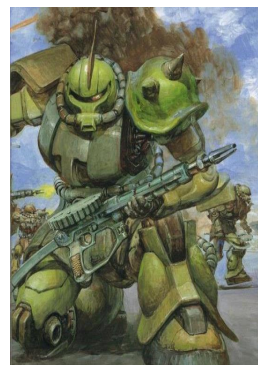
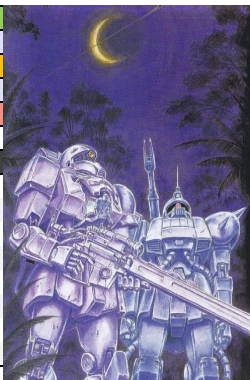




Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku II	MS	Battler		2	1	30
<b>Basic Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Zeon Pilot	MS-06F/J	2	Giant		2	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	8"	1	9	5d10	+4	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Heat Hawk	1	Melee	-	-	5	300
Reroll 1s & 2s on ATK						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku I Sniper	MS	Sniper		1	1	30
<b>Basic Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Zeon Pilot	MS-05L	2	Giant		1	-6
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
26"	5"	1	10	2d10	+1	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Long Beam Sniper [E]	2	48"	4	RF-2	6	300
Ignore target's Cover bonus   Crit Hits are worth 3 Hits						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku II Commander	MS	Battler		2	1	90
<b>Skilled Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Zeon Pilot	MS-06S	2	Giant	1	2	-2
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	10"	1	9	5d10	+4	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Heat Hawk	1	Melee	-	-	5	300
Reroll 1s & 2s on ATK						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Unit Name	Type	Role	Special	Performance	Frame	Points
Black Tri-Stars Zaku II	MS	Battler		2	1	90
<b>Skilled Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Gaia / Mash / Ortega	MS-06S	2	Giant	1	2	-2
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	10"	1	9	5d10	+4	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Heat Hawk	1	Melee	-	-	5	300
Reroll 1s & 2s on ATK						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



#### Mecha & Pilot Traits

Seasoned Veteran

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

Pilot Trait I

#### Mecha & Pilot Traits

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

Pilot Trait I

Black Tri-Stars



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

Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku Half Cannon	MS	Firepower		2	1	70
<b>Basic Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Zeon Pilot	MS-06JK	8	Giant	-2	2	1
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	4"	2	9	2d10	+2	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
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 Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



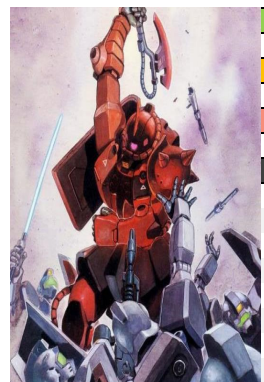
MS-06K  
ZAKU CANNON(GATLING GUN EQUIPMENT TYPE)

#### Alt. MS-06F/S weapons. Bazooka or AS Rifle require a Skilled or Ace Pilot.

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+						
Antiship Rifle [K]	1	48"	4	RF-2	2	400
+1 Hit vs Size 3+   +2 PEN vs Size 3+						

#### 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	-	-	-
Can only Block DMG 300 or less Shots						



Unit Name	Type	Role	Special	Performance	Frame	Points	
Char's Zaku II	MS	Battler		2	1	200	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Char Aznable	MS-06S	2	Giant	2	2	-1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	12"	1	9	5d10	+4	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Heat Hawk	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

Newtype I	Immune to Blindside	Trait
	NT Flash: Once per game gain +3 Blocks this turn.	+V
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I
The Red Comet	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Char's Zaku II	MS	Battler		2	1	250	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Char Aznable	MS-06S	2	Giant	2	2	-1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	12"	1	9	5d10	+4	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Giant Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Heat Hawk	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Kick [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

	Immune to Blindside	Trait
	NT Flash: Twice per game gain +3 Blocks this turn.	+X
	[M+1] If you engage or end your turn 5" closer to an enemy	Pilot Trait I
	All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I
	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
		Newtype II
		Quest for Vengeance
		The Red Comet



MS-06F  
DOZLE'S ZAKU II

Unit Name	Type	Role	Special	Performance	Frame	Points	
Dozle's Zaku II	MS	Melee	+5	2	1	100	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dozle Zabi	MS-06F	2	Giant	-1	2	-4	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	10"	1	6	8d10	+4	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Large Heat Hawk	2	Melee	ATK+1 Hit	-	5	300	
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

#### 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 >=50%.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Matsunaga's Zaku II	MS	Battler		2	1	100	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Shin Matsunaga	MS-06FS	3	Giant	1	2	-1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	10"	1	9	5d10	+4	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Large Heat Hawk	2	Melee	ATK+1 Hit	-	5	300	
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Giant Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Vulcans [K]	-	8"	6	RF+2 Hits	-		
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot							

#### Mecha & Pilot Traits

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



MS-06FS  
ZAKU MATSUNAGA'S COLOUR



MS-06E  
ZAKU RECONNAISSANCE

Unit Name	Type	Role	Special	Performance	Frame	Points	
Recon Zaku	MS	Sniper		2	1	60	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-06E	2	Giant	1	1	-4	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
20"	9"	1	10	2d10	+3	+0	1600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Long Barrel M.Gun [K]	2	40"	6	RF+2 Hits	-	200	
Fists [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

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

Unit Name	Type	Role	Special	Performance	Frame	Points	
Zaku Flipper	MS	Sniper		2	1	80	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-06E-3	1	Giant	1	1	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
24"	9"	1	10	2d10	+3	+0	1600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Hyper Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Fists [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

	This unit cannot be targeted until its first activation unless the enemy is within 16".	Trait +1
	Range:(Sensors+12") Choose an enemy in LOS	Trait +1
	Allies gain +1 Shooting Accuracy against them this turn.	+1
		Stealth
		Camera Gun



MS-06E-3  
ZAKU FLIPPER



Unit Name	Type	Role	Special	Performance	Frame	Points	
Zudah	MS	Raid		3	1	110	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	EMS-10	5	Giant	1		-1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	18"	1	9	5d10	+4	+0	1100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Giant Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
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	
Reroll 1s & 2s on ATK							
Close Combat [CC]	-	Melee	-	-	5P		
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

Saturn Engine	There is a 1/10 chance this unit will explode after performing a Full Throttle action.	Trait -I
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Hunter in Black Clothes	MS	Raid		3	1	160	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
LCDR Wolfgang	EMS-10	5	Giant	1		-1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	18"	1	9	5d10	+4	+0	1100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Antiship Rifle [K]	1	48"	4	RF-2	2	400	
+1 Hit vs Size 3+   +2 PEN vs Size 3+							
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	
Reroll 1s & 2s on ATK							
Close Combat [CC]	-	Melee	-	-	5P		
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

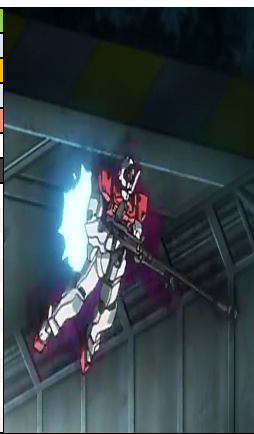
There is a 1/10 chance this unit will explode after performing a Full Throttle action.	Trait -I	Saturn Engine
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Elusive
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Practiced Professional



Unit Name	Type	Role	Special	Performance	Frame	Points	
Zudah	MS	Raid		3	1	60	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	EMS-10	5	Giant	1		-1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	18"	1	9	5d10	+4	+0	1100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
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	
Reroll 1s & 2s on ATK							
Close Combat [CC]	-	Melee	-	-	5P		
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

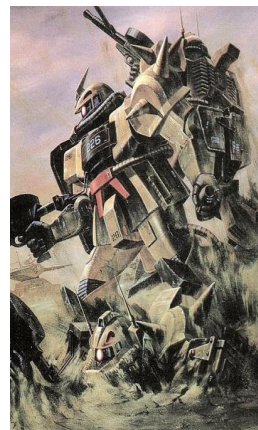
Saturn Engine	There is a 1/10 chance this unit will explode after performing a Full Throttle action.	Trait -I
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Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Camouf	MS	Battler		2	1	60	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Saboteur	"RGM-79"	4	Giant	1		-2	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	9"	1	9	5d10	+2	+0	1600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Antiship Rifle [K]	1	48"	4	RF-2	2	400	
+1 Hit vs Size 3+   +2 PEN vs Size 3+							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Heat Hawk	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Chain Mine	1	Melee	ATK+2 Hits	-	2	600	
Single Use   +1 Hit vs Size 3+							
Fists [CC]	-	Melee	-	-	5P		
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

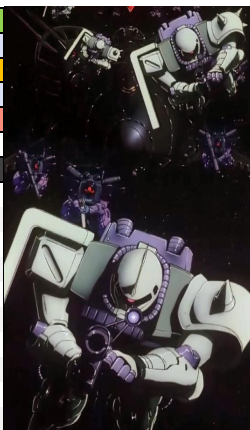
Cannot be targeted until your first activation unless the enemy is within 16". After being deployed gain [Tactical Advantage] on your first attack as long	Trait +II	Stealth Ambusher
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Zaku Desert Type [G]	MS	Battler		3	1	170	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Maj Roy Greenwood	MS-06D	3	Giant		2	-2	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	8"	1	10	6d10	+4	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
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							
Heat Hawk	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Zaku II F2	MS	Battler		4	1	140	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Delaz Fleet	MS-06F2	2	Giant		1	2	-2
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	10"	1	10	6d10	+5	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Shoulder Tackle [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Heat Hawk	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							

**Mecha & Pilot Traits**

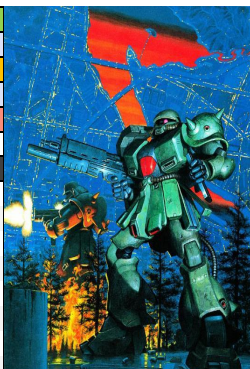
Gain [M+1] or +1 Focus Action when this unit activates. Pilot Trait I Practiced Professional



Unit Name	Type	Role	Special	Performance	Frame	Points	
Zaku Desert Type [G]	MS	Battler		3	1	120	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Caracal Team	MS-06D	3	Giant		2	-2	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	8"	1	10	6d10	+4	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Missile Pod [X] (2)	2	32"	6	RF+3 Hits	3	200	
Two Uses							
Heat Hawk	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Zaku II FZ	MS	Battler		4	1	100	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-06FZ	2	Giant		1	2	-2
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	10"	1	10	6d10	+5	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Heat Hawk	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Zaku Desert Type [G]	MS	Battler		3	1	120	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Gariboldi Team	MS-06D	3	Giant		2	-2	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	8"	1	10	6d10	+4	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Long Barrel M.Gun [K]	2	40"	6	RF+2 Hits	-	200	
-							
Heat Hawk	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

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

The Zaku's on this page may swap a Missile 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 Zaku II F2 or FZ equip the MMP-80 and a Grenade launcher.						
MMP-80 M.Gun [K]	2	24"	7	RF+5 Hits	-	200
Overwatch IV						
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
Overwatch IV   Single use (Attack or Overwatch)						

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						



Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku II High Mobility	MS	Battler	Assault	4	2	250
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Gaia	MS-06R1A	2	Giant	2	2	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	12"	2	10	6d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Giant Bazooka [K]	1	32"	4	-	3	700
			+1 Hit vs Size 3+			
Heat Hawk	1	Melee	-	-	5	300
			Reroll 1s & 2s on ATK			
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

#### Mecha & Pilot Traits

Tactician

When the Round starts give 2 allies within LOS or Sensors a Focus action to use on their next turn. Units are capped at 3 Focus actions per turn.

Pilot Trait I



MS-06R-1A  
ZAKU II HIGH MOBILITY TYPE GAIA'S CUSTOM

#### Mecha & Pilot Traits

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

Pilot Trait I

Driven



Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku II High Mobility	MS	Battler	Assault	4	2	250
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Mash	MS-06R1A	2	Giant	2	2	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	12"	2	10	6d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Antiship Rifle [K]	1	48"	4	RF-2	2	400
			+1 Hit vs Size 3+   +2 PEN vs Size 3+			
Heat Hawk	1	Melee	-	-	5	300
			Reroll 1s & 2s on ATK			
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

#### Mecha & Pilot Traits

Ship Hunter

When this unit activates choose a weapons bonus for this turn:  
All weapons gain +1 PEN or +100 DMG.

Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku II High Mobility	MS	Battler	Assault	4	2	250
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Shin Matsunaga	MS-06R1A	3	Giant	2	1	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	13"	2	10	6d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
			Overwatch IV			
Large Heat Hawk	2	Melee	ATK+1 Hit	-	5	300
			Reroll 1s & 2s on ATK			
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

#### Mecha & Pilot Traits

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

Pilot Trait I

Elusive



MS-06R-1A  
ZAKU II HIGH MOBILITY TYPE MATSUNAGA'S CUSTOM



Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku II High Mobility	MS	Battler	Assault	4	2	250
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Ortega	MS-06R1A	2	Giant	2	2	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	12"	2	10	6d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Heat Bardiche	2	Melee	ATK+1 Hit	-	5	300
			Reroll 1s & 2s on DEF			
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

#### Mecha & Pilot Traits

Close Combat Expert

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

Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Zaku II High Mobility	MS	Battler	Assault	4	2	250
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Johnny Ridden	MS-06R2	2	Giant	3	1	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	15"	2	10	6d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Giant Bazooka [K]	1	32"	4	-	3	700
			+1 Hit vs Size 3+			
Heat Hawk	1	Melee	-	-	5	300
			Reroll 1s & 2s on ATK			
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

#### Mecha & Pilot Traits

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

Pilot Trait I

Elusive



MS-06R-2  
ZAKU II HIGH MOBILITY TYPE JOHNNY'S CUSTOM

#### 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.

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

Fuel Hungry  
Renowned Pilot

Trait +1  
Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
Dom / Rick Dom		MS	Raid		3	2	80
<b>Basic Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-09/R	2	Giant	1	2	-4
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	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+							
Heat Saber		1	Melee	-	-	5	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
Rick Dom II		MS	Raid		4	2	110
<b>Basic Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-09/R	2	Giant	1	2	-4
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	16"	1	9	5d10	+5	+0	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Heat Saber		1	Melee	-	-	5	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
Dom		MS	Raid		3	2	180
<b>Ace Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gaia		MS-09	2	Giant	1	2	-4
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	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+							
Heat Saber		1	Melee	-	-	5	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
Dom		MS	Raid		3	2	180
<b>Ace Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Mash / Ortega		MS-09R	2	Giant	1	2	-4
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	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+							
Heat Saber		1	Melee	-	-	5	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits							
Black Tri-Stars	Gain [M+1] or +1 Focus Action when this unit activates.						Pilot Trait I
Tactician	When the Round starts give 2 allies within LOS or Sensors a Focus action to use on their next turn. Units are capped at 3 Focus actions per turn.						Pilot Trait I

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



Unit Name		Type	Role	Special	Performance	Frame	Points
Gato's Rick Dom		MS	Raid		4	2	230
<b>Ace Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Anavel Gato		MS-09R	4	Giant	1	2	-2
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	16"	1	9	5d10	+5	+0	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Bazooka [E]		3	32"	4	-	5	700
+1 Hit vs Size 3+							
Heat Saber		1	Melee	-	-	5	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
Rick Dom Elite Guard		MS	Raid		4	2	200
<b>Skilled Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Vanessa Vermillion		MS-09R	6	Giant	1	2	-2
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	16"	1	9	5d10	+4	+0	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heat Lancer		2	Melee	ATK+1 Hit	-	5	400
Reroll 1s & 2s on Attack							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
MMP-80 M.Gun [K]		2	24"	7	RF+5 Hits	-	200
Overwatch IV							

Mecha & Pilot Traits							
The Nightmare of Solomon	Gain [M+2] or +2 Focus Actions when this unit activates.						Pilot Trait II

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

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

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

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+							



Unit Name	Type	Role	Special	Performance	Frame	Points	
Dom Tropical Type [G]	MS	Raid		3	2	200	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Major Roy Greenwood	YMS-09D	2	Giant	1	2	-4	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	16"	1	9	5d10	+4	+0	3100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Giant Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Heat Saber	1	Melee	-	-	5	300	
Reroll 1s on ATK & DEF							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

Flash	[M-1] Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindsight.	Trait +1
Mastermind	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II



Unit Name	Type	Role	Special	Performance	Frame	Points	
Dom Hi-Speed Type [G]	MS	Raid		3	2	170	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	YMS-09J	3	Giant	2	2	-2	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	18"	1	9	5d10	+4	+0	3100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Giant Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
Heat Bardiche	2	Melee	ATK+1 Hit	-	5	300	
Reroll 1s & 2s on DEF							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

[M-1] Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindsight.	Trait +1	Flash
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless



Unit Name	Type	Role	Special	Performance	Frame	Points	
Dom Tropen [G]	MS	Raid		4	2	210	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Delaz Fleet	MS-09F	5	Giant	1	2	-1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
14"	16"	1	9	5d10	+5	+0	3100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Raketen Bazooka [K]	2	32"	4	-	3	900	
+1 Hit vs Size 3+							
MMP-80 M.Gun [K]	2	24"	7	RF+5 Hits	-	200	
Overwatch IV							
Heat Saber	1	Melee	-	-	5	300	
Reroll 1s on ATK & DEF							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

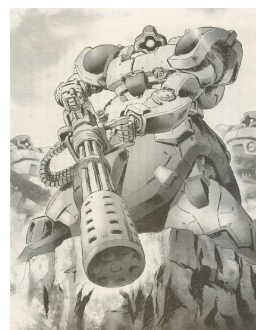
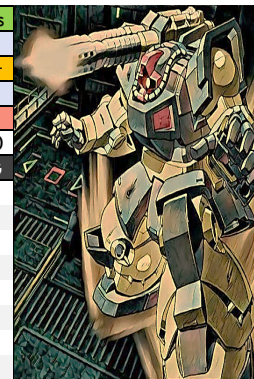
#### Mecha & Pilot Traits

Seasoned Veteran	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Dom Cannon [G]	MS	Raid		4	2	210	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-09K-2	3	Giant	1	2	-3	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
18"	16"	1	9	5d10	+5	+0	3100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
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 Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Dom Barrage	MS	Raid		3	2	230	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-09F/Br	8	Giant	2	4	5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	16"	1	9	5d10	+3	+1	4800
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Giant Gatling [K]	4	32"	6	RF+2 Hits	-	300	
Overwatch IV							
TL Missile Salvo [X](2)	4	48"	7	-	3	300	
Two Uses							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

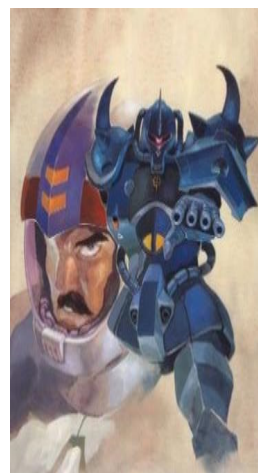
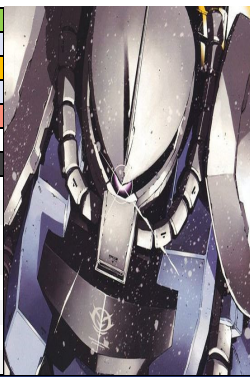
#### Mecha & Pilot Traits

Seasoned Veteran	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
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Unit Name	Type	Role	Special	Performance	Frame	Points
Gouf [G]	MS	Attacker		3	2	100
<b>Basic Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Zeon Pilot	MS-07B	5	Giant	2	1	-1
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	13"	1	7	7d10	+3	+0
2600						
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Heat Sword	2	Melee	ATK+1 Hit	-	5	300
			Reroll 1s on ATK & DEF			
Shield [S2]	1	-	+2 Blocks	-	-	-
			-			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
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]			
Hand Vulcans [K]	-	8"	4	RF+4 Hits	-	100
			[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot			

Unit Name	Type	Role	Special	Performance	Frame	Points
Gouf White Rose [G]	MS	Attacker		4	2	240
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Lance Garfield	MS-07B-3	6	Giant	2	1	-
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	13"	1	7	7d10	+6	+0
2600						
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Twin Heat Swords	4	Melee	ATK+2 Hits	-	5	300
			Reroll 1s on ATK & DEF			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
Rocket Anchor	1	8"	8	-	-	-
			Bypass [Shields]   Pull yourself up to 3" for each Hit			
Arc Wire	1	8"	7	-	7S	-
			Can only be blocked by [Barriers] or [M]			
<b>Mecha &amp; Pilot Traits</b>						
In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF.						Pilot Trait II
It costs an additional [M-1] to Disengage from this unit						Combat Instructor



Unit Name	Type	Role	Special	Performance	Frame	Points
Ramba Ral's Gouf [G]	MS	Attacker		3	2	200
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Ramba Ral	MS-07B	5	Giant	2	1	-1
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	13"	1	7	7d10	+3	+0
2600						
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Heat Sword	2	Melee	ATK+1 Hit	-	5	300
			Reroll 1s on ATK & DEF			
Shield [S2]	1	-	+2 Blocks	-	-	-
			-			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
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]			
Hand Vulcans [K]	-	8"	4	RF+4 Hits	-	100
			[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot			

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

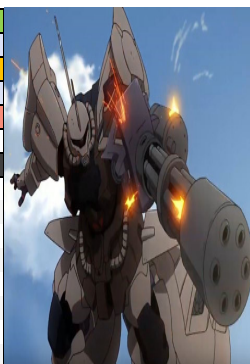
Unit Name	Type	Role	Special	Performance	Frame	Points
Gouf Custom [G]	MS	Attacker		4	2	260
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Norris Packard	MS-07B-3	8	Giant	2	1	2
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
8"	13"	1	7	7d10	+4	+0
2600						
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Heat Sword	2	Melee	ATK+1 Hit	-	5	300
			Reroll 1s on ATK & DEF			
Shield [S2]	1	-	+2 Blocks	-	-	-
			-			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
Rocket Anchor	1	8"	8	-	-	-
			Bypass [Shields]   Pull yourself up to 3" for each Hit			
Arc Wire	1	8"	7	-	7S	-
			Can only be blocked by [Barriers] or [M]			
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100
			[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot			
Shield Gatling [K]	3	32"	7	RF+3 Hits	-	200
			Overwatch IV			

Mecha & Pilot Traits						
Once per Round gain both Guard & Dodge or Guard & Counter.						Pilot Trait II
When this unit activates if there are no allies within 16" gain [M+1]						Lone Wolf



Unit Name	Type	Role	Special	Performance	Frame	Points
Gouf Flight Test [G]	MS	Raid		3	2	120
<b>Basic Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Zeon Pilot	MS-07H	5	Giant	2	-2	-
<b>Sensors</b>	<b>Fly</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
12"	20"	1	9	5d10	+4	+0
2100						
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Giant Bazooka [K]	1	32"	4	-	3	700
			+1 Hit vs Size 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 Action]   Requires a Skilled / Ace Pilot			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

Unit Name	Type	Role	Special	Performance	Frame	Points
Gouf Flight Type [G]	MS	Raid		4	2	190
<b>Basic Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Zeon Pilot	MS-07H-8	6	Giant	3	-	-
<b>Sensors</b>	<b>Fly</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
16"	22"	1	9	5d10	+3	+0
2100						
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Shield Gatling [K]	3	32"	7	RF+3 Hits	-	200
			Overwatch IV			
Shield [S2]	1	-	+2 Blocks	-	-	-
			-			
Heat Sword	2	Melee	ATK+1 Hit	-	5	300
			Reroll 1s on ATK & DEF			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			







Unit Name	Type	Role	Special	Performance	Frame	Points
Efreet	MS	Melee		4	2	180
<b>Skilled Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Henry Boone	MS-08TX	3	Giant	1	2	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
10"	14"	1	7	9d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Heat Sword	2	Melee	ATK+1 Hit	-	5	300
Reroll 1s on ATK & DEF						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Shotgun [K]	1	16"	5	RF+5 Hits	-	200
Overwatch III Hits						

**Mecha & Pilot Traits**

Stealth	This unit cannot be targeted until its first activation unless the enemy is within 16".	Trait +1
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Efreet Custom	MS	Melee		5	2	350
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Nimbus Scherzen	MS-08TX/Ex	7	Giant	1	2	-1
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
14"	14"	1	8	10d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Twin Heat Swords	4	Melee	ATK+2 Hits	-	5	300
Reroll 1s on ATK & DEF						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
Overwatch IV   Single use (Attack or Overwatch)						
TL Micromissiles [X]	2	32"	10	RF+8 Hits	2	100
Single Use   Enemy target must reroll 9s & 10s on Evade						



**The Efreet Custom & Blue Destiny Unit 02 both have these Mecha & Pilot Traits**

With glowing eyes the machine begins to move on its own.	Trait +III	Spirit in the Machine
Once per game gain +3 Blocks for the rest of the turn.	Trait +V	Exam System
If the Enemy has an EXAM unit or after using Spirit in the Machine gain: +1 Block versus each enemy attack action.	-	Newtype Miasma
While EXAM is active Newtypes must spend [M-1] to use their Block ability.	Pilot Trait II	Merciless Melee
In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF.		
It costs an additional [M-1] to Disengage from this unit		



Unit Name	Type	Role	Special	Performance	Frame	Points
Efreet (DS)	MS	Melee		4	2	180
<b>Skilled Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Doug Schneid	MS-08TX	3	Giant	1	2	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
10"	14"	1	7	9d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Heat Bardiche	2	Melee	ATK+1 Hit	-	5	300
Reroll 1s & 2s on DEF						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot						
Shotgun [K]	1	16"	5	RF+5 Hits	-	200
Overwatch III Hits						

**Mecha & Pilot Traits**

Stealth	This unit cannot be targeted until its first activation unless the enemy is within 16".	Trait +1
Idealist	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Blue Destiny Unit 02	MS	Battler	Indomitable	5	3	380
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Nimbus Scherzen	RX-79BD-2	4	Giant	1	1	-7
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
14"	12"	1	12	9d10	+3	+1
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300
-						
Shield [S2]	1	-	+2 Blocks	-	-	-
-						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Vulcans & Cannons [K]	-	8"	8	RF+2 Hits	-	100
[M-2] to Use   [Free Action]   Requires a Skilled / Ace Pilot						
Beam Rifle [E]	1	32"	4	RF+1	6	-
-						



Unit Name	Type	Role	Special	Performance	Frame	Points
Efreet Nacht	MS	Melee	+5	5	2	320
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Erik Blanke	MS-08TX/N	5	Giant	2	2	-2
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
16"	16"	1	8	10d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Twin Cold Blade	3	Melee	ATK+2 Hits	-	5S	300
Armor Saves deal Stun DMG						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot						
Cold Kunai	2	16"	7	RF+4 Hits	6S	-
Can only be blocked by [Barriers] or [M]						

**Mecha & Pilot Traits**

Jamming	While outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16".	Trait +V
Overzealous	[M+2] If you engage or end your turn 5" closer to an enemy. All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait II



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gyan	MS	Melee		4	3	250	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
M'Quve	YMS-15	6	Giant	1	-1	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	16"	1	8	10d10	+5	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Chevalier Saber	3	Melee	-	-	7	300	
<i>Reroll 1s on ATK &amp; DEF</i>							
Melee Shield [SO]	2	-	+1 Block	-	-	-	
<i>Can only Block in Engagement range (Includes Overwatch)</i>							
Needle Missiles [X]	1	8"	8	RF+8 Hits	2	100	
<i>Single Use   Overwatch VIII Hits</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

**Mecha & Pilot Traits**

The Entire Battlefield is a Trap	5 Uses. Activate after an enemy movement. Roll a d10, on a 5+ they must spend 1 Momentum or take 1000 DMG.	Trait +V
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gyan Cannon	MS	Battler		4	3	250	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Thomas Kurtz	MS-15C	6	Giant	1	-1	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	10"	1	11	7d10	+5	+0	2600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
TL Artillery Cannon [K]	2	48"	5	RF-1	-	400	
<i>Indirect Fire (R:32" to 40"+Sensors)</i>							
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200	
<i>Overwatch IV   Single use (Attack or Overwatch)</i>							
Chevalier Saber	3	Melee	-	-	7	300	
<i>Reroll 1s on ATK &amp; DEF</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

**Mecha & Pilot Traits**

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gyan EOS	MS	Melee		4	3	250	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Royal Guard	YMS-15E	8	Giant	3	-1	-1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	20"	1	8	10d10	+5	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Beam Glaive	4	Melee	-	DEF+1 Block	8	300	
<i>Blocks do not stack with Shields or Barriers</i>							
Melee Shield [SO]	2	-	+1 Block	-	-	-	
<i>Can only Block in Engagement range (Includes Overwatch)</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Bayonet Beam Gun [E]	1	16"	4	RF+1 Hits	5	300	
<i>Overwatch IV</i>							
Giant Bazooka [K]	1	32"	4	-	3	700	
<i>+1 Hit vs Size 3+</i>							

**Mecha & Pilot Traits**

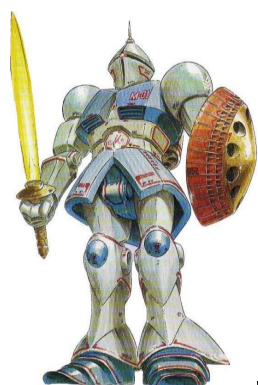
Elite Guard	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Gyan Krieger	MS	Melee		5	3	250	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-15Kg	9	Giant	3	-1	-2	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	20"	1	9	11d10	+5	+0	2600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Beam Lance	4	Melee	ATK+1 Hit	-	7	400	
<i>Reroll 1s &amp; 2s on Attack</i>							
Melee Shield [SO]	2	-	+1 Block	-	-	-	
<i>Can only Block in Engagement range (Includes Overwatch)</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200	
<i>Overwatch IV   Single use (Attack or Overwatch)</i>							
TL Shield Beams [E]	2	16"	4	RF+2 Hits	5	300	
<i>Overwatch VI</i>							

**Mecha & Pilot Traits**

In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I	Close Combat Expert
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Gyan (Mass Prod.)	MS	Melee		4	3	150	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-15	6	Giant	1	-1	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	16"	1	8	10d10	+5	+0	2100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Chevalier Saber	3	Melee	-	-	7	300	
<i>Reroll 1s on ATK &amp; DEF</i>							
Melee Shield [SO]	2	-	+1 Block	-	-	-	
<i>Can only Block in Engagement range (Includes Overwatch)</i>							
Needle Missiles [X]	1	8"	8	RF+8 Hits	2	100	
<i>Single Use   Overwatch VIII Hits</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

**For +20pts the Gyan gains Hide Bombs shown below.**

Hide Bombs	2 Uses. Activate after an enemy moves within 12". Roll a d10, on a 5+ they must spend 1 Momentum or take 1000 DMG.	Trait +II
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Galbady Alpha	MS	Battler		5	2	240	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Filius Stream	MS-17	5	Giant	3	-	-3	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	16"	1	11	7d10	+4	+0	2600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Chevalier Saber	3	Melee	-	-	7	300	
<i>Reroll 1s on ATK &amp; DEF</i>							
Small Shield [S1]	1	-	+1 Block	-	-	-	
<i>Can only Block in Engagement range (Includes Overwatch)</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Beam Rifle [E]	1	32"	4	RF+1	6	300	
<i>Overwatch IV</i>							

**Mecha & Pilot Traits**

Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II	Genius Pilot
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Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog		MS	Battler		4	3	160
<b>Basic Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-14A	4	Giant	1		-6
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	12"	1	11	7d10	+3	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Beam Rifle [E]		1	32"	4	RF+1	6	300
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

*Push a target backwards 3" for each failed Save*

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog		MS	Battler		4	3	160
<b>Basic Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-14A	4	Giant	1		-6
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	12"	1	11	7d10	+5	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Beam Rifle [E]		1	32"	4	RF+1	6	300
Backshield [S0]		1	-	+2 Blocks	-	-	-
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

*Can only Block in the Rear Arc*  
*Push a target backwards 3" for each failed Save*

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Commander		MS	Battler	Indomitable	4	3	400
<b>Ace Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Char Aznable		MS-14S	4	Giant	2		-5
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	14"	1	11	8d10	+5	+1	3600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Beam Rifle [E]		1	32"	4	RF+1	6	300
Backshield [S0]		1	-	+2 Blocks	-	-	-
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

*Can only Block in the Rear Arc*  
*Push a target backwards 3" for each failed Save*

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Cannon		MS	Firepower		4	3	280
<b>Ace Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Breniss Ox		MS-14C	5	Giant	2		-4
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	14"	2	11	4d10	+4	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Beam Cannon [E]		1	48"	4	RF-2	5	400
Giant Bazooka [K]		1	32"	4	-	3	700
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

*Can only Block in the Rear Arc*  
*Single Use*  
*Push a target backwards 3" for each failed Save*

#### Mecha & Pilot Traits

Newtype II	Immune to Blindside	Trait
Infamous Ace	Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II

#### Mecha & Pilot Traits

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

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Cannon		MS	Firepower		4	3	280
<b>Ace Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gerald Sakai		MS-14C	5	Giant	2		-4
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	14"	2	11	4d10	+4	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Beam Cannon [E]		1	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
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

*Single Use*  
*Push a target backwards 3" for each failed Save*

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Cannon		MS	Firepower		4	3	280
<b>Ace Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Thomas Kurtz		MS-14C	5	Giant	2		-4
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	14"	2	11	4d10	+4	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Beam Cannon [E]		1	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
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

*Single Use*  
*Push a target backwards 3" for each failed Save*

#### Mecha & Pilot Traits

Chimera Corps	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
Mechanics Expert	When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I

#### Mecha & Pilot Traits

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



MS-14B  
GELGOOG HIGH MOBILITY TYPE  
HIMMY'S CUSTOM

Unit Name	Type	Role	Special	Performance	Frame	Points
Gelgoog Hi-Mo Custom	MS	Battler	Indomitable	4	3	300
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Johnny Ridden	MS-14B	4	Giant	2		-5
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
12"	14"	1	11	8d10	+5	+1
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Beam Rifle [E]	1	32"	4	RF+1	6	300
Backshield [S0]	1	-	+2 Blocks	-	-	-
Beam Double-Saber	2		Can only Block in the Rear Arc		8	300
			Melee	ATK+1 Hit		
Close Combat [CC]	-	Melee	-	-	5P	300
						Push a target backwards 3" for each failed Save

#### Mecha & Pilot Traits

Unwavering Loyalty	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I
Crimson Lightning	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Gelgoog Jäger	MS	Sniper		5	3	310
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Shin Matsunaga	MS-14Jg	5	Giant	4	-1	-5
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
24"	18"	1	13	5d10	+4	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Repeating B.Rifle [E]	3	40"	5	RF+1	5	300
Beam Spot Guns [E]	-	8"	5	-	3	100
						[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
						Push a target backwards 3" for each failed Save

#### Mecha & Pilot Traits

Vs Shooting improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait II	Untouchable
Once per Round while using Dodge, Crit Hits versus this unit instead Miss.		



MS-14G

MS-14B  
GELGOOG HIGH MOBILITY TYPE  
DINK'S CUSTOM



Unit Name	Type	Role	Special	Performance	Frame	Points
Gelgoog Hi-Mo Custom	MS	Battler	Assault	4	3	300
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Uma Lightning	MS-14B	3	Giant	2	1	-5
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
12"	14"	2	11	7d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Beam Rifle [E]	1	32"	4	RF+1	6	300
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
						Push a target backwards 3" for each failed Save

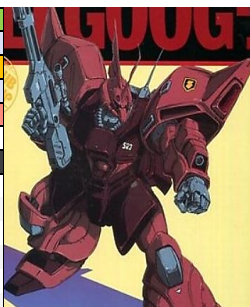
#### Mecha & Pilot Traits

Chimera Corps	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
Defiant	[M+1] If you engage or end your turn 5" closer to an enemy. All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Gelgoog Jäger	MS	Sniper		5	3	260
<b>Skilled Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Zeon Pilot	MS-14Jg	5	Giant	4	-1	-5
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
24"	18"	1	13	5d10	+4	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Repeating B.Rifle [E]	3	40"	5	RF+1	5	300
Beam Spot Guns [E]	-	8"	5	-	3	100
						[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
						Push a target backwards 3" for each failed Save

#### Mecha & Pilot Traits

Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Practiced Professional
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MS-14C-1A  
GELGOOG CANNON  
JACOBUS'S CUSTOM

Unit Name	Type	Role	Special	Performance	Frame	Points
Gelgoog Cannon Custom	MS	Sniper	Assault	4	3	360
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Jacobus Node	MS-14B	9	Giant	1	2	1
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
18"	12"	2	12	4d10	+4	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
TL Missile Salvo [X] (3)	6	48"	7	-	3	300
						Three Uses
Giant Bazooka [K]	1	32"	4	-	3	700
						+1 Hit vs Size 3+
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
						Push a target backwards 3" for each failed Save

#### Mecha & Pilot Traits

Chimera Corps	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
Marksman	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I

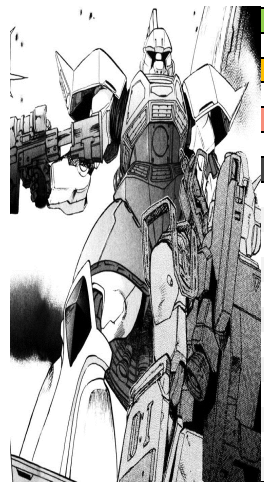
Unit Name	Type	Role	Special	Performance	Frame	Points
Gelgoog Hi-Mo R Type	MS	Battler	Assault	5	3	400
<b>Ace Pilot</b>	<b>Model</b>	<b>EQ Slots</b>	<b>Size 0</b>	<b>Speed+</b>	<b>Armor+</b>	<b>Cost+</b>
Siemens Wilhead	MS-14BR	11	Giant	2	1	1
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
16"	14"	2	12	8d10	+5	+0
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
TL Missile Salvo [X] (4)	8	48"	7	-	3	300
						Four Uses
Beam Cannon [E]	1	48"	4	RF-2	5	400
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
						Push a target backwards 3" for each failed Save

#### Mecha & Pilot Traits

You may move an additional +5" with Full Throttle.	Trait +1	Fuel Hungry
You may not use Full Throttle after Round 3.		
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Chimera Corps
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Marksman



MS-14BR  
GELGOOG HIGH MOBILITY TYPE  
GENEV'S CUSTOM



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gelgoog Ground [G]	MS	Battler		4	3	270	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Ken Bederstadt	MS-14G	5	Giant		1	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	10"	1	11	7d10	+5	+0	3100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Beam Sniper [E]	1	48"	4	RF-2	6	300	
Ignore target's Cover bonus							
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200	
Overwatch IV   Single use (Attack or Overwatch)							
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100	
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot							
Knuckle Shield [S0]	1	-	+1 Block	-	-	-	
Can only Block DMG 300 or less Shots							
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

Pitiless War God

HP<50% or ally Skilled/Ace Pilot is destroyed gain: +1 Hit on all attacks & +1 Block vs each enemy attack action.

Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points	
Gelgoog Ground [G]	MS	Battler		4	3	270	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Visch Donahue	MS-14G	5	Giant		1	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	10"	1	11	7d10	+3	+0	3100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Beam Rifle [E]	1	32"	4	RF+1	6	300	
-							
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200	
Overwatch IV   Single use (Attack or Overwatch)							
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100	
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit

Pilot Trait II

Combat Instructor



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gelgoog Gunthar [G]	MS	Battler		4	3	190	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-14GD	5	Giant		1	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
16"	10"	1	11	7d10	+4	+0	3100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Hi-Power B.Carbine [E]	2	24"	4	RF+2	7	300	
-							
Small Shield [S1]	1	-	+1 Block	-	-	-	
-							
Heat Sword	2	Melee	ATK+1 Hit	-	5	300	
Reroll 1s on ATK & DEF							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Unit Name	Type	Role	Special	Performance	Frame	Points	
Act Zaku	MS	Interceptor		4	3	170	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Pezun Pilot	MS-11	3	Giant		2	-6	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
14"	14"	1	10	5d10	+6	+0	2600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Quad Machine Gun [K]	2	16"	9	RF+5 Hits	-	200	
Overwatch IV							
Beam Saber	1	Melee	-	-	8	300	
-							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gelgoog High Mobility	MS	Battler		4	3	260	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Erik Blanke	MS-14B	4	Giant		2	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	14"	1	11	7d10	+5	+0	2600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Beam Rifle [E]	1	32"	4	RF+1	6	300	
-							
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Backshield [S0]	1	-	+2 Blocks	-	-	-	
Can only Block in the Rear Arc							

**Mecha & Pilot Traits**

Overzealous

[M+2] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.

Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points	
Act Zaku Commander	MS	Interceptor		4	3	270	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Mallet Sanguine	MS-11	3	Giant		2	-6	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	14"	1	10	5d10	+6	+0	2600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Beam Rifle [E]	1	32"	4	RF+1	6	300	
-							
Double Heat Hawk	2	Melee	ATK+1 Hit	-	5	300	
Reroll 1s & 2s on ATK							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

Improve the bonus to Dodge only by 1 (Max 3)

If HP<50% or ally Skilled/Ace Pilot is destroyed gain: Melee +3 Hits & +1 Block vs each enemy attack action.

Trait +III

Limiter Release

Pilot Trait II

Berserker





Unit Name	Type	Role	Special	Performance	Frame	Points	
Gelgoog Marine Cdr	MS	Interceptor		4	3	300	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Cima Garahau	MS-14FS	5	Giant	4		-2	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	18"	1	10	5d10	+4	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Repeating B.Rifle [E]		3	40"	5	RF+1	5	300
Machine Cannons [K]		-	8"	8	-	-	100
		[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot					
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gelgoog Marine	MS	Raid		4	3	200	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Cima Fleet	MS-14F	4	Giant			-7	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	16"	1	10	6d10	+5	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
MMP-80 M.Gun [K]		2	24"	7	RF+5 Hits	-	200
Overwatch IV							
Machine Cannons [K]		-	8"	8	-	-	100
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot							
Knuckle Shield [S0]		1	-	+1 Block	-	-	-
Can only Block DMG 300 or less Shots							
Beam Saber		1	Melee	-	-	8	300
Shield Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

	In this Round this unit is deployed it gains [Tactical Advantage] on your first attack as long as the target is within 24".	Trait +1	Ambusher
	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Overconfident



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gerbera Tetra	MS	Interceptor	Assault	5	4	450	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Cima Garahau	AGX-04	7	Giant	5	4	1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
14"	20"	2	11	6d10	+7	+1	4800
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Tetra Beam M.Gun [E]		6	32"	6	RF+4 Hits	6	200
Overwatch IV							
Machine Cannons [K]		-	8"	8	-	-	100
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

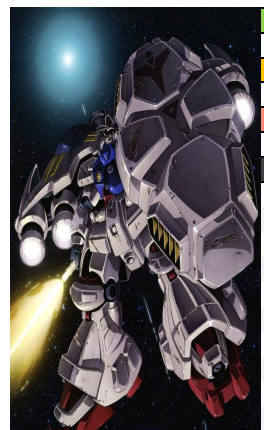
Dynamic Entrance	Gain Move+5" & Fly during the first round of battle.	Trait +1
Headhunter	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
Overconfident	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Kampfer	MS	Raid	Assault	5	3	350	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Mikhail Kaminsky	MS-18E	7	Giant	4	-1	-3	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
16"	24"	2	11	7d10	+5	+0	1600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Shotgun [K]		1	16"	5	RF+5 Hits	-	200
Overwatch III Hits							
Sturm Faust Salvo [X]		2	24"	4	RF+4 Hits	3	200
Overwatch IV   Single use (Attack or Overwatch)							
TL Giant Bazooka [K]		2	32"	4	RF+1	3	700
+1 Hit vs Size 3+							
Chain Mine		1	Melee	ATK+2 Hits	-	2	600
Single Use   +1 Hit vs Size 3+							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless
	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Elusive



Unit Name	Type	Role	Special	Performance	Frame	Points	
Physalis GP02	MS	Raid	Assault	5	5	430	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Anavel Gato	GP02A	4	Giant		4	-12	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
20"	16"	2	12	8d10	+3	+1	6600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Great Shield [S3]		1	-	+3 Blocks	-	-	-
Large Beam Saber		3	Melee	-	-	8	400
Shield Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot</i>							

#### Mecha & Pilot Traits

The Nightmare of Solomon

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

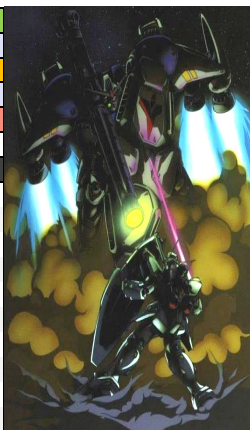
Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points	
Physalis GP02-BB	MS	Raid	Assault	5	5	500	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Anavel Gato	GP02A	11	Giant		4	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
20"	16"	2	12	8d10	+3	+1	6600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Great Shield [S3]		1	-	+3 Blocks	-	-	-
Large Beam Saber		3	Melee	-	-	8	400
Shield Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot</i>							
GP02 B.Bazooka [E]		7	40"	5	-	6	700
<i>+1 Hit vs Size 3+</i>							

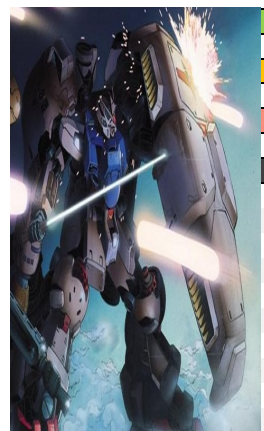
#### Mecha & Pilot Traits

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

Pilot Trait II



The Nightmare of Solomon



Unit Name	Type	Role	Special	Performance	Frame	Points	
Physalis GP02-MLRS	MS	Raid	Assault	5	5	650	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Anavel Gato	GP02A	20	Giant		4	4	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
32"	16"	2	12	8d10	+3	+1	6600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Great Shield [S3]		1	-	+3 Blocks	-	-	-
Large Beam Saber		3	Melee	-	-	8	400
Shield Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot</i>							
TL IDF Rockets (8) [X]		16	48"	10	RF-4	2	200
<i>Eight Uses   Indirect Fire (R:32" to 40"+Sensors)</i>							

#### Mecha & Pilot Traits

The Nightmare of Solomon

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

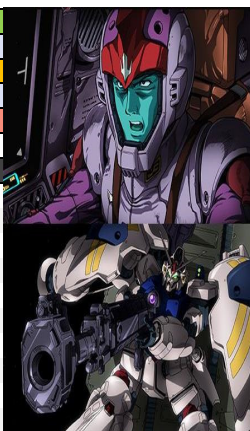
Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points	
Physalis GP02-AS	MS	Raid	Assault	5	5	500	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Anavel Gato	GP02A	5	Giant		4	-11	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
32"	16"	2	12	8d10	+3	+1	6600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Great Shield [S3]		1	-	+3 Blocks	-	-	-
Large Beam Saber		3	Melee	-	-	8	400
Shield Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot</i>							
Antiship Rifle [K]		1	48"	4	RF-2	2	400
<i>+1 Hit vs Size 3+   +2 PEN vs Size 3+</i>							

#### Mecha & Pilot Traits

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

Pilot Trait II

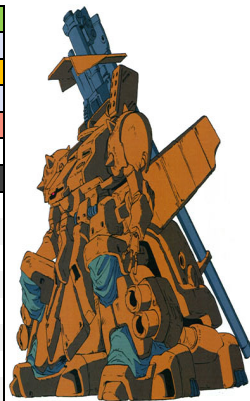


The Nightmare of Solomon



Unit Name	Type	Role	Special	Performance	Frame	Points	
Dra-C [S]	MS	Attacker	Assault	1	1	30	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-21C	2	Giant	1	1	-3	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	11"	2	6	6d10	+4	+0	600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Knuckle Shield [S0]	1	-	+1 Block	-	-	-	
Can only Block DMG 300 or less Shots							
Beam Saber	1	Melee	-	-	8	300	
-							
Ramming Speed [CC]	-	Melee	-	-	-	600	
After attacking lose 1000 HP							
Hand Vulcans [K]	-	8"	4	RF+4 Hits	-	100	
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot							

Unit Name	Type	Role	Special	Performance	Frame	Points	
Xamel [G]	MS	Raid	Heavy Arms	3	3	270	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	YMS-16M	9	Giant	1		-6	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
32"	18"	2	10	6d10	+3	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Xamel Cannon [K]	5	64"	5	RF-2	-	600	
Indirect Fire (R:32" to 40"+Sensors)							
TL IDF Missiles [X] (2)	4	48"	10	RF-4	2	200	
Two Uses   Indirect Fire (R:32" to 40"+Sensors)							
Ramming Speed [CC]	-	Melee	-	-	-	600	
After attacking lose 1000 HP							



#### Mecha & Pilot Traits

While transformed gain: Focus action on your turn | Melee Block (5+ to 7+) Trait +1 Transform (Artillery)



Unit Name	Type	Role	Special	Performance	Frame	Points	
Dra-C Custom [S]	MS	Attacker	Assault	2	1	130	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-21D1	3	Giant	2	1	-1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
8"	13"	2	6	6d10	+5	+0	600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Knuckle Shield [S0]	1	-	+1 Block	-	-	-	
Can only Block DMG 300 or less Shots							
Beam Saber	1	Melee	-	-	8	300	
-							
Ramming Speed [CC]	-	Melee	-	-	-	600	
After attacking lose 1000 HP							
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							

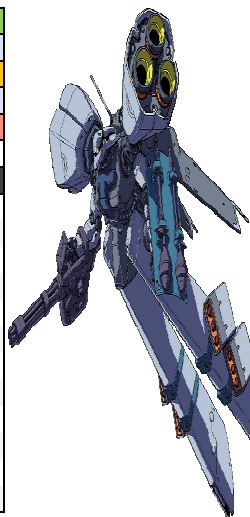
#### Mecha & Pilot Traits

Close Combat Expert

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

Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Dra-C Hvy Custom [S]	MS	Interceptor	Assault	2	1	140	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MS-21D1	9	Giant	1	1	4	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	11"	2	8	3d10	+5	+0	600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Knuckle Shield [S0]	1	-	+1 Block	-	-	-	
Can only Block DMG 300 or less Shots							
Beam Saber	1	Melee	-	-	8	300	
-							
Ramming Speed [CC]	-	Melee	-	-	-	600	
After attacking lose 1000 HP							
Surm 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							
Gatling Gun [K]	3	32"	7	RF+3 Hits	-	200	
Overwatch IV							







Unit Name	Type	Role	Special	Performance	Frame	Points	
AC Guy [G]	MS	Interceptor		2	1	70	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MSM-04	3	Giant	1	1	-2	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	11"	1	8	3d10	+5	+0	1600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Missile Salvo [X]		1	48"	5	-	3	300
<i>Single Use</i>							
Mega Particle Gun [E]		1	24"	4	RF+2	6	300
-							
Iron Nail		1	Melee	-	-	4	400
<i>[M-1] This attack Blindsides one target</i>							
Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

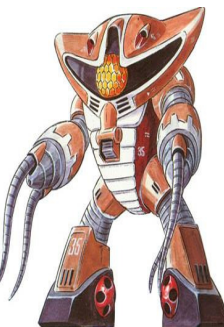
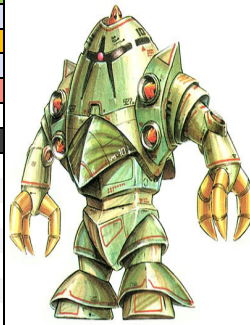
#### Mecha & Pilot Traits

Stealth	This unit cannot be targeted until its first activation unless the enemy is within 16".	Trait	+1
Amphibious	When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.		-

Unit Name	Type	Role	Special	Performance	Frame	Points	
Zock [G]	MS	Firepower		2	3	180	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MSM-03	7	Giant	-2	6	-	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
14"	3"	2	10	3d10	+0	+2	7600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Quad MPC [E]		4	32"	4	RF+3 Hits	5	200
-							
Phonon Maser [E]		2	48"	3	RF+2 Hits	7	700
<i>[M-2] to use   AOE: 2" Wide Line   Cannot Move this turn.</i>							
Iron Nail		1	Melee	-	-	4	400
<i>[M-1] This attack Blindsides one target</i>							
Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

#### Mecha & Pilot Traits

[M-1] This unit may overwatch, fire missiles [X] or fire its shortest range shooting weapon out of its back 180 degree arc.	-	Limited 360 Firing Arc
When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-	Amphibious



Unit Name	Type	Role	Special	Performance	Frame	Points	
Agg Guy [G]	MS	Raid		2	2	90	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MSM-04N	4	Giant	1	-4	-	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	15"	1	8	4d10	+4	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
TL Long Heat Whip [K]		3	8"	8	RF+3 Hits	4	100
<i>Enemy target must reroll 9s &amp; 10s on Evade</i>							
Heat Whip [K]		1	8"	6	RF+1 Hit	4	100
<i>Enemy target must reroll 9s &amp; 10s on Evade</i>							
Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

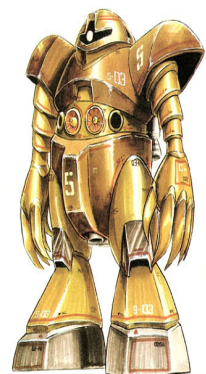
#### Mecha & Pilot Traits

Stealth Ambusher	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	Trait	+II
Amphibious	When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.		-

Unit Name	Type	Role	Special	Performance	Frame	Points	
Gogg [G]	MS	Raid		2	3	110	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MSM-10	4	Giant	-2	4	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
10"	11"	1	9	5d10	+2	+1	5600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Iron Nail		1	Melee	-	-	4	400
<i>[M-1] This attack Blindsides one target</i>							
Smash [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
TL MPC [E]		2	24"	4	RF+3	6	300
-							
Torpedo Pod [X]		1	32"	6	RF+3 Hits	3	200
<i>Single Use</i>							

#### Mecha & Pilot Traits

When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.	-	Amphibious
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Unit Name		Type	Role	Special	Performance	Frame	Points
Z'Gok [G]		MS	Raid		3	2	90
<b>Basic Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MSM-07	5	Giant	-1	1	-4
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	13"	1	9	5d10	+4	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Missile Salvo [X] (2)		2	48"	5	-	3	300
TL MPC [E]		2	24"	4	RF+3	6	300
Iron Nail		1	Melee	-	-	4	400
Smash [CC]		-	Melee	-	-	5P	300
<i>[M-1] This attack Blindsides one target</i> Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

Amphibious

When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.

Unit Name		Type	Role	Special	Performance	Frame	Points
Z'Gok E [G]		MS	Raid		4	2	170
<b>Skilled Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Cyclops Team		MSM-07E	4	Giant	-1	1	-4
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	15"	1	9	5d10	+5	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Torpedo Pod [X]		1	32"	6	RF+3 Hits	3	200
Rapid Fire MPC [E]		2	24"	6	RF+4 Hits	4	200
Iron Nail		1	Melee	-	-	4	400
Smash [CC]		-	Melee	-	-	5P	300
<i>[M-1] This attack Blindsides one target</i> Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

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

Pilot Trait I

Seasoned Veteran

When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.

Amphibious



Unit Name		Type	Role	Special	Performance	Frame	Points
Char's Z'Gok [G]		MS	Raid		3	2	310
<b>Ace Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Char Aznable		MSM-07S	5	Giant	1	1	-2
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	17"	1	9	5d10	+4	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Missile Salvo [X] (2)		2	48"	5	-	3	300
TL MPC [E]		2	24"	4	RF+3	6	300
Iron Nail		1	Melee	-	-	4	400
Smash [CC]		-	Melee	-	-	5P	300
<i>[M-1] This attack Blindsides one target</i> Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

Newtype II

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

Trait +X

Mastermind

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

Pilot Trait II

Amphibious

When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.

Unit Name		Type	Role	Special	Performance	Frame	Points
Hy-Gogg [G]		MS	Raid		4	2	180
<b>Skilled Pilot</b>		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Cyclops Team		MSM-03C	5	Giant	1	1	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
12"	18"	1	9	5d10	+5	+0	2100
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Antiship Missile [X]		1	48"	3	RF-1	3	1000
Torpedo Pod [X]		1	32"	6	RF+3 Hits	3	200
Rapid Fire MPC [E]		2	24"	6	RF+4 Hits	4	200
Machine Cannons [K]		-	8"	8	-	-	100
Iron Nail		1	Melee	-	-	4	400
Smash [CC]		-	Melee	-	-	5P	300
<i>[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot</i> <i>[M-1] This attack Blindsides one target</i> Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

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

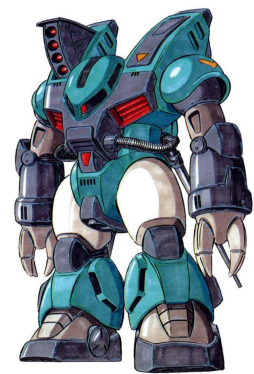
Pilot Trait I

Reckless

When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves.

Amphibious





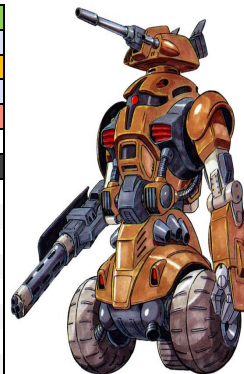
Unit Name	Type	Role	Special	Performance	Frame	Points
Gasshia	MS	Attacker	Assault	3	3	280
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Pezun Pilot	MS-13	8	Giant			
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
14"	10"	2	8	8d10	+5	+1
3100						
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Hammergun [K]	3	16"	5	RF+2 Hits	5P	400
Push a target backwards 3" for each failed Save						
TL Missile Pod [X] (2)	4	32"	8	RF+3 Hits	3	200
Two Uses						
Iron Nail	1	Melee	-	-	4	400
[M-1] This attack Blindsides one target						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

#### Mecha & Pilot Traits

Well Trained

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

Pilot  
Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points
Gigan	MA	Firepower		1	1	40
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Pezun Pilot	MS-12	4	Giant	-2	2	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
18"	4"	2	9	2d10	+1	+0
2100						
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
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 attacking lose 1000 HP						

#### Mecha & Pilot Traits

This unit cannot make sharp turns.

Halve the movement bonus from Full Throttle (i.e. 5" to 3").

Trait -I

Tracked Vehicle



Unit Name	Type	Role	Special	Performance	Frame	Points
Psychomu Zaku [S]	MS	Raid	Heavy Arms	4	1	350
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MSN-01	6	Giant	2	1	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
26"	19"	2	9	5d10	+4	+0
1600						
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Wired Beamhands [E]	3	Sensors	5	-	6	200
Requires (Quasi-)Psycommu						
Wired Beamhands [E]	3	Sensors	5	-	6	200
Requires (Quasi-)Psycommu						
Ramming Speed [CC]	-	Melee	-	-	-	600
After attacking lose 1000 HP						

#### Mecha & Pilot Traits

Newtype I

Immune to Blindside

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

Trait  
+V

Psycommu

[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.

Trait  
+V

Elusive

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

Pilot  
Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points
Bishop Zaku [S]	MS	Interceptor	Heavy Arms	2	1	300
<b>Skilled Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MS-06Z	6	Giant	2	1	-3
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>
26"	13"	2	8	3d10	+4	+0
1600						
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Wired Beamhands [E]	3	Sensors	5	-	6	200
Requires (Quasi-)Psycommu						
Wired Beamhands [E]	3	Sensors	5	-	6	200
Requires (Quasi-)Psycommu						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

#### Mecha & Pilot Traits

Immune to Blindside

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

Trait  
+V

Newtype I

[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.

Trait  
+V

Psycommu

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

Pilot  
Trait I

Well Trained



Unit Name	Type	Role	Special	Performance	Frame	Points	
Zeong [S]	MS	Raid	Heavy Arms	5	4	500	
<b>Ace Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Char Aznable	MSN-02	8	Giant	1		-11	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
20"	18"	2	11	7d10	+5	+0	3600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	
Wired Beamhands [E]	3	Sensors	5	-	6	200	
Requires (Quasi-)Psycommu							
Wired Beamhands [E]	3	Sensors	5	-	6	200	
Requires (Quasi-)Psycommu							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

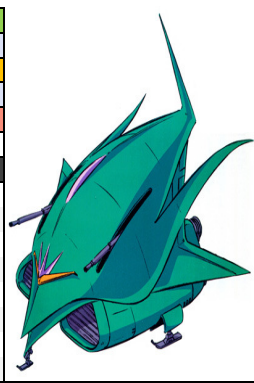
**Mecha & Pilot Traits**

Newtype II	Immune to Blindside	Trait +X
	NT Flash: Twice per game gain +3 Blocks this turn.	
Psycommu	[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.	Trait +V
Mastermind	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points	
Elmeth [S]	MA	Sniper	Heavy Arms	4	2	500	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Lalah Sune	MAN-08	6	Massive	2	-3	-12	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
44"	14"	2	11	3d10	+3	+0	1600
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	
Elmeth Bits [E]	2	Sensors	5	-	5	200	
Requires Psycommu							
Elmeth Bits [E]	2	Sensors	5	-	5	200	
Requires Psycommu							
Massive Ram [CC]	-	Melee	-	-	-	800	
After attacking lose 1500 HP							

**Mecha & Pilot Traits**

	Immune to Blindside   At the end of the Round enemies lose [M-1]	Trait +XV	Newtype Pressure
	NT Flash: Three times per game gain +3 Blocks this turn.		
	[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.	Trait +V	Psycommu
	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.	Pilot Trait I	Kind Hearted
	When this unit is destroyed gain [M+3].		



Unit Name	Type	Role	Special	Performance	Frame	Points	
Big Zam	MA	Firepower	Heavy Arms	1	5	500	
<b>Basic Pilot</b>	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Dozle Zabi	MA-08	26	Massive	-3	4	1	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
16"	4"	4	11	4d10	+0	+1	8100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Big Zam MPC [E]	5	56"	3	RF+2 Hits	7	700	
[M-2] to use   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	
TL MA MPC [E]	5	48"	4	RF+1	6	400	
TL MA MPC [E]	5	48"	4	RF+1	6	400	
TL MA MPC [E]	5	48"	4	RF+1	6	400	
AA Missiles [X]	1	16"	8	RF+8 Hits	2	100	
Single Use   Overwatch VIII Hits							
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							

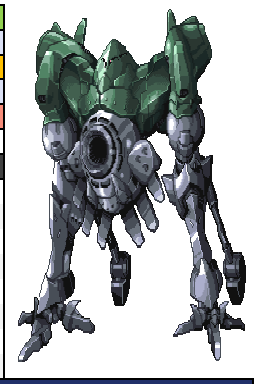
**Mecha & Pilot Traits**

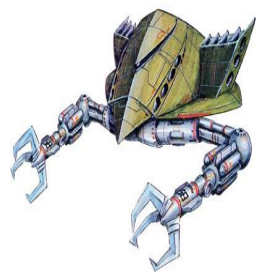
I-Field [Barrier]	Block 7 [E] shots vs each attack action then total the ARM PEN of those shots. If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.	Trait +XX
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Limited 360 Firing Arc	[M-1] This unit may overwatch, fire missiles [X] or fire its shortest range shooting weapon out of its back 180 degree arc.	-
Slow and Laborious	You may not Fly or use Power with Full Throttle/Charge. In Melee you AND the Defender gain +X Hits equal to your Size.	Trait -V

Unit Name	Type	Role	Special	Performance	Frame	Points	
Big Zam (Mass Prod.)	MA	Firepower	Heavy Arms	1	3	200	
<b>Basic Pilot</b>	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot	MA-09	11	Giant	-3	3	-5	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
16"	4"	3	10	3d10	+0	+1	4100
<b>Weapons</b>	<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>	
Big Zam MPC [E]	5	56"	3	RF+2 Hits	7	700	
[M-2] to use   AOE: 2" Wide Line							
TL Missile Pod [X] (2)	4	32"	8	RF+3 Hits	3	200	
Two Uses							
AA Missiles [X] (2)	2	16"	8	RF+8 Hits	2	100	
Two Uses   Overwatch VIII Hits							
Kick [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

**Mecha & Pilot Traits**

	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating
	While transformed gain: Focus action on your turn   Melee Block (5+ to 7+)	Trait +I	Transform (Artillery)





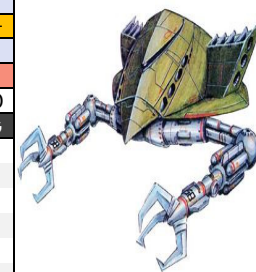
Unit Name	Type	Role	Special	Performance	Frame	Points	
Bigro	MA	Raid	Heavy Arms	3	2	240	
<b>Skilled Pilot</b>	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Tokwan	MA-05	12	Massive	1	-1	-3	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
14"	18"	2	9	5d10	+3	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Mobile Armor MPC [E]	4	48"	4	-	6	400	
TL AA Missiles [X] (4)	8	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							

#### Mecha & Pilot Traits

Headhunter

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

Pilot  
Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Bigro	MA	Raid	Heavy Arms	3	2	190	
<b>Basic Pilot</b>	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Zeon Pilot	MA-05	12	Massive	1	-1	-3	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
14"	18"	2	9	5d10	+3	+0	2600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Mobile Armor MPC [E]	4	48"	4	-	6	400	
TL AA Missiles [X] (4)	8	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							



Unit Name	Type	Role	Special	Performance	Frame	Points	
Val Varo	MA	Raid	Heavy Arms	4	4	500	
<b>Ace Pilot</b>	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Kelly Layzner	MA-06	19	Massive	2	3	3	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
14"	20"	2	10	6d10	+5	+1	5600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Val Varo MPC [E]	2	32"	3	RF+2 Hits	7	700	
		[M-2] to use   AOE: 2" Wide Line					
Mobile Armor MPC [E]	4	48"	4	-	6	400	
Mobile Armor MPC [E]	4	48"	4	-	6	400	
Electro Stunner	7	24"	8	RF+4 Hits	8S	-	
		Can only be blocked by [Barriers] or [M]					
AA Missiles [X] (2)	2	16"	8	RF+8 Hits	2	100	
		Two Uses   Overwatch VIII Hits					
Machine Cannons [K]	-	8"	8	-	-	100	
		[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot					
Massive Smash [CC]	-	Melee	-	-	7P	300	
Push a target backwards 3" for each failed Save							

#### Mecha & Pilot Traits

Entwined with Tragedy

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

Pilot  
Trait I

Elusive

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

Pilot  
Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Neue Ziel	MA	Raid	Heavy Arms	6	5	1000	
<b>Ace Pilot</b>	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Anavel Gato	AMX-002	29	Massive	2	3	7	
<b>Sensors</b>	<b>Move</b>	<b>Actions</b>	<b>Shooting</b>	<b>Melee</b>	<b>Evade d10</b>	<b>ARM Sv</b>	<b>HP</b>
26"	20"	2	12	8d10	+6	+1	7600
<b>Weapons</b>		<b>EQ</b>	<b>Range</b>	<b>Attacks</b>	<b>Close Range</b>	<b>PEN</b>	<b>DMG</b>
Antiship Missile [X]	1	48"	3	RF-1	3	1000	
		Single Use   +3 Hits vs Size 2+ Units					
NZ Micromissiles [X]	8	48"	10	RF+6 Hits	2	100	
		Four Uses   Enemy target must reroll 9s & 10s on Evade					
Hvy Beam Cannon [E]	4	48"	4	RF-1	7	400	
Quad MPC [E]	4	32"	4	RF+3 Hits	5	200	
Wired Beamhands [E]	3	Sensors	5	-	6	200	
		Requires (Quasi-)Psycommu					
Wired Claws [K]	4	24"	5	RF+3 Hits	2	400	
		Requires (Quasi-)Psycommu					
Massive Ram [CC]	-	Melee	-	-	-	800	
		After attacking lose 1500 HP					
Large Beam Saber	3	Melee	-	-	8	400	
Hidden Beam Sabers	2	-	+1 Block	-	-	-	
Can only Block in Engagement range (Includes Overwatch)							

#### Mecha & Pilot Traits

Block 7 [E] shots vs each attack action then total the ARM PEN of those shots.  
If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.

Trait  
+XX

I-Field [Barrier]

[M-1] [Free Action] Make an All Ranged Attack with Incoms or a Wire-Guided  
weapons they gain Blindside but must Indirect Fire.

Trait  
+V

Quasi-Psycommu

[M-1] This unit may overwatch, fire missiles [X] or fire its shortest range  
shooting weapon out of its back 180 degree arc.

-

Limited 360 Firing Arc

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

Trait  
+II

Hidden Saber Attack

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

Pilot  
Trait II

The Nightmare of Solomon

