32"	4	-	3	700	Rocket L	auncher [K]	1	32"	4	-	3	700	
			+1	Hit vs Size 3	3+						+1	Hit vs Size 3	3+			
	Missile Pod [X] (3)	3	32"	6	RF+3 Hits	3	200	Missil	e Pod [X]	1	32"	6	RF+3 Hits	3	200	
				Three Uses								Single Use				
	Vulcans [K]	-	8"	6	RF+2 Hits	-	100	Micror	nissiles [X]	1	32"	10	RF+6 Hits	2	100	FAIL
	[M	-1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot			Single Use	Enemy ta	rget must rer	oll 9s & 10s o	n Evade		🦉 😡 🛛 🔬 🖓
	Melee Shield [S0]	2	-	+1 Block	-	-	-	Antiship	Missile [X]	1	48"	3	RF-1	3	1000	
	(Can only B	lock in Enga	gement rang	e (Includes Ov	erwatch)				S	ingle Use	+3 Hits vs :	Size 2+ Units			
	Beam Saber	1	Melee	-	-	8	300	Vulo	ans [K]	-	8"	6	RF+2 Hits	-	100	
				-					[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	ilot	
	Close Combat [CC]	-	Melee	-	-	5P	300	Twin Be	am Sabers	2	Melee	ATK+1 Hit	-	8	300	
		Push o	a target bacl	kwards 3" fo	r each failed S	ave						-				
	Mec	ha & Pilo	t Traits					Close C	ombat [CC]	-	Melee	-	-	5P	300	
Headhunter	When you a	ittack Leve	el 1-2 Pilots,	Captains &	Kaiju gain:		Pilot			Push c	ı target bacl	wards 3" fo	r each failed S	ave		
Heddhomer	+1 Hi	t (+2 Hits	with DMG ()-200 Weap	oons)		Trait I					Mecha &	Pilot Traits			
Daredevil	In Dounda	2+ aain [M+21 on via	ur turn if HP	>-50%		Pilot		+1	to Precisi	on and Barr	age (Max 3).		Pilot	Furious Fusillade
Daredevil	in Kounas	z · gain [i			/-50/0.		Trait I		Barrage lets	you chang	e your wea	pons Rapid F	Fire to RF+1		Trait II	i unous rusiliade

EN_70_9	Unit	Name	Туре	Role	Special	Performance	Frame	Points
FA-70-Z Heavy gundam unit2	Heavy	Gundam	MS	Battler	Heavy Arms	3	4	380
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Col. De	n Beserk	FA-78-2	10	Giant		6	-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	8"	2	11	7d10	+1	+2	8100
8		6	EQ	Range	Attacks	Close Range	PEN	DMG
	Heavy G	atling [K]	4	32"	8	RF+2 Hits	-	200
					Overwatch VI	1		
	Missile P	od [X] (3)	3	32"	6	RF+3 Hits	3	200
					Three Uses			
	Beam C	annon [E]	1	48"	4	RF-2	5	400
					-			
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free A	ction] Requ	vires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Shield Sı	nash [CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" for	r each failed S	ave	
		Mec	ha & Pilot	Traits				
Berserker	If HP<50	℅ or ally Ski	lled/Ace l	Pilot is dest	royed gain:	Melee +3 Hit	s & +1	Pilot
Deiseikei		В	lock vs ea	ch enemy c	attack action.			Trait II

		Points	Frame	Performance	Special	Role	Туре	Name	Unit
		370	4	3	Indomitable	Sniper	MS	Gundam	Gunner
		Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	Pilot	Ace
		-9	-1	-1	Giant	6	RX-78SP	ition Ace	Federa
	2	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	a con	3600	+1	+4	5d10	12	1	8"	24"
	and the second second	DMG	PEN	Close Range	Attacks	Range	EQ	22	2
		300	7	RF-1	5	48"	5	amSniper [E]	Custom Bee
Ser 1			th 3 Hits	t Hits are wort	bonus Cri	get's Cover	Ignore tar		
		100	-	RF+2 Hits	6	8"	-	ans [K]	Vulco
		lot	/ Ace Pi	uires a Skilled	tion] Requ	[Free Ac	1] to Use	[M-	
4		300	8	-	-	Melee	1	Saber	Beam
4					-				
J		300	5P	-	-	Melee	-	mbat [CC]	Close Co
utr.			ave	r each failed S	kwards 3" foi	target bac	Push a		
	RX-78SP								
	GUNNER GUNDAM								
				Pilot Traits	Mecha & I				
Jamming		Trait	n	h attack actio	Block vs eac	ors gain +2	emy Senso	e outside en	Whil
Junning		+V	16".	on are within 1	first activation	t before its	get this uni	s cannot targ	Enemie

Pilot

Trait II

Deadeye

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

Precision also lets you may target units engaged in Melee.

	Unit Name	Туре	Role	Special	Performance	Frame	Points	Un	t Name	Туре	Role	Special	Performance	Frame	Points	•	/
	Gundam Unit 4	MS	Battler	Indomitable	4	4	350	Gund	am Unit 5	MS	Battler	Indomitable	4	4	350		1 TX
	Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	Skil	led Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	8 · 10 - 1	
	Luce Cassel	RX-78-4[Bst]	7	Giant	1	3	-2	Ford	Romfellow	RX-78-5[Bst]	7	Giant	1	3	-2	in with	1 0120
TE ST	Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	Sensors		Actions	Shooting	Melee	Evade d10	ARM Sv	HP	AF SAL	
	14" 12"	1	11	8d10	+4	+2	5600	14"	12"	1	11	8d10	+4	+2	5600	7 11 201	ma and a
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG		eapons	EQ	Range	Attacks	Close Range	PEN	DMG	F1-20	110
	Beam Rifle [E]	1	32"	4	RF+1	6	300	Bear	n Rifle [E]	1	32"	4	RF+1	6	300		
				-								-					
	Mega B.Launcher [E]	4	64"	3	RF+4 Hits	9	700	Giant	Gatling [K]	4	32"	6	RF+2 Hits	-	300		
	-	M-4] to use	e AOE: 4	" Wide Line	Cannot Move	this turn						Overwatch I\	/			199 , m	
	Beam Spot Guns [E]	-	8"	5	-	3	100	Beam S	pot Guns [E]	-	8"	5	-	3	100		1 - The
		-1] to Use	[Free Ac	ction] Req	uires a Skilled	/ Ace Pi	lot			M-1] to Use	[Free Ad	ction] Req	uires a Skilled	/ Ace Pi	ilot		
	Vulcans [K]	-	8"	6	RF+2 Hits	-	100	Vu	cans [K]	-	8"	6	RF+2 Hits	-	100		
	[M	-1] to Use	[Free Ac	ction] Req	uires a Skilled	/ Ace Pi	lot		[^	M-1] to Use	[Free Ad	ction] Req	uires a Skilled	/ Ace Pi	ilot		
	Shield [S2]	1	-	+2 Blocks	-	-	-	Shi	eld [S2]	1	-	+2 Blocks	-	-	-		
				-								-				4	
	Beam Saber	1	Melee	-	-	8	300	Bec	m Saber	1	Melee	-	-	8	300		
				-								-				035	
	Close Combat [CC]	-	Melee	-	-	5P	300	Close C	Combat [CC]	-	Melee	-	-	5P	300		
Col Special Collector		Push a	target bac	kwards 3" fo	r each failed S	ave				Push a	target bac	kwards 3" fo	r each failed S	ave		ter geget ter gitter	
	Med	ha & Pilot	Traits									Mecha &	Pilot Traits				
Practiced Professional	Gain [M+1] or +1 Foo	cus Action v	when this unit	activates.		Pilot Trait I		In Rounds	s 2+ gain [N	\+2] on yo	ur turn if HP	>=50%.		Pilot Trait I	Over	rconfident

1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Unit	Name	Туре	Role	Special	Performance	Frame	Points
and the second	Mudrock	Gundam	MS	Raid	Heavy Arms	2	4	240
	Skille	d 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
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400
				Indirect Fire	(R:32" to 40)"+Sensors)		
	Beam	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Grenade I	auncher [X]	1	16"	4	RF+4 Hits	3	200
A TO LAM			Overw	atch IV Si	ngle use (Atto	ack or Overwa	ıtch)	
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
The LAT	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Current Europe								Pilot
Gunnery Expert	+1 to Pr	ecision and I	Barrage (<i>I</i>	Max 3). Re	duce Rapid F	ire penalties	by 1.	Trait I
Gunnery Expert	Shiel Beam Close Co	[M- d [S2] Saber mbat [CC] Mect	- 1] to Use 1 - Push a Push a	8" [Free Ac Melee Melee target back	6 tion] Requ +2 Blocks - - - - kwards 3" for	RF+2 Hits uires a Skilled - - each failed S	- / Ace Pi - 8 5P ave	lot 300 300 Pilot

nit	Name	Туре	Role	Special	Performance	Frame	Points	
-	lex	Type MS	Interceptor		5	4	350	And a state of the
	-		-		-			
	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+		the has a factor
	ackenzie	RX-78NT-1		Giant	1	7	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	9"	2	11	6d10	+4	+2	8600	
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Alex Bea	ım Rifle [E]	3	32"	4	RF+3	6	300	
				-				- A . A A A A A A A A A A A A A A A A A
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
		1] to Use	[Free Ac	tion] Rea	uires a Skilled	/ Ace Pi	lot	
Beam	Saber	1	Melee		_	8	300	
				-				
Fiete	[CC]		Melee			5P	300	
1 1313		- Duch a		-	- 	•••	500	
		Push a	rarget back	waras 3 toi	r each failed S	ave		
The wea	pon below is	only usabl	le after the l	Hidden Bened	ith Trait has be	en activ	ated	
		,						
TL Small (Gatling [K]	2	24"	10	RF+6 Hits	-	100	
			(Overwatch IV	/			
				Mecha &	Pilot Traits			
Whe	en HP<2000,	the Chobho	am Armor is	purged. Alex	's stats become	:		Hidden Beneath
Mo	ve 12" Evo	ade+7	ARM Sv+0	Gain TL Sm	nall Gatling [K]		-	Hidden Benedin
If this uni	it is not pilote	ed by Amu	ro Ray or c	ın equivalent	t skill Newtype	e Ace		
		•	the Pilot Ti	•	<i>,</i> ,		-	Custom Newtype Unit

	LL-9 ML	T	DI	c · ·		E	Data	г	11.2.3	I	T	D			F	Dutu	
	Unit Name	Туре	Role	Special	Performance	Frame	Points				Туре	Role	Special	Performance	Frame		
	Full Armor 7th Gundam	MS		Heavy Arms		4	380		HFA 7th Gu				Heavy Arms		4	400	
	Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	-	Ace I		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Hughes Courand	FA-78-3	13	Giant		6			Hughes C		HFA-78-3	10	Giant	5	6	3	
	Sensors Move	Actions	Shooting	Melee	Evade d10				Sensors	Move		Shooting	Melee	Evade d10			
	14" 8"	2	9	4d10	+2	+2	8100		14"	18"	3	10	3d10	+2	+2	8100	
HAD	Weapons	EQ	Range	Attacks	Close Range		DMG		Weap		EQ	Range	Attacks	Close Range		DMG	AT BAL
	Long Beam Cannon [E]	5	64"	4	RF-1	6	400		MegaBeam	Cannon [E]	4	64"	4	RF-2	8	400	
			(0)	-		_							[M-1] to use		-	100	
	7th Beam Rifle [E]	3	40"	4	RF+1	7	300		Beam Ca	innon [E]	1	48"	4	RF-2	5	400	
				-									-				AVA A
	TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200		Beam Ca	innon [E]	1	48"	4	RF-2	5	400	
				Single Use									-				
	Grenade Launchers [X]		16"	4	RF+4 Hits	3	200		TL Microm		2	32"	10	RF+8 Hits	2	100	
		Overw	atch IV Sii	ngle use (Atte	ack or Overwo	atch)					Single Use		-	oll 9s & 10s o	n Evade		
	Vulcans [K]	-	8"	6	RF+2 Hits	-	100		TL Fire SPT	Missiles [X]	2	48"	10	RF-4	2	200	
	-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot				Single	Use Indire	ect Fire (R:32	?" to 40"+Sens	sors)		· · · · · · · · · · · · · · · · · · ·
	Shield [S2]	1	-	+2 Blocks	-	-	-		Vulcar		-	8"	6	RF+2 Hits	-	100	
				-						-	-1] to Use		tion] Req	uires a Skilled	/ Ace Pi		
	Beam Saber	1	Melee	-	-	8	300		Ramming S	peed [CC]	-	Melee	-	-	-	600	
				-								After at	tacking lose	1000 HP			
	Close Combat [CC]	-	Melee	-	-	5P	300										
				wards 3" foi	r each failed S	ave											
	Mec	ha & Pilot	Traits										Mecha &	Pilot Traits			
Entwined with Tragedy	When you a	ttack Leve	el 1-2 Pilots,	Captains &	Kaiju gain:		Pilot		V	Vhen you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot	Entwined with Tragedy
Linwinea will Hageay		•		-200 Weap			Trait I				•		0-200 Weap	,		Trait I	Linwinea with Hageay
Driven	[M+1] lf you e	00	,		,		Pilot		-	- /	•••			to an enemy		Pilot	Driven
5.1761	All weapons gain	+1 HIT thi	s turn if you	activated du	ue to Return F	ire.	Trait I		All wea	apons gain [.]	+1 HIT this	s turn if you	activated d	ue to Return Fi	ire.	Trait I	2.1.0



Entwined with

	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cos
	Hughes	Courand	RX-78-7	6	Giant	1	3	~'
1111	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	Н
1 Agus	14"	12"	2	11	6d10	+5	+1	41
A A	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DN
	7th Bear	n Rifle [E]	3	40"	4	RF+1	7	30
					-			
	Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	20
			Overw	atch IV Si	ngle use (Att	ack or Overwa	atch)	
FINT	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	10
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	30
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	30
			Push a	target bac	kwards 3" fo	r each failed S	ave	
		Mec	ha & Pilot	Traits				
ed with Tragedy	,	When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pil
ca will frageay		+1 Hi	t (+2 Hits	with DMG ()-200 Weap	oons)		Tra
Driven	-	- /		•		to an enemy		Pil
Britten	مس الک	anons agin ·	+1 HIT this	turn if you	activated d	ue to Return Fi	ro	Tra

Туре

MS

Role

Interceptor

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

Special

Assault

Performance Frame

4

5

Points

380

Cost+

-5

HP

4100

DMG

300

200

100

-

300

300

Pilot

Trait I Pilot

Trait I

Unit Name

7th Gundam

Unit	Name	Туре	Role	Special	Performance	Frame	Points	570.0	
G-Line Lig	ght Armor	MS	Interceptor	Indomitable	2	4	230		10
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	2	
Hughes	Courand	RX-81LA	6	Giant	2	-3	-8	E	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	A	RA
12"	14"	1	9	5d10	+4	+1	2600		
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
Heavy Be	am Rifle [E]	2	24"	4	RF+1	6	400		SHY A
				-					
TL Missil	e Pod [X]	2	32"	8	RF+3 Hits	3	200		Tem
				Single Use				6	VIAN
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	1	AN
	[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot		N N
Shiel	d [S2]	1	-	+2 Blocks	-	-	-		1
				-					
Beam	Saber	1	Melee	-	-	8	300		
				-				17	D A
Shield Si	mash [CC]	-	Melee	-	-	5P	300	N	Y _
		Push a	target bacl	kwards 3" foi	each failed S	ave			
								1	-
								190	
				Mecha &	Pilot Traits				

Entwined with Tragedy

Pilot

Trait I

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

6 Con	Unit Name	Туре	Role	Special	Performance	Frame	Points	Unit Nam	e	Туре	Role	Special	Performance	Frame	Points	
	G-Line Standard Arm	or MS	Battler	Indomitable	2	4	230	G-Line Assault	Armor	MS	Raid	Indomitable	2	4	230	
	Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	Skilled Pil	ot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Cherie Alison	RX-81ST	7	Giant		-1	-7	Rob Hartle	∋у	RX-81AS	5	Giant	-1	2	-7	SALE CON
	Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	Sensors N	love	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	10" 10"	1	10	7d10	+3	+1	3600	10"	14"	1	9	6d10	+2	+1	5100	TOTAL 21
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	Weapon	s	EQ	Range	Attacks	Close Range	PEN	DMG	KR
	TL Gatling Gun [K]	4	32"	8	RF+4 Hits	-	200	Heat Lanc	er	2	Melee	ATK+1 Hit	-	5	400	12/1/1/1
				Overwatch IV	/						Reroll	1s & 2s on A	Attack			
	Beam Carbine [E]	1	24"	4	RF+2	6	300	Vulcans [k	(]	-	8"	6	RF+2 Hits	-	100	
				-					[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
	Vulcans [K]	-	8"	6	RF+2 Hits	-	100	Shield [S2	2]	1	-	+2 Blocks	-	-	-	
N SAV	l	M-1] to Use	[Free A	ction] Req	uires a Skilled	/ Ace P	ilot					-				
PISA	Shield [S2]	1	-	+2 Blocks	-	-	-	Shotgun [l	<]	1	16"	5	RF+5 Hits	-	200	11
P W				-							O	verwatch III H	lits			
	Beam Saber	1	Melee	-	-	8	300	Rocket Launch	er [K]	1	32"	4	-	3	700	
K-M				-							+1	Hit vs Size 3	3+			11-0
	Close Combat [CC	-	Melee	-	-	5P	300	Close Comba	t [CC]	-	Melee	-	-	5P	300	A
		Push c	a target bad	kwards 3" fo	r each failed S	ave				Push a	target bac	kwards 3" fo	r each failed S	ave		
	М	echa & Pilot	t Traits									Mecha &	Pilot Traits			
tod	When activated	if HP<50%	or [M=0] g	ain [M+2] O	R 2 Focus action	ons.	Pilot	In the		lach agin -	⊧1 Hiton A	TK and ± 1	Block on DEF.		Pilot	Close Combat
earted	V	Vhen this unit	t is destroy	ed gain [M+3	3].		Trait I	in me /	Meide C	iusii guin -			SIOCK OIT DEF.		Trait I	Close Comba

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points				
	Gunda	m Pixy	MS	Attacker	Indomitable	4	3	240				
E B F	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+				
	Bo	ЛК	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				
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG				
	Twin Bear	n Daggers	2	Melee	ATK+1 Hit	Finisher+1	8	200				
					-							
	Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100				
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot				
	TL SA	\G [K]	2	24"	7	RF+5 Hits	-	200				
				(Overwatch IV	,						
			ha & Pilot									
		•	•			enemy is with		Trait				
Stealth Ambusher	After bein	ig deployed	• •		•••	r first attack c	is long	+11				
	[<i>N</i>	[M+1] If you engage or end your turn 5" closer to an enemy										
Defiant	All we	apons gain	+1 HIT this	, turn if you	activated du	, ue to Return Fi	re.	Trait I				

								-
Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Gundo	am Pixy	MS	Attacker	Indomitable	4	3	240	
Skille	ed 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	
Wea	apons	EQ	Range	Attacks	Close Range	PEN	DMG	
Twin Bear	m Daggers	2	Melee	ATK+1 Hit	Finisher+1	8	200	1.
				-				
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	-1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	ilot	
TL SA	MG [K]	2	24"	7	RF+5 Hits	-	200	
			(Overwatch IV	/			
					Pilot Traits			
	•	•			enemy is within		Trait	Cto alth. A mh who a
Atter beir	ng aepioyea	• •	fical Advant	•••	ur first attack c	is long	+11	Stealth Ambusher
							Pilot	
in	the Melee C	Jash gain -	+ I Hit on A	ATK and +1 B	lock on DEF.		Trait I	Close Combat Expert

	Unit Name	Туре	Role	Special	Performance	Frame	Points	1	Unit Name	Туре	Role	Special	Performance	Frame	Points
	Blue Destiny Unit 3	MS	Battler	Indomitable	5	3	380		Blue Destiny Unit 1	MS	Battler	Indomitable	5	3	380
	Ace Pilot	Model	EQ Slots	Size 0	•	Armor+	Cost+		Ace Pilot	Model	EQ Slots	Size 0	•	Armor+	Cost+
	Yuu Kajima	RX-79BD-3	4	Giant	1	1	-7			RX-79BD-1	4	Giant	1	1	-7
	Sensors Move	Actions	Shooting	Melee	Evade d10		•		Sensors Move	Actions	Shooting	Melee	Evade d10		
	14" 12"	1	12	9d10	+3	+1	4600		14" 12"	1	12	9d10	+4	+1	4600
	Weapons	EQ	Ranae	Attacks	Close Range	PEN	DMG		Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam Rifle [E]	1	32"	4	RF+1	6	300		Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
				-							(Overwatch IV	,		
	Missile Pod [X]	1	32"	6	RF+3 Hits	3	200		Missile Pod [X]	1	32"	6	RF+3 Hits	3	200
				Single Use								Single Use			
	Vulcans & Cannons [K]	-	8"	8	RF+2 Hits	-	100		Vulcans & Cannons [K]	-	8"	8	RF+2 Hits	-	100
	[M-	2] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot		[M-	2] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	ilot
	Shield [S2]	1	-	+2 Blocks	-	-	-		Small Shield [S1]	1	-	+1 Block	-	-	-
				-								-			
S Altrain	Beam Saber	1	Melee	-	-	8	300		Beam Saber	1	Melee	-	-	8	300
A A A A A A A A A A A A A A A A A A A				-								-			
	Fists [CC]	-	Melee	-	-	5P	300		Fists [CC]	-	Melee	-	-	5P	300
				kwards 3" foi	r each failed S	ave				Push a	target bac		each failed S	ave	
		ha & Pilot										Mecha & I			
Spirit in the Machine	With glowing	• •		•			Trait		With glowing						Trait
				for the rest o			+111			•		or the rest of			+111
EXAM System	If the Enemy has an			• •	•	ain:	Trait		If the Enemy has an			• •	•	ain:	Trait
	+ I B	lock versus	each enem	ny attack act	ion.		+V		+ I B	ock versus	s each enem	ny attack acti	on.		+V
Newtype Miasma	While EXAM is active	Newtypes	s must spend	d [M-1] to us	e their Block a	bility.	-		While EXAM is active	Newtype	s must spend	d [M-1] to use	e their Block a	ıbility.	-
	[M+1] If you e	engage or	end your tu	urn 5" closer	to an enemy		Pilot		[M+1] If you e	ngage or	end your tu	urn 5" closer i	to an enemy		Pilot
Driven	All weapons gain	+1 HIT this	turn if you	activated du	ue to Return Fi	re.	Trait I		All weapons gain					re.	Trait I
Hunting for a Rival	When you a			•			Pilot Trait I		In Rounds 2	2+ gain [A	Λ+2] on yo	ur turn if HP :	>=50%.		Pilot Trait I
	+ I Hr	r (+2 Hits y		0-200 Weap	ions)		Trait I	l I							I rait I

Spirit in the Machine

EXAM System

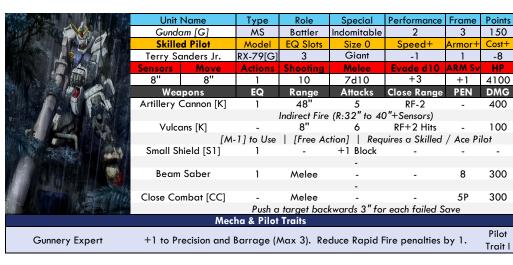
Newtype Miasma

Driven

Reckless

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points			
k	Ez-8 Gur	ndam [G]	MS	Battler	Indomitable	2	3	150			
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
THE A	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			
La la Participa de la companya de la	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
AN AN	Machine	e 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 Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot			
	Small Sh	ield [S1]	1	-	+1 Block	-	-	-			
					-						
ALL HO	Beam	Saber	1	Melee	-	-	8	300			
ALL LAND					-						
	Close Co	mbat [CC]	-	Melee	-	-	5P	300			
			Push a	target bac	kwards 3" for	each failed S	ave				
		Mec	Mecha & Pilot Traits								
المام مالية	When	activated if	HP<50%	or [M=0] g	ain [M+2] OI	R 2 Focus actio	ons.	Pilot			
ldealist		Wh	en this unit	is destroye	ed gain [M+3	:].		Trait I			

		-				-	_	and the second
Unit	Name	Туре	Role	Special	Performance	Frame	Points	Carl and the second s
Gunde	am [G]	MS	Battler	Indomitable	2	3	150	and the second second
Skille	d 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	
Wec	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam	Rifle [E]	1	32"	4	RF+1	6	300	
				-				
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ad	tion] Requ	uires a Skilled	/ Ace Pi	lot	
Small S	nield [S1]	1	-	+1 Block	-	-	-	
				-				
Beam	Saber	1	Melee	-	-	8	300	
				-				The
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	r each failed S	ave		
				Mecha & I	Pilot Traits			
	C [14 1]						Pilot	C
			CUS ACTION V	vhen this unit	activates.		Trait I	Seasoned Veteran



Normal States in the Party of the	Unit I	Name	Туре	Role	Special	Performance	Frame	Points
	GM Ground Type [G]		MS	Battler		1	1	30
here have	Basic Pilot			EQ Slots	Size 0	Speed+	Armor+	Cost+
NAX ALL SIN	Federat	tion Pilot	RGM-79[G]	3	Giant	1	3	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	9"	1	9	5d10	+1	+1	2600
				_				
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
		pons e Gun [K]	EQ 1	Range 24"	Attacks 7	Close Range RF+3 Hits	PEN -	DMG 200
			EQ 1	24"	Attacks 7 Overwatch IV	RF+3 Hits	PEN -	
87	Machine		ЕQ 1 1	24"	7	RF+3 Hits	PEN - -	
	Machine	Gun [K]	EQ 1 1	24"	7 Overwatch IV	RF+3 Hits	PEN - -	
	Machine Small Sh	Gun [K]	EQ 1 1	24"	7 Overwatch IV +1 Block	RF+3 Hits	PEN - - 8	

Gundam [G] & GM [G]	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG		
You may swap a primary	Missile Salvo [X]	1	48"	5	-	3	300		
weapon for a Bazooka,	Single Use								
	Artillery Cannon [K]	1	48"	5	RF-2	-	400		
M.Gun, B.Rifle or Artillery.			Indirect Fire	(R:32" to 4	0"+Sensors)				

r						-		
Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Gunde	am [G]	MS	Battler	Indomitable	2	3	150	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Matt	Healy	RX-79[G]	3	Giant	-1	1	-8	0.1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	8"	1	10	7d10	+3	+1	4100	
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine	e Gun [K]	1	24"	7	RF+3 Hits	-	200	
				Overwatch IV	/			La Parte a contra
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ad	tion] Req	uires a Skilled	/ Ace Pi	lot	
Small S	nield [S1]	1	-	+1 Block	-	-	-	Rig I V V oh
				-				
Beam	Saber	1	Melee	-	-	8	300	
				-				1 . · · · · · · · · · · · · · · · · · ·
Close Co	mbat [CC]	-	Melee	-	-	5P	300	S SITI Y (KL)
		Push a	target bac	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
When the I	Round starts	Pilot	Tanta					
on	their next tur	n. Units a	re capped	at 3 Focus ad	tions per turn.		Trait I	Tactician
L					•			

Unit	Name	Туре	Role	Special	Performance	Frame	Points	the second se
GM Sn	iper [G]	MS	Sniper		1	1	30	a de
Basi	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	Ann A AN
Federa	tion 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	1 A Martin
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
H. Beam	Sniper [E]	2	48"	4	RF-2	7	300	
			Ignore i	target's Cove	er bonus			
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	Close Combat [CC]		Melee	-	-	5P	300	
		Push a	target back	kwards 3" fo	r each failed S	ave		HEF

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	Weapon's Rack Backpack
Hyper Bazooka [K]	1	32"	4	-	3	700	For +10pts each equip an
		+1	Hit vs Size	3+			extra weapon or Missile
Beam Rifle [E]	1	32"	4	RF+1	6	300	•
							Salvo to Gundam [G]

Armor+

-

-

-

8

5P

150

Cost+

-8

HP

400

100

-

300

300

Pilot

Trait I

+1 4100

PEN DMG

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
	Gunco	annon	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	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Beam I	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)								
	Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100	
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pilo								
	Fists	[CC]	-	Melee	-	-	5P	300	
	Push a target backwards 3" for each failed Save								
		Mech	na & Pilot	Traits					
								Pilot	
Cool Under Fire Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)								Trait I	
M/terrorel terror	Gain [M+1] or +1 Focus Action when this unit activates.							Pilot	
Wisecracking Pilot		Gain [M+1]	or +1 Fo	cus Action w	nen mis unif	activates.		Trait I	

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Unit I	Name	Туре	Role	Special	Performance	Frame	Points		9
Guncann	non (MP)	MS	Firepower		2	2	110	ARIA	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	ST BAR	
Lydo	Wolf	RX-77-2	4	Giant	-2		-7		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		IL I Som
16"	6"	2	9	2d10	+0	+0	2100		
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		B A
Machine	e Gun [K]	1	24"	7	RF+3 Hits	-	200		
			(Overwatch IV	/				
TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400		E A
			Indirect Fire	(R:32" to 40)"+Sensors)				
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100		21
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot		P
Fists	[CC]	-	Melee	-	-	5P	300		The second secon
		Push a	target back	wards 3" foi	r each failed S	ave		HE D	
Shield	d [S2]	1	-	+2 Blocks	-	-	-		
				-					
				Mecha & I	Pilot Traits				
Vs Shooti	ng attacks in	nprove the	e bonus to D	odge and G	Guard by 1 (M	ax 3)	Pilot Trait I		Elusive

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	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gunc	annon	MS	Firepower	Indomitable	2	3	200
	Skille	d 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
	Wea	ipons	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)		
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
	Fists	[CC]	-	Melee	-	-	, 5P	300
- 11						r each failed S	ave	
		Mec	ha & Pilot	Traits				
	11. D				d D		. 1	Pilot
Gunnery Expert	Gunnery Expert +1 to Precision and					rire pendifies i	by I.	Trait I

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
Gun	ntank	MS	Firepower		0	3	100	
Skille	d 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	
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Long A	Artillery [K]	3	56"	5	RF-1	-	400	
			Indirect Fire	e (R:32" to 40)"+Sensors)			
Howitzer	Hands [K]	2	32"	8	RF+4 Hits	-	100	
			(Overwatch IV	/			
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	i target bacl	kwards 3" fo	r each failed S	ave		
				Mecha &	Pilot Traits			
	This unit cannot make sharp turns.							Translas d Mahiala
Halve the movement bonus from Full Throttle (i.e. 5" to 3").							Trait -l	Tracked Vehicle
+1 to Pr	Halve the movement bonus from Full Ihrottle (i.e. 5" to 3"). +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.							Gunnery Expert

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
0	Guncannon (MP)		MS	Firepower		2	2	60
	Basi	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federa	tion 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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	TL Machin	e 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	Туре	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	And Mary Internet	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
24" 4"	2	8	1d10	+0	+0	1600	FERM	
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 back	wards 3" foi	r each failed S	ave			
Mecha & Pilot Traits								
	This unit cannot make sharp turns. Halve the movement bonus from Full Throttle (i.e. 5" to 3").							

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	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	G	м	MS	Battler		2	1	40
	Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federa	tion Pilot	RGM-79B	З	Giant		1	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	9"	1	9	5d10	+2	+0	1600
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam Spr	ay Gun [E]	1	16"	4	RF+1 Hits	5	300
				(Overwatch IV	,		
ं	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
Ŧ					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	· each failed S	ave	

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	G	M	MS	Battler		2	1	140
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Tennetł	n 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
	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Hyper Bo	azooka [K]	1	32"	4	-	3	700
112				+1	Hit vs Size 3	3+		
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
RGM-79	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Req	vires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
					-			
The second second	Close Co	mbat [CC]	-	Melee	-	-	5P	300
A			Push a	target back	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Devidence	+1 to Pr	recision and	Barrage (<i>N</i>	Aax 3). Re	duce Rapid F	ire penalties l	by 1.	Pilot
Deadeye	F	Precision also	lets you n	nay target i	units engage	d in Melee.		Trait II



Unit Name		Туре	Role	Special	Performance	Frame	Points	
GM Cannor	1	MS	Firepower		2	1	40	1
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federation Pi	lot	RGC-80	3	Giant		1	-3	
Sensors Mo	ove	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	1
10" 9) "	2	9	2d10	+1	+0	1600	
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Spray G	Jn [E]	1	16"	4	RF+1 Hits	5	300	
			(Overwatch IV	/			
Artillery Canno	n [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	E
		Push a	ı target bacl	kwards 3" foi	r each failed S	ave		

1.1	Name	T	Role	Cur a starl	D	F	Datata	
-		Туре		Special	Performance	Frame		
GM Canno	on Space [S]	MS	Firepower		2	1	100	
Skille	ed Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federa	tion Pilot	RGC-80S	3	Giant	1	1	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	11"	2	9	2d10	+1	+0	1600	
Wed	apons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hyper B	azooka [K]	1	32"	4	-	3	700	
			+1	Hit vs Size 3	3+			88
Artillery	Cannon [K]	1	48"	5	RF-2	-	400	
			Indirect Fire	(R:32" to 40)"+Sensors)			
Vulc	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
Shie	ld [S2]	1	-	+2 Blocks	-	-	-	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	RGC-80S
		Push a	target back	kwards 3" foi	r each failed S	ave		GM CANNON (SPACE ASSAULT TYPE)
				Mecha &	Pilot Traits			
			4 2) Da	dura Danial F		L 1	Pilot	Current Even out
	recision and i	barrage (/	wax 5). Ke		ire penalties	by I.	Trait I	Gunnery Expert

Unit	Name	Туре	Role	Special	Performance	Frame	Points		and the	A
GM Ea	rly Type	MS	Battler		1	1	20	4	10 0	h
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	I ma		E
Federa	tion Pilot	RGM-79A/E	3	Giant		1	-3			
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			ME.
10"	9"	1	9	5d10	+1	+0	1600	2 A Carlo	21	1174
Wec	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		20	
Beam Spr	ray Gun [E]	1	16"	4	RF+1 Hits	5	300	NON & MA		YN/
			(Overwatch IV	/				K-A/	VAT 12
Artillery	Cannon [K]	1	48"	5	RF-2	-	400	A SVIA	A A K	
			Indirect Fire	(R:32" to 40)"+Sensors)				TATIN	
Shiel	d [S2]	1	-	+2 Blocks	-	-	-			
				-						
Close Co	mbat [CC]	-	Melee	-	-	5P	300		A MALA	
		Push a	target bac	kwards 3" foi	r each failed S	ave				

The GM or GM Canr	non may s	swap their	Beam Spray	Gun for a Hy	oer Baz	ooka
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700
		+ 1	Hit vs Size	3+		

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	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	GM Cold I	Districts [G]	MS	Raid		3	1	60
	Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federa	tion Pilot	RGM-79D	4	Giant	-1	1	-3
/	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	13"	1	9	5d10	+4	+0	1600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	GM Cold [). M.Gun [K]	2	24"	7	RF+5 Hits	-	200
				(Overwatch IV	/		
	Grenade l	auncher [X]	1	16"	4	RF+4 Hits	3	200
			Overwo	atch IV Si	ngle use (Att	ack or Overwa	ıtch)	
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
2			Push a	target back	kwards 3" fo	r each failed S	ave	

Unit Name	Туре	Role	Special	Performance	Frame	Points	1004.75F 陸戦用ジム
GM Land Combat [G]	MS	Raid		2	2	50	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	6000 - 8.2. 6000 - 13500 6000 - 53500
Federation Pilot	RGM-79F	3	Giant		1	-5	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	1 1 - E-4-10-10 E-4-127-20 E-4-14-20
10" 15"	1	8	4d10	+4	+0	2600	1-4-447
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Railgun [K]	1	48"	4	RF-2	2	400	*
	+1 F	lit vs Size 3	+ Crit Hits	are worth 3 H	its		(4-27)-72 44 64
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300	0
		(Overwatch IV	/			M 3
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-	1] to Use	[Free Ac	tion] Reg	uires a Skilled	/ Ace Pi	lot	
Beam Saber	1	Melee		-	, 8	300	an
			-				
Close Combat [CC]	-	Melee	-	-	5P	300	2
	Push a	target bac	kwards 3" foi	r each failed S	ave		358 31-43-44



Unit Nam	e	Туре	Role	Special	Performance	Frame	Points
GM Cold Distrie	cts [G]	MS	Raid		3	1	70
Basic Pilo	ot	Model	EQ Slots	EQ Slots Size 0		Armor+	Cost+
Federation I	Pilot	RGM-79D	5	Giant	-1	1	-2
Sensors N	love	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	13"	1	9	5d10	+2	+0	1600
Weapons	s	EQ	Range	Attacks	Close Range	PEN	DMG
GM Cold D. M.	Gun [K]	2	24"	7	RF+5 Hits	-	200
				Overwatch IV	/		
Grenade Launa	her [X]	1	16"	4	RF+4 Hits	3	200
		Overw	atch IV Si	ngle use (Atte	ack or Overwa	itch)	
Shield [S2	2]	1	-	+2 Blocks	-	-	-
				-			
Beam Sab	er	1	Melee	-	-	8	300
				-			
Close Combat	t [CC]	-	Melee	-	-	5P	300
		Push a	target bac	kwards 3" foi	r each failed S	ave	

Unit I	Name	Туре	Role	Special	Performance	Frame	Points
Desert (GM [G]	MS	Sniper		2	2	70
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federat	tion Pilot	RGM-79F	5	Giant	-1	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	6"	1	10	2d10	+3	+0	3100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Railgun S	Sniper [K]	2	48"	4	RF-2	2	400
		Ignore tar	get's Cover	bonus Cri	iticals are wort	h 3 Hits	
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200
				Single Use			
Beam Spr	ay Gun [E]	1	16"	4	RF+1 Hits	5	300
			(Overwatch IV	/		
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	



Unit	Name	Туре	Role	Special	Performance	Frame	Points
GM Kai	(Type-C)	MS	Battler		3	1	70
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federa	tion Pilot	RGM-79C	M-79C 3 Giant		1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	11"	1	10	6d10	+2	+0	1600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup /	M.Gun [K]	1	24"	7	RF+3 Hits	-	200
			(Overwatch IV	,		
Shiel	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	Close Combat [CC]		Melee			5P	300
		Push a	target bac	kwards 3" foi	each failed S	ave	

Unit Name	Туре	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	HP	
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	1
			Overwatch IV	/			
Shield [S2]	1	-	+2 Blocks	-	-	-	
			-				1
Beam Saber	1	Melee	-	-	8	300	
			-				
Close Combat [CC]	-	Melee	-	-	5P	300	
	Push c	target bac	kwards 3" fo	r each failed S	ave		1

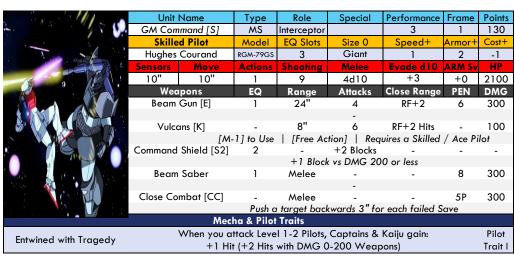


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	The GM Kai and Powered GM may replace their primary weapon with one of these options.													
Weapons EQ Range Attacks Close Range PEN DMG Weapons EQ Range Attacks Close Range PEN DMG														
Hyper Bazooka [K]	1	32"	4	-	3	700		Beam Spray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

	11.2	NI	Τ	D I	C 1	D (F	Deter
	-	Name	Туре	Role	Special	Performance		Points
	GM Com	mand [G]	MS	Battler		3	2	130
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
1 1984	Hughes	Courand	RGM-79G	4	Giant	1		-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
1 1 1 200 L 11	10"	12"	1	10	6d10	+2	+0	2100
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Hyper Bo	azooka [K]	1	32"	4	-	3	700
I YAY O- MYAD		+1 Hit vs Size 3+						
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-
				+1 Block	k vs DMG 20	0 or less		
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
and the second			each failed S	ave				
		Mec	ha & Pilot	Traits				
Deliver	[/	۸+1] If you e	ngage or	end your tu	urn 5" closer	to an enemy		Pilot
Driven	All we	apons gain	+1 HIT this	turn if you	activated du	ue to Return Fi	re.	Trait I

Unit Name	Туре	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	The second se
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	AT ASS A
		(Overwatch IV	/			A CARACIAN A
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	ALC AS MA
Command Shield [S2]	2	-	+2 Blocks	-	-	-	hala 1
		+1 Block	k vs DMG 20	0 or less			
Beam Saber	1	Melee	-	-	8	300	Mad Cal
			-				Zan Car
Close Combat [CC]	-	Melee	-	-	5P	300	STALL MER
	Push a	target bac	kwards 3" foi	r each failed S	ave		
			Mecha &	Pilot Traits			
Gain [M+1]	or +1 Fo	cus Action w	when this unit	activates.		Pilot Trait I	Practiced Professional



-								
	Points	Frame	Performance	Special	Role	Туре	Name	Unit
TEWETHA JUNG	180	1	3		Interceptor	MS	nmand [S]	GM Con
	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	e Pilot	Ace
	-1	2	1	Giant	3	RGM-79GS	eth Jung	Tenne
	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	2100	+0	+3	4d10	9	1	10"	10"
	DMG	PEN	Close Range	Attacks	Range	EQ	apons	Wee
ME GERGE	300	6	RF+2	4	24"	1	Gun [E]	Beam
				-				
	100	-	RF+2 Hits	6	8"	-	ans [K]	Vulc
	ilot	/ Ace Pi	uires a Skilled	tion] Req	[Free Ac	1] to Use	[M-	
	-	-	-	+2 Blocks	-	2	Shield [S2]	Command
			0 or less	k vs DMG 20	+1 Block			
RUT	300	8	-	-	Melee	1	1 Saber	Beam
				-				
S	300	5P	-	-	Melee	-	ombat [CC]	Close Co
		ave	r each failed S		a target bac	Push c		
			Pilot Traits	Mecha &				
Deadeye	Pilot	by 1.	Fire penalties	duce Rapid I	Max 3). Re	Barrage (/	recision and	+1 to P
Deddeye	Trait II		d in Melee.	units engage	nay target	lets you r	Precision also	



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Armorec	I GM [G]	MS	Raid		3	2	100
	Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federa	tion Pilot	RGM-79FD	3	Giant	1	2	-3
(all	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	12" 16"		9	5d10	+3	+0	3100
1	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
1	Bullpup /	M.Gun [K]	1	24"	7	RF+3 Hits	-	200
				(Overwatch IV	/		
	Small Sł	nield [S1]	1	-	+1 Block	ock -		-
					-			
	Beam	Saber	1	Melee	-	-	8	300
1					-			
	Close Combat [CC]		-	Melee	-	-	5P	300
*			Push a	target bac	kwards 3" foi	r each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points		
Armoreo	I GM [G]	MS	Raid		3	2	110		
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Federa	tion 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		
Wec	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
Hyper Bo	azooka [K]	1	32"	4	-	3	700		
		+1 Hit vs Size 3+							
Command	Shield [S2]	2	-	-	-				
			+1 Block	c vs DMG 20	0 or less				
Beam	Saber	1	Melee	-	-	8	300		
				-					
Close Co	Close Combat [CC]		Melee	-	-	5P	300		
		Push a	target bac	kwards 3" foi	r each failed S	ave			



For +10p	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		Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700		Beam Gun [E]	1	24"	4	RF+2	6	300
	+1 Hit vs Size 3+										-			

	Unit	Name	Туре	Role	Special	Performance	Frame	Points		
De la	GM Commo	nd Early [G]	MS	Battler		3	2	160		
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Yuu k	Cajima	RGM-79G	5	Giant	3		-1		
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
OF ALL HUNDER	10"	16"	1	10	6d10	+2	+0	2100		
	Wea	pons	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		
					-					
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100		
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot		
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-		
				+1 Block	k vs DMG 20	0 or less				
	Beam	Saber	1	Melee	-	-	8	300		
					-					
	Close Co	mbat [CC]	-	Melee	-	-	5P	300		
			Push a	target bac	kwards 3" foi	each failed S	ave			
		Mec	ha & Pilot	Traits						
Driven	[M+1] If you engage or end your turn 5" closer to an enemy									
Driven	All we	apons gain -	+1 HIT this	turn if you	activated du	ue to Return Fi	re.	Trait I		

Unit Name	Туре	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	POR PE
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	No. LANS & CAN
		(Overwatch IV	/			
Hyper Bazooka [K]	1	32"	4	-	3	700	
			Hit vs Size 3	3+			
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[^	I-1] to Use	[Free Ac		uires a Skilled	/ Ace Pi	lot	
Command Shield [S2]	2	-	+2 Blocks	-	-	-	
		+1 Blocl	k vs DMG 20	0 or less			
Beam Saber	1	Melee	-	-	8	300	
			-				
Close Combat [CC]	-	Melee	-	-	5P	300	
	Push a	target bac	kwards 3" foi	r each failed S	ave		
			Mecha &	Pilot Traits			
Gain [M+] or +1 Fo	cus Action v	when this unit	activates.		Pilot Trait I	Wisecracking Pilot

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	GM Commo	ind Early [G]	MS	Battler		3	2	160
Mart L	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Summo	nna 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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
NELLING BUSHN	Bullpup /	M.Gun [K]	1	24"	7	RF+3 Hits	-	200
				(Overwatch IV	,		
	Artillery (Cannon [K]	1	48"	5	RF-2	-	400
			1	Indirect Fire	(R:32" to 40)"+Sensors)		
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-
				+1 Block	k vs DMG 20	0 or less		
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" for	each failed S	ave	
		Mec	ha & Pilot	Traits				
Gunnery Expert	±1 to Pr	ocision and l	Barrago (A	Aax 3) Pa	duco Papid F	ire penalties l	by 1	Pilot
Gonnery Experi	1 10 FI		Sun uge (A	лах э). ке		ne pendines i	Jy 1.	Trait I

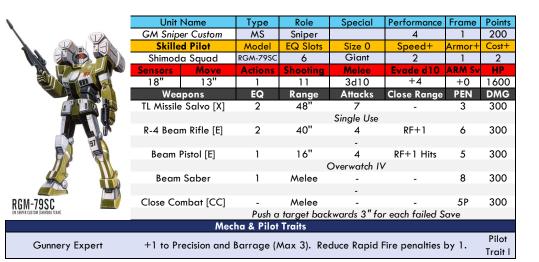
Cold Distri	ict backp	ack. Below	are there v	veapon option	s.		
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	AT ALLA
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	
		(Overwatch I	V			
Hyper Bazooka [K]	1	32"	4	-	3	700	
		+1	Hit vs Size	3+			1 1 - 2 N S VA 1 1
Artillery Cannon [K]	1	48"	5	RF-2	-	400	
		Indirect Fire	(R:32" to 4	0"+Sensors)			
Beam Gun [E]	1	24"	4	RF+2	6	300	
			-				

100 000	Unit	Name	Туре	Role	Special	Performance	Frame	Points
ALCO . ALL	GM Snip	er Custom	MS	Sniper		4	1	180
	Skille	Skilled Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federa	Federation Pilot		4	Giant	2	1	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	18"	13"	1	11	3d10	+4	+0	1600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	R-4 Bear	m Rifle [E]	2	40"	4	RF+1	6	300
An CEINS AND					-			
AND	Beam I	Pistol [E]	1	16"	4	RF+1 Hits	5	300
				(Overwatch IV	/		
	Beam	Saber	1	Melee	-	-	8	300
					-			
10/ 1*	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" foi	r each failed S	ave	
		Mec	ha & Pilot	Traits				
		<u> </u>						Pilot
Practiced Professional		Gain [M+1] or +1 Fo	cus Action w	when this unit	activates.		Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points	2
GM Guai	rd Custom	MS	Interceptor		4	1	170	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federa	tion Pilot	RGM-79KC	3	Giant	2		-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	14"	1	9	4d10	+6	+0	1100	
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
E-2 Bear	n Pistol [E]	2	16"	4	RF+1 Hits	6	300	
			(Overwatch IV	/			
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
Beam	Saber	1	Melee	-	-	8	300	0 2
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	wards 3" foi	r each failed S	ave		GM INTERCEPT CUSTOM
				Mecha &	Pilot Traits			
							Pilot	FL .t .
vs Shoof	ing attacks in	nprove the	e bonus to L	oage and G	buard by 1 (M	ax 3)	Trait I	Elusive



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



	_				_	_	
Unit Name	Туре	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			-1	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14" 10"	2	10	3d10	+1	+0	1100	83
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Small Gatling [K]	2	24"	10	RF+6 Hits	-	100	CVB8
		(Overwatch IV	/			
E-2 Beam Pistol [E]	2	16"	4	RF+1 Hits	6	300	
		(Overwatch IV	/			
Great Shield [S3]	1	-	+3 Blocks	-	-	-	295. 54
			-				
Beam Saber	1	Melee	-	-	8	300	2 Lb
			-				
Close Combat [CC]	-	Melee	-	-	5P	300	
	Push c	a taraet bac	kwards 3" foi	r each failed S	ave		EN GUARD CUSTOM
				Pilot Traits			
When the Round starts	aive 2 alli	es within LC			n to use	Pilot	
on their next tur	•					Trait I	Tactician
	n. onns u	re cupped i		nons per 10m		nun	

	Points	Frame	Performance	Special	Role	Туре	t Name	Unit
	270	2	4	Assault	Interceptor	MS	rcept Fb [S]	GM Inter
10012 2002	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	led Pilot	Skille
- 000 - A - 000	2	2	3	Giant	6	RGM-79KC	ation Pilot	Federo
	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	2100	+0	+6	4d10	9	2	14"	14"
	DMG	PEN	Close Range	Attacks	Range	EQ	apons	Wee
	700	3	RF+1	4	32"	2	Bazooka [K]	TL Hyper
			3+	Hit vs Size 3	+1			
	100	2	RF+8 Hits	10	32"	2	omissiles [X]	TL Micro
		n Evade	oll 9s & 10s o	rget must rer	Enemy ta	Single Use		
	300	5	RF+1 Hits	4	16"	1	oray Gun [E]	Beam Sp
			/	Overwatch IV	(,	
N 💞	300	8	-	-	Melee	1	m Saber	Bean
				-				
	300	5P	-	-	Melee	-	ombat [CC]	Close Co
(with FELLOW BODSTER)		ave	r each failed S	kwards 3" fo	target bac	Push c		
			Pilot Traits		ž			
	Pilot							
Elusive	Trait I	ax 3)	Guard by 1 (M	odge and G	e bonus to L	nprove the	oting attacks i	Vs Shoo

Points

240

Cost+

1

HP

1600

DMG

300

700

300

300

300

1

rmor-

1

ARM SV

+0

PEN

6

3

5

8

5P

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
	GM Si	niper II	MS	Sniper		5	2	260	
	Skille	Skilled Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Federat	Federation Pilot		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 Cove	r bonus			
	Command Shield [S2]		2	-	+2 Blocks	-	-	-	
				+1 Block	k vs DMG 20	0 or less			
	Beam	Beam Saber		Melee	-	-	8	300	
					-				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
	Push a target backwards 3" for each failed Save								
		Mec	ha & Pilot	Traits					
Marksman	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.								
Marksman		ecision and	burruge (/	wax 5). Ke	чисе каріа г	ire pendities i	oy 1.	Trait I	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	CONTRACTOR
_	niper 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	
Wec	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Solid Snip	oer Rifle [K]	2	56"	4	RF-2	2	300	
		Ignore tar	get's Cover	bonus Cri	ticals are wort	h 3 Hits		
Command	Shield [S2]	2	-	+2 Blocks	-	-	-	
			+1 Block	vs DMG 20	0 or less			
Beam	Saber	1	Melee	-	-	8	300	A Ten A
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bac	wards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
When y	ou activate c	hoose a b	onus for thi	s turn: +2 PE	N OR +200 D	MG.	Pilot Trait II	Fearsome

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	GM Nig	ht Seeker	MS	Battler	Assault	5	2	270
	Skille	d 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
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Stripped B	eam Rifle [E]	3	24"	4	RF+1	6	300
				Critical	Hits are wort	h 3 Hits		
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
10	Beam	Saber	1	Melee	-	-	8	300
7					-			
RGM-79V 🖤	Close Co	mbat [CC]	-	Melee	-	-	5P	300
GM NIGHT SEEKER			Push a	target bac	kwards 3" foi	r each failed S	ave	
		Mech	ha & Pilot	Traits				
Ambusher	In this Ro	und this unit i	s deploye	d it gains [T	actical Adva	intage] on you	ur first	Trait
Ambosher		attac	ck as long	as the targ	et is within 2	4".		+1
Dynamic Entrance	Gain Move+5" & Fly during the first round of battle.							Trait
Dynamic Enfrance				, aoning me		n buille.		+1
Practiced Professional			$ar \pm 1$ Ea	our Action w	hen this unit	activator		Pilot
Fracticea Frotessional		Guii [M+1]		COS ACHON V	men mis onn	uctivules.		Trait I

Unit Name	Туре	Role	Special	Performance	Frame	Points	La A
GM Night Seeker	I MS	Interceptor	Assault	5	2	270	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	07
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	and the second s
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	RGM-79LV 🎢
Stripped Beam Rifle	[E] 3	24"	4	RF+1	6	300	EM NIGHT SEEKER II
		Critical	Hits are wort	h 3 Hits			
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	CB-X5
	[M-1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
Beam Saber	1	Melee	-	-	8	300	
			-				
Close Combat [CC	.] -	Melee	-	-	5P	300	Contraction to
	Push c	ı target bacl	wards 3" fo	r each failed S	ave		
			Mecha &	Pilot Traits			
In this Round this u	nit is deploye ttack as long	• •			ur first	Trait +I	Ambusher
Gain M	love+5" & Fl	y during the	first round o	of battle.		Trait +I	Dynamic Entrance
Vs Shooting attac	as improve the	e bonus to D	odge and C	Guard by 1 (M	ax 3)	Pilot Trait l	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	Туре	Role	Special	Performance	Frame	Points
GM S	Striker	MS	Melee		3	1	110
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federa	tion 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
Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
Beam	Beam Spear		Melee	ATK+2 Hits	-	8	300
				-			
Small Sł	nield [S1]	1	-	+1 Block	-	-	-
				-			
Close Co	Close Combat [CC]		Melee	-	-	5P	300
		Push a	target bac	kwards 3" foi	each failed S	ave	
Bullpup /	Bullpup M.Gun [K]		24"	7	RF+3 Hits	-	200
			(Overwatch IV	,		

l lait l	Name	Tune	Role	Special	Performance	Frame	Points	
_		Туре		special				
GM S	partan	MS	Sniper		5	2	260	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federat	tion Pilot	RGM-79S	5	Giant	1	1	-4	AT CALORED A
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	DUNING YEAR STATES
24"	11"	1	12	4d10	+4	+0	3100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	AND THE REAL AND THE
Minig	jun [K]	2	24"	8	RF+4 Hits	-	200	
			(Overwatch IV	/			
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
				Single Use				
Beam F	Pistol [E]	1	16"	4	RF+1 Hits	5	300	
			(Overwatch IV	/			
Heat	Knife	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	DEF			
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
While	e outside en	emy Senso	ors gain +2	Block vs eac	h attack actio	n.	Trait	
Enemie	s cannot targ	get this uni	t before its	first activatio	on are within 1	6".	+V	Jamming
+1 to Pr	ecision and I	Barrage (/	Max 3). Re	duce Rapid F	Fire penalties	by 1.	Pilot Trait l	Gunnery Expert

- an an	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
甘東 《	GM Striker	Metal Spider	MS	Melee		4	1	190	
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
4.	Federa	tion Pilot	RGM-79FPS1	6	Giant	1	1	1	
H & a alla	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
++ 待	10"	15"	1	7	9d10	+5	+0	1600	
古らい	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
H	Striker Be	Striker Beam Gun [E]		16"	5	RF+1 Hits	5	300	
				(Overwatch IV	/			
AD RALING	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
	Rocket Anchor		1	8"	8	-	-	-	
	Bypass [Shields] Pull yourself up to 3" for each Hit								
ALL MARCH	Heat V	Vhip [K]	1	8"	6	RF+1 Hit	4	100	
HANNING BASK	Enemy target must reroll 9s & 10s on Evade								
A VI ANAL	Heat	Knife	1	Melee	-	-	5	300	
				Rero	ll 1s & 2s on	DEF			
TANK ASAMINTA	Beam	Saber	1	Melee	-	-	8	300	
					-				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
			Push a	target back	wards 3" foi	r each failed S	ave		
		Mec	ha & Pilot	Traits					
Camera Gun		Range:(Sensors+1	2") Choose	e an enemy i	n LOS		Trait	
Camera Gun		Allies gain -	+1 Shootin	g Accuracy	against ther	n this turn.		+1	
Practiced Professional		Cain [M+1]		aus Action	han this unit	activator		Pilot	
FIGCTICEG Protessional				LUS ACTION W	hen this unit	activates.		Trait I	

		-	D I	C 11		-	D • ·	
-	Name	Туре	Role	Special	Performance	Frame	Points	
.	Raid	MS	Raid		3	I	160	ミルドウブ チートら
	d Pilot	Model	EQ Slots	Size 0		Armor+		MU DODA
Federa	tion Pilot	RGM-79CR	6	Giant	2	1	2	田公式
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	19"	1	9	5d10	+3	+0	1600	MAD STEVIN
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	M A / A YAN
Shote	gun [K]	1	16"	5	RF+5 Hits	-	200	ALL MAYE
			Ov	erwatch III H	lits			CAN SALAN
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
				Single Use				TAN YELVON
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
		11 to Use	[Free Ac	tion] Rea	uires a Skilled	/ Ace Pi	lot	
Small St	nield [S1]	1	-	+1 Block	-	-	-	
	[.]			-				TRUNG IN PA OF
Heat	Knife	1	Melee	-	-	5	300	
		-	Rero	ll 1s & 2s on	DFF			
Beam	Saber	1	Melee	-	-	8	300	
Deam	Gaber		meree	-		Ū	000	
Chair	n Mine	1	Melee	ATK+2 Hits	-	2	600	
Cildii	i //tine			e +1 Hit vs	Sizo 2+	2	000	
Class Ca	mbat [CC]		Melee		5128 51	5P	300	
Close Co		-		-	-	•••	300	A PROVEN TO
		rush a	target bac		r each failed S	ave		
				Mecha &	Pilot Traits		Dil i	
	Gain [M+1]	or +1 Fo	cus Action w	when this unit	activates.		Pilot Trait I	Practiced Professional

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
2 1 - W - 1 - 1		Custom		Interceptor		5	2	270
		Pilot	Model	EQ Slots	Size 0	-	_ Armor+	
		h Burning	RGM-79N		Giant	2	1	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	13"	2	10	5d10	+4	+0	2100
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
		ifle [K]	2	32"	6	RF+2 Hits	-	200
				(Overwatch IV	<i>(</i>		
HELD COL	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pil							lot
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-
	+1 Block vs DMG 200 or less							
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	wards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Pilot Instructor		Gain [M+1]	lor +1 Fo	cur Action w	hen this unit	activator		Pilot
		Gain[M+1]		COS ACHOIT W		uctivules.		Trait I
Immortal		In Rounds '	2+ aain [A	4+21 on voi	ur turn if HP	>=50%		Pilot
mmorra	ortal In Rounds 2+ gain [M+2] on your turn if HP >=50%.					Trait I		

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
GM Co	annon II	MS	Interceptor	Heavy Arms	5	2	220	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
The Immort	al 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	
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	Col Com and
GM R	ifle [K]	2	32"	6	RF+2 Hits	-	200	
			(Overwatch IV	·			WATCH (PORT)
TL Beam (Cannons [E]	2	48"	4	RF-1	5	400	
				-				
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Reg	vires a Skilled	/ Ace Pi	lot	
Command	Shield [S2]	2	-	+2 Blocks	-	-	-	
			+1 Block	vs DMG 20	0 or less			
Beam	Saber	1	Melee	-	-	8	300	ALCO ALCO ALCO
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	the second second
		Push a	target bac	kwards 3" foi	each failed S	ave		500
			ž		Pilot Traits			
	In Rounds 2	2+ gain [/	∿+2] on yo	ur turn if HP 3	>=50%.		Pilot Trait I	Immortal

1	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
ALAT	GM C	Custom	MS	Interceptor	Assault	5	2	220	
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	The Immort	al 4th Team	RGM-79N	5	Giant	2	1	-3	
FURT A	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	
A AREA N	GM R	tifle [K]	2	32"	6	RF+2 Hits	-	200	
				(Overwatch IV	,			
Re Contraction	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pilo								
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-	
				+1 Block	vs DMG 20	0 or less			
	Beam	Saber	1	Melee	-	-	8	300	
					-				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
A			Push a	target back	wards 3" foi	r each failed S	ave		
		Mec	ha & Pilot	Traits					
Immortal		In Pounds '	2+ a a in [A	4+21 on you	ur turn if HP :	>=50%		Pilot	
ininortal		in Koonas 2	z · gain [/					Trait I	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
-	stom Fb	MS	Interceptor	Assault	5	2	250	
	d Pilot	Model	EQ Slots	Size 0	Speed+	- Armor+		
	st Pilot	79N-Fb	5	Gignt	4	1	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv		
12"	17"	2	10	5d10	+4	+0	2100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	B.Rifle [E]	2	32"	4	RF+1	7	300	
				-				
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Reg	uires a Skilled	/ Ace Pi	lot	
Command	Shield [S2]	2	-	+2 Blocks	-	-	-	
			+1 Block	vs DMG 20	0 or less			
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	A state of the sta
		Push a	target back	wards 3" fo	r each failed S	ave		att Knastcax-ッ RGM-73N-Fbジムカスタム英語論型
			-	Mecha &	Pilot Traits			
	You may	move an a	additional +	5" with Full	Throttle.		Trait	Evel Humanny
	You m	ay not use	e Full Throttl	e after Roun	d 3.		+1	Fuel Hungry
Vs Shooti	ing attacks ir	nprove the	e bonus to D	odge and G	Guard by 1 (M	ax 3)	Pilot Trait l	Elusive

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	GP01-Fb Z	ephyranthes	MS	Interceptor	Assault	5	4	450	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Κου	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	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Beam Rifle [E]		1	32"	4	RF+1	6	300	
					-				
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pil								
	GP Shi	eld [S2]	4	-	+2 Blocks	-	-	-	
	+1 Block vs DMG 300 or less								
	Beam	Saber	1	Melee	-	-	8	300	
					-				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
					wards 3" foi	r each failed S	ave		
			ha & Pilot						
Fuel Hungry		You may	move an a	additional +	5" with Full 1	hrottle.		Trait	
i dei Hongi y		You m	ay not use	e Full Throttl	e after Roun	d 3.		+1	
Sudden Decoupling	[44-1]	The mecha s	uddonly d	ecouples (Cain Blindeid	e on Melee A [.]	тк	Trait	
Souden Decooping	[/*(-1]	me mecha s	buueniy u	ecoopies. C		e on melee A		+11	
Hunting for a Rival		When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot Trait l	
		+1 Hit	Hit (+2 Hits with DMG 0-200 Weapons)						
Mechanics Expert	W	hen this unit	activates o	choose a we	apons bonus	for this turn:		Pilot	
medianes Experi		All w	eapons go	ain +1 PEN	or +100 DM	G.		Trait I	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	9
GP01 Zep	ohyranthes	MS	Interceptor	Assault	5	4	350	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Κου	Uraki	GP01	8	Giant	1	3	-3	Jon BELSTER & K. D.
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	LET A REAL RAPINE AND
14"	12"	2	11	6d10	+5	+1	4100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
GM R	ifle [K]	2	32"	6	RF+2 Hits	-	200	
			C	Overwatch IV	/			AN AN AN AN AN
Beam	Rifle [E]	1	32"	4	RF+1	6	300	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
				-				A A A A A A A A A A A A A A A A A A A
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
GP Shi	eld [S2]	4	-	+2 Blocks	-	-	-	The Alexandre
			+1 Block	vs DMG 30	0 or less			
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push c	ı target back	wards 3" fo	r each failed S	ave		CAPSIMELSKA NA A A
				Mecha &	Pilot Traits			
W	hen this unit	activates	choose a we	apons bonu	s for this turn:		Pilot	Ad a share is a Free ant
	All w	eapons g	ain +1 PEN	or +100 DN	۱G.		Trait I	Mechanics Expert

Unit Nam	ne	Туре	Role	Special	Performance	Frame	Points	
GP04 Gerb	bera	MS	Sniper	Assault	5	4	350	
Basic Pile	ot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
AE Test Pi	ilot	GP04	10	Giant	3	3		
Sensors N	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
20"	16"	2	13	5d10	+3	+1	4100	
Weapon	is	EQ	Range	Attacks	Close Range	PEN	DMG	
Custom BeamSr	niper [E]	5	48"	5	RF-1	7	300	
	Ī	Ignore tar	get's Cover	bonus Cri	it Hits are wort	th 3 Hits		
GP Shield	[S2]	4	-	+2 Blocks	-	-	-	
			+1 Block	k vs DMG 30	0 or less			
Beam Sab	ber	1	Melee	-	-	8	300	a la
				-				
Close Comba	at [CC] tr	-	Melee	-	-	5P	300	
		Push a	i target bacl	kwards 3" fo	r each failed S	ave		P.
				Mecha &	Pilot Traits			
Gain Move+5" & Fly during the first round of battle.							Dynamic Entrance	

	_				_	_			
Unit Name	Туре	Role	Special	Performance	Frame	Points			
GP03 Dendrobium Stamen	MS	Raid		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	the second second		
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
TL Folding Bazooka [K	2	32"	4	RF+1	3	700			
		+1	Hit vs Size	3+					
Small Shield [S1]	1	-	+1 Block	-	-	-			
			-						
Beam Saber	1	Melee	-	-	8	300			
			-						
Close Combat [CC]	-	Melee	-	-	5P	300			
	Push a	target bac	kwards 3" fo	r each failed S	ave				
Mecha & Pilot Traits									
When activated if	HP<50%	or [M=0] g	ain [M+3] O	R 3 Focus actio	ons.	Pilot			
Gain [M+1] each turr	you attac	k a Level 2	enemy Ace	/ Unstoppable	e Kaiju.	Trait II	Steel Resolve		

	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
	[M-1] to use							
	Antiship /	Missile [X]	1	48"	3	RF-1	3	1000
			S	ingle Use	+3 Hits vs S	Size 2+ Units		
	GP03 Micr	omissiles [X]	18	48"	10	RF+8 Hits	2	100
	Six Uses Enemy target must reroll 9s & 10s on Evade							
	TL Folding I	Bazooka [K]	2	32"	4	RF+1	3	700
	+1 Hit vs Size 3+							
	Massive S	mash [CC]	-	Melee	-	-	7P	300
	Push a target backwards 3" for each failed Save							
GUNAN Seiter	Antiship	Sword	2	Melee	ATK+1 Hit	-	10	300
	+1 Hit vs Size 3+ Units							
	Chair	Mine	1	Melee	ATK+2 Hits	-	2	600
				Single Us	e +1 Hit vs	Size 3+		
Mecha & Pilot Traits								
I-Field [Barrier]	Block 7 [E] shots vs each attack action then total the ARM PEN of those shots.							Trait
	If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.							+XX
Hidden Beneath	When HP $<$ 3000 replace with GP03S Dendrobium Stamen at full HP.							Trait
rildden benedin								+X
Furious Fusillade	+1 to Precision and Barrage (Max 3).							Pilot
i unuus i usillade	Barrage lets you change your weapons Rapid Fire to RF+1							Trait II

Role

Туре

Special

Performance Frame Points

Unit Name

F