

GUNDAM FIGHT, READY, GO! [OPTIONAL MODULE]

CHANGES FROM THE CORE RULES

Battles will be 1-on-1 or 2-on-2. | You may not use Commander Traits or Strategic Commands. | Use Alternate Deployment Rules | Battles continue past Round 5
Earth is the Ring! Setup terrain to represent iconic Earth locations. | Gain [M+1] each time you destroy terrain. | Push/Pull Weapons gain ARM PEN+2P

ADDITIONAL RULES

Article 1 of the Gundam Fight International Regulations. A unit whose head section has been destroyed is disqualified.

Rules: Battle Damage to the Head Section immediately disables a unit. If you have at least 10 unblocked Hits you may choose to destroy the target's Head.

Article 2 of the Gundam Fight International Regulations. A Gundam Fighter must never aim at the cockpit of an opponent's Gundam.

Rules: The Supreme Robot Warfare module is in effect. The Battle Damage rules are in effect but the Cockpit Damage result will not be used.

Article 3 of the Gundam Fight International Regulations. A Gundam Fighter may repair any damage to their Gundam as often as they desire and move on to the championship league, as long as the head section has not been destroyed.

Rules: If setting up a Tournament you may fully repair your Gundam Fighter in preparation for the next fight provided the head section was not destroyed.

FIGHTING STYLES

Each Round, starting with the player who goes first, choose one of the five Fighting Styles below that will benefit you until the end of the Round.

G Gundam is at its best with over the top action, events, strategy, deceptions and dialogue during the fight. You must describe or narrate your fighting style to gain its benefits.

Offense (Melee) - On **Melee Attack** you Hit on a 4+ instead of a 5+. | Lose 2000 HP to cancel out any and all negative effects on your fighter.

Examples: Domon charges forward. "This hand of mine glows with an awesome power. It's burning grip tells me to defeat you. Here I go! Shining Finger!!"

After being pinned to a mountain in the Guyana Highlands Argo Gulski rips the arm off of Bolt Gundam to break free and continue his match against Sai Saici's Dragon Gundam.

Defense (Melee) - On **Melee Defense** you now Block on a 4+ instead of a 5+. Additionally, if you fully Block your opponent in Melee they lose [M-2]

Examples: Master Gundam counters Shining Finger with Darkness Finger. As the energies collide Master Gundam proves stronger, injuring Domon's arm in the process.

Argo Gulski just barely evades the acrobatic attacks of Sai Saici's Dragon Gundam, minimizing his movements he begins wearing down Sai Saici as the fight progresses.

Offense (Shooting) - **Target Lock** also gives +2 ARM PEN. | **Skill Defense** against your Shooting Attacks costs 1 additional Momentum.

Examples: Rain realizes she only has one chance to defeat the DG Cell infected Walter Gundam and save Allenby. She aims her Rising Arrow [E] for a point blank shot.

A heavy fog rolls in obscuring the battlefield, Royal Gundam's special sensors are well suited for this environment. He locks on to Shining Gundam and takes aim.

High Mobility - This round gain Move+10". Once per Round, if you are not in engagement range, you may interrupt your opponent and move up to 2d10+5" away.

Examples: The Dragon Gundam uses its superior speed and agility to make hit and run attacks on Shining Gundam then disappearing without a trace.

Shadow Gundam leaps nimbly around from cliptop to clifftop in the Guyana highlands moving too swiftly for the Gundam heads or Dark army to intercept him.

Concoct a Clever Plan - Choose one: This round your opponent may not benefit from any Mecha or Pilot Traits OR When attacking gain Tactical Advantage against them.

Examples: Master Asia is antagonizing Domon pushing him over his limit. He floods the cockpit video communication channels while shouting "Get Mad" over and over again.

Rose Gundam unleashes its Bits [E] attacking Shining Gundam throughout the city, one strikes a leg thruster knocking him down and putting him in the grips of the Rose Screamer



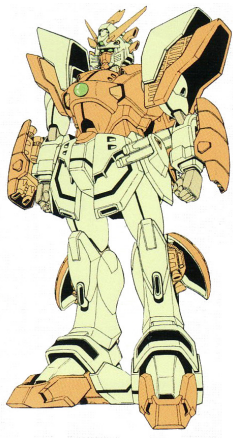
Name		Type	Role	Special	Performance	Frame	Points
Shining Gundam		S.Titan	Melee	Indomitable	6	4	500
Ace Pilot		Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Domon Kasshu		1	5	Giant	1	1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	12d10	+6	+1	6500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Martial Arts [CC]		4	Melee	ATK+1 Hit	Finisher+1	5P	300
<i>Reroll 1s on ATK & DEF</i>							
Beam Saber		1	Melee	-	-	8	300
-							

Activated Mecha & Pilot Traits

This Hand of Mine	Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	Trait +V
Shining Finger Sword	[M-1 & HP-1000] The true super mode activates. For the rest of the Round your Beam Saber deals +1 Critical Hit with this unit.	-

Passive Mecha & Pilot Traits

Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-
Skilled Martial Artist	Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I
Quest for Vengeance	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I



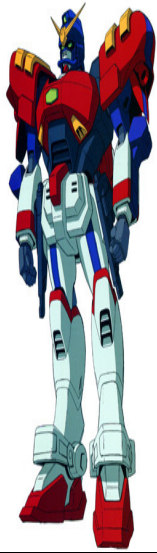
Name		Type	Role	Special	Performance	Frame	Points
Shining (Final Fight)		S.Titan	Melee	Indomitable	6	4	650
Ace Pilot		Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Domon Kasshu		1	5	Giant	1	1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	12d10	+6	+1	6500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Martial Arts [CC]		4	Melee	ATK+1 Hit	Finisher+1	5P	300
<i>Reroll 1s on ATK & DEF</i>							
Beam Saber		1	Melee	-	-	8	300
-							

Activated Mecha & Pilot Traits

	Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	Trait +V	This Hand of Mine
	[M-1 & HP-1000] The true super mode activates. For the rest of the Round deal +1 Critical Hit with this unit.	-	Super Mode Serenity

Passive Mecha & Pilot Traits

	Gain +2 Focus actions on your turn.	Trait +X	Mobile Trace Mastery
	Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V	Skilled Martial Artist
	Gain [M+2] when this unit activates.	Trait +V	Undisputed King of Hearts
	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I	Close Combat Expert
	[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	Quest for Vengeance



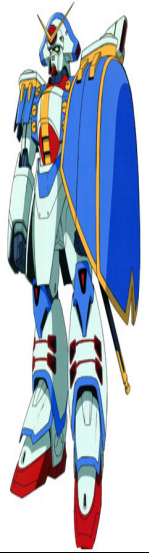
Name	Type	Role	Special	Performance	Frame	Points	
Gundam Maxter	S.Titan	Melee	Heavy Arms	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Chibodee Crocket	1	13	Giant		5	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	13"	2	9	11d10	+4	+1	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
KO Punch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300	
<i>Reroll 1s on ATK</i>							
TL Magnums [K]	4	24"	4	RF+4 Hits	2	300	
<i>Critical Hits are worth 3 Hits</i>							
Cyclone Punch [K]	2	16"	5	RF+2 Hits	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Burning Punch [K]	2	16"	7	RF+2 Hits	6	200	
<i>[M-1] to Use Enemy target must reroll 9s & 10s on Evade</i>							
Machinegun Punch [K]	2	16"	5	RF+5 Hits	2	500	
<i>[M-2] to use Additional [M-1] to Blindside Attack</i>							

Activated Mecha & Pilot Traits

Mecha Boxing	[HP-3000] Shift the Armor onto your Fists [CC] for added KO Power. For the rest of the Battle Crits are worth 3 Hits for your KO Punch [CC].	-
Hyper Mode	[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-

Passive Mecha & Pilot Traits

Surfboard Entrance	Gain Move+5" & Fly during the first round of battle.	Trait +1
Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I
Marksman	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I



Name	Type	Role	Special	Performance	Frame	Points	
Rose Gundam	S.Titan	Battler	Heavy Arms	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
George DeSand	-	11	Giant		4	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	10"	2	12	8d10	+3	+1	7900
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Chevalier Saber	3	Melee	-	-	7	300	
<i>Reroll 1s on ATK & DEF</i>							
Shield [S2]	1	-	+2 Blocks	-	-	-	
<i>Close Combat [CC]</i>							
-	Melee	-	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Rose Bits [E]	2	Sensors	5	-	5	200	
<i>Requires Remote Weapons</i>							
Rose Bits [E]	2	Sensors	5	-	5	200	
<i>Requires Remote Weapons</i>							
Rose Screamer	3	16"	6	RF+3 Hits	8S	-	
<i>Can only be blocked by [Barriers] or [M]</i>							

Activated Mecha & Pilot Traits

[M-1] Gain +1 Critical Hit if Rose Bits is used after Rose Screamer.	-	Rose Hurricane
[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-	Hyper Mode
[M-1] [Free Action] Attack with Gunpods, Bits, Fangs or Wired weapons. They gain Blindside but must Indirect Fire.	Trait +V	Remote Weapons

Passive Mecha & Pilot Traits

Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Renowned Pilot
When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I	Chivalrous



Name	Type	Role	Special	Performance	Frame	Points	
Dragon Gundam	S.Titan	Attacker	Indomitable	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Sai Saichi	-	8	Giant	3	1	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	9	10d10	+7	+1	6500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Flamethrower [E]	2	16"	8 Hits	RF+2 Hits	-	100	
Overwatch VIII AOE 1" Wide Line							
Twin Dragon Fang [K]	3	8"	5	RF+3 Hits	2	300	
[M-1] This attack Blindsides one target							
Feilong Flag	2	Melee	ATK+1 Hit	DEF+1 Block	5	300	
Blocks do not stack with Shields or Barriers							
Killer Stinger	1	Melee	-	-	4	400	
[M-1] This attack Blindsides one target							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Activated Mecha & Pilot Traits

Feilong Flag Deception	Once per game your afterimages give you +3 Blocks this turn. Gain [Tactical Advantage] on your next activation.	Trait +V
Shin Ryuusei Kochouken	[M-3] Once per game your [CC] attack gains +3 Critical Hits & Finisher+3 Afterwards HP is set to 100.	-
Hyper Mode	[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-

Passive Mecha & Pilot Traits

Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-
Skilled Martial Artist	Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V
Prodigy	Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II



Name	Type	Role	Special	Performance	Frame	Points	
Bolt Gundam	S.Titan	Melee	Heavy Arms	5	5	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Argo Gulskaa	1	11	Giant	-1	6	-10	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	11"	2	10	12d10	+2	+2	13500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
KO Punch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300	
Reroll 1s on ATK							
Graviton Hammer	3	Melee	ATK+1 Hit	DEF+2 Block	3	400	
Blocks do not stack with Shields or Barriers							
Swinging Hammer [K]	5	16"	6	RF+3 Hits	5P	400	
Push a target backwards 3" for each failed Save							

Activated Mecha & Pilot Traits

[M-3] Range: 40" Diameter Circle. You may rearrange Terrain. Enemies are knocked back 20" & make two ARM Saves vs PEN 5.	-	Gaia Crusher
[M-1 & HP-1000] Concentrating the Gaia Crusher's energy into its fists Bolt Gundam gains +5 Blocks in Melee.	-	Zero-Range Gaia Crusher
[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-	Hyper Mode

Passive Mecha & Pilot Traits

Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 7.	Trait +V	Crushing Strength II
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	Noble Soul



Name	Type	Role	Special	Performance	Frame	Points
Neros Gundam	S.Titan	Interceptor	Assault	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Michelo Chariot	1	11	Giant	1	2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	12"	2	11	6d10	+7	+ 4400
Weapons		EQ	Range	Attacks	Close Range	PEN
TL Beam Cannons [E]		2	48"	4	RF-1	5 400
Satyricon Beam [E]		3	32"	4	RF+1 Hits	5 200
Satyricon Beam [E]		3	32"	4	RF+1 Hits	5 200
Silver Legs [E]		2	32"	3	RF+2 Hits	7 700
Kick [CC]		-	Melee	-	-	5P 300
Killer Knuckle		1	Melee	-	-	4 400

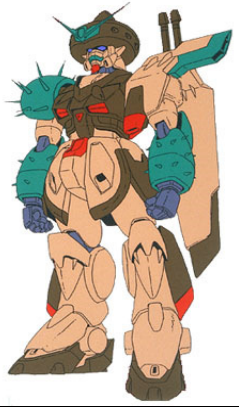
Mecha & Pilot Traits

Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I
Overconfident	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points
Tequila Gundam	S.Titan	Attacker		6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Chico Rodriguez	-	13	Giant	1	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
20"	12"	1	9	9d10	+7	+0 5800
Weapons		EQ	Range	Attacks	Close Range	PEN
Beam Trident		5	Melee	ATK+1 Hit	DEF+1 Block	8 300
Close Combat [CC]		-	Melee	-	-	5P 300
Spike Launcher [K]		2	16"	7	RF+1 Hit	2 400
Sombrero Vulcans [K]		3	24"	9	RF+5 Hits	- 200
Sombrero Vulcans [K]		3	24"	9	RF+5 Hits	- 200

Mecha & Pilot Traits

Once per game choose a target within 8" to disorient. Your next attack against them this turn gains Blindsight.	Trait +1	Tequila Vortex
Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits.	Trait +III	Desperation Attack
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Elusive
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless



Name	Type	Role	Special	Performance	Frame	Points
Cushing Mobile Suit	MS	Sniper		2	1	50
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Controlled by Ms. Chapman	NET6-MS	1	Giant	2	2	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
20"	8"	1	10	2d10	+3	+0 2100
Weapons		EQ	Range	Attacks	Close Range	PEN
Beam Rifle [E]		1	32"	4	RF+1	6 300
Close Combat [CC]		-	Melee	-	-	5P 300

Push a target backwards 3" for each failed Save

Name	Type	Role	Special	Performance	Frame	Points
Royal Gundam	S.Titan	Sniper	Indomitable	6	4	600
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gentle Chapman	-	5	Giant	-1		-12
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
32"	8"	1	13	6d10	+5	+1 5800
Weapons		EQ	Range	Attacks	Close Range	PEN
Custom BeamSniper [E]		5	48"	5	RF-1	7 300
Close Combat [CC]		-	Melee	-	-	5P 300

Ignore target's Cover bonus | Crit Hits are worth 3 Hits
Push a target backwards 3" for each failed Save

Mecha & Pilot Traits

Mobile Trace Expertise	Gain +2 Focus actions on your turn. Permanent -1 Action after failing an Armor Save.	Trait +V
Inescapable Fog	You and your allies may reroll any Evade dice vs Enemies within your Sensors range.	Trait +XV
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

Name	Type	Role	Special	Performance	Frame	Points
Lumber Gundam	S.Titan	Melee	Heavy Arms	5	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Andrew Graham	1	6	Giant	1	6	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	12"	2	9	11d10	+3	+2 11400
Weapons		EQ	Range	Attacks	Close Range	PEN
KO Punch [CC]		3	Melee	ATK+1 Hit	Finisher+1	5P 300
Killer Axes		2	Melee	ATK+1 Hit	-	4 400
Chainsaw		1	Melee	-	-	5 300

Mecha & Pilot Traits

At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 7.	Trait +V	Crushing Strength II
Gain +2 Focus actions on your turn. Permanent -1 Action after failing an Armor Save.	Trait +V	Mobile Trace Expertise
If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits.	Trait +III	Possessed by Revenge
[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	Quest for Vengeance
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I	Headhunter

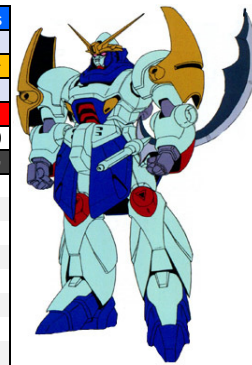




Name	Type	Role	Special	Performance	Frame	Points	
Pharaoh Gundam IV	S.Titan	Raid	Indomitable	4	4	650	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dahal Muhammad	2	5	Giant	-4	7	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	5"	1	10	7d10	+1	+3	14200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Fists [CC]	-	Melee	-	-	5P	300	
Constrict & Immobilize	3	Melee	ATK+2 Hits	-	6S	-	
			<i>[M-1] This attack Blindsides one target</i>				
Chest Beam [E]	1	24"	4	RF+2	6	300	
Eye Beams [E]	1	48"	4	RF-2	5	400	

Mecha & Pilot Traits

Mobile Trace Mastery	Gain +2 Focus actions on your turn.	Trait +X
Regeneration X	On this unit's turn regain 1000 HP and repair one Battle Damage.	Trait +X
Reaper	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)	Pilot Trait II



Name	Type	Role	Special	Performance	Frame	Points	
Minaret Gundam	S.Titan	Melee	Indomitable	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Saette Gyuzelle [DG]	-	5	Giant	1	1	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	12d10	+6	+1	6500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Scimitar	3	Melee	ATK+2 Hits Finisher+2	3	300		
Melee Shield [S0]	2	-	+1 Block	-	-	-	
			<i>Can only Block in Engagement range (Includes Overwatch)</i>				
Smash [CC]	-	Melee	-	-	5P	300	
			<i>Push a target backwards 3" for each failed Save</i>				

Mecha & Pilot Traits

	Gain +2 Focus actions on your turn.	Trait +X	Mobile Trace Mastery
	Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V	Skilled Swordsman
	In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit	Pilot Trait II	Merciless Melee



Name	Type	Role	Special	Performance	Frame	Points	
Kowloon Gundam	S.Titan	Melee	Indomitable	5	5	1000	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Master Asia	2	7	Giant	-1	3	-12	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	1	10	13d10	+5	+2	####
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Martial Arts [CC]	4	Melee	ATK+1 Hit Finisher+1	5P	300		
			<i>Roll 1s on ATK & DEF</i>				
Beam Cloth [E]	2	16"	5	RF+2 Hits	8	100	
			<i>Enemy target must reroll 9s & 10s on Evade</i>				
Entangling Cloth	1	8"	7	-	7S	-	
			<i>Can only be blocked by [Barriers] or [M]</i>				

Mecha & Pilot Traits

Choukyuu Haou Den'eidan	If you activate this unit within 8" of Shining Gundam gain ARM PEN+5 on Crash Through (Full Throttle)	-
Secret Technique!	Once per game your secret technique gives you +3 Blocks this turn. Gain [Tactical Advantage] on your next activation.	Trait +V
This Hand of Mine	Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	Trait +V

Passive Mecha & Pilot Traits

Master of Mobile Suits	Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.	Trait +XV
Mobile Trace Mastery	Gain +2 Focus actions on your turn.	Trait +X
Unmatched Martial Artist	Enemies in Melee have -1 Accuracy to Hit & Block (i.e. 5+ to 6+) Vs this unit.	Trait +X
Astonishing Entrance	On the first turn this unit is attacked gain +1 Block vs each attack action. Gain Move+5" and Fly in the 1st Round of Battle.	Trait +II
Undefeated of the East	Gain [M+2] when this unit activates.	Trait +V
Close Combat Mastery	In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit	Pilot Trait II

Name	Type	Role	Special	Performance	Frame	Points	
Shadow Gundam	S.Titan	Attacker	Indomitable	6	4	1000	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Schwarz Bruder	1	6	Giant	5	1	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	18"	1	9	10d10	+7	+1	6500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Twin Spiegel Blade	2	Melee	ATK+2 Hits DEF+1 Block	2	400		
			<i>Blocks do not stack with Shields or Barriers</i>				
Kick [CC]	-	Melee	-	-	5P	300	
			<i>Push a target backwards 3" for each failed Save</i>				
Messergrenz [K]	1	16"	7	RF+2 Hits	5	100	
			<i>Enemy target must reroll 9s & 10s on Evade</i>				
Immobilizing Net	3	8"	9	-	7S	-	
			<i>Can only be blocked by [Barriers] or [M]</i>				

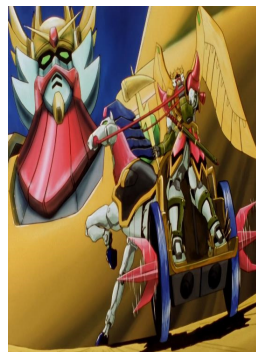
Activated Mecha & Pilot Traits

[M-3] Spinning like a bladed top this unit gains +1 Hit in Melee for every 5" moved this turn.	-	Sturm Und Drang
Once per game your afterimages give you +3 Blocks this turn. Gain [Tactical Advantage] on your next activation.	Trait +V	Shadow Duplicates
While outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16".	Trait +X	Cloaking

Passive Mecha & Pilot Traits

Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.	Trait +XV	Master of Mobile Suits
Gain +2 Focus actions on your turn.	Trait +X	Mobile Trace Mastery
Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V	Skilled Martial Artist
Immune to Blindside	Trait +X	Extrasensory Perception
NT Flash: Twice per game gain +3 Blocks this turn.		
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
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Elusive

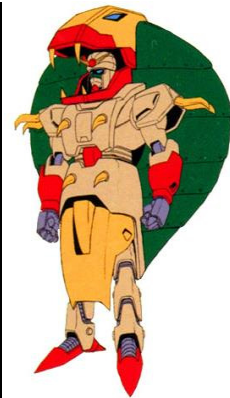




Name	Type	Role	Special	Performance	Frame	Points	
Zeus Gundam	S.Titan	Attacker	Indomitable	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Marcelot Cronos	1	7	Giant	3	4	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	9	10d10	+7	+2	9300
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bolt of Judgement [E]		6	8"	7	RF+4 Hits	7	300
Zeus Calibur		1	Melee	ATK+1 Hit	Finisher+1	3	400
Ramming Speed [CC]		-	Melee	-	-	-	600
<i>After attacking lose 1000 HP</i>							

Mecha & Pilot Traits

Bullrush	When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks.	Trait +III
Hercules Chariot	[M-1] A majestic horse mobile suit piloted by a horse appears. Move an additional +5" with Full Throttle.	-
Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-
Stroke of Judgement	+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



Name	Type	Role	Special	Performance	Frame	Points	
Cobra Gundam	S.Titan	Attacker	Assault	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Chandra Shijema	-	7	Giant	5	3	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	18"	2	9	9d10	+7	+1	5100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Flamethrower [E]		2	16"	8 Hits	RF+2 Hits	-	100
<i>Overwatch VIII AOE 1" Wide Line</i>							
Constrict & Immobilize		3	Melee	ATK+2 Hits	-	6S	-
<i>[M-1] This attack Blindsides one target</i>							
Assassin Beam Saber		2	Melee	ATK+1 Hit	Finisher+2	8	200
<i>[M-1] to use</i>							
Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

[M-1] The mecha suddenly decouples. Gain Blindside on Melee ATK.	Trait +II	Sudden Decoupling
Gain +2 Focus actions on your turn. Permanent -1 Action after failing an Armor Save.	Trait +V	Mobile Trace Expertise
Once per Round gain both Guard & Dodge or Guard & Counter. When this unit activates if there are no allies within 16" gain [M+1]	Pilot Trait II	Solo Operative



Name	Type	Role	Special	Performance	Frame	Points	
Viking Gundam	S.Titan	Attacker	Indomitable	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Erik the Viking	1	7	Giant	2	4	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	13"	1	9	10d10	+7	+2	9300
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Harpoon		2	Melee	ATK+1 Hit	-	4	400
<i>[M-1] This attack Blindsides one target</i>							
Longboat Vulcans [K]		3	24"	9	RF+5 Hits	-	200
<i>Overwatch IV</i>							
Flamethrower [E]		1	16"	7 Hits	RF+1 Hit	-	100
<i>Overwatch VII AOE 1" Wide Line</i>							
Missile Salvo [X]		1	48"	5	-	3	300
<i>Single Use</i>							
Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

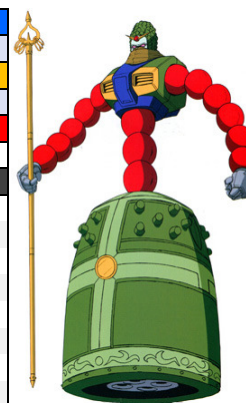
Mecha & Pilot Traits

Viking Longboat	When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks.	Trait +III
Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I
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

Name	Type	Role	Special	Performance	Frame	Points	
Mandala Gundam	S.Titan	Melee	Heavy Arms	7	3	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kyral Mekirel	-	9	Giant	3	3	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	14"	2	10	12d10	+4	+1	5800
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Shakujo Staff		3	Melee	ATK+1 Hit	DEF+2 Blocks	2	400
<i>Blocks do not stack with Shields or Barriers</i>							
Assassin Beam Saber		2	Melee	ATK+1 Hit	Finisher+2	8	200
<i>[M-1] to use</i>							
Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
Burning Wheel [E]		4	16"	8 Hits	RF+2 Hits	-	200
<i>Overwatch VII AOE 8" Wide Circle</i>							

Mecha & Pilot Traits

[M-1] This unit may Blindside on Melee ATK with hidden beam sabers.	Trait +II	Hidden Saber Attack
Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V	Skilled Swordsman
Immune to Blindside NT Flash: Twice per game gain +3 Blocks this turn.	Trait +X	Extrasensory Perception
Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)	Pilot Trait II	Reaper





Name	Type	Role	Special	Performance	Frame	Points	
Nether Gundam	S.Titan	Firepower	Heavy Arms	4	3	200	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Rutger Verhoeven	-	7	Giant	-1	4	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	7"	3	11	4d10	+1	+1	7900
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Nether Typhoon	3	16"	6	RF+3 Hits	9P	200	
<i>Bypass [Shields] Push a target backwards 3" for each failed Save</i>							
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-
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Name	Type	Role	Special	Performance	Frame	Points	
Mermaid Gundam	S.Titan	Melee	Assault	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Hans Holger	-	8	Giant	3	1	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	20"	2	9	11d10	+6	+0	3700
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Trident	5	Melee	ATK+1 Hit DEF+1 Block	8	300		
<i>Blocks do not stack with Shields or Barriers</i>							
Immobilizing Net	3	8"	9	-	7S	-	
<i>Can only be blocked by [Barriers] or [M]</i>							
Ramming Speed [CC]	-	Melee	-	-	-	600	
<i>After attacking lose 1000 HP</i>							

Mecha & Pilot Traits

Amphibious	When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-
Mobile Trace Mastery	Gain +2 Focus actions on your turn.	Trait +X
Overzealous	[M+2] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait II



Name	Type	Role	Special	Performance	Frame	Points	
Jester Gundam	S.Titan	Battler	Indomitable	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Romario Manini	-	3	Giant	2	4	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	14"	1	12	9d10	+6	+2	9300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Fists [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Constrict & Immobilize	3	Melee	ATK+2 Hits	-	6S	-	
<i>[M-1] This attack Blindsides one target</i>							

Mecha & Pilot Traits

Copy Ability	[M-2] When a target within LOS or Sensors range uses a weapon or ability you may copy it and add it to your profile.	Trait +V
Trickery and Treachery	Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.	Trait +III
Mobile Trace Expertise	Gain +2 Focus actions on your turn. Permanent -1 Action after failing an Armor Save.	Trait +V
Ruthless	[M+2] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait II



Name	Type	Role	Special	Performance	Frame	Points	
Matador Gundam	S.Titan	Melee	Assault	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Carlos Andalusia	-	7	Giant	7	5	3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	24"	2	9	11d10	+5	+1	8600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ramming Speed [CC]	-	Melee	-	-	-	600	
<i>After attacking lose 1000 HP</i>							
Giant Heat Horns	2	Melee	ATK+1 Hit	-	5	400	
<i>Reroll 1s & 2s on Attack</i>							
Blade	1	Melee	ATK+1 Hit Finisher+1	3	400		
Whirling Red Cape	3	8"	8	-	-	200	
<i>Bypass [Shields] Pull yourself up to 3" for each Hit</i>							
Entangling Cloth	1	8"	7	-	7S	-	
<i>Can only be blocked by [Barriers] or [M]</i>							

Mecha & Pilot Traits

When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks. Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	Trait +III	Bullrush
When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3]. [M+1] If you engage or end your turn 5" closer to an enemy	Pilot Trait I	Honorable
All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I	Hot Blooded

Name	Type	Role	Special	Performance	Frame	Points	
Zebra Gundam	S.Titan	Melee	Indomitable	7	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Conta N'Doul	-	3	Giant	4	1	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	20"	1	10	13d10	+4	+1	6500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Long Spear	2	Melee	ATK+2 Hits DEF+1 Block	2	400		
<i>Blocks do not stack with Shields or Barriers</i>							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

[M-1] This unit may Blindside on Melee ATK by attacking from mid-air and using their Shield as a decoy.	Trait +II	Shield Decoy Attack
Gain +2 Focus actions on your turn.	Trait +X	Mobile Trace Mastery
In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit	Pilot Trait II	Close Combat Mastery
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	Fighting Spirit





Name	Type	Role	Special	Performance	Frame	Points	
Neros Gundam	S.Titan	Interceptor	Assault	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Michelo Chariot	1	11	Giant	1	2	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	12"	2	11	6d10	+7	+	4400
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	
Silver Legs [E]	2	32"	3	RF+2 Hits	7	700	
<i>[M-2] to use AOE: 2" Wide Line</i>							
Satyricon Beam [E]	3	32"	4	RF+1 Hits	5	200	
<i>Overwatch IV</i>							
Satyricon Beam [E]	3	32"	4	RF+1 Hits	5	200	
<i>Overwatch IV</i>							
Killer Knuckle	1	Melee	-	-	4	400	
<i>[M-1] This attack Blindsides one target</i>							
Kick [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Spectrum Beam Kick	[M-3] Critical Hits with Silver Legs gain deal an additional Hit.	-
Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-
Headhunter	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
Menacing Visage	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I



Name	Type	Role	Special	Performance	Frame	Points	
Asura Gundam	S.Titan	Sniper	Heavy Arms	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Russets Daggots	2	6	Giant	3	1	-11	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	15"	2	13	5d10	+4	+0	5100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Missile Salvo [X] (2)	2	48"	5	-	3	300	
<i>Two Uses</i>							
Lotus Lightning [E]	3	32"	4	RF+2	7	300	
Immobilizing Attack	1	Melee	ATK+1 Hit	-	5S	-	
<i>[M-1] This attack Blindsides one target</i>							
Fists [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits.	Trait +III	Asura's Wrath
[M-3] Split into separate units and gain +3 Blocks this turn. You also gain Blindside on Melee Counterattack.	-	Separating Machines
Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Elusive
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert



Name	Type	Role	Special	Performance	Frame	Points	
Royal Gundam	S.Titan	Sniper	Indomitable	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Gentle Chapman	-	5	Giant	-1	-	-12	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
32"	8"	1	13	6d10	+6	+1	5800
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>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

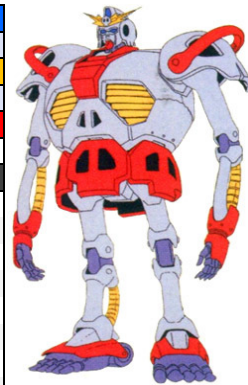
Mecha & Pilot Traits

Mobile Trace Expertise	Gain +2 Focus actions on your turn. Permanent -1 Action after failing an Armor Save.	Trait +V
Seeking Shot	Your target may not reroll Evade dice and they may not improve their Evade bonus.	Trait +V
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

Name	Type	Role	Special	Performance	Frame	Points	
Skull Gundam	S.Titan	Firepower	Indomitable	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Gala Garla	2	8	Giant	-	4	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	10"	2	12	6d10	+5	+2	9300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Acid Jet [E]	1	8"	4	RF+1 Hit	6	100	
<i>Enemy target must reroll 9s & 10s on Evade</i>							
TL Skull Burner [E]	5	16"	9 Hits	RF+3 Hits	-	300	
<i>[M-1] to use Overwatch VIII AOE 1" Wide Line</i>							
Skull Laser [E]	2	16"	4	RF+2 Hits	5	300	
<i>Critical Hits are worth 3 Hits</i>							
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
+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





Name	Type	Role	Special	Performance	Frame	Points	
Nobel Gundam	S.Titan	Melee	Indomitable	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Allenby Beardsley	-	6	Giant	1		-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	12d10	+6	+1	5800
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
KO Punch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300	
			<i>Reroll 1s on ATK</i>				
Beam Ribbon	2	Melee	-	-	6	300	
			<i>Reroll 1s & 2s on DEF</i>				
Beam Hula Hoop [E]	1	16"	4	RF+1 Hit	8	100	
			<i>Enemy target must reroll 9s & 10s on Evade</i>				

Activated Mecha & Pilot Traits

Berserker System	HP<50% or lose [M-3] to go Berserk and gain: Melee ATK+3 Hits. May only use [CC] weapons.	Trait +V
Hyper Mode	[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-
Double Burning Finger	If this unit is paired with Burning Gundam it may also use the "This Hand of Mine" ability in the same Round that Burning Gundam does.	-

Passive Mecha & Pilot Traits

Mobile Trace Expertise	Gain +2 Focus actions on your turn. Permanent -1 Action after failing an Armor Save.	Trait +V
Skilled Martial Artist	Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points	
Rising Gundam	S.Titan	Sniper	Indomitable	6	4	450	
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Rain Mikamura	-	8	Giant	3		-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
28"	15"	1	13	6d10	+5	+1	5800
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Heat Naginata	4	Melee	-	-	5	300	
			<i>Reroll 1s & 2s on ATK & DEF</i>				
Close Combat [CC]	-	Melee	-	-	5P	300	
			<i>Push a target backwards 3" for each failed Save</i>				
Rising Arrow [E]	4	48"	4	RF-2	9	300	
			<i>Ignore target's Cover bonus</i>				

Mecha & Pilot Traits

Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	Trait +V	This Hand of Mine
Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I	Mechanical Genius

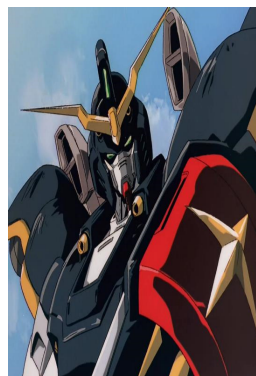




Name	Type	Role	Special	Performance	Frame	Points	
Wing Gundam	MS	Sniper	Assault	2	5	500	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Heero Yuy	XXXG-01W	6	Giant	1	5	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	12"	2	12	4d10	+1	+3	7100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Buster Rifle [E]	4	48"	3	RF+3 Hits	8	700	
[M-3] to use AOE: 3" Wide Line							
Great Shield [S3]	1	-	+3 Blocks	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Vulcans & Cannons [K]	-	8"	8	RF+2 Hits	-	100	
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							

Mecha & Pilot Traits

Neo Bird Mode	Gain Move+5" & Fly during the first round of battle.	Trait +1
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I



Name	Type	Role	Special	Performance	Frame	Points	
Gundam Deathscythe	MS	Attacker	Assault	2	5	500	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Duo Maxwell	XXXG-01D	8	Giant	3	-	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	16"	2	8	8d10	+6	+3	3600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Scythe	4	Melee	ATK+1 Hit	Finisher+2	6	300	
Melee Shield [S0]	2	-	+1 Block	-	-	-	
Can only Block in Engagement range (Includes Overwatch)							
Vulcans & Cannons [K]	-	8"	8	RF+2 Hits	-	100	
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
Buster Shield [E]	2	16"	5	RF+2 Hits	8	100	
Enemy target must reroll 9s & 10s on Evade							

Mecha & Pilot Traits

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



Name	Type	Role	Special	Performance	Frame	Points	
Gundam Sandrock	MS	Melee	Indomitable	2	5	500	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Quatre R. Winner	XXXG-01SR	6	Giant	-1	5	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	12"	1	8	11d10	+5	+4	9100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Twin Heat Shotel	4	Melee	ATK+1 Hit	Finisher+1	5	300	
Reroll 1s on ATK & DEF							
Melee Shield [S0]	2	-	+1 Block	-	-	-	
Can only Block in Engagement range (Includes Overwatch)							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							

Mecha & Pilot Traits

Flash	[M-1] Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindsight.	Trait +1
Tactician	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

Name	Type	Role	Special	Performance	Frame	Points	
Gundam Heavyarms	MS	Firepower	Heavy Arms	2	5	590	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Trowa Barton	XXXG-01H	15	Giant	-1	5	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	8"	3	11	4d10	+3	+3	8100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Heavy Gatling [K]	4	32"	8	RF+2 Hits	-	200	
Overwatch VI							
Chest Gatlings [K]	-	8"	7	RF+3 Hits	-	100	
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
TL Micromissiles [X]	2	32"	10	RF+8 Hits	2	100	
Single Use Enemy target must reroll 9s & 10s on Evade							
TL IDF Missiles [X] (3)	6	48"	10	RF-4	2	200	
Two Uses Indirect Fire (R:32" to 40"+Sensors)							
Melee Shield [S0]	2	-	+1 Block	-	-	-	
Can only Block in Engagement range (Includes Overwatch)							
Killer Knife	1	Melee	-	-	4	400	
[M-1] This attack Blindsides one target							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Daredevil
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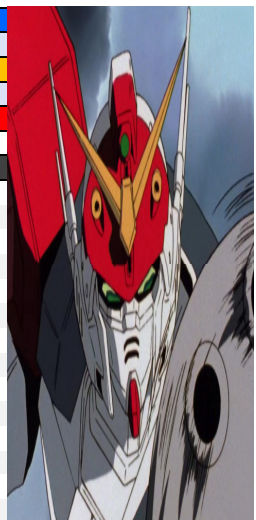
The Gundam's on this page share the following traits

This unit has strongly improved Armor Saves	Trait +IX	Full Gundanium Armor
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Gundam Pilot

Name	Type	Role	Special	Performance	Frame	Points	
Shenlong Gundam	MS	Melee	Indomitable	2	5	340	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Wufei Chang	XXXG-01S	7	Giant	-	2	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	14"	1	8	11d10	+5	+4	6600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Glaive	4	Melee	-	DEF+1 Block	8	300	
Blocks do not stack with Shields or Barriers							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Dragon Fang [K]	2	8"	5	RF+1 Hit	2	300	
[M-1] This attack Blindsides one target							
Flamethrower [E]	1	16"	7 Hits	RF+1 Hit	-	100	
Overwatch VII AOE 1" Wide Line							

Mecha & Pilot Traits

[M-1] This unit may Blindsight on Melee ATK by suddenly elongating its limbs.	Trait +II	Sudden Elongation
Gain Melee+2d10 if your Melee stat is greater than your Opponents.	Trait +V	Fighting Sight
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I	Hunting for a rival





Unit Name	Type	Role	Special	Performance	Frame	Points	
Tallgeese	MS	Battler	Assault	4	4	450	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zechs Merquise	OZ-00MS	6	Giant	5	4	2	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	20"	2	11	7d10	+6	+1	4600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Tallgeese Dobergun [K]	3	40"	4	RF+1	3	700	
+1 Hit vs Size 3+							
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		
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

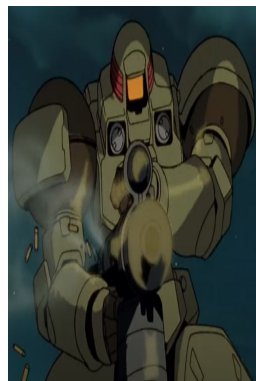
Super Vernier	Gain Move+5" & Fly during the first round of battle.	Trait +1
The Lightning Count	Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II



Unit Name	Type	Role	Special	Performance	Frame	Points	
Aries Commander	MS	Raid		3	1	150	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Lucrezia Noin	OZ-07AMS	3	Giant			-4	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	5d10	+4	+0	1100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Chain Rifle [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Missile Pod [X] (2)	2	32"	6	RF+3 Hits	3	200	
Two Uses							
Ramming Speed [CC]	-	Melee	-	-	-	600	
After attacking lose 1000 HP							

Mecha & Pilot Traits

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Leo	MS	Battler		3	1	50	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Oz Pilot	OZ-06MS	3	Giant			-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	10"	1	10	6d10	+4	+0	1100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Assault Rifle [K]	2	32"	6	RF+2 Hits	-	200	
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	
Aries	MS	Raid		3	1	50	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Oz Pilot	OZ-07AMS	3	Giant			-4	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	5d10	+4	+0	1100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Chain Rifle [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Missile Pod [X] (2)	2	32"	6	RF+3 Hits	3	200	
Two Uses							
Ramming Speed [CC]	-	Melee	-	-	-	600	
After attacking lose 1000 HP							



Alternate weapon options for the Leo. The Beam Rifle options are 10pts cheaper

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Shorty Beam Rifle [E]	1	24"	4	RF+2	6	300
Beam Rifle [E]	1	32"	4	RF+1	6	300
Dobergun [K]	2	40"	4	-	3	700
+1 Hit vs Size 3+						

The Melee Shield [S0] is +20pts. The Leo Commander TL Cannons are +20pts.

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Melee Shield [S0]	2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)						
TL Leo Cannons [E]	2	16"	5	RF+1 Hits	5	300
Overwatch IV						

You can give a Leo +2 Move for +10pts but only once. Gain Fly for +10pts.

Unit Name	Type	Role	Special	Performance	Frame	Points	
Tragos	MS	Firepower		1	1	50	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Oz Pilot	OZ-07MS	3	Giant	1	1	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	11"	2	9	2d10	+2	+0	1600
Weapons	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 Pistol [E]	1	16"	4	RF+1 Hits	5	300	
Overwatch IV							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							





Unit Name	Type	Role	Special	Performance	Frame	Points	
Tallgeese II	MS	Battler	Assault	6	4	650	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Treize Kushrenada	OZ-00MS2	7	Giant	6	4	2	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	22"	2	12	8d10	+7	+1	5100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Tallgeese Dobergun [K]	3	40"	4	RF+1	3	700	
+1 Hit vs Size 3+							
Melee Shield [S0]	2	-	+1 Block	-	-	-	
<i>Can only Block in Engagement range (Includes Overwatch)</i>							
Custom Beam Saber	2	Melee	ATK+1 Hit	-	8	300	
-							
Close Combat [CC]	-	Melee	-	-	5P	-	
<i>Push a target backwards 3" for each failed Save</i>							

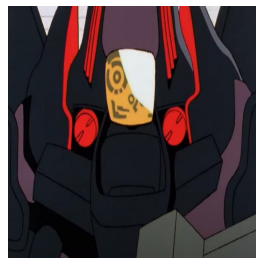
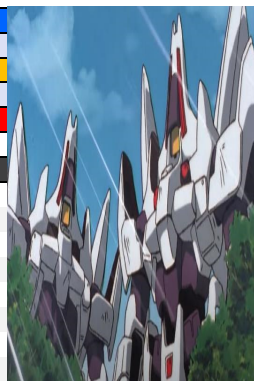
Mecha & Pilot Traits

Super Vernier	Gain Move+5" & Fly during the first round of battle.	Trait +I
Master of Mobile Suits	Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.	Trait +XV
Mastermind	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II

Name	Type	Role	Special	Performance	Frame	Points	
Sanc Kingdom Taurus	MS	Interceptor		6	2	300	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Lucrezia Noin	OZ-12SMS	3	Giant	2	1	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	13"	1	10	5d10	+7	+0	3100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Rifle [E]	1	32"	4	RF+1	6	300	
-							
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300	
1							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III	Jet Transformation
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Cool Under Fire
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Renowned Pilot



A Taurus may gain a Hvy Beam Cannon (+30pts) or a Beam Saber (+10pts)
A Virgo II may swap it's Beam Rifle and saber for a Hvy Beam Cannon (+20pts)

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hvy Beam Cannon [E]	4	48"	4	RF-1	7	400
-						
Beam Saber	1	Melee	-	-	8	300
-						

Mobile Dolls used by White Fang may use Mobile Doll Ver1 or Ver2 OS.
Mobile Dolls can withstand higher G Forces, to convert a Taurus a regular pilot reduce the Movement by 4", remove the Mobile Doll Trait. The cost is 130pts.

Unit Name	Type	Role	Special	Performance	Frame	Points	
Taurus	MS	Interceptor		6	1	170	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Oz	OZ-12SMS	1	Giant	2		-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	10	5d10	+7	+0	1600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Rifle [E]	1	32"	4	RF+1	6	300	
-							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III	Jet Transformation
Gain +1 Hit (+2 Hits with DMG 0-200 Weapons) when shooting a Level 0-1 Basic Pilot, Captain, or Kaiju.	Trait +III	Mobile Doll Ver1



Unit Name	Type	Role	Special	Performance	Frame	Points	
Virgo	MS	Firepower		7	2	180	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Mobile Doll	OZ-02MD	6	Giant	-2		-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	6"	2	12	5d10	+1	+	2600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hvy Beam Cannon [E]	4	48"	4	RF-1	7	400	
-							
Defensor [S3]	2	-	+3 Blocks	-	-	-	
<i>[Barrier] Permanent -1 Block vs PEN 8+</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

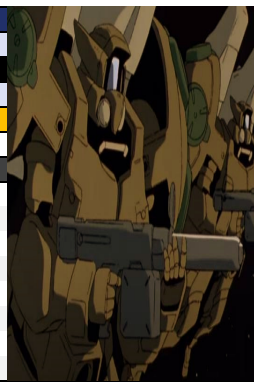
Mecha & Pilot Traits

Mobile Doll Ver1	Gain +1 Hit (+2 Hits with DMG 0-200 Weapons) when shooting a Level 0-1 Basic Pilot, Captain, or Kaiju.	Trait +III
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Virgo II	MS	Battler		7	2	250	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Oz Pilot	WF-02MD	8	Giant	3			
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	16"	1	12	8d10	+3	+	2600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Rifle [E]	1	32"	4	RF+1	6	300	
-							
Beam Saber	1	Melee	-	-	8	300	
-							
Defensor II [S3]	5	-	+4 Blocks	-	-	-	
<i>[Barrier] Permanent -1 Block vs PEN 8+</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Gain +1 Hit (+2 with DMG 0-200 weapons) when shooting a Level 1-2 Pilots, Captains, or Kaiju.	Trait +III	Mobile Doll Ver2
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Mercurius	MS	Melee		6	3	450	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Heero Yuy	OZ-13MSX2	12	Giant		3	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	14"	1	9	11d10	+6	+1	4600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Saber	1	Melee	-	-	8	300	
Melee Shield [S0]	2	-	+1 Block	-	-	-	
Can only Block in Engagement range (Includes Overwatch)							
Defensor III [S3]	8	-	+5 Blocks	-	-	-	
[Barrier] Permanent -1 Block vs PEN 8+							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Beam Pistol [E]	1	16"	4	RF+1 Hits	5	300	
Overwatch IV							

Mecha & Pilot Traits

[Barrier] Cover Ally	This unit may use one of its Shields to defend an Ally within Sensors+10" instead of itself for the rest of the Round.	Trait +V
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I
Gundam Pilot	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Vayate	MS	Firepower		5	3	400	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Trowa Barton	OZ-13MSX1	5	Giant	-1	3	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	8"	2	12	5d10	+4	+1	4600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
V Beam Cannon [E]	5	56"	3	RF+2 Hits	7	700	
[M-2] to use AOE: 2" Wide Line							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

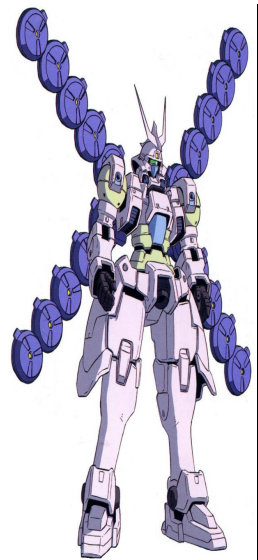
[Action] Reduce the Momentum Cost of one of your weapons by up to 3.	Trait +X	Large Energy Collector
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Gundam Pilot

You may convert the Mercurius and Vayate above into Mobile Dolls.

Remove the Ace Pilots Heero and Trowa, reduce the cost by 70pts, gain Mobile Doll VER2 shown on the right.

Mecha & Pilot Traits

Gain +1 Hit (+2 with DMG 0-200 weapons) when shooting a Level 1-2 Pilots, Captains, or Kaiju.	Trait +III	Mobile Doll Ver2
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Mercurius Suivant	MS	Melee	Heavy Arms	6	3	500	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Luna Armonia	OZ-13MSX2	23	Giant		3	8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	14"	2	9	11d10	+5	+1	4600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Saber	1	Melee	-	-	8	300	
Melee Shield [S0]	2	-	+1 Block	-	-	-	
Can only Block in Engagement range (Includes Overwatch)							
Defensor III [S3]	8	-	+5 Blocks	-	-	-	
[Barrier] Permanent -1 Block vs PEN 8+							
Defensor III [S3]	8	-	+5 Blocks	-	-	-	
[Barrier] Permanent -1 Block vs PEN 8+							
Immobilizing Net	3	8"	9	-	7S	-	
Can only be blocked by [Barriers] or [M]							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Beam Pistol [E]	1	16"	4	RF+1 Hits	5	300	
Overwatch IV							

Mecha & Pilot Traits

[Barrier] Cover Ally	This unit may use one of its Shields to defend an Ally within Sensors+10" instead of itself for the rest of the Round.	Trait +V
Tandem Fighter	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	
Vayate Suivant	MS	Firepower	Heavy Arms	5	3	400	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Soris Armonia	OZ-13MSX1S	10	Giant	-1	3	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
22"	8"	3	12	5d10	+3	+1	4600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
V Beam Cannon [E]	5	56"	3	RF+2 Hits	7	700	
[M-2] to use AOE: 2" Wide Line							
V Beam Cannon [E]	5	56"	3	RF+2 Hits	7	700	
[M-2] to use AOE: 2" Wide Line							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

[Action] Reduce the Momentum Cost of one of your weapons by up to 3.	Trait +X	Large Energy Collector
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	Tandem Fighter





Unit Name	Type	Role	Special	Performance	Frame	Points	
Leo-S	MS	Melee		6	1	250	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Roche Nattano	OZ-06MS-SS	2	Giant			-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	8	10d10	+6	+0	1600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
		Push a target backwards 3" for each failed Save					
Beam Rifle [E]	1	32"	4	RF+1	6	300	

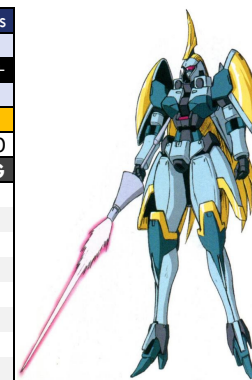
Mecha & Pilot Traits

Anti-Beam Cloak	Once per game Block up to 3 Hits from an [E]nergy Shooting Weapon then the cloak is discarded.	Trait +V
Close Combat Mastery	In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit	Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points	
Leo-R	MS	Attacker		6	1	250	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kratz Silvy	OZ-06MS-SR2	5	Giant			-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	8	8d10	+7	+0	1600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Lance	4	Melee	ATK+1 Hit	-	7	400	
		Reroll 1s & 2s on Attack					
Close Combat [CC]	-	Melee	-	-	5P	300	
		Push a target backwards 3" for each failed Save					
Beam Cannon [E]	1	48"	4	RF-2	5	400	

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Leo-N	MS	Battler		6	1	200	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Broom Brooks	OZ-06MS-SN3	4	Giant			-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	13"	1	11	7d10	+6	+0	2100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Saber	1	Melee	-	-	8	300	
Helmet Blade	1	Melee	-	-	4	400	
		[M-1] This attack Blindsides one target					
Melee Shield [SO]	2	-	+1 Block	-	-	-	
		Can only Block in Engagement range (Includes Overwatch)					
Close Combat [CC]	-	Melee	-	-	5P	300	
		Push a target backwards 3" for each failed Save					

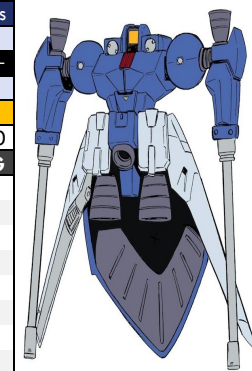
Mecha & Pilot Traits

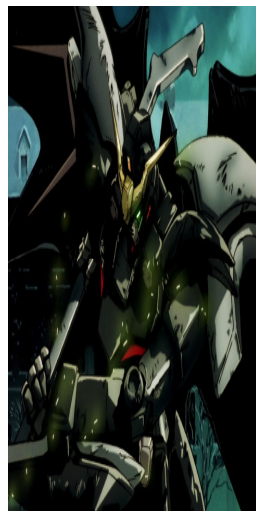
Machine Cannons		
Hot Blooded	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
D-Unit [S]	MS	Raid		1	1	30	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Mobile Doll (MO-V)	OZ-06MS-D	2	Giant			-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	16"	1	8	4d10	+3	+0	1100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	
		-					
Ramming Speed [CC]	-	Melee	-	-	-	600	
		After attacking lose 1000 HP					

Mecha & Pilot Traits

	Gain +1 Hit (+2 Hits with DMG 0-200 Weapons) when shooting a Level 0-1 Basic Pilot, Captain, or Kaiju.	Trait +III	Mobile Doll VER1
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Name	Type	Role	Special	Performance	Frame	Points	
Gundam Deathscythe	MS	Attacker	Assault	6	5	650	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Duo Maxwell	XXXG-01D2	11	Giant	3	-1	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	2	10	10d10	+8	+3	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
DSH Beam Scythe		6	Melee	ATK+2 Hits	Finisher+2	6	300
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Super Backshield [S0]		1	-	+3 Blocks	-	-	-
Can only Block in the Rear Arc							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Vulcans & Cannons [K]		-	8"	8	RF+2 Hits	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
Buster Shield [E]		2	16"	5	RF+2 Hits	8	100
Enemy target must reroll 9s & 10s on Evade							

Mecha & Pilot Traits

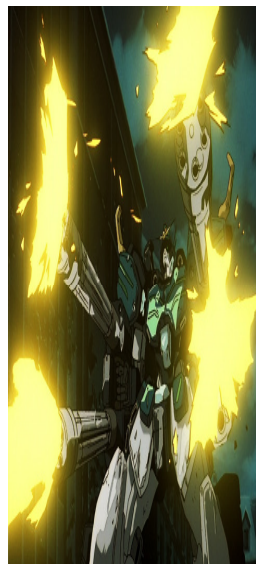
Cloaking	While outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16".	Trait +X
Death God	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II

Name	Type	Role	Special	Performance	Frame	Points	
Gundam Sandrock	MS	Melee	Indomitable	6	5	650	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Quatre R. Winner	XXXG-01SR2	8	Giant		5	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	14"	1	10	13d10	+7	+4	9600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Twin Heat Shotel		4	Melee	ATK+1 Hit	Finisher+1	5	300
Reroll 1s on ATK & DEF							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Uzi [E]		2	24"	5	RF+5 Hits	5	200

Overwatch IV

Mecha & Pilot Traits

Once per game Block up to 3 Hits from an [E]nergy Shooting Weapon then the cloak is discarded.	Trait +V	Anti-Beam Cloak
[M-1] Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindsight.	Trait +I	Flash
At the start of the Round give up to 5 allies within LOS or Sensors range a Focus action to use on their next turn.	Pilot Trait II	Grand Strategist



Name	Type	Role	Special	Performance	Frame	Points	
Gundam Heavyarms	MS	Firepower	Heavy Arms	6	5	650	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Trowa Barton	XXXG-01H2	20	Giant		5		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	10"	3	13	6d10	+5	+3	8600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Chest Gatlings [K]		-	8"	7	RF+3 Hits	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
TL Heavy Gatling [K]		5	32"	10	RF+2 Hits	-	200
Overwatch IV							
TL Heavy Gatling [K]		5	32"	10	RF+2 Hits	-	200
Overwatch IV							
TL Micromissiles [X] (2)		4	32"	10	RF+8 Hits	2	100
Two Uses Enemy target must reroll 9s & 10s on Evade							
TL IDF Missiles [X] (2)		4	48"	10	RF-4	2	200
Two Uses Indirect Fire (R:32" to 40"+Sensors)							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Daredevil	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I

All Gundam's on this page have the following trait

Full Gundanium Armor	This unit has strongly improved Armor Saves	Trait +IX
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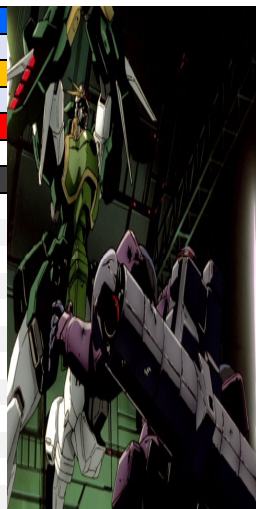
Name	Type	Role	Special	Performance	Frame	Points	
Altron Gundam	MS	Melee	Indomitable	6	5	650	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Wufei Chang	XXXG-01S2	14	Giant		2	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	14"	1	10	13d10	+7	+4	7100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Double Beam Trident		7	Melee	ATK+2 Hits	DEF+1 Block	8	300
Blocks do not stack with Shields or Barriers							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Twin Dragon Fang [K]		3	8"	5	RF+3 Hits	2	300
[M-1] This attack Blindsides one target							
TL Flamethrower [E]		2	16"	8 Hits	RF+2 Hits	-	100
Overwatch VIII AOE 1" Wide Line							
Beam Stinger [E]		2	16"	4	RF+2 Hits	5	300
Critical Hits are worth 3 Hits							

Mecha & Pilot Traits

[M-1] This unit may Blindsight on Melee ATK by suddenly elongating its limbs.	Trait +II	Sudden Elongation
Gain Melee+2d10 if your Melee stat is greater than your Opponents.	Trait +V	Fighting Sight
In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit	Pilot Trait II	Close Combat Mastery

Altron may remove its Beam Stinger for Master of Arms instead.

At the end of this unit's turn choose up to two enemies in Melee. They each take 800 DMG.	Trait +II	Master of Arms
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Name	Type	Role	Special	Performance	Frame	Points
Gundam X	MS	Firepower	Assault	5	4	500
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Garrod Ran	GX-9900	11	Giant		3	-1
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv
18"	10"	3	12	5d10	+5	+1
4100						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
GX Shield Rifle [E]	2	40"	4	-	8	300
Gatling Vulcans [K]	-	8"	5	RF+3 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)						
Satellite Beam Saber	2	Melee	-	-	9	300
Kick [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Satellite Cannon [E]	5	72"	6	RF+5 Hits	10	700
[M-5] to use AOE: 5" Wide Line Usable Round 4+ Single Use						

Mecha & Pilot Traits

Lunar Microwave Station	Starting in Round 5 choose a bonus for this unit: Weapons cost [M-0] OR all attacks gain +1 Crit Hit this turn.	Trait +V
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



Name	Type	Role	Special	Performance	Frame	Points
GX Divider	MS	Raid	Assault	7	4	500
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Garrod Ran	GX-9900DV	10	Giant	1	3	-1
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv
18"	18"	2	12	8d10	+5	+1
4100						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hvy Beam M.Gun [E]	5	32"	6	RF+4 Hits	5	300
Beam Harmonica [E]	2	40"	4	RF+4	7	300
[M-2] to use						
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Shield [S2]	1	-	+2 Blocks	-	-	-
Satellite Beam Saber	2	Melee	-	-	9	300
Kick [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I	Kind Hearted
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For +50pts Tiffa rides with Garrod and gains the following ability

Vision of the Future	Immune to Blindside Once per game gain +3 Blocks this turn.	Trait +V
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All the Gundam's on this page have Anti-Beam Coating

	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating
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Name	Type	Role	Special	Performance	Frame	Points
Gundam Airmaster	MS	Interceptor	Assault	5	4	500
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Witz Sou	GW-9800	7	Giant	3	3	-2
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv
14"	16"	2	11	6d10	+7	+1
4100						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Airmaster Rifle [E]	3	32"	4	RF+3	6	300
Airmaster Rifle [E]	3	32"	4	RF+3	6	300
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						
Kick [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

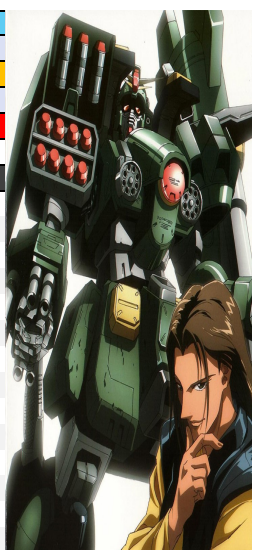
Mecha & Pilot Traits

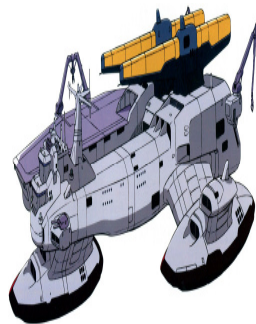
Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I
Guts	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points
Gundam Leopard	MS	Firearms	Heavy Arms	5	4	500
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Roybea Lou	GT-9600	14	Giant	2	4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
18"	14"	3	12	5d10	+4	+1
6100						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant B.Gatling [E]	6	40"	5	RF+3 Hits	5	200
Overwatch IV						
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200
Single Use						
Hornet Missiles [X]	3	32"	10	RF+6 Hits	4	100
Single Use Enemy target must reroll 9s & 10s on Evade						
Grenade Gun [X] (2)	2	16"	4	RF+4 Hits	3	200
Overwatch IV Two uses (Attack or Overwatch)						
Chest Gatlings [K]	-	8"	7	RF+3 Hits	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot						
Heat Knife	1	Melee	-	-	5	300
Reroll 1s & 2s on DEF						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)		Pilot Trait I	Cool Under Fire
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.		Pilot Trait I	Gunnery Expert

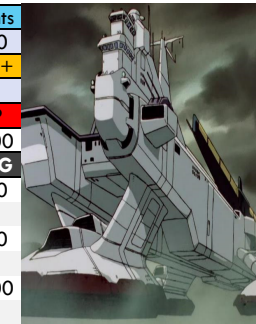




Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Freeden [G]	Warship	800HP	0	5	2	300	
Battle-Hardened CAPT	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Jamil Neate	-	5	Colossal	5	1	-9	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	10"	2	9	4d10	+3	+0	6500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship Artillery [K]	3	48"	5	RF-2	-	600	
Indirect Fire (R:32" to 40"+Sensors)							
[AA] Guns [K][360]	2	24"	6	-	-	200	
Overwatch VI							
Colossal Ram [CC]	-	Melee	-	-	-	1000	
After attacking lose 2000 HP							

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Discerning Captain	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.	CAPT I
Renowned Captain	Gain [M+1] or [I+1] or +1 Action when this unit activates.	CAPT I



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Freeden [G]	Warship	800HP	0	5	2	250	
Skilled Captain	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Sara Tyrell	-	5	Colossal	5	1	-9	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	10"	2	9	4d10	+3	+0	6500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship Artillery [K]	3	48"	5	RF-2	-	600	
Indirect Fire (R:32" to 40"+Sensors)							
[AA] Guns [K][360]	2	24"	6	-	-	200	
Overwatch VI							
Colossal Ram [CC]	-	Melee	-	-	-	1000	
After attacking lose 2000 HP							

Warship & Captain Traits

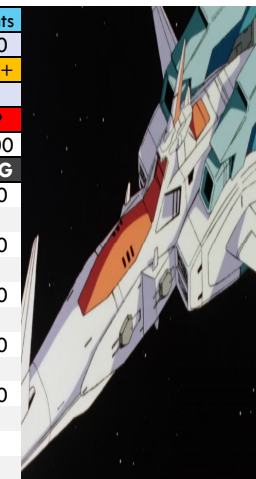
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
Steadfast Crew	When activated if HP<50% or [M=0] gain [M+2] OR 2 actions. When this unit is destroyed gain [M+3].	CAPT I	Steadfast Crew
"Fly Garrod!"	After using Ramming Speed the Self Destruct Command deals	-	"Fly Garrod!"



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Land Fortress Bandaal [G]	Warship	700HP	3	3	3	350	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
U.N.E. Captain	-	20	Titanic	6	1	-4	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	5"	2	8	3d10	+0	+0	12000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Photon Cannon [E]	6	80"	3	RF+1	6	1500	
Only [M] or [Barriers] may Block Recharge 2							
Ship Main Gun [E][360]	6	64"	2	RF+4	6	1000	
Only [M] or [Barriers] may Block Recharge 1							
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
[AA] Guns II [K] [360]	4	24"	7	-	-	200	
Overwatch VII							

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Expert Gunnery Crew	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	CAPT I



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Freeden II [S]	Warship	800HP	2	6	2	400	
Battle-Hardened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Sara Tyrell	-	12	Titanic	6	1	-7	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	10"	2	9	4d10	+3	+0	7000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
[AA] Lasers II [E][360]	4	24"	5	-	4	200	
Overwatch V							

Warship & Captain Traits

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

If your forces include any MS from Gundam X you may choose the below option as a Commander Trait.

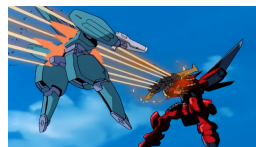
Vultures	After one of your MS defeats an enemy MS, if they were within 8" you may take one of their weapons and use it for the rest of the battle.	Faction Commander Trait
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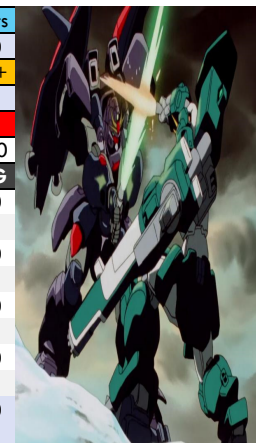
Name	Type	Role	Special	Performance	Frame	Points	
Gundam Virsago	MS	Battler	Heavy Arms	5	4	500	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Shagia Frost	NRX-0013	10	Giant	1	3	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	2	12	8d10	+5	+1	6100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Saber	1	Melee	-	-	8	300	
Claws [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Strike Claws [K]	2	8"	5	RF+1 Hit	2	300	
<i>[M-1] This attack Blindsides one target</i>							
Claw Beams [E]	4	32"	4	RF+1 Hits	6	300	
<i>-</i>							
MegaSonic Cannon [E]	3	72"	3	RF+3 Hits	8	700	
<i>[M-3] to use AOE: 3" Wide Line Cannot move this turn Req. 2 Actions</i>							

Mecha & Pilot Traits

Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V
Cyber Newtype	Immune to Blindside NT Flash: Once per game gain +3 Blocks this turn.	Trait +V
Elongating Claw Beams	[M-1] This unit gains Blindside with its Claw Beams vs a target within 16"	Trait +III
Tandem Fighter	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
Cunning Pilot	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I



Virsago may take the Strike Shooter for +50pts							
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Strike Shooter [E]	5	16"	7	RF+1 Hits	6	300	
<i>Overwatch IV</i>							



Name	Type	Role	Special	Performance	Frame	Points	
Gundam Ashtaron	MS	Attacker	Heavy Arms	5	4	500	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Olba Frost	NRX-0015	9	Giant	1	4	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	2	9	9d10	+6	+1	6100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Atomic Scissors	4	Melee	ATK+1 Hit	-	6	400	
<i>[M-1] This attack Blindsides one target</i>							
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Beam Saber	1	Melee	-	-	8	300	
<i>-</i>							
Claw Beams [E]	4	32"	4	RF+1 Hits	6	300	
<i>-</i>							
Beam Vulcans [E]	-	8"	3	RF+2 Hits	3	100	
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							

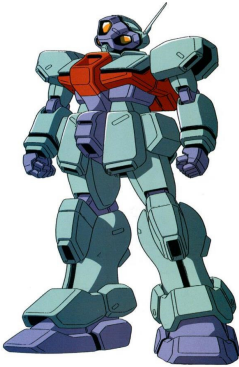
Mecha & Pilot Traits

Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating
Immune to Blindside NT Flash: Once per game gain +3 Blocks this turn.	Trait +V	Cyber Newtype
While transformed gain: Move+10" & Fly Melee Block (5+ to 8+) Beam Vulcans Lose: Beam Saber	Trait +III	Flying Crab Mode
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	Tandem Fighter
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless

Ashtaron may take the Ashtaron Spear and Beam Crossbow for +50pts							
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Crossbow [E]	4	24"	4	RF+1 Hits	6	300	
<i>Critical Hits are worth 3 Hits</i>							
Ashtaron Spear [K]	1	16"	5	RF+2 Hits	7	300	
<i>Single Use</i>							



The below units from the UNE and SRA are presented in pristine condition. If you want to represent the average run down Vulture crew consider applying the Performance Downgrade option from the Wargame rules or stripping the Anti-Beam Coating (-50pts) off of the less resources Vultures.

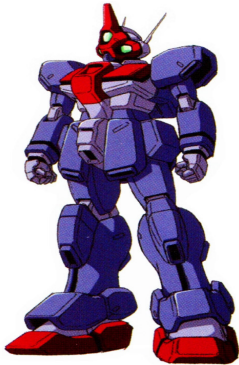
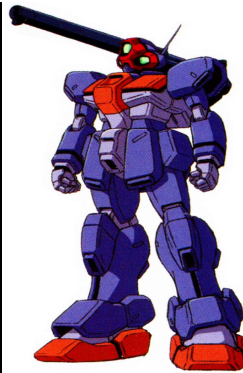


Unit Name	Type	Role	Special	Performance	Frame	Points	
Daughtress	MS	Battler		5	1	150	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
UNE or Vulture Pilot	DT-6800A	3	Giant	1	1	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	11"	1	11	7d10	+3	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
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	
Daughtress Weapon	MS	Firepower		5	1	150	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
UNE or Vulture Pilot	DT-6800W	3	Giant	1	1	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	11"	2	11	4d10	+2	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
Artillery Cannon [K]		1	48"	5	RF-2	-	400
Shield [S2]		1	-	+2 Blocks	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300

Push a target backwards 3" for each failed Save

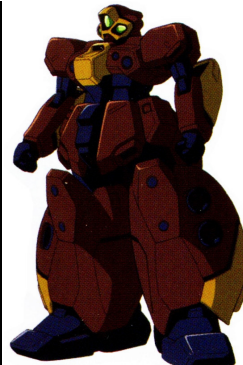


Unit Name	Type	Role	Special	Performance	Frame	Points	
Daughtress Command	MS	Battler		6	1	250	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
UNE or Vulture Pilot	DT-6800C	3	Giant	2	1	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	13"	1	11	7d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
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	
Daughtress Fire Wallaby	MS	Raid		5	2	200	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
UNE or Vulture Pilot	DT-6800HM	3	Giant	3	2	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	20"	1	10	6d10	+5	+0	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
Flamethrower [E]		1	16"	7 Hits	RF+1 Hit	-	100
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Push a target backwards 3" for each failed Save



Anti-Beam Coating is common in After War Gundam X. All units on this page have Anti-Beam Coating.

Anti-Beam Coating Gain Armor Save+2 vs [E]nergy Shooting Weapons.

Trait
+V

Skilled & Ace Pilots may swap their primary weapon with a Hyper Bazooka [K]

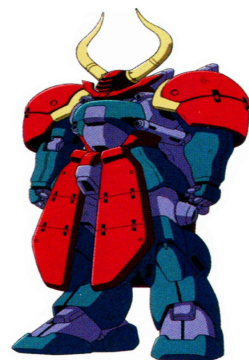
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700

+1 Hit vs Size 3+



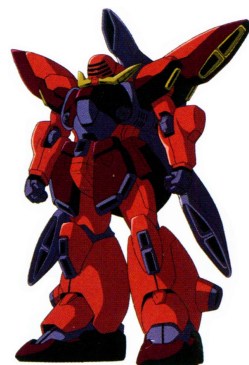
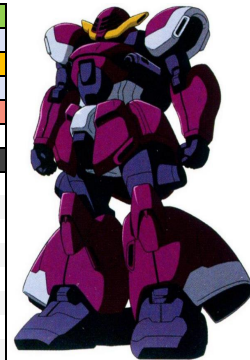
Unit Name	Type	Role	Special	Performance	Frame	Points	
Jenice	MS	Battler		5	1	150	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
SRA or Vulture Pilot	RMS-006	2	Giant	2	1	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	13"	1	11	7d10	+5	+0	2100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Machine Cannons [K]	-	8"	8	-	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Heat Hawk	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Unit Name	Type	Role	Special	Performance	Frame	Points	
Septem	MS	Raid		6	2	200	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
SRA or Vulture Pilot	RMS-009	2	Giant	3	1	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	21"	1	10	6d10	+6	+0	3100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Machine Cannons [K]	-	8"	8	-	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Heat Saber	1	Melee	-	-	5	300	
Reroll 1s on ATK & DEF							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							



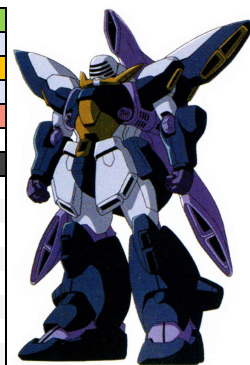
Unit Name	Type	Role	Special	Performance	Frame	Points	
Jenice "Slash Buffalo"	MS	Battler		5	2	250	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Vedoba Morte	RMS-006	2	Giant	2	2	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	12"	1	11	7d10	+5	+0	3600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Machine Cannons [K]	-	8"	8	-	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Heat Saber	1	Melee	-	-	5	300	
Reroll 1s on ATK & DEF							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Unit Name	Type	Role	Special	Performance	Frame	Points	
Septem Custom	MS	Raid		6	2	250	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Rosa Intenso	RMS-009	3	Giant	3	1	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	21"	1	10	6d10	+5	+0	3100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Machine Cannons [K]	-	8"	8	-	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Heat Lancer	2	Melee	ATK+1 Hit	-	5	400	
Reroll 1s & 2s on Attack							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							



Unit Name	Type	Role	Special	Performance	Frame	Points	
Octape	MS	Battler		6	3	250	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
SRA Pilot	RMS-006	3	Giant	2	1	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	14"	1	12	8d10	+6	+0	3100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300	
Overwatch IV							
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber	1	Melee	-	-	8	300	
Reroll 1s on ATK & DEF							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Unit Name	Type	Role	Special	Performance	Frame	Points	
Octape Custom	MS	Battler		6	3	250	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Vulture Pilot	RMS-009	2	Giant	2	1	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	14"	1	12	8d10	+6	+0	3600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber	1	Melee	-	-	8	300	
Reroll 1s on ATK & DEF							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							



Anti-Beam Coating is common in After War Gundam X. All units on this page have Anti-Beam Coating.

Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V
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Skilled & Ace Pilots may swap their primary weapon with a Giant Bazooka [K]2

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Bertigo	MS	Interceptor	Assault	6	4	750	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Carris Nautilus	RMSN-008	7	Giant	3	-1	-6	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
32"	16"	2	11	6d10	+8	+0	2100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Bits [E]	2	Sensors	5	-	5	200	
			Requires Psycmmu				
Bits [E]	2	Sensors	5	-	5	200	
			Requires Psycmmu				
TL MPC [E]	2	24"	4	RF+3	6	300	
			-	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
			-	-	-	-	
Close Combat [CC]	-	Melee	-	-	5P	300	
			Push a target backwards 3" for each failed Save				

Mecha & Pilot Traits

Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V
Psycmmu	[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire. Immune to Blindside	Trait +V
Cyber Newtype III	Three times per game gain +3 Blocks this turn.	Trait +XV
Well Trained	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
Overconfident	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Juracg "Polar Bear"	MS	Interceptor		6	2	150	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Fort Severn SRA	RMS-007	3	Giant	4	-1	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	18"	1	10	5d10	+7	+0	2100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Uzi [E]	2	24"	5	RF+5 Hits	5	200	
			Overwatch IV				
Beam Saber	1	Melee	-	-	8	300	
			-	-	-	-	
Kick [CC]	-	Melee	-	-	5P	300	
			Push a target backwards 3" for each failed Save				

Mecha & Pilot Traits

	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating
	Gain Move+5" & Fly during the first round of battle.	Trait +I	Snowboard Entrance



Unit Name	Type	Role	Special	Performance	Frame	Points	
Jenice Custom	MS	Battler		6	2	300	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Ennil El	RMS-006	3	Giant	3	-	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	16"	1	11	7d10	+6	+0	2600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Bazooka [K]	1	32"	4	-	3	700	
			+1 Hit vs Size 3+				
Beam Rifle [E]	1	32"	4	RF+1	6	300	
			-	-	-	-	
Machine Cannons [K]	-	8"	8	-	-	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

Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V
Driven	[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
Bravado	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Daughtress Wise Wallaby	MS	Raid		6	2	300	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Ennil El	DT-6800HMC	2	Giant	4	2	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	22"	1	10	6d10	+6	+0	3600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	
			Overwatch IV				
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 Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating
	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Bravado