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 narrarate 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.

<u>Defense (Melee)</u> - On Melee <u>Defense</u> 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 swifly 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



No	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
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Martial	Arts [CC]	4	Melee	ATK+1 Hit	Finisher+1	5P	300
			Rerol	l 1s on ATK 8	& DEF		
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 l
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

No	ıme	Туре	Role	Special	Performance	Frame	Points
Shining (F	inal 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
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Martial	Arts [CC]	4	Melee	ATK+1 Hit	Finisher+1	5P	300
	Reroll 1s on ATK & DEF						
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 l	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 l	Quest for Vengeance						



Na	me	Туре	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+
Chibode	e Crocket	1	13	Giant		5	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	13"	2	9	11d10	+4	+1	10000
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
KO Punch [CC]		3	Melee	ATK+1 Hit	Finisher+1	5P	300
			Re	eroll 1s on A1	K		
TL Magnums [K]		4	24"	4	RF+4 Hits	2	300
			Critical	Hits are wort	h 3 Hits		
Cyclone	Punch [K]	2	16"	5	RF+2 Hits	5P	300
		Push a	target back	kwards 3" foi	each failed S	Save	
Burning	Punch [K]	2	16"	7	RF+2 Hits	6	200
	[٨	1-1] to Use	e Enemy t	arget must re	roll 9s & 10s	on Evade	9
Machinegun Punch [K]		2	16"	5	RF+5 Hits	2	500
		[M-2] to	use Add	ditional [M-1	to Blindside	Attack	

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 +I							
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							

No	ıme	Туре	Role	Special	Performance	Frame	Points
Rose G	undam	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
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Chevali	er Saber	3	Melee	-	-	7	300
			Reroll	l 1s on ATK 8	& DEF		
Shiel	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target bacl	kwards 3" foi	r each failed S	Save	
Rose	Bits [E]	2	Sensors	5	-	5	200
			Require	es Remote We	eapons		
Rose	Bits [E]	2	Sensors	5	-	5	200
			Require	es Remote We	eapons		
Rose So	creamer	3	16"	6	RF+3 Hits	85	-
		Ca			arriers] or [M		
			Aci	tivated Mech	a & Pilot Tra	its	
[M-1]	Gain +1 Cr	itical Hit if	Rose Bits i	s used after	Rose Scream	er.	-
[M-1 & HP	-1000] For t	he rest of	the Round	deal +1 Crit	ical Hit with t	his unit.	-
[M-1] [Free Action] Attack with Gunpods, Bits, Fangs or Wired weapons. Trait They gain Blindside but must Indirect Fire. +V Remote Wea							
			Pc	ssive Mecho	a & Pilot Trai	ts	

Mobile Trace System

Renowned Pilot

Chivalrous

Pilot

Trait I

Pilot

Trait I

Gain +1 Focus action on your turn.

Permanent -1 Action after failing an Armor Save.

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

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

When this unit is destroyed gain [M+3].



		Туре					
No	Name		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 S	Saichi	-	8	Giant	3	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	9	10d10	+7	+1	6500
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Flamet	TL Flamethrower [E]		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
		[^	1-1] This a	ttack Blindsid	es one target		
Feilon	g Flag	2	Melee	ATK+1 Hit	DEF+1 Block	5	300
		Bloc	ks do not s	tack with Shie	elds or Barrier	s	
Killer Stinger		1	Melee	-	-	4	400
[M-1] This attack Blindsides one target							
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	Save	

Push a target backwards 3" for each failed Save										
Activated Mecha & Pilot Traits										
Once per game your afterimages give you +3 Blocks this turn. Gain [Tactical Advantage] on your next activation.	Trait +V									
[M-3] Once per game your [CC] attack gains +3 Critical Hits & Finisher+3 Afterwards HP is set to 100.	-									
[M-1 & HP-1000] For the rest of the Round deal ± 1 Critical Hit with this unit.	-									
Passive Mecha & Pilot Traits										
Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-									
Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V									
Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot									
	Activated Mecha & Pilot Traits Once per game your afterimages give you +3 Blocks this turn. Gain [Tactical Advantage] on your next activation. [M-3] Once per game your [CC] attack gains +3 Critical Hits & Finisher+3 Afterwards HP is set to 100. [M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit. Passive Mecha & Pilot Traits Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save. Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.									

Na	ıme	Туре	Role	Special	Performance	Frame	Points
Bolt G	undam	S.Titan	Melee	Heavy Arms	5	5	500
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Argo	Gulskii	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
			Re	eroll 1s on AT	K		
Graviton	Hammer	3	Melee	ATK+1 Hit	DEF+2 Block	3	400
		Bloc	ks do not s	tack with Shie	elds or Barrier	s	
Swinging Hammer [K]		5	16"	6	RF+3 Hits	5P	400
		Push a	target back	kwards 3" for	each failed S	Save	
		Bloc 5	cks do not s 16"	tack with Shie 6	elds or Barrier RF+3 Hits	s 5P	



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



No	me	Type	Role	Special	Performance	Frame	Points	
Neros C	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	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Beam C	Cannons [E]	2	48"	4	RF-1	5	400	
				-				
Satyricon	Beam [E]	3	32"	4	RF+1 Hits	5	200	
,			Overwatch IV					
Satyricon	Beam [E]	3	32"	4	RF+1 Hits	5	200	
,		Overwatch IV						
Silver I	.egs [E]	2	32"	3	RF+2 Hits	7	700	
			[M-2] to use AOE: 2" Wide Line					
Kick [CC]		-	Melee	-	-	5P	300	
-		Push a	target back	wards 3" for	r each failed S	Save		
Killer I	Knuckle	1	Melee	-	-	4	400	
		[٨	۸-1] This at	tack Blindsid	es one target			

	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 \geq =50%.	Pilot Trait I



	No	ıme	Туре	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	-4
1	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
'	20"	8"	1	10	2d10	+3	+0	2100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	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					



	No	ime	Type	Role	Special	Performance	Frame	Points
	Royal C	Jundam	S.Titan	Sniper	Indomitable	6	4	600
١	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Gentle (Chapman	1	5	Giant	-1		-12
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	32"	8"	1	13	6d10	+5	+1	5800
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
ŀ		pons mSniper [E]	EQ 5	Range 48"	Attacks 5	Close Range RF-1	PEN 7	DMG 300
		ımSniper [E]	5	48"	5		7	
	Custom Bec	ımSniper [E]	5	48"	5	RF-1	7	
	Custom Bec	ımSniper [E] I	5 gnore targ -	48" get's Cover Melee	5 bonus Cri -	RF-1	7 th 3 Hits 5P	300

		Mecha & Pilot Traits	
Mobile Trace Expertise	Gain +2 Focus actions on your turn.	Trait	
	Mobile Trace Experiise	Permanent -1 Action after failing an Armor Save.	+٧
Inescapable Fog	lancona alala Ena	You and your allies may reroll any Evade dice vs Enemies within your Sensors	Trait
	inescapable rog	range.	+XV
Deadeye	Dandaua	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot
	Deddeye	Precision also lets you may target units engaged in Melee	Trait I

Na	me	Туре	Role	Special	Performance	Frame	Points	l
Tequila	Gundam	S.Titan	Attacker		6	4	500	
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	l
Chico Ro	odriguez	-	13	Giant	1	2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	l
20"	12"	1	9	9d10	+7	+0	5800	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam	Trident	5	Melee	ATK+1 Hit	DEF+1 Block	8	300	l
		Bloc	ks do not s	tack with Shi	elds or Barriei	rs .		
Close Cor	mbat [CC]	-	Melee	-	-	5P	300	
		Push a target backwards 3" for each failed Save					l	
Spike Launcher [K]		2	16"	7	RF+1 Hit	2	400	l
		[٨	[M-1] This attack Blindsides one target					l
Sombrero	Vulcans [K]	3	24"	9	RF+5 Hits	-	200	
		Overwatch IV					l	
Sombrero	Vulcans [K]	3	24"	9	RF+5 Hits	-	200	l
			(Overwatch IV	/			L
Mecha & Pilot Traits								



Over watch 17		
Mecha & Pilot Traits		
Once per game choose a target within 8" to disorient.	Trait	Teguila Vortex
Your next attack against them this turn gains Blindside.	+1	require voriex
Gain +1 Focus action on your turn.		Mobile Trace System
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	Trait	Danasantian Attends
those dice as Critical Hits.	+111	Desperation Attack
Ve Sheeting attends increase the horseste Deduc and County by 1 (Mary 2)	Pilot	Elusive
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Trait I	ciusive
In Bounds 21 main [M 2] and the street of UB >= 500/	Pilot	Reckless
In Rounds $2+$ gain $[M+2]$ on your turn if $HP \ge 50\%$.	Trait I	кескіеѕѕ

No	ame	Туре	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		6	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	2	9	11d10	+3	+2	11400
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
KO Pu	nch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300
		Reroll 1s on ATK					
Killer	Axes	2	Melee	ATK+1 Hit	-	4	400
		[٨	[M-1] This attack Blindsides one target				
Cha	insaw	1	Melee	-	-	5	300
			Rero	oll 1s & 2s on	DEF		



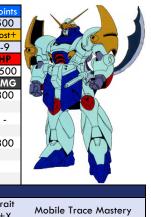
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Mecha & Pilot Traits		
At the end of this unit's turn choose an enemy in Melee	Trait	Crushing Strength II
They make two Armor Saves vs PEN 7.	+V	, ,
Gain +2 Focus actions on your turn.	Trait	Mobile Trace Expertise
Permanent -1 Action after failing an Armor Save.	+٧	Mobile Trace Experiise
f you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat	Trait	D
those dice as Critical Hits.	+111	Possessed by Revenge
[M+1] If you engage or end your turn 5" closer to an enemy	Pilot	Quest for Vengeance
All weapons gain +1 HIT this turn if you activated due to Return Fire.	Trait I	Quest for vengeance
When you attack Level 1-2 Pilots, Captains & Kaiju gain:	Pilot	Headhunter
+1 Hit (+2 Hits with DMG 0-200 Weapons)	Trait I	neadnunter



Na	ıme	Туре	Role	Special	Performance	Frame	Points	
Pharaoh G	Jundam IV	S.Titan	Raid	Indomitable	4	4	650	
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dahal Mı	uhammud	2	5	Giant	-4	7	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	5"	1	10	7d10	+1	+3	14200	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Fists	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" for	r each failed S	ave		
Constrict &	Immobilize	3	Melee	ATK+2 Hits	-	68	-	
		[N	1-1] This a	ttack Blindside	es one target			
Chest B	eam [E]	1	24"	4	RF+2	6	300	
				-				
Eye Be	ams [E]	1	48"	4	RF-2	5	400	
				-				
	March of O. Dillet Toulie							

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:	Pilot			
	+2 Hits (+4 Hits with DMG 0-200 Weapons)	Trait II			

Ace Pilot Power EQ Slots Size 0 Speed+ Armor+ Saette Gyuzelle [DG] - 5 Giant 1 1 Sensors Move Actions Shooting Melee Evade d10 ARM Sv 10" 16" 1 9 12d10 +6 +1 6 Weapons EQ Range Attacks Close Range PEN I	500 Cost+			
Saette Gyuzelle [DG] - 5 Giant 1 1				
Sensors Move Actions Shooting Melee Evade d10 ARM Sv 10" 16" 1 9 12d10 +6 +1 6 Weapons EQ Range Attacks Close Range PEN I	-9			
10" 16" 1 9 12d10 +6 +1 6	•			
Weapons EQ Range Attacks Close Range PEN [HP			
	6500			
Gignt Scimitar 3 Moloo ATK+2 Hitz Finishor+2 3	DMG			
Gluin Schillich 5 Meilee ATR+2 fills Fillisher+2 5	300			
-				
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		
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
		•

Passive Mecha & Pilot Traits



	Na	ime	Туре	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	####	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Martial	Arts [CC]	4	Melee	ATK+1 Hit	Finisher+1	5P	300	
				Reroll 1s on ATK & DEF					
	Beam (Cloth [E]	2	16"	5	RF+2 Hits	8	100	
			Enen	ny target m	ust reroll 9s &	& 10s on Evad	łe		
	Entangli	ng Cloth	1	8"	7	-	7 S	-	
			Ca	n only be b	locked by [Bo	arriers] or [M]	1		
				•					

	Mecha & Pilot Traits	
Choukyuu Haou Den'eidan	lf 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 +11
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

Na	me	Туре	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
Wea	oons	EQ	Range	Attacks	Close Range	PEN	DMG
Twin Spie	gel Blade	2	Melee	ATK+2 Hits	DEF+1 Block	2	400
		Bloc	ks do not s	tack with Shie	elds or Barrier	s	
Kick	[CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	Save	
Messerg	ranz [K]	1	16"	7	RF+2 Hits	5	100
		Enen	ny target m	ust reroll 9s 8	& 10s on Evad	łe	
Immobili	zing Net	3	8"	9	-	7 S	-
	Ū	Ca	n only be b	locked by [Bo	arriers] or [M]	l	
			Act	tivated Mech	a & Pilot Tra	its	
[M-3] Spini	nina like a b	laded top	this unit a	ains +1 Hit in	Melee for ev	very 5"	
[M-3] Spinning like a bladed top this unit gains +1 Hit in Melee for every 5" moved this turn.							

Once per game your afterimages give you +3 Blocks this turn.

Gain [Tactical Advantage] on your next activation.
While outside enemy Sensors gain +2 Block vs each attack action.

Enemies cannot target this unit before its first activation are within 16".

Critical Hits give a bonus +1 Hit.

Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.

Gain +2 Focus actions on your turn.

Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.

Immune to Blindside

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)

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



Elusive

Pilot

Trait I

	Na	me	Туре	Role	Special	Performance	Frame	Points
	Zeus G	undam	S.Titan	Attacker	Indomitable	6	4	500
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Marcelo	Marcelot Cronos		7	Giant	3	4	-2
	Sensors Move /		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	15"	1	9	10d10	+7	+2	9300
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Bolt of Jud	gement [E]	6	8"	7	RF+4 Hits	7	300
					-			
	Zeus Calibur		1	Melee	ATK+1 Hit	Finisher+1	3	400
					-			
	Ramming S	peed [CC]	-	Melee	-	-	-	600
A.				After att	tacking lose 1	000 HP		
		Mech	a & Pilot '	Traits				
Bullrush	When using	High Speed	d Attack a	ny Critical	Hits are inste	ad worth 3 H	lits with	Trait
DOIIIOSII			Close Co	mbat [CC]	Attacks.			+111
Hercules Chariot	[M-1] A i	majestic hors	e mobile s	uit piloted	by a horse of	appears. Mov	ve an	
Hercoles Charlot		c	additional	+5" with F	ull Throttle.			-
Mahila Trasa System		G	ain +1 Fo	cus action o	on your turn.			
Mobile Trace System		Permaner	nt -1 Action after failing an Armor Save.					
Stroke of Judgement	+1 to Pre	ecision and B	arrage (A	Nax 3). Re	duce Rapid F	ire penalties	by 1.	Pilot
Shoke of Judgement	Pi	ecision also	so lets you may target units engaged in Melee.					

Na	me	Туре	Role	Special	Performance	Frame	Points	
Cobra C	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	- WIP LESS
10"	18"	2	9	9d10	+7	+1	5100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	560
TL Flameth	rower [E]	2	16"	8 Hits	RF+2 Hits	-	100	
		(Overwatch	VIII AOE 1	" Wide Line			
Constrict &	Immobilize	3	Melee	ATK+2 Hits	-	68	-	
		[٨	1-1] This a	ttack Blindsid	es one target			4 1
Assassin Be	eam Saber	2	Melee	ATK+1 Hit	Finisher+2	8	200	
				[M-1] to use				
Smash	[CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	each failed S	Save		•
				Mecha & F	Pilot Traits			
[M-1] T	he mecha su	ddenly de	ecouples. (Gain Blindsid	e on Melee A	TK.	Trait +11	Sudden Decoupling
	Go	ain +2 Foo	cus actions	on your turn.			Trait	Mobile Trace Expertise
	Permaner	nt -1 Actio	n after fail	ing an Armor	Save.		+٧	Mobile Trace Experiise
		-			ard & Counte		Pilot	Solo Operative
When	this unit acti	vates if th	ere are no	allies within	16" gain [M+	·1]	Trait II	



177			-/5	Role	opeciai	1 CITOIIII GIICC	Traine	1 011113	
	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	
1 Say	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Har	ooon	2	Melee	ATK+1 Hit	-	4	400	
			[٨	۸-1] This a	ttack Blindsid	es one target			
	Longboat	Vulcans [K]	3	24"	9	RF+5 Hits	-	200	
				(Overwatch IV	,			
	Flameth	ower [E]	1	16"	7 Hits	RF+1 Hit	-	100	
	Overwatch VII AOE 1" Wide Line								
	Missile S	Salvo [X]	1	48"	5	-	3	300	
					Single Use				
	Smas	n [CC]	-	Melee	-	-	5P	300	
	Push a target backwards 3" for each failed Save								
		Mech	a & Pilot	Traits					
Viking Longboat	When using	g High Speed	d Attack o	ıny Critical	Hits are inste	ead worth 3 H	lits with	Trait	
Tiking Longboar			Close Co	ombat [CC]	Attacks.			+111	
Mobile Trace System		G	ain +1 Fo	cus action o	on your turn.			_	
Mobile Trace of stelli	Permanent -1 Action after failing an Armor Save.								
Close Combat Expert	ln :	the Melee Cl	lash agin +1 Hit on ATK and +1 Block on DEF					Pilot Trait I	
close combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.								
Defiant	-	- ,	ngage or end your turn 5" closer to an enemy					Pilot	
Denam	All we	apons gain +	-1 HIT this	turn if you	activated du	ue to Return F	ire.	Trait I	

Name	Туре	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	-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		DEF+2 Blocks	_	400	A CO	
	Bloc	ks do not s	tack with Shie	elds or Barrier	s		2011	
Assassin Beam Saber	2	Melee	ATK+1 Hit	Finisher+2	8	200		
			[M-1] to use					
Smash [CC]	-	Melee	-	-	5P	300		
	Push a	target back	kwards 3" foi	r each failed S	Save			
Burning Wheel [E]	4	16"	8 Hits	RF+2 Hits	-	200	in the own who so	
	C	Overwatch \	/II AOE 8"	Wide Circle				
			Mecha & I	Pilot Traits				
[M-1] This unit may	Blindside	on Melee A	ATK with hidd	len beam sab	ers.	Trait +11	Hidden Saber Attack	
Enemies in Melee hav	e -1 Accu	racy to Hit	(i.e. 5+ to 6	+) against thi	s unit.	Trait +V	Skilled Swordsman	
NT Flash: ¹	Immune to Blindside NT Flash: Twice per game gain +3 Blocks this turn.							
			on your turn. ing an Armoi	Save.		-	Mobile Trace System	
When you att +2 Hits		•	Captains & 0-200 Wear	. •		Pilot Trait II	Reaper	



Mobile Trace System

Na	me	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
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Nether Typhoon		3	16"	6	RF+3 Hits	9P	200
	Bypass	s [Shields]	Push a to	arget backwa	rds 3" for eac	h failed	Save
TL Beam C	Cannons [E]	2	48"	' 4 RF-1		5	400
				-			
TL Beam C	Cannons [E]	2	48"	4	RF-1	5	400
				-			
Smasl	ı [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" for	each failed S	ave	
	Mech	a & Pilot	Traits				

Gain +1 Focus action on your turn.

Permanent -1 Action after failing an Armor Save.



1	NI.		-	D 1	C • 1	D (-	D
	NC	ame	Туре	Role	Special	Performance	Frame	Points
	Mermaid	l Gundam	S.Titan	Melee	Assault	6	4	500
	Ace Pilot Hans Holger		Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
			-	8	Giant	3	1	-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	20"	2	9	11d10	+6	+0	3700
	Weapons				A 1	ar n	DENI	BHA
	wea	ipons –	EQ	Range	Attacks	Close Range	PEN	DMG
		rident	EQ 5	Kange Melee		DEF+1 Block		300
0			5	Melee	ATK+1 Hit		8	
	Beam		5	Melee	ATK+1 Hit	DEF+1 Block	8	
	Beam	Trident	5 Bloo 3	Melee cks do not s 8"	ATK+1 Hit tack with Shie 9	DEF+1 Block	8 s 7S	
	Beam Immobili	Trident	5 Bloo 3	Melee cks do not s 8"	ATK+1 Hit tack with Shie 9	DEF+1 Block elds or Barrier -	8 s 7S	

	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

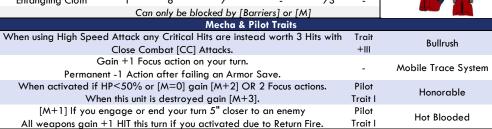


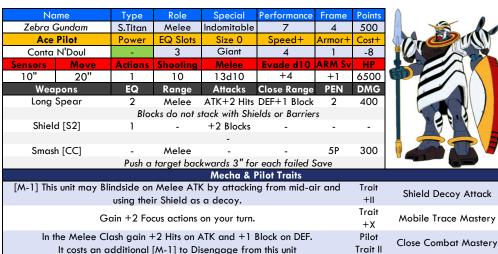
	No	ıme	Туре	Role	Special	Performance	Frame	Points	
	Jester C	Gundam	S.Titan	Battler	Indomitable	6	4	500	
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
ė.	Romaria	o Manini	1	3	Giant	2	4	-7	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	10"	14"	1	12	9d10	+6	+2	9300	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Fists	[CC]	-	Melee	-	-	5P	300	
	Push a target backwards 3" for each failed Save								
	Constrict &	lmmobilize	3	Melee	ATK+2 Hits	-	68	-	
-			ΓA	1-11 This a	ttack Rlindsid	es one taraet			

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

	[in i] this areast simulates one is go	
	Mecha & Pilot Traits	
Copy Ability	[M-2] When a target within LOS or Sensors range uses a weapon or ability	Trait
Copy Ability	you may copy it and add it to your profile.	+٧
Trickery and Treachery	Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2	Trait
Trickery and Treachery	Blocks.	+111
Mobile Trace Expertise	Gain +2 Focus actions on your turn.	Trait
Mobile Trace Experiise	Permanent -1 Action after failing an Armor Save.	+V
Deathless	[M+2] If you engage or end your turn 5" closer to an enemy	Pilot
Ruthless	All and the state of the state	T

Na	me	Туре	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 A	ndalusia	-	7	Giant	7	5	3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	24"	2	9	11d10	+5	+1	8600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Ramming S	peed [CC]	-	Melee	-	-	-	600
			After att	acking lose 1	000 HP		
Giant He	eat Horns	2	Melee	ATK+1 Hit	-	5	400
			Reroll	1s & 2s on A	Attack		
Bla	ıde	1	Melee	ATK+1 Hit	Finisher+1	3	400
				-			
Whirling I	Red Cape	3	8"	8	-	-	200
Bypass [Shields] Pull yourself up to 3" for each h					ich Hit		
Entangli	ng Cloth	1	8"	7	-	7 S	-
		Ca	n only be b	locked by [Bo	arriers] or [M]		





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

When this unit is destroyed gain [M+3].



Fighting Spirit

Pilot

Trait I

Trait II



No	ıme	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
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Beam (Cannons [E]	2	48"	4	RF-1	5	400
				-			
Silver I	Legs [E]	2	32"	3	RF+2 Hits	7	700
			[M-2] to us	e AOE: 2"	Wide Line		
Satyricon	Beam [E]	3	32"	4	RF+1 Hits	5	200
				Overwatch IV	/		
Satyricon	Beam [E]	3	32"	4	RF+1 Hits	5	200
				Overwatch IV	/		
Killer I	Killer Knuckle		Melee	-	-	4	400
		[٨	Λ-1] This at	tack Blindsid	les one target		
Kick	[CC]	-	Melee	-	-	5P	300
		Push a	target back	wards 3" for	r each failed S	Save	

			O	verwatch IV						
	Killer Knuckle	1	Melee	-	-	4	400			
		[M-1] This attack Blindsides one target								
	Kick [CC]	-	Melee	-	-	5P	300			
		Push c	ı target backw	ards 3" for	each failed	Save				
	Mech	na & Pilot	Traits							
Spectrum Beam Kick	[M-3] Critical H	lits with Si	lver Legs gair	deal an ac	dditional Hit.		-			
Mobile Trace System			ocus action on on after failin	,	Save.		-			
Headhunter	When you a	ttack Leve	el 1-2 Pilots, C	aptains & K	(aiju gain:		Pilot			
пеаапопіеі	+1 Hit	+ (+2 Hits	with DMG 0-2	200 Weapo	ons)		Trait I			
Managina Visaga	Carin [AA±1]	امب⊥1 ⊑م	aus Astion wh	on thisit 4			Pilot			
Menacing Visage	Gain $[M+1]$ or $+1$ Focus Action when this unit activates.					Trait I				

No	ıme	Туре	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
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Missile Sc	ılvo [X] (2)	2	48"	5	-	3	300
				Two Uses			
Lotus Lig	htning [E]	3	32"	4	RF+2	7	300
				-			
Immobiliz	ing Attack	1	Melee	ATK+1 Hit	-	58	-
		[/	1-1] This a	ttack Blindsid	es one target		
Fists	[CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" for	each failed S	Save	



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

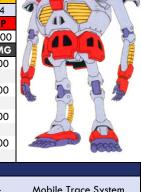
t H	Elusive
t H	Gunnery Expert
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	Royal C	Sundam	S.Titan	Sniper	Indomitable	6	4	500
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
(Gentle (Chapman	-	5	Giant	-1		-12
Se	nsors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	32"	8"	1	13	6d10	+6	+1	5800
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Cus	stom Bed	amSniper [E]	5	48"	5	RF-1	7	300
Ignore target's Cover bonus Crit Hits are worth 3 Hits								
C	lose Co	mbat [CC]	-	Melee	-	-	5P	300
	Push a target backwards 3" for each failed Save							

	Mecha & Pilot Traits	
Mobile Trace Expertise	Gain +2 Focus actions on your turn.	Trait
Mobile Trace Experiise	Permanent -1 Action after failing an Armor Save.	+٧
Saaking Shat	Your target may not reroll Evade dice and they may not improve their Evade	Trait
Seeking Shot	bonus.	+٧
Dandana	+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

INU	ille	Type	Kole	Special	remonituice	Truille	FOIIIIS	
Skull G	undam	S.Titan	Firepower	Indomitable	6	4	500	
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	l
Gala	Garla	2	8	Giant		4	-4	4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	10"	2	12	6d10	+5	+2	9300	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Acid Jet [E]		1	8"	4	RF+1 Hit	6	100	1
		Enen	ny target m	ust reroll 9s &	& 10s on Evad	de		ı
TL Skull B	Burner [E]	5	16"	9 Hits	RF+3 Hits	-	300	I
		[M-1] to	use Ove	erwatch VIII	AOE 1" Wid	de Line		
Skull Lo	aser [E]	2	16"	4	RF+2 Hits	5	300	
	Critical Hits are worth 3 Hits							
Smash	ı [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" for	each failed S	Save		



Mecha & Pilot Traits		
Gain +1 Focus action on your turn.	_	Mobile Trace System
Permanent -1 Action after failing an Armor Save.		mobile frace dystem
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot	Dandana
Precision also lets you may target units engaged in Melee.	Trait II	Deadeye



No	ıme	Туре	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 I	Beardsley	-	6	Giant	1		-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	12d10	+6	+1	5800
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
KO Pur	nch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300
			Re	eroll 1s on AT	K		
Beam	Ribbon	2	Melee	-	-	6	300
Reroll 1s & 2s on DEF							
Beam Hul	a Hoop [E]	1	16"	4	RF+1 Hit	8	100
		Enen	ny target m	ust reroll 9s 8	& 10s on Evad	łe	

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						

Na	me	Туре	Role	Special	Performance	Frame	Points
Rising C	Gundam	S.Titan	Sniper	Indomitable	6	4	450
Skille	d Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rain Mi	kamura	1	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 N	aginata	4	Melee	-	-	5	300
			Reroll 1	s & 2s on ATI	< & DEF		
Close Cor	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	Save	
Rising A	Rising Arrow [E]		48"	4	RF-2	9	300
			Ignore	target's Cove	r bonus		

MechaStellar VER 9



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

	Na	me	Туре	Role	Special	Performance	Frame	Points
	Wing G	Sundam	MS	Sniper	Assault	2	5	500
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Heer	o 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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Buster I	Rifle [E]	4	48"	3	RF+3 Hits	8	700
				[M-3] to us	se AOE: 3"	Wide Line		
	Great Sh	nield [S3]	1	-	+3 Blocks	-	-	-
103113					-			
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Vulcans & 0	Cannons [K]	-	8"	8	RF+2 Hits	-	100
		[M-	2] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
		Mech	a & Pilot '	Traits				
Neo Bird Mode		Gain Move	.±5" & Elv	during the	first round o	f battle		Trait
1460 Bild Mode		Guili Move	: J & IIIy	during me	Tilsi Toulia C	n buille.		+1
Reckless		In Pounds 3	+ agin [M	+21 on va	ur turn if HP	>=50%		Pilot
RECKIESS		iii koonas 2	yum [/v	t i Zj oli yot	UI IUIII II II II	/ - 30 /0.		Trait I

	Na	me	Туре	Role	Special	Performance	Frame	Points
A /	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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Scythe	4	Melee	ATK+1 Hit	Finisher+2	6	300
					-			
	Melee Sh	nield [S0]	2	-	+1 Block	-	-	-
		С	an only Blo	ock in Enga	gement range	e (Includes Ov	erwatch)	
	Vulcans & 0	Cannons [K]	-	8"	8	RF+2 Hits	-	100
		[M-	2] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot
	Buster S	hield [E]	2	16"	5	RF+2 Hits	8	100
			Enen	ny target m	ust reroll 9s 8	& 10s on Evac	le	
		Mech	a & Pilot '	Traits				
Jamming	While	e outside ene	my Senso	rs gain +2	Block vs each	h attack actio	n.	Trait
Janning	Enemies	cannot targ	et this unit	before its	first activation	on are within	16".	+V
Elusive	Vs Shootir	na attacks im	nrove the	honus to F	odge and G	ouard by 1 (M	lax 3)	Pilot
Liusive	¥ 3 31100111	ig diracks in	ipi ove ine	DOI COILOS TO L	Jouge and G	outu by I (N	iux 3)	Trait I

	Name		Type	Role	Special	Performance	Frame	Points
	Gundam Sandrock Ace Pilot		MS	Melee	Indomitable	2	5	500
			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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Twin Hed	at Shotel	4	Melee	ATK+1 Hit	Finisher+1	5	300
				Reroll	l 1s on ATK 8	L DEF		
	Melee Sh	ield [S0]	2	-	+1 Block	-	-	-
		С	an only Blo	ock in Enga	gement range	e (Includes Ov	rerwatch)	
	Vulca	ns [K]	-	8"	6	RF+2 Hits	-	100
		[M-1] to Use [Free Action] Requires a Skilled / Ace F						lot
		Mech	a & Pilot T	Traits				
Flash	[/	\-1] Once pe	er game te	emporarily	blind a targe	et within 8".		Trait
Hasii		Your next a	ttack agai	nst them th	is turn gains l	Blindside.		+1
Tactician	When the Round starts give 2 allies within LOS or Sensors a Focus action to use							
raciicidii	on th	neir next turr	n. Units ar	e capped	at 3 Focus ac	tions per turn		Trait I

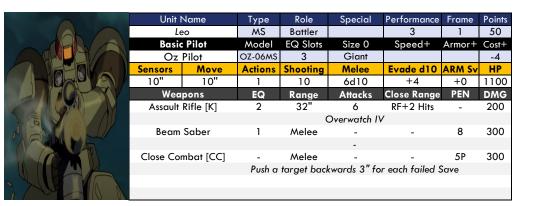
No	ıme	Туре	Role	Special	Performance	Frame	Points		
Gundam F	leavyarms	MS	Firepower	Heavy Arms	2	5	590		
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Trowa	Barton	XXXG-01H	15	Giant	-1	5	-4		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		A A
12"	8"	3	11	4d10	+3	+3	8100	1 1 1	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Heavy G	atling [K]	4	32"	8	RF+2 Hits	-	200		A FV 0
			(Overwatch V	1				AMA
Chest Go	atlings [K]	-	8"	7	RF+3 Hits	-	100		
	[M	2] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot		
TL Micron	nissiles [X]	2	32"	10	RF+8 Hits	2	100		6
	9	Single Use	Enemy ta	rget must rer	oll 9s & 10s d	on Evade			
TL IDF Miss	siles [X] (3)	6	48"	10	RF-4	2	200		
		Two U	ses Indire	ct Fire (R:32	" to 40"+Sens	ors)			
Melee SI	hield [S0]	2	-	+1 Block	-	-	-		
	C	an only Bl	ock in Enga	gement rang	e (Includes Ov	verwatch)			(VYY)
Killer	Knife	1	Melee	-	-	4	400		
		[٨	1-1] This a	ttack Blindsid	es one target				
Smas	h [CC]	-	Melee	-	-	5P	300		7
		Push a	target bac	kwards 3" foi	r each failed S	Save			
				Mecha & I	Pilot Traits				
	In Pounds 2)+ agin [M	1+21 on vo	ur turn if HP	>=50%		Pilot		Daredev
	iii koonas 2	. · gaiii [/v	1 2 011 yo	or rotter it fife	-JU/0.		Trait I		Dureuev

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							

Na	ime	Туре	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	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam	Glaive	4	Melee	-	DEF+1 Block	8	300	
		Bloc	ks do not s	tack with Shie	elds or Barrier	s		
Vulca	ıns [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
Dragon	Fang [K]	2	8"	5	RF+1 Hit	2	300	
		[/	1-1] This a	ttack Blindsid	es one target			
Flamethi	rower [E]	1	16"	7 Hits	RF+1 Hit	-	100	
		(Overwatch	VII AOE 1	" Wide Line			
				Mecha & I	Pilot Traits			
[AA 11 This	unit may Blin	deida an l	Malaa ATK	by suddonly	elongating its	c limbe	Trait	Sudden Elongation
[/*\-1] 11115	onii may biin	uside on i	Melee ATK	by souderily	eloligating in	5 1111105.	+11	Sudden Lionganion
Gain M	مامع+2ط10	if your Me	lee stat is	areater than	your Oppone	ants	Trait	Fighting Sight
				<u> </u>	,		+V	rigining Signi
\	When you at	tack Level	1-2 Pilots,	Captains &	Kaiju gain:		Pilot	Hunting for a rival
	+1 Hit	(+2 Hits v	vith DMG ()-200 Weap	ons)		Trait I	Tioning for a fival

	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points
	Tallg	Tallgeese		Battler	Assault	4	4	450
	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zechs A	\erquise	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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Tallgeese D	obergun [K]	3	40"	4	RF+1	3	700
				+1	Hit vs Size	3+		
	Melee SI	nield [S0]	2	-	+1 Block	-	-	-
		С	an only Blo	ock in Enga	gement rang	e (Includes Ov	verwatch)	
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	
2			Push a	target back	kwards 3" fo	r each failed S	Save	
		Mech	a & Pilot '	Traits				
Super Vernier		Gain Mayo	±5" Ω Elv	during the	first round o	f hattle		Trait
Super Vernier		Guiii Move	O A FIY	during ine	ilisi ioulia c	or burne.		+1
The Liebtning Count	Gain [M+2] or +2 Focus Actions when this unit activates.							Pilot
The Lightning Count		Jain [M+2]	or +2 Foc	us actions v	wnen mis unit	activates.		Trait II

		Points	Frame	Performance	Special	Role	Туре	Vame	
		150	1	3		Raid	MS	mmander	Aries Co
	DAY /	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	Pilot	Ace
		-4			Giant	3	OZ-07AMS	ia Noin	Lucrezi
		HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Fly	Sensors
		1100	+0	+4	5d10	9	1	16"	10"
		DMG	PEN	Close Range	Attacks	Range	EQ	pons	Wea
		200	-	RF+3 Hits	7	24"	1	Rifle [K]	Chain F
				,	Overwatch IV	(
ALON TO THE	(20), V	200	3	RF+3 Hits	6	32"	2	od [X] (2)	Missile Po
	W WAY				Two Uses				
MIA		600	-	-	-	Melee	-	Speed [CC]	Ramming S
I STAN F				000 HP	acking lose i	After att			
				Pilot Traits	Mecha &				
	6 111	Pilot	. 21						\/ Cl
Under Fire	Cool Ur	Trait I	(ax 3)	Guard by 1 (N	odge and C	bonus to D	prove the	ng attacks in	vs Shootir
	_	Pilot		_					
wned Pilot	Renowr	Trait I		activates.	hen this unit	cus Action w	or +1 Foo	Gain [M+1]	



Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points		
Ar	ies	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		
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Chain F	Rifle [K]	1	24"	7	RF+3 Hits	-	200		
			(Overwatch IV	/				PV
Missile Po	od [X] (2)	2	32"	6	RF+3 Hits	3	200		1
				Two Uses					
Ramming S	speed [CC]	-	Melee	-	-	-	600	1	
			After att	acking lose 1	1000 HP				Mary Steam

	Alternate weapon opti	ons for th	e Leo. The	Beam Rifle	options are 1	Opts ch	neaper
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
February .	Shorty Beam Rifle [E]	1	24"	4	RF+2	6	300
7				-			
	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 [SO]	is +20pt	s. The Leo	Command	er TL Cannons	are +2	Opts.
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
	Melee Shield [S0]	2	-	+1 Block	-	-	-
	Co	an only Blo	ock in Enga	gement rang	e (Includes Ove	erwatch)
Control of the second	TL Leo Cannons [E]	2	16"	5	RF+1 Hits	5	300
				Overwatch I\	/		
	You can give a Leo 🖯	2 Move	for +10pts	but only or	nce. Gain Fly f	or +10	pts.

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
Tra	gos	MS	Firepower		1	1	50	
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Oz	Oz Pilot		3	Giant	1	1	-2	-
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	li.
16"	11"	2	9	2d10	+2	+0	1600	
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	EN
TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400	
		I	ndirect Fire	(R:32" to 40	"+Sensors)			
Beam F	Pistol [E]	1	16"	4	RF+1 Hits	5	300	
			(Overwatch IV	,			
Smash [CC]		-	Melee	-	-	5P	300	A CONTRACTOR
		Push a	target back	kwards 3" foi	each failed S	Save		1



	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points
		ese II	MS	Battler	Assault	6	4	650
	Ace	Ace Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+
	Treize Ku	shrenada	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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Tallgeese D	obergun [K]	3	40"	4	RF+1	3	700
				+1	Hit vs Size 3	3+		
	Melee Sl	nield [S0]	2	-	+1 Block	-	-	-
		C	an only Blo	ock in Enga	gement rang	e (Includes Ov	verwatch)	1
	Custom Be	am Saber	2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Cor	nbat [CC]	-	Melee	-	-	5P	
					wards 3" fo	r each failed S	Save	
		Mech	a & Pilot T	Fraits				
Super Vernier		Gain Move	+5" & Flv	during the	first round o	of battle.		Trait
ooper vermer				-				+1
Master of Mobile Suits				give a bo				Trait
71143131 37 71133113 33113	Each	10 you roll	on Evade	or Melee D	DEF give a bo	onus +1 Block	ī .	+XV
Mastermind	When yo	ou activate cl	noose a bo	onus for this	turn: +2 PE	N OR +200 [DMG.	Pilot
								Trait II

A Taurus may gain o A Virgo II may swap i						
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 Mobile Dolls can with reduce the Movement	stand hi	gher G Ford	es, to conv	ert a Taurus a	regulai	pilot

A.P.	Unit 1	√ame	Туре	Role	Special	Performance	Frame	Points
	Vir	go	MS	Firepower		7	2	180
	Basic Pilot /		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Mobil	e Doll	OZ-02MD	6	Giant	-2		-7
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	6"	2	12	5d10	+1	+	2600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Hvy Beam	Cannon [E]	4	48"	4	RF-1	7	400
					-			
	Defens	or [S3]	2	-	+3 Blocks	-	-	-
		[Barrier] Permanent -1 Block vs PEN 8+						
	Close Cor	mbat [CC]	-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save						
MA MA								
		Mech	a & Pilot '	Traits				
Mobile Doll Ver1	Gain +1 H	it (+2 Hits w	ith DMG (0-200 Wed	pons) when	shooting a Le	vel 0-1	Trait
Mobile Doll Vel I			Basic Pilo	ot, Captain,	or Kaiju.			+111

Nan	ne	Туре	Role	Special	Performance	Frame	Points		
Sanc Kingdo	om Taurus	MS	Interceptor		6	2	300		
Ace P	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Lucrezio	n 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		
Weap	ons	EQ	Range	Attacks	Close Range	PEN	DMG		
Beam Ri	ifle [E]	1	32"	4	RF+1	6	300		
				-					
Twin Bean	n Sabers	2	Melee	ATK+1 Hit	-	8	300		
				1					
Close Com	ıbat [CC]	-	Melee	-	-	5P	300		
		Push a	target back	wards 3" for	each failed S	Save			
								V MAT I I SHOW I	
				Mecha & F	Pilot Traits				
\\/h:lo +	ranafarmad	arain. Mar		ا مماملا ایرا	Block (5+ to 9) _ \	Trait	Jet Transformation	
vviile ii	ransionnea	gain: Mo	ve+10 & r	iy Melee i	510CK (5+ 10 3	(+)	+111	Jei Transformation	
Va Shootin	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)								
vs Shooting	g anacks in	Cool Under Fire							
	- -ain [M+1]	or ±1 For	ous Astion w	hen this unit	activatos		Pilot	Renowned Pilot	
	Julii [M+1]	01 1 1 1 1 00	LUS ACHOH W	riieii iiiis uiiii	activates.		Trait I	Kellowiled Filol	

Unit I	Name	Туре	Role	Special	Performance	Frame	Points		
	ırus		Interceptor		6	1	170	1	
	Pilot	Model	EQ Slots	Size 0	<u> </u>	Armor+		/ N1 /	
)z	OZ-12SMS		Giant	2 2	AIIIOI	-6		
Sensors	Move	Actions	Shooting	Melee		ARM Sv			
12"	14"	1	10	5d10	+7	+0	1600		
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Beam I	Rifle [E]	1	32"	4	RF+1	6	300	Carlina Carlina	
				-				1	
Close Cor	mbat [CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" fo	r each failed S	ave			
				Mecha & I	Pilot Traits				
While transformed gain: Move+10" & Fly Melee Block (5+ to 9+) $\begin{array}{c} Trait \\ + II \end{array}$ Jet Transformation									
Gain +1 H	lit (+2 Hits w		0-200 Wed ot, Captain,		shooting a Le	vel 0-1	Trait +III	Mobile Doll Ver1	

Unit Name	Туре	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			The Albanian Market
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	
			-				TO TO
Beam Saber	1	Melee	-	-	8	300	
			-				
Defensor II [S3]	5	-	+4 Blocks	-	-	-	
	[Bo	arrier] Pern	nanent -1 Blo	ck vs PEN 8+			
Close Combat [CC]	-	Melee	-	-	5P	300	
	Push a	target back	kwards 3" fo	r each failed S	Save		
			Mecha & I	Pilot Traits			
Gain +1 Hit (+2 with	DMG 0-200) weapons)	when shooti	ing a Level 1-	2 Pilots,	Trait	Mobile Doll Ver2
	Cap	otains, or K	aiju.			+111	Mobile Doll Ver2

	11.4.		_			D (_		
	Unif I	Vame	Туре	Role	Special	Performance		Points	
	Merc	urius	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	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Beam	Saber	1	Melee	-	-	8	300	
A INCLUDIO					-				
	Melee Sl	nield [S0]	2	-	+1 Block	-	-	-	
	Can only Block in Engagement range (Includes Overwatch)								
	Defenso	Defensor III [S3]		-	+5 Blocks	-	-	-	
		[Barrier] Permanent -1 Block vs PEN 8+							
	Smasl	ı [CC]	-	Melee	-	-	5P	300	
		Push a target backwards 3" for each failed Save							
	Beam F	istol [E]	1	16"	4	RF+1 Hits	5	300	
				(Overwatch IV	/			
		Mec	na & Pilot	Traits					
[Paration] Corres Aller	This unit	may use on	e of its Shie	elds to defe	end an Ally v	vithin Sensors	+10"	Trait	
[Barrier] Cover Ally		inste	ad of itself	for the res	st of the Rou	nd.		+٧	
Reckless		la Damala	O I		t :£ UD	>-F00/		Pilot	
кескіезз		iii kounds	∠⊤ gain [//	ı⊤∠j on yol	ur turn if HP	/-30%.		Trait I	
Gundam Pilot		C arin [M±1]	lor ±1 Eo	un Antina u	han this unit	a ativata s		Pilot	
Gundam Filot		Gain [M+1]	j or ± i Foo	.us Action W	hen this unit	activates.		Trait I	

Unit l	Name	Туре	Role	Special	Performance	Frame	Points	
Vay	eate	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	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
V Beam (Cannon [E]	5	56"	3	RF+2 Hits	7	700	
			[M-2] to us	se AOE: 2"	' Wide Line			Marie
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	Save		
								High Harris
				Mecha & I	Pilot Traits			
[Action]	Reduce the <i>I</i>	Nomentum	Cost of on	e of your we	apons by up	to 3.		Large Energy Collector
				,				. 0 0,
+1 to Pre	ecision and B	Sarrage (A	Nax 3). Red	duce Rapid F	Fire penalties	by 1.		Gunnery Expert
		3- (, -	- 1.	•	,		, 1
	Gain [M+1]	or +1 Foo	cus Action w	hen this unit	activates.			Gundam Pilot
	Vay Ace Trowa Sensors 18" Wea V Beam (Smasi	18" 8" Weapons V Beam Cannon [E] Smash [CC] [Action] Reduce the // +1 to Precision and B	Vayeate	Vayeate Ace Pilot Ace Pilot Trowa Barton Sensors Move 18" 8" 2 12 Weapons V Beam Cannon [E] Smash [CC] - Melee Push a target back [Action] Reduce the Momentum Cost of on +1 to Precision and Barrage (Max 3). Red	Vayeate Ace Pilot Model EQ Slots Size 0 Trowa Barton OZ-13MSX1 5 Giant Sensors Move Actions Shooting Melee 18" 8" 2 12 5d10 Weapons EQ Range Attacks V Beam Cannon [E] 5 56" 3 [M-2] to use AOE: 2" Smash [CC] - Melee - Push a target backwards 3" for	Vayeate MS Firepower 5 Ace Pilot Model EQ Slots Size 0 Speed+ Trowa Barton OZ-13MSXI 5 Giant -1 Sensors Move Actions Shooting Melee Evade d10 18" 8" 2 12 5d10 +4 Weapons EQ Range Attacks Close Range V Beam Cannon [E] 5 56" 3 RF+2 Hits [M-2] to use AOE: 2" Wide Line - - Smash [CC] - Melee - - Push a target backwards 3" for each failed S Mecha & Pilot Traits [Action] Reduce the Momentum Cost of one of your weapons by up	Vayeate MS Firepower 5 3 Ace Pilot Model EQ Slots Size 0 Speed+ Armor+ Trowa Barton OZ-13MSX1 5 Giant -1 3 Sensors Move Actions Shooting Melee Evade d10 ARM Sv 18" 8" 2 12 5d10 +4 +1 Weapons EQ Range Attacks Close Range PEN V Beam Cannon [E] 5 56" 3 RF+2 Hits 7 [M-2] to use AOE: 2" Wide Line Smash [CC] - Melee - 5P 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. +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Vayeate

Mec	ha & Pilot Traits		
Gain +1 Hit (+2 with DMG 0-200 weapons) when	shooting a Level 1-2 Pilots,	Trait	Mobile Doll Ver2
Captains, or Kaiju.		+111	Mobile Doll Ver2

You may convert t	he Mercurius and	l Vayeate a	bove into N	Nobile Dolls.

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

	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points
	Mercuriu	s Suivant	MS	Melee	Heavy Arms	6	3	500
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Luna A	rmonia	OZ-13MSX2	23	Giant		3	8
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	18"	14"	2	9	11d10	+5	+1	4600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Saber	1	Melee	-	-	8	300
	Melee Sl	nield [S0]	2	-	+1 Block	-	-	-
			an only Blo	ock in Enga	gement range	e (Includes Ov	erwatch)	
	Defensor III [S3]		8	-	+5 Blocks	-	-	-
			[Bo	arrier] Pern	nanent -1 Blo	ck vs PEN 8+		
	Defenso	r III [S3]	8	-	+5 Blocks	-	-	-
			[Bo	arrier] Pern	nanent -1 Blo	ck vs PEN 8+		
	lmmobili	zing Net	3	8"	9	-	7S	-
			Cai	n only be b	locked by [Bo	arriers] or [M]	1	
	Smasl	ı [CC]	-	Melee	-	-	5P	300
			Push a	target bacl	kwards 3" for	each failed S	Gave	
	Beam F	istol [E]	1	16"	4	RF+1 Hits	5	300
					Overwatch IV	<u>′</u>		
		Mech	a & Pilot 🛚	Traits				
[Barrier] Cover Ally	This unit	may use one	of its Shie	elds to defe	end an Ally w	vithin Sensors	+10"	Trait +V
[Burrier] cover 7 my	instead of itself for the rest of the Round.							
Tandem Fighter	When o					R 2 Focus acti	ons.	Pilot
ranaem riginer		Whe	en this unit	is destroye	ed gain [M+3	3].		Trait I

Unit I	Unit Name		Role	Special	Performance	Frame	Points
Vayeate	Suivant	MS	Firepower	Heavy Arms	5	3	400
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Soris A	rmonia	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
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
V Beam (Cannon [E]	5	56"	3	RF+2 Hits	7	700
			[M-2] to us	se AOE: 2"	Wide Line		
V Beam (Cannon [E]	5	56"	3	RF+2 Hits	7	700
			[M-2] to us	se AOE: 2"	Wide Line		
Smas	n [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	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 1	Vame	Туре	Role	Special	Performance	Frame	Points
Lec	o-S	MS	Melee	Melee 6		1	250
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Roche 1	Vattano	DZ-06MS-SS1	2	Giant			-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	8	10d10	+6	+0	1600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Cor	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	wards 3" fo	r each failed S	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	Trait
Anti-beam Cloak	the cloak is discarded.	+V
Class Cambat Maratan	In the Melee Clash gain $+2$ Hits on ATK and $+1$ Block on DEF.	Pilot
Close Combat Mastery	It costs an additional [M-1] to Disenagae from this unit	Trait II





			1
Mecha & Pilot Traits			
While outside enemy Sensors gain +2 Block vs each attack action.	Trait	lammina	
Enemies cannot target this unit before its first activation are within 16".	+V	Jamming	
When you attack Level 1-2 Pilots, Captains & Kaiju gain:	Pilot	Headhunter	
+1 Hit (+2 Hits with DMG 0-200 Weapons)	Trait I	neaanunter	



	Unit Name		Туре	Role	Special	Pertormance	Frame	Points		
١	Leo-N		MS	Battler		6	1	200		
8	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor +	Cost+		
1	Broom	Brooks	OZ-06MS-SN3	4	Giant	2	1	-2		
/	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	12"	13"	1	11	7d10	+6	+0	2100		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Beam Saber		1	Melee	-	-	8	300		
					-					
	Helme	t Blade	1	Melee	-	-	4	400		
			[/	1-1] This at	tack Blindsid	es one target				
	Melee Sl	nield [S0]	2	-	+1 Block	-	-	-		
		C	an only Blo	ock in Enga	gement rang	e (Includes Ov	erwatch)			
	Close Combat [CC]		-	Melee	-	-	5P	300		
			Push a	target back	wards 3" for	r each failed S	Save			
	Mecha & Pilot Traits									

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

Unit l	Name	Туре	Role	Special	Performance	Frame	Points
D-Un	it [S]	MS	Raid		1	1	30
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor +	Cost+
Mobile Do	oll (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
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Beam (Cannons [E]	2	48"	4	RF-1	5	400
TL Beam C	Cannons [E]	2	48"	4 -	RF-1	5	400
	Cannons [E] Speed [CC]	2	48" Melee		RF-1	5	400 600
		-	Melee	-	-	_	
		-	Melee	-	-	_	



Mecha & Pilot Traits		
Gain +1 Hit (+2 Hits with DMG 0-200 Weapons) when shooting a Level 0-1	Trait	Mobile Doll VER1
Basic Pilot, Captain, or Kaiju.	+111	Mobile Doll VERT

	Na	me	Туре	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
A Superior	10"	16"	2	10	10d10	+8	+3	3600
The state of the s	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	DSH Bea	m Scythe	6	Melee	ATK+2 Hits	Finisher+2	6	300
					-			
	Melee Sl	nield [S0]	2	-	+1 Block	-	-	-
A Non		C	an only Blo	ock in Enga	igement rang	e (Includes Ov	verwatch)	1
	Super Backshield [S0]		1	-	+3 Blocks	-	-	-
				Can only	Block in the	Rear Arc		
	Smasl	ı [CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" fo	r each failed S	Save	
	Vulcans & (Cannons [K]	-	8"	8	RF+2 Hits	-	100
		[M-	2] to Use		tion] Req	uires a Skilled	/ Ace Pi	lot
We have	Buster S	hield [E]	2	16"	5	RF+2 Hits	8	100
				, ,	ust reroll 9s	& 10s on Evac	de	
			a & Pilot					
Cloaking			•	_		h attack actio		Trait
	Enemies	cannot targ	et this unit	before its	first activation	on are within	16".	+X
Death God	When yo	ou activate c	hoose a bo	onus for thi	s turn: +2 PE	N OR +200 [DMG.	Pilot
	, , , ,							Trait II

	Name		Туре	Role	Special	Performance	Frame	Points
	Gundam Heavyarms Ace Pilot Trowa Barton X		MS	Firepower	Heavy Arms	6	5	650
			Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
36			XXXG-01H2	20	Giant		5	
0 11	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	10"	3	13	6d10	+5	+3	8600
1 1	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Chest Go	atlings [K]	-	8"	7	RF+3 Hits	-	100
		[M-2	2] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	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 Micromis	siles [X] (2)	4	32"	10	RF+8 Hits	2	100
			Two Uses	•	•	oll 9s & 10s o	n Evade	
	TL IDF Miss	siles [X] (2)	4	48"	10	RF-4	2	200
				ses Indire	•	' to 40"+Sens	ors)	
	Melee Sh		2	-	+1 Block	-	-	-
			an only Blo	•	gement range	e (Includes Ov		
	Smash	ı [CC]	-	Melee		-	5P	300
THE REAL PROPERTY.					kwards 3" for	each failed S	Save	
		Mech	a & Pilot	Traits				
Daredevil		In Rounds 2	+ aain [M	1+21 on you	ur turn if HP	>=50%.		Pilot
			J [. ·	, ,				Trait I
Gunnery Expert	+1 to Pre	ecision and B	arrage (N	Nax 3). Re	duce Rapid F	ire penalties	by 1.	Pilot
,			9 - (/		- 1	-, -	Trait I

All Gundam's on this page have the following trait

This unit has strongly improved Armor Saves

Full Gundanium Armor

Gundam S	Sandrock	MS	Melee	Indomitable	6	5	650	
Ace F	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	1 20
Weap	ons	EQ	Range	Attacks	Close Range	PEN	DMG	189.08
Twin Hea	t Shotel	4	Melee	ATK+1 Hit	Finisher+1	5	300	
			Rerol	l 1s on ATK 8	DEF			
Melee Shi	ield [S0]	2	-	+1 Block	-	-	-	
	C	an only Blo	ock in Enga	gement range	e (Includes Ov	verwatch)		
Smash	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" for	each failed S	Save		
Vulcar	ns [K]	-	8"	6	RF+2 Hits	-	100	The state of the s
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	
Beam (Jzi [E]	2	24"	5	RF+5 Hits	5	200	
			(Overwatch IV	•			◎創造エージェンシー・サンライズ
				Mecha & F	Pilot Traits			
Once per o	game Block	up to 3 Hi	ts from an	[E]nergy Sho	oting Weapo	n then	Trait	Anti-Beam Cloak
		the clo	oak is disco	ırded.			+V	Allii-bealli Cloak
[M	-1] Once pe	er game te	emporarily	blind a targe	et within 8".		Trait	Flash
`	Your next a	ttack agai	nst them th	is turn gains l	Blindside.		+1	i idsii
At the star	t of the Rou	nd give up	o to 5 allie	s within LOS	or Sensors ra	nge a	Pilot	Grand Strategist
	Foo	us action t	to use on th	eir next turn.			Trait II	Grana Strategist

Performance Frame Points

Name	Туре	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	VIV VIV	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG		
Double Beam Trident	7	Melee	ATK+2 Hits	DEF+1 Block	8	300		
	Bloc	ks do not s	tack with Shie	elds or Barriei	s		SAN ANH	
Smash [CC]	-	Melee	-	-	5P	300		
	Push a	target bacl	kwards 3" foi	r each failed S	Save			
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	V COLLAND	
[M-	l] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot		
Twin Dragon Fang [K]	3	8"	5	RF+3 Hits	2	300	ALL THE STATE OF T	
	[/	1-1] This a	ttack Blindsid	es 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 wort	h 3 Hits				
			Mecha & I	Pilot Traits				
[M-1] This unit may Blin	dside on <i>l</i>	∧elee ATK	by suddenly	elongating it	s limbs.	Trait +11	Sudden Elongation	
Gain Melee+2d10	if your Me	lee stat is	greater than	your Oppon	ents.	Trait +V	Fighting Sight	
In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. Pilot Close Combat Mastery It costs an additional [M-1] to Disengage from this unit Trait II								

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

+11

Master of Arms

Trait

+IX

Name

Type

Role

	Na	me	Туре	Role	Special	Performance	Frame	Points			
	Gund	am 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	HP			
	18"	10"	3	12	5d10	+5	+1	4100			
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
May my	GX Shiel	d Rifle [E]	2	40"	4	-	8	300			
					-						
	Gatling V	ulcans [K]	-	8"	5	RF+3 Hits	-	100			
	-	[M-1] to Use [Free Action] Requires a Skilled / Ace Pilo									
	Melee Sl	nield [S0]	2	-	+1 Block	-	-	-			
		C	an only Bl	ock in Enga	gement rang	e (Includes Ov	verwatch)				
	Satellite Beam Saber		2	Melee	-	-	9	300			
					-						
	Kick	[CC]	-	Melee	-	-	5P	300			
			Push a	target back	cwards 3" fo	r each failed S	Save				
	Satellite (Cannon [E]	5	72"	6	RF+5 Hits	10	700			
		[M-5]	to use A	OE: 5" Wid	de Line Usc	ble Round 4+	Singl	e Use			
			a & Pilot				, ,				
		Starting	in Round	5 choose a	bonus for th	is unit:		Trait			
Lunar Microwave Station	W	eapons cost	[M-0] OR		+٧						
IZ: 111	When o	ctivated if H	IP<50% d	or [M=0] go	ain [M+2] O	R 2 Focus acti	ions.	Pilot			
Kind Hearted					d gain [M+3			Trait I			
•						-					

NI.		T	D-I-	C	Df	Г	D - !	
	ime	Туре	Role	Special	Performance		Points	
GX D		MS	Raid	Assault	7	4	500	VI)
-	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Garro	od Ran	GX-9900DV	10	Giant	1	3	-1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18"	18"	2	12	8d10	+5	+1	4100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hvy Beam	M.Gun [E]	5	32"	6	RF+4 Hits	5	300	
				-				
Beam Har	monica [E]	2	40"	4	RF+4	7	300	
				[M-2] to use				
Gatling V	/ulcans [K]	-	8"	5	RF+3 Hits	-	100	
J		11 to Use	[Free Ac	tion] Rea	uires a Skilled	/ Ace Pi	lot	
Shield	d [S2]	1		+2 Blocks	-	_	_	
				-				
Satellite B	eam Saber	2	Melee	_	_	9	300	
ourenine b	cam caser	_	7110100	_		•	000	
Kick	[CC]	_	Melee	-	-	5P	300	
		Push a	taraet bacl	kwards 3" foi	r each failed S	Save		P
				Mecha & I	Pilot Traits			
When o	activated if h	1P<50% c	r [M=0] a		R 2 Focus acti	ons	Pilot	
. / 11011 (ed gain [M+3		·····	Trait I	Kind Hearted
	77110	01111	.5 455110/6	- y [/// · ·	.1.			

For +50pts Tiffa rides with Garrod and gains the following ability									
Vision of the Future	Immune to Blindside	Trait							
	Once per game gain +3 Blocks this turn.	+V							

All the Gundam's on this page have Anti-B		
Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating

Cool Under Fire

Gunnery Expert

Pilot Trait l

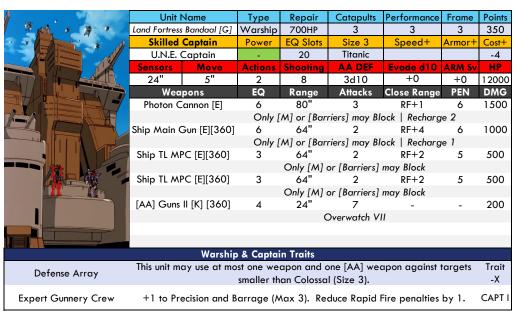
No	ame	Type	Role	Special	Performance	Frame	Points		
Gundam	Airmaster	MS	Interceptor	Assault	5	4	500	Gunde	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	A	
Wit	z Sou	GW-9800	7	Giant	3	3	-2	Ro	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	Sensor	
14"	16"	2	11	6d10	+7	+1	4100	18"	
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	W	
Airmaste	r Rifle [E]	3	32"	4	RF+3	6	300	Giant	
				-					
Airmaste	r Rifle [E]	3	32"	4	RF+3	6	300	TL Mi	
				-					
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	Horne	
	Single Use								
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100	Grenad	
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot		
Kick	[CC]	-	Melee	-	-	5P	300	Chest	
		Push a	target back	wards 3" fo	r each failed S	Save			
								He	
	Mech	na & Pilot'	Traits					Close	
\ \/h:l a	transformed	l main. Mai		ا مماملا ا برا	Plack /5± to C) + /	Trait		
vviile	iransionned	gain: Mo	ve+10 &r	ly Melee	BIOCK (ST IO 9	7 +)	+111		
	In Daymala 1) [A	1±21 an va	+ :£ LID	>-500/		Pilot	Vs Sho	
	III KOUIIGS 2	z+ gain [/v	(+2] on you	יו וטווו וו הור	∕-30 ⁷ 0.		Trait I	VS 3110	
When	activated if I	HP<50% d	or [M=0] go	ain [M+2] O	R 2 Focus acti	ions.	Pilot	+1 to	
	Whe	en this unit	is destroye	d gain [M+3	3].		Trait I	1110	
							Mecha	Stellar VER 9	
	Gundam Ace Witt Sensors 14" Wea Airmaste Airmaste Wissile Vulca Kick	14" 16" Weapons Airmaster Rifle [E] Airmaster Rifle [E] Missile Pod [X] Vulcans [K] [M- Kick [CC] Mech While transformed In Rounds 2 When activated if I	Sundam Airmaster	MS Interceptor	Note	Sundam Airmaster MS Interceptor Assault 5	Sundam Airmaster MS Interceptor Assault 5 4	Sundam Airmaster MS	

Na	ıme	Туре	Role	Special	Performance	Frame	Points				
Gundam	Leopard	MS	Firearms	Heavy Arms	5	4	500	4			
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+				
Roybe	ea Lou	GT-9600	14	Giant	2	4					
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
18"	14"	3	12	5d10	+4	+1	6100	1			
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG				
Giant B.C	Gatling [E]	6	40"	5	RF+3 Hits	5	200				
			(Overwatch IV	•						
TL Missile	e Pod [X]	2	32"	8	RF+3 Hits	3	200				
				Single Use				8 6			
Hornet M	\issiles [X]	3	32"	10	RF+6 Hits	4	100	ASS			
		Single Use	Enemy ta	rget must rer	oll 9s & 10s c	on Evade					
Grenade	Gun [X] (2)	2	16"	4	RF+4 Hits	3	200	1			
	,	Overw	atch IV T	wo uses (Atta	ck or Overwo	itch)		00			
Chest Go	atlings [K]	-	8"	7`	RF+3 Hits	´-	100				
	[M-	21 to Use	[Free Ac	tion] Rea	uires a Skilled	/ Ace Pi	ilot				
Heat	Knife	1	Melee	-	-	5	300	4			
			Rero	II 1s & 2s on	DEF						
Close Cor	mbat [CC]	-	Melee	-	-	5P	300				
		Push a	taraet bac	kwards 3" foi	each failed S	Save		IV			
		70	. 0	Mecha & F							
Vs Shootii	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)										
1											

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

	Unit I	Vame	Туре	Repair	Catapults	Performance	Frame	Points	
	Freede	en [G]	Warship	800HP	0	5	2	300	
M	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	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Ship Artillery [K]		3	48"	5	RF-2	-	600	
	Indirect Fire (R:32" to 40"+Sensors)								
	[AA] Gun	s [K][360]	2	24"	6	-	-	200	
				(Overwatch V	1			
	Colossal Ram [CC]		-	Melee	-	-	-	1000	
				After att	acking lose 2	2000 HP			
		Warship	& Captai	n Traits					
D ()	This unit me	ay use at mo	st one we	apon and c	ne [AA] wed	apon against	targets	Trait	
Defense Array			smaller th	an Colossa	l (Size 3).			-X	
	When the R	ound starts a	ive 2 allie	s within LO	S or Sensors	a Focus actio	on to use	CAPT I	
Discerning Captain	on their next turn. Units are capped at 3 Focus actions per turn.								
Renowned Captain	C	∂ain [M+1] o	r [l+1] or	+1 Action	when this uni	t activates.		CAPT I	

Linit N	Vame	Туре	Repair	Catapults	Performance	Frame	Points	
				O	5	2	250	
Freede		Warship		·	_			
	<u>Captain</u>	Power	EQ Slots	Size 2		Armor+		Jan Stall
	Tyrell	-	5	Colossal	5		-9	
Sensors	Move	Actions	Shooting	AA DEF		ARM Sv	HP	
24"	10"	2	9	4d10	+3	+0	6500	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship Art	illery [K]	3	48"	5	RF-2	-	600	
		Ir	ndirect Fire	(R:32" to 40	"+Sensors)			
[AA] Guns	s [K][360]	2	24"	6	- '	-	200	
			(Overwatch V	I			
Colossal	Ram [CC]	-	Melee	-	-	-	1000	
			After att	acking lose 2	2000 HP			
			1	Warship & C	aptain Traits			
This unit mo	ay use at mo	st one we	apon and c	one [AA] wed	apon against	targets	Trait	5.4
		smaller th	an Colossa	I (Size 3).		_	-X	Defense Array
Whe	n activated	if HP<50°	% or [M=0	, aain [M+2]	OR 2 actions			
******				d gain [M+3			CAPT I	Steadfast Crew
	VVIIE	:11 11115 01111	is desiroye	a gain [/w)].			
Aft	er usina Ram	ming Spe	ed the Self	Destruct Co	mmand deals		-	"Fly Garrod!"
	.	V -1						,



Unit Name	Туре	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		AA DEF	Evade d10	ARM Sv		
24" 10"	2	9	4d10	+3	+0	7000	
Weapons	EQ	Range	Attacks	Close Range		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			100
Ship TL MPC [E]	2	64"	2	RF+2	5	500	1/2/
			or [Barriers]	may Block			
[AA] Lasers II [E][360]	4	24"	5	-	4	200	7
		(Overwatch V	•			
				aptain Traits			
This unit may use at ma		•		apon against	targets	Trait	Defense Array
		an Colossa				-X	20.0.00 / 4/
When the Round starts o						CAPT I	Discerning Captain
on their next turn							g cap.a
When activated				•	5.	CAPT I	Steadfast Crew
Whe	en this unit	is destroye	d gain [M+3	3 .			

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

	Na	me	Туре	Role	Special	Performance	Frame	Points		
	Gundam	Virsago	MS	Battler	Heavy Arms	5	4	500		
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Shagid	a 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	5100		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
The state of the s	Beam	Saber	1	Melee	-	-	8	300		
					-					
	Claws	s [CC]	-	Melee	-	-	5P	300		
				•	kwards 3" for	each failed S	Save			
	Strike C	laws [K]	2	8"	5	RF+1 Hit	2	300		
		[M-1] This attack Blindsides one target								
	Claw Be	eams [E]	4	32"	4	RF+1 Hits	6	300		
					-					
A CONTRACTOR OF THE PARTY OF TH		Cannon [E]	3	72"	3	RF+3 Hits	8	700		
4 6	[M-3]				innot move th	is turn Req.	2 Action	S		
		Mech	a & Pilot	Traits						
Anti-Beam Coating		Gain Armo	r Save+2	vs [E]neray	Shooting W	eapons.		Trait		
					•			+V		
Cyber Newtype				ine to Blind				Trait		
-,,-		NT Flash:	Once per	game gain	+3 Blocks th	nis turn.		+V		
Elongating Claw Beams	[M-1] Th	is unit gains	Blindside v	vith its Cla	w Beams vs a	ı target withir	16"	Trait +III		
Tamalam Claber	When c	activated if H	HP<50% c	r [M=0] g	ain [M+2] OI	R 2 Focus acti	ons.	Pilot		
Tandem Fighter		Whe	n this unit	is destroye	ed gain [M+3	3].		Trait I		
Cunning Pilot	Vs Shootin	ng attacks im	prove the	bonus to D	odge and G	ouard by 1 (M	(ax 3)	Pilot Trait I		

	Virsa	go may t	ake the Stri	ke Shooter	for +50pts						
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG				
	Strike Shooter [E]	5	16"	7	RF+1 Hits	6	300				
20	Overwatch IV										

Nle	ıme	Туре	Role	Special	Performance	Frame	Points				
	Ashtaron	MS		Heavy Arms		4	500				
	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	ARDA			
	Frost	NRX-0015	9	Giant	opeed+ 1	4	-6				
Sensors	Move	Actions	Shooting	Melee	Evade d10						
14"	12"	2	9	9d10	+6	+1	6100				
	pons	EQ	Range		Close Range		DMG				
	Scissors	4	Melee	ATK+1 Hit	-	6	400				
[M-1] This attack Blindsides one target											
Smasl	h [CC]		Melee	-	-	5P	300				
	. []	Push a		kwards 3" foi	r each failed S	Save					
Beam	Saber	1	Melee	-	-	8	300				
				-							
Claw Be	eams [E]	4	32"	4	RF+1 Hits	6	300				
				-							
Beam Vi	ulcans [E]	-	8"	3	RF+2 Hits	3	100				
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot				
				Mecha & F	Pilot Traits						
	Cain Arma	Cαυ.α⊥?	va [E]novav	· Shooting \A	/a amana		Trait	Anti-Beam Coating			
	Gain Aime	or save+2	vs [E]rierg	Shooting W	eapons.		+V	Ann-beam Coanng			
		lmmu	ne to Blinc	lside			Trait	Cyber Newtype			
	NT Flash:	Once per	game gair	+3 Blocks th	nis turn.		+٧	Cyber Newrype			
While tran	sformed ga	in: Move+1	0" & Fly	Melee Block	(5+ to 8+)	Beam	Trait	Flying Crab Mode			
		Vulcans	Lose: Bed	ım Saber			+111	Trying Crab Mode			
When c	activated if	HP<50% c	r [M=0] g	ain [M+2] O	R 2 Focus acti	ions.	Pilot	Tandem Fighter			
	Wh	en this unit	is destroye	ed gain [M+3	3].		Trait I	runuem riginer			
	In Rounds	2+ aain [M	+21 on vo	ur turn if HP	>=50%		Pilot	Reckless			
	iii koonas .	z · gaiii [/v	2 011 yo	OI TOTAL II THE	-JU/0.		Trait I	Keckless			

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				
	Critical Hits are worth 3 Hits									
Ashtaron Spear [K]	1	16"	5	RF+2 Hits	7	300				
			Single Use							



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 I	Name	Туре	Role	Special	Performance	Frame	Points
Daug	Daughtress		Battler		5	1	150
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
UNE or Vi	ulture 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 /	Bullpup M.Gun [K]		24"	7	RF+3 Hits	-	200
			(Overwatch IV	/		
Shield	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Beam	Beam Saber		Melee			8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" fo	r each failed S	Save	

Unit I	Name	Туре	Role	Special	Performance	Frame	Points		
Daughtres	s Weapon	MS	Firepower	•	5	1	150		
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
UNE or V	ulture 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		
Wea	Weapons		Range	Attacks	Close Range	PEN	DMG		
Bullpup /	M.Gun [K]	1	24"	7	RF+3 Hits	-	200		
		Overwatch IV							
Artillery (Cannon [K]	1	48"	5	RF-2	-	400		
		1	Indirect Fire (R:32" to 40"+Sensors)						
Shiel	Shield [S2]		-	+2 Blocks	-	-	-		
				-					
Close Co	Close Combat [CC]		Melee	-	-	5P	300		
		Push a	target back	wards 3" fo	r each failed S	Save			





	Unit Name		Туре	Role	Special	Performance	Frame	Points
	Daughtress Command		MS	Battler		6	1	250
I	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ſ	UNE or V	ulture Pilot	DT-6800C	3	Giant	2	1	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
ĺ	14"	13"	1	11	7d10	+4	+0	2100
ı	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
ĺ	Bullpup /	M.Gun [K]	1	24"	7	RF+3 Hits	-	200
١				(Overwatch IV	,		
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
١					-			
	Beam Saber		1	Melee	-	-	8	300
١					-			
l	Close Co	mbat [CC]	-	Melee	-	-	5P	300
•		_	Push a	target back	cwards 3" for	each failed S	Save	

Unit Name	Туре	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
	Overwatch IV					
Flamethrower [E]	1	16"	7 Hits	RF+1 Hit	-	100
	(Overwatch VII AOE 1" Wide Line				
Beam Saber	1	Melee	-	-	- 8	
			-			
Close Combat [CC]	-	Melee	-	-	5P	300
	Push a	target back	kwards 3" fo	each failed S	Save	



Anti-Beam Coating is commo	n in After War Gundam X. All units on this page have Anti-Beam	Coating.
Anti Barro Cantino	Carin America Carra I 2 va [E] and a Sharatina Managara	Trait
Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	+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 1	Name	Туре	Role	Special	Performance	Frame	Points
Jen	nice	MS	Battler		5	1	150
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
SRA or Vu	ulture 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
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
			(Overwatch IV	′		
Machine C	Cannons [K]	-	8"	8	-	-	100
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
Heat	Hawk	1	Melee	-	-	5	300
			Rero	ll 1s & 2s on	ATK		
Shoulder T	ackle [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	Save	

Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points	
Sep	tem	MS	Raid		6	2	200	
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
SRA or Vu	ulture 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	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Ba	zooka [K]	1	32"	4	-	3	700	
			+1	Hit vs Size 3	3+			
Machine C	Cannons [K]	-	8"	8	-	-	100	
	[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot	
Heat	Saber	1	Melee	-	-	5	300	
	Reroll 1s on ATK & DEF							
Smasl	n [CC]	-	Melee	-	-	5P	300	
		Push a	target back	wards 3" for	each failed S	Save		





	Unit Name		Туре	Role	Special	Performance	Frame	Points
Jen	ice "Sla	sh Buffalo"	MS	Battler		5	2	250
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Vedob	a Morte	RMS-006	2	Giant	2	2	-5
Sei	nsors	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	<i>'</i>		
Mc	achine C	Cannons [K]	-	8"	8	-	-	100
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
	Heat	Saber	1	Melee	-	-	5	300
	Reroll 1s on ATK & DEF							
	Smash [CC]		-	Melee	-	-	5P	300
			Push a	target back	cwards 3" for	r each failed S	Save	

Unit 1	Unit Name		Role	Special	Performance	Frame	Points	
Septem	Custom	MS	Raid		6	2	250	
Skilled	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Rosa I	ntenso	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	
Wea	Weapons		Range	Attacks	Close Range	PEN	DMG	
Machine	Machine Gun [K]		24"	7	RF+3 Hits	-	200	
		Overwatch IV						
Machine C	annons [K]	-	8"	8	-	-	100	
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
Heat l	ancer	2	Melee	ATK+1 Hit	-	5	400	
			Reroll	1s & 2s on A	Attack			
Smash [CC]		-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" fo	r each failed S	Save		





•	Unit Name		Туре	Role	Special	Performance	Frame	Points
	Octape		MS	Battler		6	3	250
	Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ſ	SRA	Pilot	RMS-006	3	Giant	2		-8
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	14"	1	12	8d10	+6	+0	3100
- [Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
ĺ	Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
					-			
	Gatling V	/ulcans [K]	-	8"	5	RF+3 Hits	-	100
	[M-		1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
	Close Combat [CC]				-			
			-	Melee	-	-	5P	300
			Push a	target back	wards 3" for	each failed S	Save	

Unit 1	Unit Name		Role Special		Performance	Frame	Points
Octape	Octape Custom		Battler		6	3	250
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Vultur	e 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
Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
Machine	Machine Gun [K]		24"	7	RF+3 Hits	-	200
			(Overwatch I	V		
Gatling V	'ulcans [K]	-	8"	5 RF+3 Hits		-	100
	[M-		[Free Ac	tion] Red	quires a Skilled	/ Ace Pi	ilot
Beam	Beam Saber		Melee	-	-	8	300
Smash [CC]		-	Melee -		-	5P	300
		Push a	target back	kwards 3" fo	or each failed S	Save	

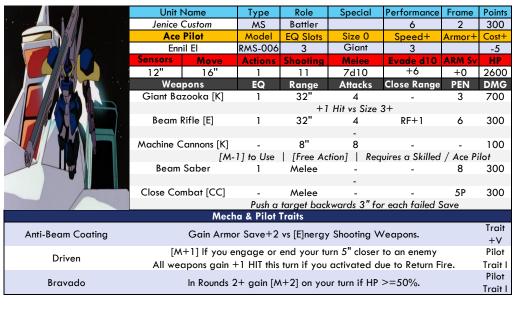


Anti-Beam Coating is commo	n in After War Gundam X. All units on this page have Anti-Beam	Coating.
Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait
· ·		+V

Skilled & Ace Pilots me	ay swap	their prima	ıry weapon	with a Giant	Bazook	a [K]2			
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
Giant Bazooka [K]	1	32"	4	-	3	700			
+1 Hit vs Size 3+									

a / Malak	Unit 1	Name	Туре	Role	Special	Performance	Frame	Points	
	Bertigo		MS	Interceptor	Assault	6	4	750	
	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Carris Nautilus R		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	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Bits	; [E]	2	Sensors	5	-	5	200	
				Req	uires Psycom	ımυ			
	Bits	; [E]	2	Sensors	5	-	5	200	
					uires Psycom	ımu			
	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 back	wards 3" for	r each failed S	Save		
		Mech	a & Pilot '	Traits					
Anti-Beam Coating		Gain Armo	r Sava+2	vs [F]neray	Shooting W	/eanons		Trait	
Allii-bealli Coalling		Guili Aillio	Juve 12	vs [L]IIeIgy	Shooning vv	eupons.		+V	
Psycommu	[M-1] [Fre	e Action] Mo	ıke an All	Ranged Att	ack with Bits	, Funnels or a	Wire-	Trait	
1 3 9 COMITIO	G	uided weap	ons they g	ain Blindsic	de but must li	ndirect Fire.		+V	
Cyber Newtype III	Immune to Blindside							Trait	
Cyber Newrype III	Three times per game gain +3 Blocks this turn.								
NAZ - II. T I	Cata (Mail 1) and 1 Francia Australia has all the official transfer								
Well Trained Gain [M+1] or +1 Focus Action when t				nen this unit	en this unit activates.				
Overconfident In Rounds 2+ gain [M+2] on your turn if HP >=50%.							Pilot		
							Trait I		

11		-			٠ ،	-	D • •	I II IA
	Name "	Туре	Role	Special	Performance		Points	
	olar Bear"	MS	Interceptor		6	2	150	RA
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Fort Sev	ern 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	A A
Wea	pons	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 back	wards 3" fo	r each failed S	Save		
			Ū					
								11/1
				Mecha & I	Pilot Traits			
			re:	GL \	,		Trait	4 4 5 6 4
	Gain Armo	r Save+2	vs [E]nergy	Shooting W	eapons.		+٧	Anti-Beam Coating
	C		al december	·	Ch ul.		Trait	Combond Education
	Gain Move	+5 & Fly	auring the	first round o	от ратпе.		+1	Snowboard Entrance



Daughtress V	Vise Wallaby	MS	Raid		6	2	300	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Enn	il 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	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Bullpup A	ฟ.Gun [K]	1	24"	7	RF+3 Hits	-	200	
			(Overwatch IV	,			TALL SE
Beam	Saber	1	Melee	-	-	8	300	9
				-				
Close Cor	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	wards 3" for	each failed S	Save		
								THE STREET
				Mecha & F	Pilot Traits			
	C A	1.2	[E]	Ch +: \	/		Trait	Anti Barra Cantina
	Gain Armor Save+			snooting vv	eapons.		+V	Anti-Beam Coating
	la Danada O)	. 21	on your turn if HP >=50%.			Pilot	P. v. a. a. d. a.
	in kounds 2	r gain [M	ı⊤∠j on yol	or turn It HP	/-50%.		Trait I	Bravado

Special Performance Frame Points

Unit Name

Type

Role