

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Zal	ku II	MS	Battler		2	1	30
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	MS-06F/J	2	Giant		2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	9	5d10	+4	+0	2100
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
			(Overwatch IV	,		
Heat	Hawk	1	Melee	-	-	5	300
			Rero	II 1s & 2s on	ATK		
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	
			-				

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Zaku I	Sniper	MS	Sniper		1	1	30
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	MS-05L	2	Giant	-2	1	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
26"	5"	1	10	2d10	+1	+0	1600
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Long Bear	n Sniper [E]	2	48"	4	RF-2	6	300
		Ignore tar	get's Cover I	bonus Cri	t Hits are wort	h 3 Hits	
Close Co	mbat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
			-				



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Zaku II C	ommander	MS	Battler		2	1	90
	Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ALUB A	Zeor	ı Pilot	MS-06S	2	Giant	1	2	-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	10"	1	9	5d10	+4	+0	2100
M M M	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
THE SHAPE OF THE S			Overwatch IV					
	Heat	Hawk	1	Melee	-	-	5	300
			Reroll 1s & 2s on ATK					
	Shoulder 1	「ackle [CC]	-	Melee	-	-	5P	300
Dayles Co			Push a	target back	kwards 3" foi	r each failed S	ave	
THOUSE THE STATE OF THE STATE O				_				
		Mec	ha & Pilot	Traits				
Seasoned Veteran	_	Carin [AA 1]	l a	A -41 ·-				Pilot
seasoned veteran		Gain [M+1]	or +1 Fo	cus Action w	hen this unit	activates.		Trait I

Unit 1	Name	Туре	Role	Special	Performance	Frame	Points	
Black Tri-S	tars Zaku II	MS	Battler		2	1	90	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Gaia / Ma	sh / Ortega	MS-06S	2	Giant	1	2	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	1977 Plak Mark
8"	10"	1	9	5d10	+4	+0	2100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200	
			(Overwatch IV	<i>'</i>			
Heat	Hawk	1	Melee	-	-	5	300	
			Rero	II 1s & 2s on	ATK			
Shoulder T	「ackle [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
	Gain [M+1]	or +1 Fo	cus Action v	vhen this unit	activates.		Pilot Trait l	Black Tri-Stars



6	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Zaku (Cannon	MS	Firepower		2	1	50
/	Basi	c Pilot	Model	EQ Slots	Size 0 Speed+		Armor+	Cost+
	Zeor	n Pilot	MS-06K	6	Giant	-2	2	-1
3	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	4"	2	9	2d10	+2	+0	2100
	Weapons		EQ	Range	Attacks	Attacks Close Range		DMG
P	Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
				(Overwatch IV	•		
713	Artillery (Cannon [K]	1	48"	5	RF-2	-	400
				Indirect Fire (R:32" to 40"+Sensors)				
	TL Missile Salvo [X](2)		4	48"	7	-	3	300
					Two Uses			
1	Shoulder Tackle [CC]		-	Melee	-	-	5P	300
			Push a	target back	cwards 3" for	each failed S	ave	

Alt. MS-06F/S weapons. Bazooka or AS Rifle require a Skilled or Ace Pilot.									
Weapons	E	Range	Attacks	Close Range	PEN	DMG			
Artillery Cannon [K]	1	48"	5	RF-2	-	400			
	Indirect Fire (R:32" to 40"+Sensors)								
Giant Bazooka [K]	1	32"	4	-	3	700			
		+1	Hit vs Size	3+					
Antiship Rifle [K]	1	48"	4	RF-2	2	400			
	+	1 Hit vs Size	3+ +2 P	EN vs Size 3+					

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Zaku Ha	lf Cannon	MS	Firepower		2	1	70
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	MS-06JK	8	Giant	-2	2	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	4"	2	9	2d10	+2	+0	2100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
			(Overwatch IV	<i>'</i>		
Gatling	Gun [K]	3	32"	7	RF+3 Hits	-	200
			(Overwatch IV	′		
TL Missile	Salvo [X](2)	4	48"	7	-	3	300
Two Uses							
Shoulder 1	Tackle [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	



For +20pts any Zaku gains TL Missile Pod [X], for +10pts a Knuckle Shield [S0].							
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200	
			Single Use				
Knuckle Shield [S0]	1	-	+1 Block	-	-	-	
	C	an only Blo	ck DMG 300	or less Shots			

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Char's	Zaku II	MS	Battler		2	1	200
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
0,1	Char A	Aznable	MS-06S	2	Giant	2	2	-1
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	12"	1	9	5d10	+4	+0	2100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
				(Overwatch IV	/		
A CONTRACTOR	Heat	Hawk	1	Melee	-	-	5	300
第一个人				Rerol	II 1s & 2s on	ATK		
The state of the s	Shoulder	Tackle [CC]	-	Melee	-	-	5P	300
			Push a	target back	cwards 3" fo	r each failed S	ave	
				_				
		Mec	ha & Pilot	Traits				
Nautura I		_	lmm	une to Blind	side	_		Trait
Newtype I		NT Flash:	Once per	game gain	+3 Blocks t	nis turn.		+V
Election	\/a Claa a 4			. h	\		2\	Pilot
Elusive	vs Snoot	ing arracks ir	nprove me	DONUS TO D	oage and C	Guard by 1 (M	ax 3)	Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Char's	Zaku II	MS	Battler		2	1	250	allo L
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Char A	Aznable	MS-06S	2	Giant	2	2	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	12"	1	9	5d10	+4	+0	2100	
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Ba	zooka [K]	1	32"	4	-	3	700	
			+1	Hit vs Size 3	3+			
Heat	Hawk	1	Melee	-	-	5	300	
			Rero	II 1s & 2s on	ATK			
Kick	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
			Ū					
				Mecha &	Pilot Traits			
		lmm	une to Blind	lside			Trait	NI II
	NT Flash:	Twice per	game gain	+3 Blocks tl	his turn.		+X	Newtype II
[/	1+1] If you e	ngage or	end your tu	ırn 5" closer	to an enemy		Pilot	0 . 1 . 1/
All we	apons gain -	+1 HIT this	turn if you	activated du	ue to Return Fi	re.	Trait I	Quest for Vengeance
	C [A4 1]	1 5 .		lead above the			Pilot	The Deal Cours
	Gain [M+1]	or +1 Fo	cus Action w	hen this unit	activates.		Trait I	The Red Comet



The Red Comet

FΙ	Unit	Name	Туре	Role	Special	Performance	Frame	Points
U 11 1004	Dozle's	Zaku II	MS	Melee	+5	2	1	100
Ì	Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ĺ	Dozle	tle Zabi MS-06F 2 Giant -1				2	-4	
Ì	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
ĺ	8"	10"	1	6	8d10	+4	+0	2100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Large H	eat Hawk	2	Melee	ATK+1 Hit	-	5	300
				Rero	II 1s & 2s on	ATK		
	Shoulder	Tackle [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" for	r each failed S	ave	

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

Mecha & Pilot Traits								
Ceremonial Unit	Gain $[M+1]$ at the end of each round if this unit is your Commander.	Trait +III						
Reckless	In Rounds 2+ gain [M+2] on your turn if HP \geq =50%.	Pilot Trait I						

Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points	
Matsunage	a's Zaku II	MS	Battler		2	1	100	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Shin Ma	ıtsunaga	MS-06FS	3	Giant	1	2	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	10"	1	9	5d10	+4	+0	2100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Large He	eat Hawk	2	Melee	ATK+1 Hit	-	5	300	4
			Rero	ll 1s & 2s on	ATK			
Shoulder T	ackle [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
Giant Ba	zooka [K]	1	32"	4	-	3	700	
			+1	Hit vs Size 3	3+			
Vulca	ıns [K]	-	8"	6	RF+2 Hits	-		
	[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot	
				Mecha & I	Pilot Traits			

Wecha & Pilot Traits

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

Pilot
Trait I

Elusive



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Recor	n Zaku	MS	Sniper		2	1	60
	Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeon Pilot		MS-06E	2	Giant		1	-4
,	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	20" 9"		1	10	2d10	+3	+0	1600
	Weapons			_				
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
		ipons el M.Gun [K]	EQ 2	Range 40"	Attacks 6	RF+2 Hits	PEN -	200
		•						
	Long Barre	•			6			
	Long Barre	el M.Gun [K]	-	40" Melee	6 - -		- 5P	200
	Long Barre	el M.Gun [K]	-	40" Melee	6 - -	RF+2 Hits	- 5P	200

	Mecha & Pilot Traits	
Camera Gun	Range:(Sensors+12") Choose an enemy in LOS	Trait
	Allies gain +1 Shooting Accuracy against them this turn.	+1

Unit	Name	Туре	Role	Special	Performance	Frame	Points	MS-06E-
Zaku Flipper		MS	Sniper		2	1	80	a A
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeor	ı Pilot	MS-06E-3	1	Giant		1	-5	=67
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
24"	9"	1	10	2d10	+3	+0	1600	
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hyper Bo	zooka [K]	1	32"	4	-	3	700	
			+1	Hit vs Size 3	3+			FILE
Fists	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
This unit c	annot be tar	Trait	Stealth					
		Steam						
	Range:(Sensors+1	2") Choose	an enemy i	n LOS		Trait	C
	Allies gain -	+1 Shootin	g Accuracy	against ther	n this turn.		+1	Camera Gun

Pilot

n la	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
A LAND	Zu	dah	MS	Raid		3	1	110	
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Zeor	Pilot	EMS-10	5	Giant	1		-1	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8"	18"	1	9	5d10	+4	+0	1100	
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	
W/BIN	Giant Ba	zooka [K]	1	32"	4	-	3	700	
					Hit vs Size 3	3+			
	Sturm Fau	st Salvo [X]	2	24"	4	RF+4 Hits	3	200	
		Overwatch IV Single use (Attack or Overwatch)							
	Knuckle S	hield [S0]	1	-	+1 Block	-	-	-	
			C	an only Bloc	k DMG 300	or less Shots			
	Heat	Hawk	1	Melee	-	-	5	300	
10				Rero	ll 1s & 2s on	ATK			
	Close Co	mbat [CC]	-	Melee	-	-	5P		
					cwards 3" foi	r each failed S	ave		
		Mec	na & Pilot	Traits					
Saturn Engine	There is a $1/10$ chance this unit will explode after performing a Full Throttle action.								
Elusive	Vs Shooti	ng attacks ir	nprove the bonus to Dodge and Guard by 1 (Max 3)					Pilot Trait l	

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
Hunter in Bl	lack Clothes	MS	Raid		3	1	160	
	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
LCDR W	/olfgang	EMS-10	5	Giant	1		-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	18"	1	9	5d10	+4	+0	1100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Antiship	Rifle [K]	1	48"	4	RF-2	2	400	
		+	1 Hit vs Size	3+ +2 PE	EN vs Size 3+			
Sturm Faus	st Salvo [X]	2	24"	4	RF+4 Hits	3	200	
		Overw	atch IV Si	ngle use (Atte	ack or Overwo	itch)		
Knuckle S	Shield [S0]	1	-	+1 Block	-	-	-	
		C	an only Blo	ck DMG 300	or less Shots			
Heat	Hawk	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	ATK			
Close Co	mbat [CC]	-	Melee	-	-	5P		
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
There is a	1/10 chanc	e this unit	will explode action.	e after perfo	orming a Full T	hrottle	Trait -l	Saturn Engine
Vs Shooti	ing attacks in	mprove the	bonus to D	odge and G	Guard by 1 (M	ax 3)	Pilot Trait l	Elusive
	Gain [M+1]	or +1 Fo	cus Action v	hen this unit	activates.		Pilot Trait l	Practiced Professiona

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	Zυ	dah	MS	Raid		3	1	60	
	Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Zeor	n Pilot	EMS-10	5	Giant	1		-1	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8''	18"	1	9	5d10	+4	+0	1100	
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200	
				(Overwatch IV	,			
	Sturm Faust Salvo [X]		2	24"	4	RF+4 Hits	3	200	
	Overwatch IV Single use (Attack or Overwatch)								
	Knuckle Shield [S0]		1	-	+1 Block	-	-	-	
	Can only Block DMG 300 or less Shots								
	Heat	Hawk	1	Melee	-	-	5	300	
				Rero	ll 1s & 2s on	ATK			
	Close Co	mbat [CC]	-	Melee	-	-	5P		
			Push a	target back	kwards 3" foi	r each failed S	ave		
		Mecl	na & Pilot	Traits					
Saturn Engine	There is a	1/10 chanc	e this unit	•	e after perfo	orming a Full T	hrottle	Trait -I	
The state of the s				action.					

Unit Name	Туре	Role	Special	Performance	Frame	Points	
GM Camouf	MS	Battler		2	1	60	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Saboteu	r "RGM-79'	4	Giant		1	-2	
Sensors Mov	ve Actions	Shooting	Melee	Evade d10	ARM Sv	HP	4
8" 9'	1	9	5d10	+2	+0	1600	7
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	V (V
Antiship Rifle [l	(] 1	48"	4	RF-2	2	400	NAME OF THE PARTY
	+	1 Hit vs Size	9 3+ +2 PE	EN vs Size 3+			
Shield [S2]	1	-	+2 Blocks	-	-	-	
			-				
Heat Hawk	1	Melee	-	-	5	300	
		Rero	II 1s & 2s on	ATK			
Chain Mine	1	Melee	ATK+2 Hits	-	2	600	
		Single Us	e +1 Hit vs	s Size 3+			
Fists [CC]	-	Melee	-	-	5P		
	Push o	a target back	kwards 3" foi	r each failed S	ave		
			Mecha &	Pilot Traits			
Cannot be targe	ted until your f	irst activatio	on unless the	enemy is withi	n 16".	Trait	Stealth Ambusher
After being depl	oyed gain [Tac	tical Advan	tage] on you	r first attack c	as long	+11	Siediiii Ambusher

1	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	Zaku Desert Type [G]		MS	Battler		3	1	170	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Maj Roy (Greenwood	MS-06D	3	Giant		2	-2	
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	10"	8"	1	10	6d10	+4	+0	2100	
	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200	
			Overwatch IV						
	Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
		Single Use							
A Mary Control	Heat	Hawk	1	Melee	-	-	5	300	
Par de			Reroll 1s & 2s on ATK						
A STATE OF THE STA	Shoulder	Tackle [CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" foi	each failed S	ave		
		Mec	ha & Pilot	Traits					
Mastermind	When v	ou activate o	hoose a h	onus for this	s turn. +2 PF	N OR +200 D	MG	Pilot	
Masiellillia	vviien y	oo acrivale c	illoose a b	01103 101 1111:	5 10111. TZ FL	14 OK 7200 D	,,O.	Trait II	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	200 1
Zaku	ı II F2	MS	Battler		4	1	140	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dela	z Fleet	MS-06F2	2	Giant	1	2	-2	- Time
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	10"	1	10	6d10	+5	+0	2100	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	The State of the s
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200	
			(Overwatch IV	′			
Shoulder	Tackle [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
Heat	Hawk	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	ATK			
								Ma O
								The state of the s
								of sent to
								1 11
				Mecha &	Pilot Traits			
	Gain [M+1]	lor +1 Fo	cus Action w	hen this unit	activates		Pilot	Practiced Professiona
	Cam [M+1]	01 110	cos Action v	THE THIS OTHER	aciiraies.		Trait I	Trachicea Trolessione



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
,	Zaku Dese	ert Type [G]	MS	Battler		3		120
	Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Caracal Team		MS-06D	3	Giant		2	-2
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	8"	1	10	6d10	+4	+0	2100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Missile P	od [X] (2)	2	32"	6	RF+3 Hits	3	200
					Two Uses			
	Heat	Hawk	1	Melee	-	-	5	300
				Rero	II 1s & 2s on	ATK		
	Shoulder	Tackle [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	

Mecha & Pilot Traits	
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot
vs Shooting diracks improve the bollos to bodge and Godra by 1 (Max 3)	Trait I

	r Olliis	Trume	remonitance	Special	KOIE	Type	Nume	Offili
	100	1	4		Battler	MS	ı II FZ	Zaku
HAN	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	c Pilot	Basi
	-2	2	1	Giant	2	MS-06FZ	n Pilot	Zeor
4412	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
- All	2100	+0	+5	6d10	10	1	10"	8"
Property of the same of the sa	DMG	PEN	Close Range	Attacks	Range	EQ	ipons	Wed
1 120	200	-	RF+3 Hits	7	24"	1	e Gun [K]	Machine
			/	Overwatch IV	(
	300	5	-	-	Melee	1	Hawk	Heat
100			ATK	II 1s & 2s on	Rero			
	300	5P	-	-	Melee	-	Tackle [CC]	Shoulder
世界		ave	r each failed S	kwards 3" fo	target back	Push o		
MILE								
			Pilot Traits	Mecha &				

You may move an additional +5" with Full Throttle. Trait Fuel Hungry You may not use Full Throttle after Round 3. +1



Cunning Pilot

ĺ	Unit Name		Туре	Role	Special	Performance	Frame	Points
I	Zaku Dese	rt Type [G]	MS	Battler		3	1	120
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
[Garibo	ldi Team	MS-06D	3	Giant		2	-2
ĺ	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
I	10"	8"	1	10	6d10	+4	+0	2100
I	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
ſ	Long Barre	l M.Gun [K]	2	40"	6	RF+2 Hits	-	200
ı					-			
ı	Heat	Hawk	1	Melee	-	-	5	300
				Rero	II 1s & 2s on	ATK		
ı	Shoulder	Tackle [CC]	-	Melee	-	-	5P	300
ı			Push a	target back	kwards 3" foi	each failed S	ave	
ľ				_				

	Mecha & Pilot Traits	
Tactician	When the Round starts give 2 allies within LOS or Sensors a Focus action to use	Pilot
ractician	on their next turn. Units are capped at 3 Focus actions per turn.	Trait I

The Zaku	s on this	page may	swap a Mi	ssile Pod [X] to)					
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG				
Artillery Cannon [K]	1	48"	5	RF-2	-	400				
Indirect Fire (R:32" to 40"+Sensors)										
Giant Bazooka [K]	1	32"	4	-	3	700				
+1 Hit vs Size 3+										
For +20pts the Zak	u II F2 or	FZ equip t	he MMP-80	and a Grenade	e launc	her.				
MMP-80 M.Gun [K]	2	24"	7	RF+5 Hits	-	200				
		(Overwatch I	V						
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200				
	Overw	atch IV Si	ngle use (At	tack or Overwa	tch)					

The Zaku's on this page may take one of these options for +20pts each.											
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
Sturm Faust Salvo [X]	2	24"	4	RF+4 Hits	3	200					
	Overwatch IV Single use (Attack or Overwatch)										
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200					
			Single Use								

6/3	l lote l	Name	Tyma	Role	Special	Performance	Erama	Points	
			Туре						
	Zaku II Hig	gh Mobility	MS	Battler	Assault	4	2	250	
	Ace Pilot Gaia Sonsors Mayo		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
			MS-06R1A	2	Giant	2	2	-3	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8"	12"	2	10	6d10	+5	+0	2100	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Giant Ba	zooka [K]	1	32"	4	-	3	700	
				+1	Hit vs Size 3	Hit vs Size 3+			
	Heat	Hawk	1	Melee	-	-	5	300	
				Rerol	II 1 s & 2 s on	ATK			
	Shoulder 1	ackle [CC]	-	Melee	-	-	5P	300	
			Push a	target back	wards 3" foi	ave			
Of the State of th									
		Mec	na & Pilot	Traits					
Tactician	When the R	ound starts	give 2 alli	es within LO	S or Sensors	a Focus actio	n to use	Pilot	
raciician	on t	heir next tur	n. Units a	re capped o	at 3 Focus ac	tions per turn.		Trait I	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Zaku II High Mobility		MS	Battler	Assault	4	2	250
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Anave	el Gato	MS-06R1A	2	Giant	2	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	12"	2	10	6d10	+5	+0	2100
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Ba	zooka [K]	1	32"	4	-	3	700
			+1	Hit vs Size S	3+		
Heat	Hawk	1	Melee	-	-	5	300
			Rero	ll 1s & 2s on	ATK		
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	
			ū				



Mecha & Pilot Traits	M	echa	&	Pilot	Traits
----------------------	---	------	---	-------	--------

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

100	Unit I	Vame	Туре	Role	Special	Performance	Frame	Points
	Zaku II Hig	gh Mobility	MS	Battler	Assault	4	2	250
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	M	ash	MS-06R1A	2	Giant	2	2	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8''	12"	2	10	6d10	+5	+0	2100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
L'EN COR	Antiship	Rifle [K]	1	48"	4	RF-2	2	400
			+	1 Hit vs Size	Size 3+ +2 PEN vs Size 3+			
	Heat	Hawk	1	Melee	-	-	5	300
2				Rerol	ll 1s & 2s on	ATK		
	Shoulder 1	ackle [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Chin Humtor	W	hen this unit	activates o	hoose a we	apons bonus	for this turn:		Pilot
Ship Hunter		All w	eapons go	in +1 PEN	or +100 DM	G.		Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Zaku II High Mobility		MS	Battler	Assault	4	2	250
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Shin Mo	atsunaga	MS-06R1A	3	Giant	2	1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	13"	2	10	6d10	+5	+0	1600
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
			(Overwatch IV	<i>'</i>		
Large H	eat Hawk	2	Melee	ATK+1 Hit	-	5	300
			Rero	II 1s & 2s on	ATK		
Shoulder	Tackle [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	
			-				



Mecha & Pilot Traits

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

Pilot Trait I

Elusive

1	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Zaku II Hi	gh Mobility	MS	Battler	Assault	4	2	250
	Unit Name Zaku II High Mobilit Ace Pilot Ortega Sensors Move 8" 12" Weapons Heat Bardiche Shoulder Tackle [CC		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Ort	ega	MS-06R1A	2	Giant	2	2	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	12"	2	10	6d10	+5	+0	2100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
S EW	Heat B	ardiche	2	Melee	ATK+1 Hit	-	5	300
				Rero	II 1s & 2s on	DEF		
	Shoulder 1	ackle [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Class Cambridge and	1.		1l	L 1 119 A	TIZ 1 . 1 . 1	de de DEE		Pilot
Close Combat Expert	in	me melee C	lasn gain	TI HIT ON A	TK and +1 E	DIOCK ON DEF.		Trait I

Unit Name Type Role				Special	Performance	Frame	Points
Zaku I	l High Mobility	MS	Battler	Assault	4	2	250
	Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Joh	nny Ridden	MS-06R2	2	Giant	3	1	-3
Senso	rs Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	15"	2	10	6d10	+5	+0	1600
١	Veapons	EQ	Range	Attacks	Close Range	PEN	DMG
Gian	t Bazooka [K]	1	32"	4	-	3	700
			+ 1	Hit vs Size	3+		
Н	eat Hawk	1	Melee	-	-	5	300
			Rero	II 1s & 2s on	ATK		
Should	ler Tackle [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" fo	r each failed S	ave	
			Ū				

MS-06R-2

Mecha & Pilot Traits

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

Pilot Trait I

Elusive

The Zaku II High Mobility Types on this page all share these Traits.

You may move an additional +5" with Full Throttle. You may not use Full Throttle after Round 3.

Trait +I

Fuel Hungry

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points
	Dom / Rick Dom		MS	Raid		3	2	80
-09	Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeon	n Pilot	MS-09/R	2	Giant	1	2	-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10/1-2	8"	16"	1	9	5d10	+4	+0	3100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Giant Ba	zooka [K]	1	32"	4	-	3	700
73				+1	Hit vs Size 3	3+		
	Heat	Saber	1	Melee	-	-	5	300
				Reroll	1s on ATK &	& DEF		
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	r each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Rick I	Dom II	MS	Raid		4	2	110
Basi	c Pilot	Model	Model EQ Slots Size 0		Speed+	Armor+	Cost+
Zeor	n Pilot	MS-09/R	2	Giant	1	2	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	16"	1	9	5d10	+5	+0	3100
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bo	ızooka [K]	1	32"	4	-	3	700
			+ 1	Hit vs Size	3+		
Heat	Saber	1	Melee	-	-	5	300
			Reroll	l 1s on ATK &	& DEF		
Close Co	mbat [CC]	-	Melee	-	_	5P	300
Push a target backwards 3" for each failed Save							



Trait +I

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
	Do	om	MS	Raid		3	2	180	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	G	aia	MS-09	2	Giant	1	2	-4	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8"	16"	1	9	5d10	+4	+0	3100	
1-6-120	Wea	Weapons		Range	Attacks	Close Range	PEN	DMG	
	Giant Ba	zooka [K]	1	32"	4	-	3	700	
	+1 Hit vs Size 3+								
	Heat	Saber	1	Melee	-	-	5	300	
			Reroll 1s on ATK & DEF						
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
			Push a target backwards 3" for each failed Save						
		Mec	ha & Pilot	Traits					
Black Tri-Stars		Cain [AA±1]	lar ±1 Ea	aus Astion u	han this unit	activates		Pilot	
Black III-Stats	Gain [M+1] or +1 Focus Action when this unit activa							Trait I	
Tactician	When the R	Cound starts	give 2 alli	es within LC	S or Sensors	a Focus actio	n to use	Pilot	
raciicidii	on t	heir next tur	n. Units a	re capped o	at 3 Focus ac	tions per turn.		Trait I	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
D	om	MS	Raid		3	2	180	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Mash /	Ortega	MS-09R	2	Giant	1	2	-4	The state of the s
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	16"	1	9	5d10	+4	+0	3100	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Bo	ızooka [K]	1	32"	4	-	3	700	
			+1	Hit vs Size 3	3+			
Heat	Saber	1	Melee	-	-	5	300	
			Reroll	l 1s on ATK 8	& DEF			
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		0-00
				Mecha &	Pilot Traits			
	Gain [M+1]	or +1 Fo	cus Action v	hen this unit	activates.		Pilot Trait I	Black Tri-Stars
	When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot	Headhunter
	+1 Hit	+ (+2 Hits	with DMG ()-200 Weap	ons)		Trait I	nedanunter

W M	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gato's F	Rick Dom	MS	Raid		4	2	230
XXX XX	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Anavel Gato /		MS-09R	4	Giant	1	2	-2
MAN OF THE	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	16"	1	9	5d10	+5	+0	3100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam Bo	ızooka [E]	3	32"	4	-	5	700
				+1	Hit vs Size 3	3+		
	Heat	Saber	1	Melee	-	-	5	300
			Reroll 1s on ATK & DEF					
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save					
NET Y								
	Mecha & Pilot Traits							
The Nightmare of Solomon		Gain [M+2]	or +2 For	rue Actions v	vhan this unit	activates		Pilot
The ragillinate of Sololilon		Odin [M + 2]	01 12100	.03 ACHOHS V	ALICH HIIS OHII	activates.		Trait II

Flash

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Rick Dom	Elite Guard	MS	Raid		4	2	200	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	The state of the s
Vanessa	Vermillion	MS-09R	6	Giant	1	2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	16"	1	9	5d10	+4	+0	3100	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	el de la constante de la const
Heat	Lancer	2	Melee	ATK+1 Hit	-	5	400	
			Reroll	1s & 2s on A	Attack			
Melee S	hield [S0]	2	-	+1 Block	-	-	-	
			lock in Enga	gement rang	e (Includes Ov	erwatch)		
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
MMP-80	M.Gun [K]	2	24"	7	RF+5 Hits	-	200	
			(Overwatch IV	1			17 17
				Mecha &	Pilot Traits			
	Gain [M+1]	or +1 Fo	cus Action v	vhen this unit	activates.		Pilot Trait l	Practiced Professional

The Dom's on this page all share these Traits.

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

A (Ric	A (Rick) Dom may take a Machine Gun for +10pts											
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG						
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200						
Overwatch IV												

A Rick Dom II may take a Raketen Bazooka [K] for +10pts											
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
Raketen Bazooka [K]	2	32"	4	-	3	900					
		+1	Hit vs Size	3+							

MechaStellar VER 9

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Dom Tropio	al Type [G]	MS	Raid		3	2	200
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Major Roy	Greenwood	YMS-09D	2	Giant	1	2	-4
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	16"	1	9	5d10	+4	+0	3100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Giant Bazooka [K]		1	32"	4	-	3	700
				+1	Hit vs Size 3	3+		
	Heat Saber		1	Melee	-	-	5	300
	Reroll 1s on ATK & DEF							
YMS-09D	Close Co	mbat [CC]	-	Melee	-	-	5P	300
DOM TROPICAL TEST TYPE			Push a	target back	wards 3" for	each failed S	ave	
		Mec	ha & Pilot	Traits				
Flash	[M-1] Once per game temporarily blind a target within 8".							
Flasii		Your next of	ıttack aga	inst them thi	s turn gains l	Blindside.		+1
Mastermind	When w	ou activate o	hoose a h	onus for this	turn. +2 PFI	N OB +300 D	MG	Pilot

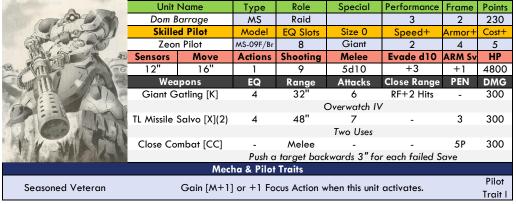
Mastermind

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

Unit 1	Name	Туре	Role	Special	Performance	Frame	Points	_ // YMS-0
Dom Hi-Spe	ed Type [G]	MS	Raid		3	2	170	DOM HIGH MOBILITY PRO
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon	Pilot	YMS-09J	3	Giant	2	2	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	18"	1	9	5d10	+4	+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+			
Heat B	ardiche	2	Melee	ATK+1 Hit	-	5	300	
			Rero	II 1s & 2s on	DEF			
Close Cor	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
[/	М-1] Once p	er game t	emporarily	blind a targ	et within 8".		Trait	Flash
Your next attack against them this turn gains Blindside.								riasii
	In Pounds 2+ agin [M+2] on your turn if HP >= 50%							Reckless
	In Rounds 2+ gain [M+2] on your turn if HP \geq =50%.				Trait I	RECKIESS		

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Dom Tro	open [G]	MS	Raid		4	2	210
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Dela	z Fleet	MS-09F	5	Giant	1	2	-1
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
CAN COLOR	14"	16"	1	9	5d10	+5	+0	3100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Raketen B	azooka [K]	2	32"	4	-	3	900
				+1	Hit vs Size 3	3+		
	MMP-80	M.Gun [K]	2	24"	7	RF+5 Hits	-	200
			Overwatch IV					
	Heat	Saber	1	Melee	-	-	5	300
				Reroll	l 1s on ATK &	& DEF		
200 May 1/2	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	r each failed S	ave	
		Mec	ha & Pilot	Traits				
Seasoned Veteran	Cotto (Maria) and a first and a first a first afficiation of the contract of t							Pilot
seasoned veteran		Gain $[M+1]$ or $+1$ Focus Action when this unit activates.						Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Dom Ca	nnon [G]	MS	Raid		4	2	210	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeor	n Pilot	MS-09K-2	3	Giant	1	2	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18"	16"	1	9	5d10	+5	+0	3100	
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400	
			Indirect Fire	(R:32" to 40	"+Sensors)			
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
				Single Use				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
			Ū					
				Mecha &	Pilot Traits			10
11 to D		//	4. 2\ D.	d as David I		. 1	Pilot	6 5
+1 to Pr	ecision and I	sarrage (/	wax 3). Re	аисе каріа і	ire penalties	oy I.	Trait I	Gunnery Expert



	Unit Name		Туре	Role	Special	Performance	Frame	Points	
DIA 6	Gou	f [G]	MS	Attacker		3	2	100	
	Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Zeon	Pilot	MS-07B	5	Giant	2	1	-1	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8"	13"	1	7	7d10	+3	+0	2600	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Heat	Sword	2	Melee	ATK+1 Hit	-	5	300	
	Reroll 1s on ATK & DEF								
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-	
					-				
	Close Combat [CC]		-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" foi	each failed S	ave		
	Heat V	Vhip [K]	1	8"	6	RF+1 Hit	4	100	
			Enei	ny target m	ust reroll 9s 8	& 10s on Evad	e		
	Arc	Wire	1	8"	7	-	7S	-	
			Co	an only be b	locked by [Bo	arriers] or [M]			
	Hand Vu	Jcans [K]	-	é"	4	RF+4 Hits	-	100	
		[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	te Rose [G]	MS	Attacker	орсски	4	2	240	
	Pilot	Model	EQ Slots	Size 0		Armor+		
		MS-07B-3		Giant	2	1		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	13"	1	7	<i>7</i> d10	+6	+0	2600	
Wec	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Twin He	at Swords	4	Melee	ATK+2 Hits	-	5	300	
			Rerol	l 1s on ATK 8	& DEF			
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	r each failed S	ave		
Rocket	t Anchor	1	8"	8	-	-	-	
		Bypass [Shields] F	ull yourself u	p to 3" for ea	ch Hit		
Arc	Wire	1	8"	7	-	7S	-	
		Co	ın only be b	locked by [Bo	arriers] or [M]			
				Mecha & I	Pilot Traits			
ln	the Melee C	lash gain -	+2 Hits on A	ATK and +1 I	Block on DEF.		Pilot	Combat Instructor
	It costs an o	additional	[M-1] to Di	sengage fror	m this unit		Trait II	Compai Instructor

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	Ramba Ral	's Gouf [G]	MS	Attacker		3	2	200	
	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Ramb	oa Ral	MS-07B	5	Giant	2	1	-1	
(100)	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8"	13"	1	7	7d10	+3	+0	2600	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Heat	Sword	2	Melee	ATK+1 Hit	-	5	300	
000				Reroll	lls on ATK 8	& DEF			
	Shield [S2]		1	-	+2 Blocks	-	-	-	
					-				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" foi	r each failed S	ave		
	Heat Whip [K]		1	8"	6	RF+1 Hit	4	100	
	Enemy target must reroll 9s & 10s on Evade								
	Arc	Wire	1	8"	7	-	7S	-	
	Can only be blocked by [Barriers] or [M]								
A CONTRACTOR OF THE CONTRACTOR	Hand Vi	ulcans [K]	-	é"	4	RF+4 Hits	-	100	
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
			ha & Pilot						
For the decident to the	,	When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot	
Entwined with Tragedy	+1 Hit (+2 Hits with DMG 0-200 Weapons)							Trait I	
D 1011.								Pilot	
Renowned Pilot	enowned Pilot Gain [M+1] or +1 Focus Action when this unit activates.							Trait I	

Unit Name	T	Role	Special	Performance	E	Points		A.
				Performance				r e
Gouf Custom		Attacker		4	2	260		
Ace Pilot	Mode	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Norris Packa	rd MS-07B	3-3 8	Giant	2	1	2	4	
Sensors Mo	ove Action	s Shooting	Melee	Evade d10	ARM Sv	HP		
8" 1	3" 1	7	7d10	+4	+0	2600		
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	A COLUMN	
Heat Sword	2	Melee	ATK+1 Hit	-	5	300		
		Rero	oll 1s on ATK a	& DEF				
Shield [S2]	1	-	+2 Blocks	-	-	-		K GR
			-					
Close Combat	[CC] -	Melee	-	-	5P	300	A T A	
	Pusl	h a target ba	ckwards 3" fo	r each failed S	ave			
Rocket Anche	or 1	8"	8	-	-	-		
	Bypas	ss [Shields]	Pull yourself u	up to 3" for ea	ch Hit			
Arc Wire	1	8"	7	-	7S	-		
		Can only be	blocked by [B	arriers] or [M]				
Gatling Vulcan		8"	5	RF+3 Hits	-	100		
3		se [Free A	Action1 Rea	uires a Skilled	/ Ace Pi	lot		
Shield Gatling		32"	7	RF+3 Hits	_	200		
	[]		Overwatch I\				VA VA	
				Pilot Traits			100	
Once per	Round agin bo	oth Guard &		ard & Counter		Pilot		
•	_		_	16" agin [M+		Trait II		Lone Wolf



Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gouf Flig	ht Test [G]	MS	Raid		3	2	120
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	MS-07H	5	Giant	2		-2
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	20"	1	9	5d10	+4	+0	2100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bo	zooka [K]	1	32"	4	-	3	700
			+1	Hit vs Size 3	3+		
TL Missile	Pod [X] (2)	4	32"	8	RF+3 Hits	3	200
				Two Uses			
Twin Hand	Vulcans [K]	-	8"	5	RF+5 Hits	-	100
	[M-	2] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	taraet back	wards 3" for	r each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
GouF Fligh	nt Type [G]	MS	Raid		4	2	190	
Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeor	n Pilot	MS-07H-8	6	Giant	3			ľ
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	ľ
16"	22"	1	9	5d10	+3	+0	2100	
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Shield G	atling [K]	3	32"	7	RF+3 Hits	-	200	ľ
			(Overwatch IV	′			
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	
				-				
Heat	Sword	2	Melee	ATK+1 Hit	-	5	300	
			Reroll	1s on ATK 8	& DEF			
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		





Stealth

Elusive

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
Efr	reet	MS	Melee		4	2	180	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Henry	Boone	MS-08TX	3	Giant	1	2	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	14"	1	7	9d10	+5	+0	3100	
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	
Heat Sword		2	Melee	ATK+1 Hit	-	5	300	
			Reroll	l 1s on ATK 8	& DEF			
Shoulder 1	「ackle [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
Shotgun [K]		1	16"	5	RF+5 Hits	-	200	
Overwatch III Hits								
Mecha & Pilot Traits								
This unit co	annot be tar	geted unti	l its first act	ivation unless	the enemy is	within	Trait	

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Stealth

Idealist

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	Efree	t (DS)	MS	Melee		4	2	180	
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Doug	Schneid	MS-08TX	3	Giant	1	2	-3	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	10"	14"	1	7	9d10	+5	+0	3100	
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Heat B	ardiche	2	Melee	ATK+1 Hit	-	5	300	
				ll 1s & 2s on	DEF				
	Shoulder	Tackle [CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" foi	each failed S	ave		
2	Gatling \	/ulcans [K]	-	8"	5	RF+3 Hits	-	100	
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot	
	Shoto	gun [K]	1	16"	5	RF+5 Hits	-	200	
				Ov	erwatch III H	lits			
	Mecha & Pilot Traits								

This unit cannot be targeted until its first activation unless the enemy is within

 $$16^{\prime\prime}$.$ When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.

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

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



Jamming Overzealous

- [Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Efreet	Nacht	MS	Melee	+5	5	2	320
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Erik E	Blanke	MS-08TX/N	5	Giant	2	2	-2
[Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	16"	1	8	10d10	+5	+0	3600
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Twin Co	old Blade	3	Melee	ATK+2 Hits	-	5\$	300
				Armor S	aves deal Stu	ın DMG		
	Shoulder	Tackle [CC]	-	Melee	-	-	5P	300
2	Push a target backwards 3" for each failed Save							
	Gatling \	/ulcans [K]	-	8"	5	RF+3 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot
`	Cold	Kunai	2	16"	7	RF+4 Hits	68	-
1			Co	ın only be b	locked by [Bo	arriers] or [M]		
		Mecl	na & Pilot	Traits				
	Whil	e outside en	emy Senso	ors gain +2	Block vs each	h attack actio	n.	Trait
	Enemie	s cannot tarç	get this uni	t before its	first activation	on are within 1	16".	+V
	[٨	۸+2] If you e	engage or	end your to	ırn 5" closer	to an enemy		Pilot
	All we	apons gain -	+1 HIT this	turn if you	activated du	je to Return Fi	re.	Trait II

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Efreet	Custom	MS	Melee		5	2	350
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Nimbus	Schterzen	MS-08TX/Ex	7	Giant	1	2	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	14"	1	8	10d10	+5	+0	3600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Twin He	at Swords	4	Melee	ATK+2 Hits	-	5	300
			Reroll	l 1s on ATK 8	& DEF		
Shoulder	Tackle [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" for	each failed S	ave	
Grenade I	auncher [X]	1	16"	4	RF+4 Hits	3	200
		Overw	atch IV Si	ngle use (Atto	ack or Overwo	ıtch)	
TL Micro	nissiles [X]	2	32"	10	RF+8 Hits	2	100
		Single Use	Enemy ta	rget must rere	oll 9s & 10s o	n Evade	



The Efreet Custom & Blue Destiny Unit 02 both have these	Mecha & P	ilot Traits
With glowing eyes the machine begins to move on its own.	Trait	Spirit in the Machine
Once per game gain +3 Blocks for the rest of the turn.	+111	Spirit in the Machine
If the Enemy has an EXAM unit or after using Spirit in the Machine gain:	Trait	Exam System
+1 Block versus each enemy attack action.	+V	Exam System
While EXAM is active Newtypes must spend [M-1] to use their Block ability.	-	Newtype Miasma
In the Melee Clash gain $+2$ Hits on ATK and $+1$ Block on DEF.	Pilot	Merciless Melee
It costs an additional [M-1] to Disengage from this unit	Trait II	Merchess Meree

Unit	Name	Туре	Role	Special	Performance	Frame	Points	6		
Blue Desti	ny Unit 02	MS	Battler	Indomitable	5	3	380			
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	TAV.		JE.
Nimbus	Schterzen	RX-79BD-2	4	Giant	1	1	-7		125	-25
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			-1-1
14"	12"	1	12	9d10	+3	+1	4600		V	I
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	A Ro		09
Twin Bed	ım Sabers	2	Melee	ATK+1 Hit	-	8	300	Y		
				-					100	X
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	N A S	-8	01
				-				V) DA	TO	1
Close Co	mbat [CC]	-	Melee	-	-	5P	300		Till V	5
		Push a	target back	kwards 3" foi	r each failed S	ave			3	
Vulcans &	Cannons [K]	-	8"	8	RF+2 Hits	-	100		SIN	Jan 1
	[M-	2] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot		5	1
Beam	Rifle [E]	1	32"	4	RF+1	6		No.	1	101
				-						1/1/6
										w A

+1Pilot

Trait I

Trait

+1 Pilot

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	G)	/an	MS	Melee		4	3	250
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	M'C	Quve	YMS-15	6	Giant	1	-1	-5
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	16"	1	8	10d10	+5	+0	2100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Chevali	er Saber	3	Melee	-	-	7	300
				Reroll	l 1s on ATK &	& DEF		
	Melee S	hield [S0]	2	-	+1 Block	-	-	-
		(Can only B	lock in Enga	gement rang	e (Includes Ov	erwatch)	
	Needle A	Aissiles [X]	1	8"	8	RF+8 Hits	2	100
				Single Use	Overwate	ch VIII Hits		
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	
		Mec	ha & Pilot	Traits				
The Entire Battlefield is a	5 Uses. Activate after an enemy movement. Roll a d10, on a 5+ they must							Trait
Trap	spend 1 Momentum or take 1000 DMG.							+V
Class Combat Evnort	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.							
Close Combat Expert	ın	me melee C	lasn gain	⊤i⊓if on A	ik ana +i i	SIOCK ON DEF.		Trait I

Unit I	Name	Туре	Role	Special	Performance	Frame	Points		
Gyan (Cannon	MS	Battler		4	3	250		
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Thomo	ıs Kurtz	MS-15C	6	Giant			-5		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
8"	10"	1	11	7d10	+5	+0	2600	A MARINE TO A COMMENT OF THE PARTY OF THE PA	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400		
			Indirect Fire	(R:32" to 40	"+Sensors)				
Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	200		
		Overw	atch IV Si	ngle use (Atte	ack or Overwo	itch)			
Chevali	er Saber	3	Melee	-	-	7	300		
			Reroll	l 1s on ATK &	& DEF				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	WA V	
		Push a	target back	kwards 3" foi	r each failed S	ave			
				Mecha &	Pilot Traits				
	Gain [M+1] or +1 Focus Action when this unit activates. Pilot Trait Trait								
,	When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot	Ha malla mata n	
	+1 Hi	+ (+2 Hits	with DMG ()-200 Weap	ons)		Trait I	Headhunter	
	<u> </u>				· · · · · · · · · · · · · · · · · · ·				

			_				_	_			
YMS-15E	Unit I	Name	Туре	Role	Special	Performance	Frame	Points			
EYAN EDS	Gyan	EOS	MS	Melee		4	3	250			
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
	Zeon Roy	al Guard	YMS-15E	8	Giant	3	-1	-1			
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
	10"	20"	1	8	10d10	+5	+0	2100			
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG			
	Beam Glaive		4	Melee	-	DEF+1 Block	8	300			
		Blocks do not stack with Shields or Barriers									
A Marie	Melee SI	hield [S0]	2	-	+1 Block	-	-	-			
			Can only Bl	lock in Enga	gement rang	e (Includes Ov	erwatch)				
	Close Combat [CC]		-	Melee	-	-	5P	300			
	Push a target backwards 3" for each failed Save										
	Bayonet Be	eam Gun [E]	1	16"	4	RF+1 Hits	5	300			
				(Overwatch IV	′					
	Giant Ba	zooka [K]	1	32"	4	-	3	700			
				+1	Hit vs Size 3	3+					
	Mecha & Pilot Traits										
Elite Guard	When you attack Level 1-2 Pilots, Captains & Kaiju gain:										
Eille Guara		+1 Hit	+ (+2 Hits	with DMG ()-200 Weap	ons)		Trait I			

Unit I	Name	Туре	Role	Special	Performance	Frame	Points			
Gyan I	Krieger	MS	Melee		5	3	250			
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
Zeon	n Pilot	MS-15Kg	9	Giant	3	-1	-2		100	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
10"	20"	1	9	11d10	+5	+0	2600		W	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
Beam	Lance	4	Melee	ATK+1 Hit	-	7	400			
			Reroll	1s & 2s on A	Attack				4	
Melee Shield [S0]		2	-	+1 Block	-	-	-		2	
		Can only Bi	lock in Enga	gement rang	e (Includes Ov	erwatch)			10	
Close Co	mbat [CC]	-	Melee	-	-	5P	300		160	
		Push a	target back	kwards 3" fo	r each failed S	ave				
Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	200			
		Overw	atch IV Si	ngle use (Att	ack or Overwo	atch)				
TL Shield	Beams [E]	2	16"	4	RF+2 Hits	5	300			
	Overwatch VI									
				Mecha &	Pilot Traits					
ln	the Melee C	lash gain	+1 Hit on A	TK and +1 E	Block on DEF.		Pilot Trait l	Close Combat	Exper	



Hide Bombs

	Unit	Name	Туре	Role	Special	Performance	Frame	Points		
	Gyan (M	ass Prod.)	MS	Melee		4	3	150		
	Basi	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Zeor	n Pilot	MS-15	6	Giant	1	-1	-5		
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	8"	16"	1	8	10d10	+5	+0	2100		
7	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
/	Chevali	er Saber	3	Melee	-	-	7	300		
				Reroll	1s on ATK &	& DEF				
	Melee S	hield [S0]	2	-	+1 Block	-	-	-		
			Can only Bi	lock in Enga	gement rang	e (Includes Ov	erwatch)			
	Needle /	Aissiles [X]	1	8"	8	RF+8 Hits	2	100		
				Single Use	Overwate	ch VIII Hits				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300		
	Push a target backwards 3" for each failed Save									
For +20pts the Gyan gains Hide Bombs shown below.										
	2 Uses. A	ctivate after	an enemy	moves with	nin 12". Roll	a d10, on a 5	+ they	Trait		
		must sp	end 1 Mo	mentum or	ake 1000 D	MG.		+11		

Unit	Name	Туре	Role	Special	Performance	Frame	Points	1		
Galbaa	ly Alpha	MS	Battler		5	2	240			
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	19.50		
Filius	Stream	MS-17	5	Giant	3		-3	1		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	-		
12"	16"	1	11	7d10	+4	+0	2600			
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG			
Chevali	er Saber	3	Melee	-	-	7	300			
			Reroll	l 1s on ATK &	& DEF					
Small Sl	nield [S1]	1	-	+1 Block	-	-	-			
				-						
Close Co	mbat [CC]	-	Melee	-	-	5P	300			
		Push a	target back	kwards 3" foi	r each failed S	ave				
Beam	Rifle [E]	1	32"	4	RF+1	6	300	y v		
				-				141		
Mecha & Pilot Traits										
Gain [M+2] or +2 Focus Actions when this unit activates.										

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

Genius Pilot

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gelg	goog	MS	Battler		4	3	160
11/4	Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeon Pilot		MS-14A	4	Giant	1		-6
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
The state of the s	12"	12"	1	11	7d10	+3	+0	2600
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Beam Rifl	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Shield [S2]		1	-	+2 Blocks	-	-	-
					-			
	Beam Dou	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save						

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gelg	goog	MS	Battler		4	3	160
Basic	c Pilot	Model	EQ Slots	EQ Slots Size 0 Speed		Armor+	Cost+
Zeor	n Pilot	MS-14A	4	Giant	Giant 1		-6
Sensors	Sensors Move		Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	11	7d10	+5	+0	2600
Wed	Weapons		Range	Attacks	Close Range	PEN	DMG
Beam	Rifle [E]	1	32"	4	RF+1	6	300
				-			
Backshi	ield [S0]	1	-	+2 Blocks	-	-	-
			Can only	Block in the	Rear Arc		
Beam Dou	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300
				-			
Close Co	Close Combat [CC]		Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	



The state of the s	Unit	Name	Туре	Role	Special	Performance	Frame	Points
The second second second	Gelgoog (Commander	MS	Battler	Indomitable	4	3	400
The state of the s	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Char A	Aznable	MS-14S	4	Giant	2		-5
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	14"	1	11	8d10	+5	+1	3600
	Wed	Weapons		Range	Attacks	Close Range	PEN	DMG
	Beam	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Backshield [S0]		1	-	+2 Blocks	-	-	-
				Can only	Block in the	Rear Arc		
	Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Newtype II			lmm	une to Blinc	lside			Trait
i ide wijy pe ii		NT Flash:	Twice per	game gair	n +3 Blocks tl	nis turn.		+X
Infamous Ace	Infamous Ace Gain [M+2] or +2 Focus Actions when this unit							Pilot
illiallious Ace		Cuiii [M + 2]	01 12100	LUS ACTIONS	wileli iilis Oilii	activates.		Trait II

Unit	Name	Туре	Role	Special	Performance	Frame	Points	No.			
Gelgoog	g Cannon	MS	Firepower		4	3	280				
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		à		
Bren	iss Ox	MS-14C	5	Giant	2		-4				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
12"	14"	2	11	4d10	+4	+0	2600	NOW WENT			
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		A		
Beam C	annon [E]	1	48"	4	RF-2	5	400				
				-							
Giant Bo	ızooka [K]	1	32"	4	-	3	700				
			+ 1	Hit vs Size S	3+			WAR THE VI	V		
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200				
				Single Use					2		
Beam Do	uble-Saber	2	Melee	ATK+1 Hit	-	8	300	WE M			
				-				A VIOS A			
Close Co	mbat [CC]	-	Melee	-	-	5P	300		-		
		Push a	target back	kwards 3" foi	r each failed S	ave		4			
	Mecha & Pilot Traits										
+1 to Pr	ecision and	Barrage (/	Max 3). Re	duce Rapid F	ire penalties	by 1.	Pilot	Deade			
F	Precision also lets you may target units engaged in Melee. Trait II										

	Unit Name		туре	Kole	Special	Performance	rrame	Points
	Gelgoog	g Cannon	MS	Firepower		4	3	280
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Geral	d Sakai	MS-14C	5	Giant	2		-4
	Sensors			Shooting	Melee	Evade d10	ARM Sv	HP
	12"	14"	2	11	4d10	+4	+0	2600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam C	Beam Cannon [E]		48"	4	RF-2	5	400
					-			
	Beam	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200
					Single Use			
	Beam Do	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Chimera Corps		activator	·	Pilot				
Chilliera Corps		Guiii [M+1]	01 -1 -0	COS ACTION W	hen this unit	activates.		Trait I
Mechanics Expert	W	hen this unit	it activates choose a weapons bonus for this turn:					Pilot
Medianics Experi		All w	eapons a	ıG.		Trait I		

11.5		-			n (-	
	Name	Туре	Role	Special	Performance		Points
Gelgoog Cannon		MS	Firepower		4	3	280
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Thoma	is Kurtz	MS-14C	5	Giant	2		-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	2	11	4d10	+4	+0	2600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Cannon [E]		1	48"	4	RF-2	5	400
				-			
Beam I	Rifle [E]	1	32"	4	RF+1	6	300
				-			
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200
				Single Use			
Beam Dou	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	kwards 3" foi	each failed S	ave		
					Pilot Traits		

Mecha & Pilot Traits								
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot	Chimera Corps						
Gdin [M+1] of +1 Focus Action when this only activates.	Trait I	Chimera Corps						
When you attack Level 1-2 Pilots, Captains & Kaiju gain:	Pilot	Headhunter						
+1 Hit (+2 Hits with DMG 0-200 Weapons)	Trait I	пеаапиптег						

MechaStellar VER 9



Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gelgoog H	i-Mo Custom	MS	Battler	Indomitable	4	3	300
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Johnny	Ridden .	MS-14B	4	Giant	2		-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	11	8d10	+5	+1	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
				-			
Backsh	ield [S0]	1	-	+2 Blocks	-	-	-
			Can only	Block in the	Rear Arc		
Beam Do	uble-Saber	2	Melee	ATK+1 Hit	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	
	Med	ha & Pilot					

Unwavering Loyalty

Crimson Lightning

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

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

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

Filot
Trait I

Pilot
Trait I



Chimera Corps

Defiant

2	Unit	Name	Туре	Role	Special	Performance	Frame	Points			
	Gelgoog Hi	i-Mo Custom	MS	Battler	Assault	4	3	300			
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
	Uma Lightning		MS-14B	3	Giant	2	1	-5			
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
	12" 14"		2	11	<i>7</i> d10	+5	+0	2100			
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG			
	Beam Rifle [E]		1	32"	4	RF+1	6	300			
					-						
	Beam Dou	uble-Saber	2	Melee	ATK+1 Hit	-	8	300			
					-						
	Close Co	mbat [CC]	-	Melee	-	-	5P	300			
	Push a target backwards 3" for each failed Save										
Mecha & Pilot Traits											
		Cain [M±1]	or ±1 Eo	aua Aation u	dan this unit	antivator.		Pilot			

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

[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.



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gelgoog Co	innon Custom	MS	Sniper	Assault	4	3	360
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Jacobi	us Node	MS-14B	9	Giant	1	2	. 1
1	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
,	18"	12"	2	12	4d10	+4	+0	2600
	Wea	pons	Ð	Range	Attacks	Close Range	PEN	DMG
	TL Missile S	Salvo [X] (3)	6	48"	7	-	3	300
					Three Uses			
	Giant Bo	zooka [K]	1	32"	4	-	3	700
				+1	Hit vs Size 3	3+		
	Beam Doi	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
ļ			Push a	target back	kwards 3" foi	each failed S	ave	

I	Mecha & Pilot Traits									
I	Chimera Corps	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot							
I	Chilliera Corps	Guin [M+1] of +1 1 ocos Action when this unit activates.								
I	AA	1.1 to Descrition and Remands (Many 2). Deduce Description and the level	Pilot							
ı	Marksman	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Trait							

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
Gelgoo	g Jäger	MS	Sniper		5	3	310	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Shin Mo	atsunaga	MS-14Jg	5	Giant	4	-1	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
24"	18"	1	13	5d10	+4	+0	2600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	A LAND COMMENT
Repeating	B.Rifle [E]	3	40"	5	RF+1	5	300	
				-				
Beam Spo	ot Guns [E]	-	8"	5	-	3	100	
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
Twin Bea	ım Sabers	2	Melee	ATK+1 Hit	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		MS-14JG
				Mecha &	Pilot Traits			
Vs Sh	ooting impro	ove the bo	nus to Dodg	ge and Guar	d by 1 (Max 3	3)	Pilot	Untouchable
Once pe	er Round whi	le using D	odge, Crit I	dits versus thi	s unit instead	Miss.	Trait II	Unfouchable

	Unit l	Name	Туре	Role	Special	Performance	Frame	Points	
G	elgoo	g Jäger	MS	Sniper		5	3	260	
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Zeon	n Pilot	MS-14Jg	5	Giant	4	-1	-5	
Sen	sors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
24	4"	18"	1	13	5d10	+4	+0	2600	100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	18
Rep	eating	B.Rifle [E]	3	40"	5	RF+1	5	300	
					-				
Bec	ım Spo	ot Guns [E]	-	8"	5	-	3	100	
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
Tw	in Bea	ım Sabers	2	Melee	ATK+1 Hit	-	8	300	
					-				
Clo	se Co	mbat [CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" fo	r each failed S	ave		
					Mecha &	Pilot Traits			
		Gain [M+1]	or +1 Fo	cus Action v	vhen this unit	activates.		Pilot Trait I	Practiced Professional

S	Points	Frame	Performance	Special	Role	Туре	Name	Unit
	400	3	5	Assault	Battler	MS	li-Mo R Type	Gelgoog H
- Sur	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	Pilot	Ace
600	1	1	2	Giant	11	MS-14BR	Wilhead	Siemens
	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	2600	+0	+5	8d10	12	2	14"	16"
	DMG	PEN	Close Range	Attacks	Range	EQ	ipons	Wed
	300	3	-	7	48"	8	Salvo [X] (4)	TL Missile 3
				Four Uses				
	400	5	RF-2	4	48"	1	annon [E]	Beam C
				-				
	300	8	-	ATK+1 Hit	Melee	2	uble-Saber	Beam Do
				-				
M	300	5P	-	-	Melee	-	mbat [CC]	Close Co
EELON		ave	r each failed S	kwards 3" fo	target bac	Push a		
			Pilot Traits	Mecha &				
Eval Honoro	Trait		Throttle.	5" with Full	additional +	move an c	You may	
Fuel Hungry	+1		d 3.	e after Roun	Full Throttl	ay not use	You m	
CI.: C	Pilot			La calle de la cal			C [M 1]	
Chimera Corp	Trait I		activates.	vhen this unit	cus Action v] or + 1 Fo	Gain [M+1]	
AA	Pilot	L 1		alica a Danatal I	2\ D-	D		11 to D
l Marksman	Trait I	ру г.	ire penalties	аисе каріа і	wax 3). Re	barrage (<i>I</i>	ecision and	T1 10 PI

Trait I

Pilot

- 0.00								
, '' A '/ //	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gelgoog (Ground [G]	MS	Battler		4	3	270
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Ken Be	derstadt	MS-14G	5	Giant		1	-5
nrice and the second	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	10"	1	11	7d10	+5	+0	3100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam S	niper [E]	1	48"	4	RF-2	6	300
				Ignore i	arget's Cove	r bonus		
	Grenade l	auncher [X]	1	16"	4	RF+4 Hits	3	200
			Overwo	atch IV Si	ngle use (Atto	ack or Overwo	ıtch)	
5	Gatling \	/ulcans [K]	-	8"	5	RF+3 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Knuckle S	shield [SO]	1	-	+1 Block	-	-	-
			C	an only Bloc	k DMG 300	or less Shots		
	Beam Do	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
0.000		Mecl	na & Pilot					
Duth	HP<50%	or ally Skille	d/Ace Pil	ot is destroy	ed gain: +1	Hit on all att	acks &	Pilot
Pitiless War God		+1	Block vs e	ach enemy	attack action	1.		Trait II

Unit	Name	Туре	Role	Special	Performance	Frame	Points	NEW LINEAR
Gelgoog (Ground [G]	MS	Battler		4	3	270	THE REMOTE
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	WY TO WE
Visch [Donahue	MS-14G	5	Giant		1	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	10"	1	11	7d10	+3	+0	3100	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam	Rifle [E]	1	32"	4	RF+1	6	300	
				-				
Grenade I	Launcher [X]	1	16"	4	RF+4 Hits	3	200	
		Overw	atch IV Si	ingle use (Att	ack or Overwo	itch)		
Gatling \	Vulcans [K]	-	8"	5	RF+3 Hits	-	100	一个 人类
	[M-	-1] to Use	[Free Ad	tion] Req	uires a Skilled	/ Ace Pi	lot	
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	
				-				MAN STORY
Beam Do	uble-Saber	2	Melee	ATK+1 Hit	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" fo	r each failed S	ave		
				Mecha &	Pilot Traits			
In	the Melee C	lash gain -	+2 Hits on A	ATK and +1	Block on DEF.		Pilot	Carabant lands
	It costs an o	additional	[M-1] to Di	sengage froi	m this unit		Trait II	Combat Instruc



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gelgoog (Gunthar [G]	MS	Battler		4	3	190
	Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeor	n Pilot	MS-14GD	5	Giant		1	-5
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16" 10"		1	11	7d10	+4	+0	3100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
1	Hi-Power B.Carbine [E]		2	24"	4	RF+2	7	300
					-			
	Small SI	nield [S1]	1	-	+1 Block	-	-	-
					-			
	Heat Sword		2	Melee	ATK+1 Hit	-	5	300
				Reroll	l 1s on ATK 8	& DEF		
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points		
Act	Zaku	MS	Interceptor		4	3	170		
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Pezu	n Pilot	MS-11	3	Giant	2		-6		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
14"	14"	1	10	5d10	+6	+0	2600		
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
Quad Mac	hine Gun [K]	2	16"	9	RF+5 Hits	-	200		
			(Overwatch IV	′				
Beam	Saber	1	Melee	-	-	8	300		
				-					
Close Co	mbat [CC]	-	Melee	-	-	5P	300		
Push a target backwards 3" for each failed Save									



١	* +	Unit	Name	Туре	Role	Special	Performance	Frame	Points		
1	MA LA	Gelgoog H	igh Mobility	MS	Battler		4	3	260		
	A SECOND	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
		Erik F	Blanke	MS-14B	4	Giant	2		-5		
-		Sensors	Sensors Move A		Shooting	Melee	Evade d10	ARM Sv	HP		
		10"	14"	1	11	7d10	+5	+0	2600		
		Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
		Beam	Rifle [E]	1	32"	4	RF+1	6	300		
1						-					
1	The state of the s	Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300		
1	7					-					
1		Close Co	mbat [CC]	-	Melee	-	-	5P	300		
				Push a	target back	kwards 3" foi	r each failed S	ave			
	A CONTRACTOR	Backshield [S0]		1	-	+2 Blocks	-	-	-		
				Can only	Block in the	Rear Arc					
		Mecha & Pilot Traits									
	Overzealous	[/	1+2] If you e	engage or	end your to	ırn 5" closer	to an enemy		Pilot		
	Overzedious	All we	apons agin	+1 HIT this	turn if you	activated du	ue to Return Fi	re.	Trait II		

Unit	Name	Туре	Role	Special	Performance	Frame	Points		
Act Zaku (Commander	MS	Interceptor		4	3	270		
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Mallet :	Sanguine	MS-11	3	Giant	2		-6		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
8"	14"	1	10	5d10	+6	+0	2600		
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Beam	Rifle [E]	1	32"	4	RF+1	6	300		
				-					
Double H	leat Hawk	2	Melee	ATK+1 Hit	-	5	300		
			Rero	ll 1s & 2s on	ATK				
Close Co	mbat [CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" foi	r each failed S	ave		CALLY VI	
	Mecha & Pilot Traits								
	Improve	Trait +III	Limiter Release						
If HP<509	% or ally Ski B	lled/Ace I lock vs ea	s & +1	Pilot Trait II	Berserker				

3	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
		Marine Cdr	MS	Interceptor	opodiai	4	3	300	
		Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Cima C	Garahau	MS-14FS	5	Giant	4		-2	
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
H WELL	12"	18"	1	10	5d10	+4	+0	2600	
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Repeating	B.Rifle [E]	3	40"	5	RF+1	5	300	
					-				
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Machine Cannons [K]		-	8"	8	-	-	100	
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot	
	Shield [S2]		1	-	+2 Blocks	-	-	-	
					-				
	Beam	Saber	1	Melee	-	-	8	300	
					-				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
					wards 3" for	each failed S	ave		
			ha & Pilot					Pilot	
Headhunter	When you attack Level 1-2 Pilots, Captains & Kaiju gain:								
110 212.11011101		+1 Hi	t (+2 Hits	with DMG 0)-200 Weap	ons)		Trait I	
Overconfident	In Rounds $2+$ gain $[M+2]$ on your turn if HP $>=50\%$.							Pilot	
5 · 5 · 5 · 5 · 111 · 111		Koonas	9 am [/			3 3 7 0.		Trait I	

Unit l	Name	Туре	Role	Special	Performance	Frame	Points	
Gelgoog	g Marine	MS	Raid		4	3	200	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Cima	Fleet	MS-14F	4	Giant			-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	16"	1	10	6d10	+5	+0	2600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
MMP-80	M.Gun [K]	2	24"	7	RF+5 Hits	-	200	
			(Overwatch IV	,			A RITTLE OF THE
Machine C	Cannons [K]	-	8"	8	-	-	100	
	[M-	1] to Use	[Free Ac	tion] Regi	uires a Skilled	/ Ace Pi	lot	
Knuckle S	hield [S0]	1	-	+1 Block	-	-	-	
		С	an only Blo	ck DMG 300	or less Shots			
Beam	Saber	1	Melee	-	_	8	300	
				-				
Shield Sr	nash [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		A y Sh (M)
			Ť		Pilot Traits			
In this Rou	und this unit i	s deploye	d it gains [T	actical Adva	ıntage] on you	ır first	Trait	
	attac	k as lona	as the tara	et is within 2	4".		+1	Ambusher
							Pilot	
	In Rounds 2	۲+ gain [۸	۱+2] on you	ur turn if HP	>=50%.		Trait I	Overconfident

	Unit	Unit Name		Role	Special	Performance	Frame	Points			
	Gerber	ra Tetra	MS	Interceptor	Assault	5	4	450			
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
	Cima C	Garahau	AGX-04	7	Giant	5	4	1			
A FAIR SA	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
	14"	20"	2	11	6d10	+7	+1	4800			
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG			
	Tetra Beam M.Gu				6	RF+4 Hits	6	200			
				(Overwatch IV	,					
	Machine Cannons [K]			8"	8	-	-	100			
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pi										
	Beam Saber				-	-	8	300			
				-							
	Close Co	mbat [CC]	-	Melee	-	-	5P	300			
			Push a	target back	wards 3" foi	each failed S	ach failed Save				
		Mec	ha & Pilot	Traits							
Dynamia Entranca		Cain May		. duvina tha	first round o	f hattle		Trait			
Dynamic Entrance		Gain Move	ets & Fig	y during the	first round o	т ватте.		+1			
U a a alla conta a		When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot			
Headhunter	+1 Hit (+2 Hits with DMG 0-200 Weapons)							Trait I			
O		In Daymala 1) t [A	A I 21	:£ UD :	- 500/		Pilot			
Overconfident	In Rounds $2+$ gain $[M+2]$ on your turn if $HP \ge 50\%$.						Trait I				

Unit	Name	Туре	Role	Special	Performance	Frame	Points				
Kan	npfer	MS	Raid	Assault	5	3	350				
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+				
Mikhail	Kaminsky	MS-18E	7	Giant	4	-1	-3				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
16"	24"	2	11	7d10	+5	+0	1600				
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG				
Shoto	gun [K]	1	16"	5	RF+5 Hits	-	200				
			Ov	erwatch III H	lits						
Sturm Fau	st Salvo [X]	2	24"	4	RF+4 Hits	3	200				
	Overwatch IV Single use (Attack or Overwatch)										
TL Giant B	azooka [K]	2	32"	4	RF+1	3	700				
			+1	Hit vs Size 3	3+						
Chair	n Mine	1	Melee	ATK+2 Hits	-	2	600				
			Single Us	e +1 Hit vs	s Size 3+						
Beam	Saber	1	Melee	-	-	8	300				
				-							
Close Co	mbat [CC]	-	Melee	-	-	5P	300	PI -			
		Push a	target back	kwards 3" foi	r each failed S	ave					
	Mecha & Pilot Traits										
	In Pounds '	2+ agin [A	4+21 on you	ur turn if HP	>=50%		Pilot	Reckless			
	iii koonas 2	z · gaiii [/	TI Z J OII YO	or rotter it fire	× -30 /0.		Trait I	NECKIESS			
Vs Shoot	ing attacks ir	nprove the	e bonus to D	odge and G	Suard by 1 (M	ax 3)	Pilot Trait I	Elusive			

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	Physali	s GP02	MS	Raid	Assault	5	5	430	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Anave	el Gato	GP02A	4	Giant		4	-12	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	20"	16"	2	12	8d10	+3	+1	6600	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Great S	Great Shield [S3]		-	+3 Blocks	-	-		
					-				
	Large Beam Saber		3	Melee	-	-	8	400	
					-				
90 1/2	Shield Smash [CC]		-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" fo	r each failed S	ave		
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
SKY NING		[M-	-1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
Mecha & Pilot Traits									
The Nightmare of Salaman		C atin [M+2]	ar ±2 Ea	aus Astions v	uhan thia unit	activates	·	Pilot	
The Nightmare of Solomon		Gain [M+2]	01 +2 F00	LUS ACTIONS V	when this unit	activates.		Trait II	

Unit N	lame	Туре	Role	Special	Performance	Frame	Points				
Physalis G	SPO2-BB	MS	Raid	Assault	5	5	500				
Ace F	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+				
Anavel	Gato	GP02A	11	Giant		4	-5				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
20"	16"	2	12	8d10	+3	+1	6600				
Weap	ons	EQ	Range	Attacks	Close Range	PEN	DMG				
Great Shi	ield [S3]	1	-	+3 Blocks	-	-	-				
				-							
Large Bec	ım Saber	3	Melee	-	-	8	400				
_				-							
Shield Sm	ash [CC]	-	Melee	-	-	5P	300				
		Push a	target back	kwards 3" foi	r each failed S	ave					
Vulcar	ns [K]	-	8"	6	RF+2 Hits	-	100				
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot				
GP02 B.Bo	zooka [E]	7	40"	5	-	6	700				
			+1	Hit vs Size 3	3+						
	Mecha & Pilot Traits										
C	Gain [M+2]	or +2 Foo	cus Actions v	when this unit	activates.		Pilot Trait II	The Nightmare of Solomon			

	Unit	Unit Name		Role	Special	Performance	Frame	Points
	Physalis G	PO2-MLRS	MS	Raid	Assault	5	5	650
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Anave	el Gato	GP02A	20	Giant		4	4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	32"	16"	2	12	8d10	+3	+1	6600
S R C & A C	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Great S	hield [S3]	1	-	+3 Blocks	-	-	-
					-			
	Large Beam Saber		3	Melee	-	-	8	400
					-			
	Shield Si	Shield Smash [CC]		Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save						
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
	TL IDF Roc	kets (8) [X]	16	48"	10	RF-4	2	200
			Eight L	Jses Indire	ct Fire (R:32	" to 40"+Sens	ors)	
		Mecl	na & Pilot	Traits				
The Nightman of Salaman		Cain [M+2]	ar ±2 Eas	us Astions	uhan this unit	activates		Pilot
The Nightmare of Solomon		Gain [M+2]	or +2 F00	cus Actions V	wnen mis unit	activates.		Trait II

Unit	Name	Type	Role	Special	Performance	Frame	Points				
Physalis (GP02-AS	MS	Raid	Assault	5	5	500				
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	- 4			
Anave	el Gato	GP02A	5	Giant		4	-11				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
32"	16"	2	12	8d10	+3	+1	6600				
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	A COLOR WAS A			
Great SI	hield [S3]	1	-	+3 Blocks	-	-	-				
				-							
Large Be	am Saber	3	Melee	-	-	8	400				
				-							
Shield Sr	nash [CC]	-	Melee	-	-	5P	300				
		Push a	target back	kwards 3" foi	r each failed S	ave					
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100				
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot				
Antiship	Rifle [K]	1	48"	4	RF-2	2	400				
		+	1 Hit vs Size	3+ +2 PE	N vs Size 3+						
	Mecha & Pilot Traits										
	Gain [M+2] or +2 Focus Actions when this unit activates. Pilot Trait II The Nightmare of Solomon										



Unit	Name	Туре	Role	Special	Performance	Frame	Points			
Dra-	C [S]	MS	Attacker	Assault	1	1	30			
Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
Zeor	n Pilot	MS-21C	2	Giant	1	1	-3			
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
8"	11"	2	6	6d10	+4	+0	600			
Wea	ipons	EQ	Range	Attacks	Close Range	DMG				
Knuckle S	Shield [S0]	1	-	- +1 Block						
		C	an only Blo	ck DMG 300	or less Shots					
Beam	Saber	1	Melee	-	-	8	300			
				-						
Ramming	Speed [CC]	-	Melee	-	-	-	600			
	After attacking lose 1000 HP									
Hand V	ulcans [K]	-	8"	4	RF+4 Hits	-	100			
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot			

11.9	N1	т	D.L	C 1	D (F	D . *
Unif	Name	Туре	Role	Special	Performance	Frame	Points
Xam	el [G]	MS	Raid	Heavy Arms	3	3	270
Basi	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	YMS-16M	9	9 Giant 1			-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
32"	32" 18"		10	6d10	+3	+0	2600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Xamel C	annon [K]	5	64"	5	RF-2	-	600
			Indirect Fire	(R:32" to 40	"+Sensors)		
TL IDF Mis	siles [X] (2)	4	48"	10	RF-4	2	200
		Two U	lses Indire	ct Fire (R:32'	to 40"+Sense	ors)	
Ramming S	Speed [CC]	-	Melee	-	-	-	600
			After att	tacking lose 1	000 HP		



Mecha & Pilot Traits

While transformed gain: Focus action on your turn | Melee Block (5+ to 7+) Trait

ait +ı Tı

Transform (Artillery)



Close Combat Expert

	Unit	Name	туре	коїе	Special	Performance	rrame	Points
	Dra-C C	ustom [S]	MS	Attacker	Assault	2	1	130
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeor	n Pilot	MS-21D1	3	Giant	2	1	-1
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	13"	2	6	6d10	+0	600	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Knuckle S	Shield [S0]	1	-	+1 Block	-	-	-
			C	an only Bloc	k DMG 300	or less Shots		
	Beam	Saber	1	1 Melee				300
					-			
	Ramming S	Speed [CC]	-	Melee	-	-	-	600
				After att	acking lose 1	000 HP		
	Machine	Gun [K]	1	1 24" 7 RF+3 Hits				
1				(Overwatch IV	,		
		Mecl	na & Pilot	Traits				

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

Name	Туре	Role	Special	Performance	Frame	Points
Custom [S]	MS	Interceptor	Assault	2	1	140
c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
n Pilot	MS-21D1	9	Giant	1	1	4
Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
11"	2	8	3d10	+5	+0	600
ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Shield [S0]	1	-	+1 Block	-	-	-
	C	an only Bloc	k DMG 300	or less Shots		
Saber	1	Melee	-	-	8	300
			-			
Speed [CC]	-	Melee	-	-	-	600
		After att	acking lose 1	000 HP		
st Salvo [X]	2	24"	4	RF+4 Hits	3	200
	Overw	atch IV Si	ngle use (Atto	ack or Overwo	atch)	
e Pod [X]	2	32"	8	RF+3 Hits	3	200
			Single Use			
Gun [K]	3	32"	7	RF+3 Hits	-	200
		(Overwatch IV	•		
		Custom [S] MS c Pilot Model n Pilot MS-21D1 Move Actions 11" 2 Ipons EQ Shield [S0] 1 Custom [S] Custom September Se	Custom [S] MS Interceptor	Custom [S] MS Interceptor Assault C Pilot Model EQ Slots Size 0 Pilot MS-21D1 9 Giant Move Actions Shooting Melee 11" 2 8 3d10 Interceptor Assault Shield [S0] 1 -	Custom [S] MS Interceptor Assault 2	Custom [S] MS Interceptor Assault 2 1 1 1 1 1 1 1 1 1



Pilot

3/10	Unit	Name	Туре	Role	Special	Performance	Frame	Points		
	AC G	uy [G]	MS	Interceptor		2	1	70		
	Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Zeor	n Pilot	MSM-04	3	Giant	1	1	-2		
ADDE	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	12"	11"	1	8	3d10	+5	+0	1600		
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
WO ON	Missile :	Salvo [X]	1	48"	5	-	3	300		
					Single Use					
	Mega Particle		1	24"	4	RF+2	6	300		
					-					
DV DV	Iron	Nail	1	Melee	-	-	4	400		
A AS			[/	M-1] This at	tack Blindsid	les one target				
	Smas	h [CC]	-	Melee	-	-	5P	300		
	Push a target backwards 3" for each failed Save									
		Mec	ha & Pilot	Traits						
Stealth	This unit c	annot be tar	geted unti	l its first act	ivation unles	s the enemy is	within	Trait		
Siedilli			16".				+1			
Amphibious	When u	sing the Amb	oush [Com	mand] you n	nay return o	ne amphibious	unit	_		
Amphibious		c	currently in	the water t	o reserves.			-		

Unit 1	Name	Туре	Role	Special	Performance	Frame	Points	100
Zock	([G]	MS	Firepower		2	3	180	
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon	Pilot	MSM-03	7	Giant	-2	6		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	3"	2	10	3d10	+0	+2	7600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Quad /	MPC [E]	4	32"	4	RF+3 Hits	5	200	
				-				
Phonon /	Maser [E]	2	48"	3	RF+2 Hits	7	700	
	[/	M-2] to use	e AOE: 2'	Wide Line	Cannot Move	this turn	١.	
Iron	Nail	1	Melee	-	-	4	400	
		[/	M-1] This at	ttack Blindsid	es one target			
Smasl	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
				Mecha &	Pilot Traits			
[M-1] T	his unit may	overwatch	n, fire missile	es [X] or fire	its shortest rai	nge		Limited 360 Firing Arc
	shooting	weapon o	out of its bad	ck 180 degr	ee arc.		-	Limited 300 Firing Arc
When us	sing the Amb	oush [Com	mand] you r	nay return o	ne amphibious	unit		Amphibious
	(urrently in	the water	to reserves.			-	Amphibious



Stealth Ambusher Amphibious

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Agg C	Guy [G]	MS	Raid		2	2	90	
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeor	n Pilot	MSM-04N	4	Giant		1	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	15"	1	8	4d10	+4	+0	2600	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Long He	at Whip [K]	3	8"	8	RF+3 Hits	4	100	
		Ener	ny target m	ust reroll 9s 8	& 10s on Evad	е		
Heat V	Vhip [K]	1	8"	6	RF+1 Hit	4	100	
		Ener	ny target m	ust reroll 9s 8	& 10s on Evad	е		
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
	Mecl	na & Pilot	Traits					
Cannot be targeted until your first activation unless the enemy is within 16".								
After being deployed gain [Tactical Advantage] on your first attack as long								
When u	sing the Amb	oush [Comr	nand] you r	nay return or	ne amphibious	unit		
	c	urrently in	the water	to reserves.	-		-	

Unit	Name	Туре	Role	Special	Performance	Frame	Points			
Gog	g [G]	MS	Raid		2	3	110			
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	5-Dr		
Zeor	n Pilot	MSM-10	4	Giant	-2	4	-5			
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
10"	11"	1	9	5d10	+2	+1	5600			
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG			
Iron	Nail	1	Melee	-	-	4	400	AP IN		
		[/	M-1] This a	ttack Blindsid	les one target			MILITAN AND AND AND AND AND AND AND AND AND A		
Smas	sh [CC]	-	Melee	-	-	5P	300			
		Push a	target back	kwards 3" fo	r each failed S	ave				
TL M	PC [E]	2	24"	4	RF+3	6	300			
				-				8.00		
Torped	o Pod [X]	1	32"	6	RF+3 Hits	3	200	D-9 00-		
				Single Use						
Mecha & Pilot Traits										
When using the Ambush [Command] you may return one amphibious unit								Amphibious		
		currently in	the water	to reserves			_	,piiibioo3		

The Market Committee of the Committee of			_				_	_	
The second second	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
-EINCH ST	Z'Go	k [G]	MS	Raid		3	2	90	
	Basi	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Zeor	n Pilot	MSM-07	5	Giant	-1	1	-4	
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	12" 13"		1	9	5d10	+4	+0	2600	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Missile Salvo [X] (2)		2	48"	5	-	3	300	
					Two Uses				
	TL M	PC [E]	2	24"	4	RF+3	6	300	
					-				
	Iron	Nail	1	Melee	-	-	4	400	
			[/	M-1] This at	tack Blindsid	es one target			
	Smas	h [CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" fo	r each failed S	ave		
		Mec	ha & Pilot	Traits					
A L.*	When using the Ambush [Command] you may return one amphibious unit								
Amphibious			currently in	the water	to reserves.			-	

Unit Name	Туре	Role	Special	Performance	Frame	Points	
Z'Gok E [G]	MS	Raid		4	2	170	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Cyclops Team	MSM-07E	4	Giant		1	-4	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	- 01
12" 15"	1	9	5d10	+5	+0	2600	Collaboration of the Collabora
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Torpedo Pod [X]	1	32"	6	RF+3 Hits	3	200	
			Single Use				
Rapid Fire MPC [E]	2	24"	6	RF+4 Hits	4	200	
		(Overwatch IV	′			
Iron Nail	1	Melee	-	-	4	400	A PARTIES
	[/	M-1] This at	ttack Blindsid	es one target			
Smash [CC]	-	Melee	-	-	5P	300	
	Push a	target back	kwards 3" foi	r each failed S	ave		
			Mecha &	Pilot Traits			
Gain [M+1] or +1 Fo	cus Action w	hen this unit	activates.		Pilot Trait I	Seasoned Veteran
When using the Am	Amphibious						

600	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Char's Z	'Gok [G]	MS	Raid		3	2	310
The state of the s	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Char A	Aznable	MSM-07S	5	Giant	1	1	-2
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12" 17"		1	9	5d10	+4	+0	2600
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Missile Salvo [X] (2)		2	48"	5	-	3	300
					Two Uses			
	TL M	PC [E]	2	24"	4	RF+3	6	300
	- , ,				-			
	Iron	Nail	1	Melee	-	-	4	400
			[٨	Λ-1] This at	ttack Blindsid	es one target		
	Smas	h [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
What I was a second								
EM .		Mec	ha & Pilot					
Newtype II			lmm	une to Blind	lside			Trait
Newlype II		NT Flash:	Twice per	game gain	+3 Blocks tl	nis turn.		+X
Mastermind	When y	ou activate o	hoose a b	onus for this	s turn: +2 PEI	N OR +200 D	MG.	Pilot Trait II
Amphibious	When u	•	-		•	ne amphibious	unit	-
			urrently in	tne water	to reserves.			

Hy-Gogg [[G]	MS	Raid		4	2	180	
Skilled Pil	lot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Cyclops Te	am	MSM-03C	5	Giant	1		-3	
Sensors N	Nove	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	18"	1	9	5d10	+5	+0	2100	Ma
Weapon	s	EQ	Range	Attacks	Close Range	PEN	DMG	
Antiship Missi	le [X]	1	48"	3	RF-1	3	1000	
		S		+3 Hits vs S	Size 2+ Units			The state of the s
Torpedo Pod	d [X]	1	32"	6	RF+3 Hits	3	200	
				Single Use				
Rapid Fire MI	PC [E]	2	24"	6	RF+4 Hits	4	200	THE PARTY OF THE P
				Overwatch IV	/			170
Machine Cann	ons [K]	-	8"	8	-	-	100	
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	10 C 10 10 10 10 10 10 10 10 10 10 10 10 10
Iron Nai	I	1	Melee	-	-	4	400	
		[^	Λ-1] This a	ttack Blindsid	es one target			
Smash [C	C]	-	Melee	-	-	5P	300	
		Push a	target bac		r each failed S	ave		
				Mecha &	Pilot Traits			The same of the sa
ln l	Rounds 2	2+ aain [Λ	1+21 on yo	ur turn if HP	>=50%.		Pilot	Reck
							Trait I	KCCI
When using		-	- /	•	ne amphibious	unit	-	Amph
	C	currently in	the water	to reserves.				

Type Role Special Performance Frame Points

Unit Name



Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
Gas	sshia	MS	Attacker	Assault	3	3	280	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Pezui	n Pilot	MS-13	8	Giant		3		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	10"	2	8	8d10	+5	+1	3100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hamme	ergun [K]	3	16"	5	RF+2 Hits	5P	400	
		Push a	target back	kwards 3" for	r each failed S	ave		
TL Missile	Pod [X] (2)	4	32"	8	RF+3 Hits	3	200	
				Two Uses				
Iron	Nail	1	Melee	-	-	4	400	
		[/	M-1] This at	ttack Blindsid	es one target			
Smas	h [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save								
	Mac	ha & Pilat	Traits					

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

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gi	gan	MA	Firepower		1	1	40
Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Pezu	n Pilot	MS-12	4	Giant	-2 2		-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	4"	2	9	2d10	+1	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Artillery Cannon [K]		1	48"	5	RF-2	-	400
			Indirect Fire	(R:32" to 40	"+Sensors)		
Gatling	Gun [K]	3	32"	7	RF+3 Hits	-	200
			(Overwatch IV	,		
Ramming	Speed [CC]	-	Melee	-	-	-	600
			After att	acking lose 1	000 HP		
				<u>-</u>			



Mecha	& Pilot	Traits	

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

Trait -l

Tracked Vehicle

0	MSN-01 Psychomu system zaki

Offili	Unit Name		Role	Special	Performance	Frame	Points
Psycommu Zaku [S]		MS	Raid	Heavy Arms	4	1	350
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	MSN-01	6	Giant	2	1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
26"	19"	2	9	5d10	+4	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Wired Bed	amhands [E]	3	Sensors	5	-	6	200
			Require	s (Quasi-)Psy	commu		
Wired Bed	amhands [E]	3	Sensors	5	-	6	200
	Requires (Quasi-)Psycommu						
Ramming Speed [CC]		-	Melee	-	-	-	600
			After att	acking lose 1	000 HP		
		-	Require Melee	s (Quasi-)Psy -	-	-	

Mecha & Pilot Traits							
Noutunal	Immune to Blindside						
Newtype I	NT Flash: Once per game gain +3 Blocks this turn.	+٧					
Da	[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-	Trait					
Psycommu	Guided weapons they gain Blindside but must Indirect Fire.	+V					
Elusive	Ve Charles and delicate of the bound of Dada and Consults 1 (Mar. 2)						
ciusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Trait I					

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Bishop Zaku [S]		MS	Interceptor	Heavy Arms	2	1	300	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeor	n Pilot	MS-06Z	6	Giant	2	1	-3	
Sensors	Move	Actions	s Shooting Melee		Evade d10	ARM Sv	HP	
26"	13"	2	8	3d10	+4	+0	1600	
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	
Wired Bed	amhands [E]	3	Sensors	5	-	6	200	
			Require	s (Quasi-)Psy	commu			
Wired Bed	amhands [E]	3	Sensors	5	-	6	200	
	Requires (Quasi-)Psycommu							
Smash [CC]		-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" for	each failed S	ave		
			-					



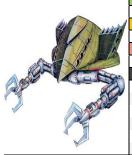
Mecha & Pilot Traits		
Immune to Blindside	Trait	Natona I
NT Flash: Once per game gain +3 Blocks this turn.	+V	Newtype I
[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-	Trait	Da
Guided weapons they gain Blindside but must Indirect Fire.	+V	Psycommu
Cotto [AA 1] and 1] France Andrew Throught and the set of the se	Pilot	MAZARI Taribarah
Gain [M+1] or +1 Focus Action when this unit activates.	Trait I	Well Trained

	Unit Name		Туре	Role	Special	Performance	Frame	Points
	Zeor	ng [S]	MS	Raid	Heavy Arms	5	4	500
THE STATE OF THE S	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Char A	Aznable	MSN-02	8	Giant	1		-11
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	20"	18"	2	11	7d10	+5	+0	3600
	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	TL Beam (Cannons [E]	2	48"	4	RF-1	5	400
					-			
	Wired Bed	amhands [E]	3	Sensors	5	-	6	200
				Require	s (Quasi-)Psy	commu		
	Wired Bed	amhands [E]	3	Sensors	5	-	6	200
66 6 6 6 6				Require	s (Quasi-)Psy	commu		
1000	Smas	h [CC]	-	Melee	-	-	5P	300
1 1 2			Push a	target back	kwards 3" for	each failed S	ave	
		Mecl	na & Pilot	Traits				
Nie de la H			lmm	une to Blinc	lside			Trait
Newtype II		NT Flash:	Twice per	game gair	+3 Blocks th	nis turn.		+X
D	[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-						Trait	
Psycommu		Guided weap	ons they	gain Blindsi	de but must Ir	ndirect Fire.		+٧
Mastermind	When y	ou activate c	hoose a b	onus for thi	s turn: +2 PEI	V OR +200 D	MG.	Pilot Trait II

Unit	Name	Туре	Role	Special	Performance	Frame	Points	\	
Elme	th [S]	MA	Sniper	Heavy Arms	4	2	500	1	
Skille	d Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+		
Lalał	n Sune	MAN-08	6	Massive	2	-3	-12	/	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
44"	14"	2	11	3d10	+3	+0	1600		
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
TL Beam (Cannons [E]	2	48"	4	RF-1	5	400		
				-					
Elmeth	Bits [E]	2	Sensors	5	-	5	200		
			Rec	quires Psycom	ти				
Elmeth	Bits [E]	2	Sensors	5	-	5	200		
			Rec	quires Psycom	ти				
Massive	Ram [CC]	-	Melee	-	-	-	800		
			After att	acking lose 1	500 HP			3	
				Mecha & I	Pilot Traits				
lmmu	ne to Blindsi	de At th	e end of th	e Round ener	mies lose [M-1]	Trait	Naustana Bua	
	NT Flash: Th	ree times	oer game g	ain +3 Block	s this turn.		+XV	Newtype Pre	
[M-1] [Fre	ee Action] Mo	ake an All	Ranged At	tack with Bits	, Funnels or a	Wire-	Trait	D	
	Suided wear	ons they	gain Blindsid	de but must li	ndirect Fire.		+٧	Psycommu	
When	activated if	HP<50%	or [M=0] g	ain [M+2] O	R 2 Focus action	ons.	Pilot	W. J.H a	
	Wh	en this unit	is destroye	ed gain [M+3	31.		Trait I	Kind Hearted	

	Unit Name		Туре	Role	Special	Performance	Frame	Points
	Big	Zam	MA	Firepower	Heavy Arms	1	5	500
	Basic	c Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Dozle	e Zabi	MA-08	26	Massive	-3	4	1
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	4"	4	11	4d10	+0	+1	8100
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
[m] [m]	Big Zam	n MPC [E]	5	56"	3	RF+2 Hits	7	700
				[M-2] to us	se AOE: 2"	Wide Line		
	TL MA	MPC [E]	5	48"	4	RF+1	6	400
					-			
	TL MA	MPC [E]	5	48"	4	RF+1	6	400
					-			
ARTON IS CALL	TL MA	MPC [E]	5	48"	4	RF+1	6	400
THE WAR BURNEY					-			
	TL MA	MPC [E]	5	48"	4	RF+1	6	400
2					-			
	AA Mis	ssiles [X]	1	16"	8	RF+8 Hits	2	100
				Single Use	Overwate	ch VIII Hits		
	Massive S	Smash [CC]	-	Melee	-	-	7P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
		Mecl	ha & Pilot	Traits				
l Etalal [Bassutan]	Block 7 [E] shots vs ead	ch attack o	action then t	otal the ARM	NPEN of those	shots.	Trait
I-Field [Barrier]	If the su	m of [7 - Cui	rrent Roun	d]d10 < To	tal ARM PEN	disable the F	ield.	+XX
Defense America	This unit m	nay use at mo	ost one we	apon and c	one [AA] wed	ipon against t	argets	Trait
Defense Array			smaller th	nan Colossa	l (Size 3).			-X
Limite of 240 Einimon Ann	[M-1] T	This unit may	overwatch	n, fire missile	es [X] or fire	its shortest ra	nge	
Limited 360 Firing Arc	shooting weapon out of its back 180 degree arc.							-
Class and Laborators		You may not	t Fly or use	e Power wit	h Full Throttle	e/Charge.		Trait
Slow and Laborious	In M	elee you AN	D the Def	ender gain	+X Hits equa	al to your Size	٠.	-V
		11.10 /00 /11		50. 94111		5 / 00. 0120	-	•

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	المسا ما
Big Zam (A	Mass Prod.)	MA	Firepower	Heavy Arms	1	3	200	
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon	Pilot	MA-09	11	Giant	-3	3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
16"	4"	3	10	3d10	+0	+1	4100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Big Zam	MPC [E]	5	56"	3	RF+2 Hits	7	700	
			[M-2] to us	se AOE: 2"	Wide Line			
TL Missile	Pod [X] (2)	4	32"	8	RF+3 Hits	3	200	Mad a MI
				Two Uses				
AA Missi	les [X] (2)	2	16"	8	RF+8 Hits	2	100	
			Two Uses	Overwatc	h VIII Hits			
Kick	[CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	r each failed S	ave		
				Mecha & l	Pilot Traits			
	Gain Armor Save+2 vs [E]nergy Shooting Weapons. Trait +V							Anti-Beam Coating
While tran	nsformed gai	in: Focus a	ction on you	ur turn Me	lee Block (5+	to 7+)	Trait +I	Transform (Artillery)



Unit	Name	Туре	Role	Special	Performance	Frame	Points
Big	gro	MA	Raid	Heavy Arms	3	2	240
Skille	d Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+
Tok	wan	MA-05	12	Massive	1	-1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	18"	2	2 9 5d10		+3	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Mobile Armor MPC [E]		4	48"	4	-	6	400
				-			
TL AA Mis	siles [X] (4)	8	16"	10	RF+10 Hits	2	100
			Four Uses	Overwate	h VIII Hits		
Claws [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
	Mecl	na & Pilot	Traits				

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

					_				
Unit Name		Role	Special	Pertormance	Frame	Points			
Bigro MA		Raid	Heavy Arms	3	2	190			
Basic Pilot		EQ Slots	Size 1	Speed+	Armor+	Cost+			
Zeon Pilot		12	Massive	1	-1	-3			
Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
18"	2	9	5d10	+3	+0	2600			
Weapons		Range	Attacks	icks Close Range		DMG			
Mobile Armor MPC [E]		48"	4 -		6	400			
			-						
TL AA Missiles [X] (4)		16"	10 RF+10 Hits		2	100			
Four Uses Overwatch VIII Hits									
Claws [CC]		Melee	-	-	5P	300			
Push a target backwards 3" for each failed Save									
	Pilot Pilot Move 18" pons or MPC [E]	Pilot Model Pilot MA-05 Move Actions 18" 2 Ploons EQ Pilot MPC [E] 4 Pilot MA-05 Move Actions 18" 2 Pilot MPC [E] 4	MA Raid Raid Pilot Model EQ Slots	Pilot	Pilot	Pilot			

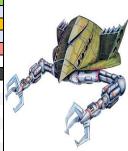


Photo My	Unit Name Val Varo Ace Pilot Kelly Layzner		Туре	Role	Special	Performance	Frame	Points	
The state of the s			MA	Raid	Heavy Arms	4	4	500	
			Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
			MA-06	19	Massive	2	3	3	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
2 70000	14"	20"	2	10	6d10	+5	+1	5600	
COVING SO	Weapons Val Varo MPC [E]		EQ	Range	Attacks	Close Range	PEN	DMG	
			2	32"	3	RF+2 Hits	7	700	
	[M-2] to use AOE: 2" Wide Line								
	Mobile Arr	nor MPC [E]	4	48"	4	-	6	400	
					-				
	Mobile Arr	nor MPC [E]	4	48"	4	-	6	400	
					-				
	Electro Stunner		7	24"	8	RF+4 Hits	88	-	
T a la l			Can only be blocked by [Barriers] or [M]						
	AA Missi	les [X] (2)	2	16"	8	RF+8 Hits	2	100	
8	\		Two Uses Overwatch VIII Hits						
SA PARTIES	Machine (Cannons [K]	-	8"	8	-	-	100	
		[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	
	Massive S	Smash [CC]	-	Melee	-	-	7P	300	
	Push a target backwards 3" for each failed Save								
		Mecl	na & Pilot	Traits					
Entwined with Tragedy	When you attack Level 1-2 Pilots, Captains & Kaiju gain:							Pilot	
Entwined with Tragedy	+1 Hit (+2 Hits with DMG 0-200 Weapons)								
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)							Pilot	
Elusive	vs shooting diracks improve the bottos to boage and Goard by 1 (Max 3)						ux 3)	Trait I	

Unit	Name	туре	Kole	Special	Performance	rrame	Points		-	1	
Neu	e Ziel	MA	Raid	Heavy Arms	6	5	1000			1 1	1
Ace	Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+				1
Anave	el Gato	AMX-002	29	Massive	2	3	7		H	1	-/
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	STA	To ke	15 6	
26"	20"	2	12	8d10	+6	+1	7600		0		
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG				
Antiship	Missile [X]	1	48"	3	RF-1	3	1000	In /			110
		S	ingle Use	+3 Hits vs S	Size 2+ Units						
NZ Micro	missiles [X]	8	48"	10	RF+6 Hits	2	100	11/1/2			n_
		Four Uses	Enemy tai	rget must rero	oll 9s & 10s oi	n Evade		_	7 A	1	
Hvy Beam	Cannon [E]	4	48"	4	RF-1	7	400		N.	1	X
				-							
Quad	MPC [E]	4	32"	4	RF+3 Hits	5	200		A		
				-							
Wired Be	amhands [E]	3	Sensors	5	-	6	200	1			
			Require	s (Quasi-)Psy	rcommu					1000	
Wired	Claws [K]	4	24"	5	RF+3 Hits	2	400	A AM		00	
			Require	s (Quasi-)Psy	rcommu				The last		
Massive	Ram [CC]	-	Melee	-	-	-	800	YEAR			
			After att	acking lose 1	500 HP			N.			
Large Be	am Saber	3	Melee	-	-	8	400				78
_				-							
Hidden Be	eam Sabers	2	-	+1 Block	_	-	-				X
		Can only Bl	lock in Enga	gement range	e (Includes Ov	erwatch)		/		1	A
		ĺ			•	·					1
									710	MAN .	and street die
				Mecha & l	Pilot Traits						
Block 7 [E] shots vs each attack action then total the ARM PEN of those shots.									l Etalal	[[D	1
Block 7 [E] shots vs each attack action then total the ARM PEN of those shots.									i-rieia	l [Barrie	4.1

If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.

weapons they gain Blindside but must Indirect Fire.

[M-1] This unit may overwatch, fire missiles [X] or fire its shortest range

shooting weapon out of its back 180 degree arc.

[M-1] This unit may Blindside on Melee ATK with hidden beam sabers.

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

[M-1] [Free Action] Make an All Ranged Attack with Incoms or a Wire-Guided Trait

+XX

+V

-

Trait

 $+ \parallel$ Pilot