



| Name | Type | Role | Special | Performance | Frame | Points | |
|---|-------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Gurren Lagann | S.Robot | Melee | Indomitable | 2 | 4 | 500 | |
| Skilled Pilots | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Kamina & Simon | - | 6 | Giant | | 4 | -3 | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 14" | 1 | 7 | 10d10 | +4 | +2 | 9300 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Giant Drills | 3 | Melee | ATK+1 Hit | - | 6 | 300 | |
| <i>Reroll 1s & 2s on ATK</i> | | | | | | | |
| Ramming Speed [CC] | - | Melee | - | - | - | 600 | |
| <i>After attacking lose 1000 HP</i> | | | | | | | |
| Gurren Sunglasses | 1 | Melee | - | - | 5 | 300 | |
| <i>Reroll 1s & 2s on DEF</i> | | | | | | | |
| Sunglasses Throw [K] | 2 | 16" | 8 | RF+3 Hits | 5 | 100 | |
| <i>Enemy target must reroll 9s & 10s on Evade</i> | | | | | | | |

Mecha & Pilot Traits

| | | |
|--------------------|---|------------------|
| Spiral Power | Gain a permanent +1 Power at the end of each Round. [M-1] Once per Round gain +1 Power until your next turn. | Trait +V |
| Pierce the Heavens | Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block. | Trait +XV |
| Super Inazuma Kick | When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks. | Trait +III |
| Bravado | In Rounds 2+ gain [M+2] on your turn if HP >=50%. | Pilot Trait I |



| Name | Type | Role | Special | Performance | Frame | Points | |
|---|-------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Gurren Lagann | S.Robot | Melee | Indomitable | 3 | 4 | 700 | |
| Ace Pilots | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Kamina & Simon | - | 14 | Giant | | 4 | 5 | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 14" | 1 | 8 | 11d10 | +4 | +2 | 9300 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Gurren Sunglasses | 1 | Melee | - | - | 5 | 300 | |
| <i>Reroll 1s & 2s on DEF</i> | | | | | | | |
| Ramming Speed [CC] | - | Melee | - | - | - | 600 | |
| <i>After attacking lose 1000 HP</i> | | | | | | | |
| Unlimited Drills | 6 | Melee | ATK+2 Hits | - | 6 | 300 | |
| <i>Reroll 1s & 2s on ATK [M-3] Giga Drill Breaker! Crits are worth 3 Hits</i> | | | | | | | |
| Sunglasses Skewer | 2 | 16" | 7 | RF+4 Hits | 6S | - | |
| <i>Can only be blocked by [Barriers] or [M] +1 Hit in Melee this turn</i> | | | | | | | |
| Sunglasses Throw [K] | 2 | 16" | 8 | RF+3 Hits | 5 | 100 | |
| <i>Enemy target must reroll 9s & 10s on Evade</i> | | | | | | | |
| Full Drillize [K] | 3 | Self | 6 | - | 6 | 200 | |
| <i>[M-3] to use AOE: 20" Wide Circle</i> | | | | | | | |

Mecha & Pilot Traits

| | | |
|--------------------|--|-------------------|
| Spiral Power II | Gain a permanent +1 Power at the end of each Round. [M-1] Once per Round gain +2 Power until your next turn. | Trait +X |
| Pierce the Heavens | Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block. | Trait +XV |
| Super Inazuma Kick | When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks. | Trait +III |
| Burning Passion | [M+2] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire. | Pilot Trait II |



| Name | Type | Role | Special | Performance | Frame | Points | |
|---|------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Gurren Lagann | S.Robot | Melee | Indomitable | 5 | 4 | 800 | |
| Ace Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Simon & Rossiu | - | 14 | Giant | 1 | 4 | 3 | |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 16" | 1 | 9 | 12d10 | +5 | +2 | 9300 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Gurren Sunglasses | 1 | Melee | - | - | 5 | 300 | |
| <i>Reroll 1s & 2s on DEF</i> | | | | | | | |
| Fists [CC] | - | Melee | - | - | 5P | 300 | |
| <i>Push a target backwards 3" for each failed Save</i> | | | | | | | |
| Unlimited Drills | 6 | Melee | ATK+2 Hits | - | 6 | 300 | |
| <i>Reroll 1s & 2s on ATK [M-3] Giga Drill Breaker! Crits are worth 3 Hits</i> | | | | | | | |
| Sunglasses Skewer | 2 | 16" | 7 | RF+4 Hits | 6S | - | |
| <i>Can only be blocked by [Barriers] or [M] +1 Hit in Melee this turn</i> | | | | | | | |
| Sunglasses Throw [K] | 2 | 16" | 8 | RF+3 Hits | 5 | 100 | |
| <i>Enemy target must reroll 9s & 10s on Evade</i> | | | | | | | |
| Full Drillize [K] | 3 | Self | 6 | - | 6 | 200 | |
| <i>[M-3] to use AOE: 20" Wide Circle</i> | | | | | | | |

Mecha & Pilot Traits

| | | |
|---|--|-------------------|
| Spiral Power III | Gain a permanent +1 Power at the end of each Round. [M-1] Once per Round gain +3 Power until your next turn. | Trait +XV |
| Pierce the Heavens | Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block. | Trait +XV |
| Kamina: "Believe in me who believes in you Simon" | When this unit activates if [M=0] or if their HP<50% gain [M+3]. | Trait +V |
| Burning Passion | [M+2] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire. | Pilot Trait II |



| Name | Type | Role | Special | Performance | Frame | Points | |
|---|------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| King Kittan | S.Robot | Attacker | | 3 | 3 | 150 | |
| Skilled Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Kittan | - | 4 | Giant | | 3 | -4 | |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 8" | 10" | 1 | 8 | 8d10 | +4 | +1 | 5800 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| King Kittan Stinger | 4 | Melee | - | - | 4 | 400 | |
| <i>This attack Blindsides one target</i> | | | | | | | |
| Fists [CC] | - | Melee | - | - | 5P | 300 | |
| <i>Push a target backwards 3" for each failed Save</i> | | | | | | | |
| King Kittan may equip the following two items for +50 Points | | | | | | | |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Kiyalunga | 3 | Melee | - | - | 5 | 400 | |
| <i>Reroll 1s & 2s on ATK</i> | | | | | | | |
| Melee Shield [S0] | 2 | - | +1 Block | - | - | - | |
| <i>Can only Block in Engagement range (Includes Overwatch)</i> | | | | | | | |

Mecha & Pilot Traits

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

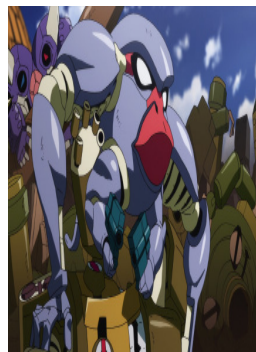
For +10pts Gurren Lagann or King Kittan gain Awe Inspiring Arrival

| | | |
|-----------------------|--|-------------|
| Awe Inspiring Arrival | On the first turn this unit is attacked gain +1 Block versus each attack action. | Trait +I |
|-----------------------|--|-------------|



| Name | | Type | Role | Special | Performance | Frame | Points |
|--|------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Dayakkaiser | | S.Robot | Firepower | | 3 | 3 | 150 |
| Basic Pilot | | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| Kiyoh | | - | 4 | Giant | -1 | 3 | -5 |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 12" | 8" | 3 | 9 | 4d10 | +2 | +1 | 5800 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| Mortar Cannon [K] | | 4 | 48" | 5 | RF-1 | - | 600 |
| <i>Indirect Fire (R:32" to 40"+Sensors)</i> | | | | | | | |
| Smash [CC] | | - | Melee | - | - | 5P | 300 |
| <i>Push a target backwards 3" for each failed Save</i> | | | | | | | |

| Name | | Type | Role | Special | Performance | Frame | Points |
|--|------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Twinboekun | | S.Robot | Battler | Heavy Arms | 3 | 3 | 150 |
| Basic Pilot | | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| Jorgun & Balinbow | | - | 6 | Giant | | 3 | -7 |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 10" | 2 | 11 | 7d10 | +2 | +1 | 5800 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| Chain Knuckles [K] | | 1 | 16" | 5 | RF+1 Hit | 2 | 400 |
| <i>[M-1] This attack Blindsides one target</i> | | | | | | | |
| TL Machine Guns [K] | | 2 | 24" | 8 | RF+4 Hits | - | 200 |
| <i>Overwatch IV</i> | | | | | | | |
| KO Punch [CC] | | 3 | Melee | ATK+1 Hit | Finisher+1 | 5P | 300 |
| <i>Reroll 1s on ATK</i> | | | | | | | |



| Name | | Type | Role | Special | Performance | Frame | Points |
|--|------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Kidknuckle | | S.Robot | Raid | | 4 | 3 | 150 |
| Basic Pilot | | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| Kid Coeega | | - | 2 | Giant | -1 | 1 | -9 |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 14" | 14" | 1 | 10 | 6d10 | +4 | +0 | 4400 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| TL Handguns [K] | | 2 | 16" | 4 | RF+4 Hits | 2 | 300 |
| <i>Critical Hits are worth 3 Hits</i> | | | | | | | |
| Smash [CC] | | - | Melee | - | - | 5P | 300 |
| <i>Push a target backwards 3" for each failed Save</i> | | | | | | | |

| Name | | Type | Role | Special | Performance | Frame | Points |
|--|------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Sawzorthn | | S.Robot | Firepower | | 3 | 2 | 150 |
| Basic Pilot | | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| Zorthy Kanai | | - | 5 | Giant | | 3 | -1 |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 16" | 7" | 3 | 8 | 3d10 | +1 | +1 | 5100 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| Ultrasonic Cannon [E] | | 5 | 72" | 4 | RF-2 | 5 | 400 |
| <i>-</i> | | | | | | | |
| Smash [CC] | | - | Melee | - | - | 5P | 300 |
| <i>Push a target backwards 3" for each failed Save</i> | | | | | | | |



| Name | | Type | Role | Special | Performance | Frame | Points |
|--|------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Mo-Shogun | | S.Robot | Attacker | | 3 | 3 | 150 |
| Skilled Pilot | | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| Makken Jokin | | - | 1 | Giant | 2 | | -8 |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 8" | 13" | 1 | 8 | 8d10 | +4 | +0 | 3700 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| Blade | | 1 | Melee | ATK+1 Hit | Finisher+1 | 3 | 400 |
| <i>-</i> | | | | | | | |
| Close Combat [CC] | | - | Melee | - | - | 5P | 300 |
| <i>Push a target backwards 3" for each failed Save</i> | | | | | | | |

| Name | | Type | Role | Special | Performance | Frame | Points |
|---|------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Einzer | | S.Robot | Sniper | | 2 | 2 | 200 |
| Ace Pilots | | Power | EQ Slots | Size-1 | Speed+ | Armor+ | Cost+ |
| Yoko & Iraak Coega | | - | 2 | Mighty | | | -6 |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 24" | 10" | 1 | 10 | 2d10 | +3 | +0 | 1500 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| Yoko's Railgun [K] | | 2 | 40" | 4 | RF-2 | 2 | 300 |
| <i>Ignore target's Cover bonus Criticals are worth 3 Hits</i> | | | | | | | |
| Kick [CC] | | - | Melee | - | - | 5P | 300 |
| <i>Push a target backwards 3" for each failed Save</i> | | | | | | | |



Mecha & Pilot Traits

Close Combat Expert

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

Pilot Trait I

Mecha & Pilot Traits

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

Pilot Trait II

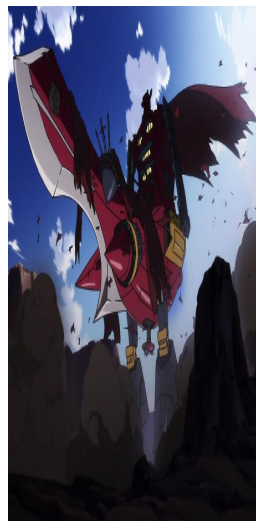
Deadeye

If your forces include Gurren Lagann and one or more members of the Gurren Brigade you may choose the below option as a Commander Trait.

Kick Logic to the Curb and Do the Impossible!

Critical Hits give a bonus +1 Hit for your forces.

Faction Commander Trait



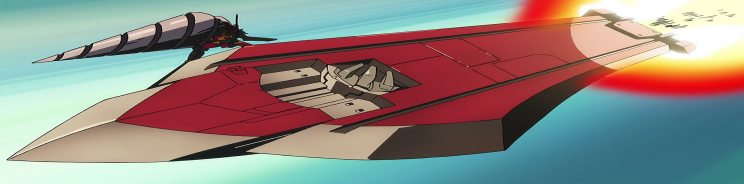
| Unit Name | Type | Repair | Catapults | Performance | Frame | Points | |
|-----------------------------|-------------|--|-----------------|--------------------|------------------|---------------|-----------|
| Dai-Gurren | Warship | 300HP | 2 | 3 | 3 | 500 | |
| Battle-Hardened CAPT | Power | EQ Slots | Size 2 | Speed+ | Armor+ | Cost+ | |
| Dayakka | 2 | 24 | Colossal | 2 | 5 | 6 | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 16" | 4" | 3 | 8 | 3d10 | +0 | +1 | 14000 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| SR Ship TriArtillery [K] | 6 | 48" | 6 | RF-3 | - | 800 | |
| | | <i>Indirect Fire (R:32" to 40"+Sensors)</i> | | | | | |
| SR Ship TriArtillery [K] | 6 | 48" | 6 | RF-3 | - | 800 | |
| | | <i>Indirect Fire (R:32" to 40"+Sensors)</i> | | | | | |
| SR Ship TriArtillery [K] | 6 | 48" | 6 | RF-3 | - | 800 | |
| | | <i>Indirect Fire (R:32" to 40"+Sensors)</i> | | | | | |
| TL Antiship Missile [X] | 2 | 48" | 3 | RF-1 | 4 | 1000 | |
| | | <i>Single Use +4 Hits vs Size 2+ Units</i> | | | | | |
| [AA] Guns II [K] [360] | 4 | 24" | 7 | - | - | 200 | |
| | | <i>Overwatch VII</i> | | | | | |
| Colossal Smash [CC] | - | Melee | - | - | 9P | 300 | |
| | | <i>Push a target backwards 3" for each failed Save</i> | | | | | |

Warship & Captain Traits

| | | |
|-----------------------------|--|----------|
| Defense Array | This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). | Trait -X |
| Impossible Ship Charge | [M-3] This Warship's Full Throttle instead gives Fly, Move+10" and Crits are worth 3 Hits during High Speed Attack | - |
| Expert Engineering Division | When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG. | CAPT I |
| Expert Gunnery Crew | +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. | CAPT I |



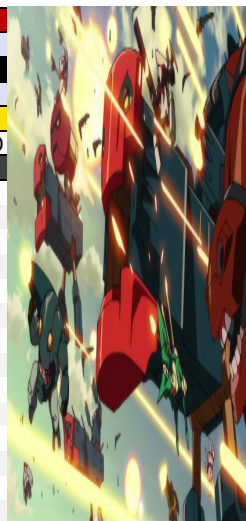
| For +100pts Dai-Gurren gains Fly and the following weapons. | | | | | | |
|---|---|---|---|----------|---|------|
| Colossal Ram [CC] | - | Melee | - | - | - | 1000 |
| | | <i>After attacking lose 2000 HP</i> | | | | |
| Knife Ram | 7 | Melee | - | - | 6 | 1000 |
| | | <i>Must use Full Throttle [M-1] This attack Blindsides one target</i> | | | | |
| Rocket Knife Ram [K] | 2 | 24" | 5 | RF+1 Hit | 5 | 700 |
| | | <i>Single Use This attack Blindsides one target Disables Knife Ram</i> | | | | |
| | | <i>Special: If Gurren Lagann is within 8" instead of an attack you may use Rocket Knife Ram to give Gurren Lagann +10" Move and +3 ARM PEN this turn.</i> | | | | |



| Unit Name | Type | Repair | Catapults | Performance | Frame | Points | |
|--------------------------|------------|--|-----------------|--------------------|------------------|---------------|-----------|
| Dai-Gurren MP | Warship | 300HP | 2 | 2 | 2 | 200 | |
| Basic Captain | Power | EQ Slots | Size 2 | Speed+ | Armor+ | Cost+ | |
| Gurren Brigade | - | 21 | Colossal | 2 | 5 | 7 | |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 16" | 4" | 2 | 7 | 2d10 | +0 | +1 | 12000 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Ship Missiles IV [X] | 4 | 48" | 7 | - | 3 | 900 | |
| | | <i>Reloads during the next round.</i> | | | | | |
| Ship Missiles IV [X] | 4 | 48" | 7 | - | 3 | 900 | |
| | | <i>Reloads during the next round.</i> | | | | | |
| SR Ship TriArtillery [K] | 6 | 48" | 6 | RF-3 | - | 800 | |
| | | <i>Indirect Fire (R:32" to 40"+Sensors)</i> | | | | | |
| Antiship Missile [X] (3) | 3 | 48" | 3 | RF-1 | 3 | 1000 | |
| | | <i>Three Uses +3 Hits vs Size 2+ Units</i> | | | | | |
| [AA] Guns II [K] [360] | 4 | 24" | 7 | - | - | 200 | |
| | | <i>Overwatch VII</i> | | | | | |
| Colossal Smash [CC] | - | Melee | - | - | 9P | 300 | |
| | | <i>Push a target backwards 3" for each failed Save</i> | | | | | |

Warship & Captain Traits

| | | |
|--|----------|---------------|
| This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). | Trait -X | Defense Array |
|--|----------|---------------|

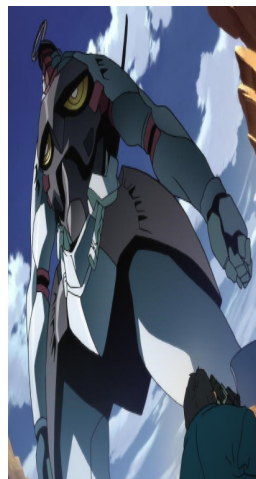


| Unit Name | Type | Repair | Catapults | Performance | Frame | Points | |
|--------------------------|-------------|--|-----------------|--------------------|------------------|---------------|-----------|
| Dai-Gunzan | Warship | 300HP | 2 | 3 | 3 | 300 | |
| Basic Captain | Power | EQ Slots | Size 2 | Speed+ | Armor+ | Cost+ | |
| Thymilph | - | 24 | Colossal | 2 | 5 | 6 | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 16" | 4" | 3 | 8 | 3d10 | +0 | +1 | 14000 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| SR Ship TriArtillery [K] | 6 | 48" | 6 | RF-3 | - | 800 | |
| | | <i>Indirect Fire (R:32" to 40"+Sensors)</i> | | | | | |
| SR Ship TriArtillery [K] | 6 | 48" | 6 | RF-3 | - | 800 | |
| | | <i>Indirect Fire (R:32" to 40"+Sensors)</i> | | | | | |
| SR Ship TriArtillery [K] | 6 | 48" | 6 | RF-3 | - | 800 | |
| | | <i>Indirect Fire (R:32" to 40"+Sensors)</i> | | | | | |
| TL Antiship Missile [X] | 2 | 48" | 3 | RF-1 | 4 | 1000 | |
| | | <i>Single Use +4 Hits vs Size 2+ Units</i> | | | | | |
| [AA] Guns II [K] [360] | 4 | 24" | 7 | - | - | 200 | |
| | | <i>Overwatch VII</i> | | | | | |
| Colossal Smash [CC] | - | Melee | - | - | 9P | 300 | |
| | | <i>Push a target backwards 3" for each failed Save</i> | | | | | |

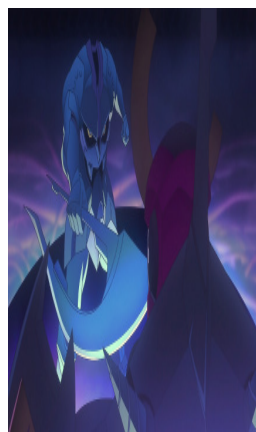
Warship & Captain Traits

| | | |
|--|----------|---------------|
| This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). | Trait -X | Defense Array |
|--|----------|---------------|





| Name | Type | Role | Special | Performance | Frame | Points | |
|---|-------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Enki | S.Robot | Battler | Indomitable | 3 | 3 | 350 | |
| Skilled Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Viral | - | 14 | Giant | | 2 | 5 | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 8" | 10" | 1 | 11 | 8d10 | +3 | +1 | 6500 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Twin Blades | 2 | Melee | ATK+2 Hits | Finisher+1 | 3 | 400 | |
| Blast Shield [S0] | 2 | - | +1 Block | - | - | - | |
| Can only Block DMG 400 or less Shots | | | | | | | |
| Close Combat [CC] | - | Melee | - | - | 5P | 300 | |
| Push a target backwards 3" for each failed Save | | | | | | | |
| Kunai Launcher [K] | 1 | 16" | 5 | RF+1 Hit | 2 | 400 | |
| [M-1] This attack Blindsides one target | | | | | | | |
| Chest Cannons [K] | 4 | 8" | 8 | RF+8 Hits | 1 | 200 | |
| Single Use Overwatch VIII Hits | | | | | | | |
| Sun Attack [E] | 5 | 48" | 3 | RF+3 Hits | 8 | 700 | |
| [M-3] to use AOE: 3" Wide Line [CC] Attacks gain +1 Crit this turn. | | | | | | | |



| Name | Type | Role | Special | Performance | Frame | Points | |
|---|------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Enki | S.Robot | Battler | Indomitable | 4 | 3 | 400 | |
| Ace Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Viral | - | 8 | Giant | 1 | 2 | | |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 12" | 1 | 11 | 8d10 | +4 | +1 | 6500 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Enkiller Scythe | 3 | Melee | ATK+2 Hits | Finisher+2 | 3 | 300 | |
| Blast Shield [S0] | 2 | - | +1 Block | - | - | - | |
| Can only Block DMG 400 or less Shots | | | | | | | |
| Close Combat [CC] | - | Melee | - | - | 5P | 300 | |
| Push a target backwards 3" for each failed Save | | | | | | | |
| Kunai Launcher [K] | 1 | 16" | 5 | RF+1 Hit | 2 | 400 | |
| [M-1] This attack Blindsides one target | | | | | | | |
| Scythe Boomerang [K] | 2 | 16" | 6 | RF+4 Hits | 3 | 300 | |

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 |
|--------------------|--|---------------|

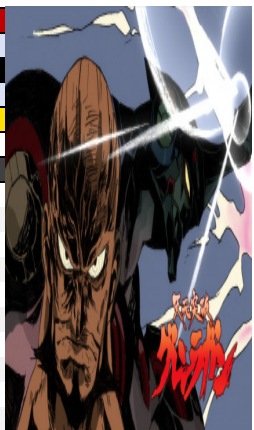


| Name | Type | Role | Special | Performance | Frame | Points | |
|---|------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Enkidudu | S.Robot | Battler | Indomitable | 5 | 3 | 400 | |
| Ace Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Viral | - | 8 | Giant | 2 | 3 | -1 | |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 13" | 1 | 12 | 9d10 | +4 | +2 | 7200 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Four Swords | 5 | Melee | ATK+4 Hits | Finisher+1 | 3 | 400 | |
| Blast Shield [S0] | 2 | - | +1 Block | - | - | - | |
| Can only Block DMG 400 or less Shots | | | | | | | |
| Close Combat [CC] | - | Melee | - | - | 5P | 300 | |
| Push a target backwards 3" for each failed Save | | | | | | | |
| Kunai Launcher [K] | 1 | 16" | 5 | RF+1 Hit | 2 | 400 | |
| [M-1] This attack Blindsides one target | | | | | | | |

Mecha & Pilot Traits

| | | |
|----------|---|---------------|
| Immortal | In Rounds 2+ gain [M+2] on your turn if HP >=50%. | Pilot Trait I |
|----------|---|---------------|

| Name | Type | Role | Special | Performance | Frame | Points | |
|--|-------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Lazengann | S.Robot | Melee | Assault | 5 | 5 | 800 | |
| Ace Pilots | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Lord Genome | 1 | 16 | Giant | 1 | 4 | | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 16" | 2 | 10 | 12d10 | +5 | +1 | 8600 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Martial Arts [CC] | 4 | Melee | ATK+1 Hit | Finisher+1 | 5P | 300 | |
| Reroll 1s on ATK & DEF | | | | | | | |
| Unlimited Drills | 6 | Melee | ATK+2 Hits | - | 6 | 300 | |
| Reroll 1s & 2s on ATK [M-3] Giga Drill Breaker! Crits are worth 3 Hits | | | | | | | |
| Drill Lances [K] | 3 | 16" | 6 | RF+3 Hits | 6 | 300 | |
| Drill Lances [K] | 3 | 16" | 6 | RF+3 Hits | 6 | 300 | |

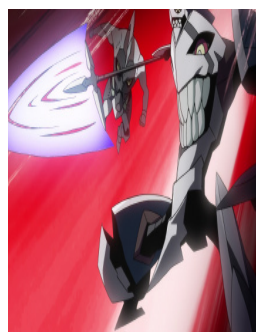


Mecha & Pilot Traits

| | | |
|--|----------------|------------------------|
| Gain a permanent +1 Power at the end of each Round. [M-1] Once per Round gain +3 Power until your next turn. | Trait +XV | Spiral Power III |
| Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit. | Trait +V | Skilled Martial Artist |
| Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block. | Trait +XV | Mecha Master |
| Gain [M+2] or +2 Focus Actions when this unit activates. | Pilot Trait II | Spiral King |

Enki, Enkidu, and Enkidudu all share the following traits

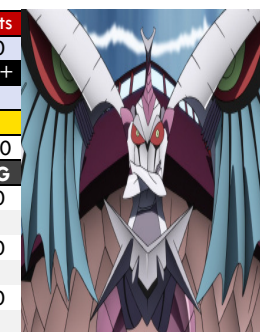
| | | |
|--|---------------|-------------------|
| Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit. | Trait +V | Skilled Swordsman |
| When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons) | Pilot Trait I | Headhunter |



| Name | Type | Role | Special | Performance | Frame | Points | |
|---|-------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Byakou | S.Robot | Attacker | | 5 | 3 | 350 | |
| Ace Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Thymilph | - | 6 | Giant | 3 | 3 | -2 | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 20" | 15" | 1 | 9 | 9d10 | +5 | +1 | 5800 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Condemn Blaze [E] | 2 | 32" | 3 | RF+2 Hits | 7 | 700 | |
| [M-2] to use AOE: 2" Wide Line | | | | | | | |
| Beam Glaive | 4 | Melee | - | DEF+1 Block | 8 | 300 | |
| Blocks do not stack with Shields or Barriers | | | | | | | |
| Smash [CC] | - | Melee | - | - | 5P | 300 | |
| Push a target backwards 3" for each failed Save | | | | | | | |

Mecha & Pilot Traits

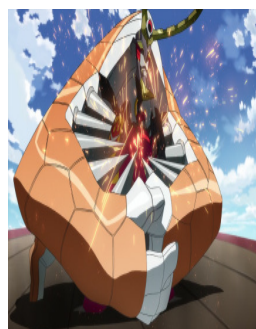
| | | |
|------------------|--|---------------|
| Seasoned Veteran | Gain [M+1] or +1 Focus Action when this unit activates. | Pilot Trait I |
| Headhunter | When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons) | Pilot Trait I |



| Name | Type | Role | Special | Performance | Frame | Points | |
|---|------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Sayrun | S.Robot | Raid | | 5 | 3 | 350 | |
| Ace Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Adiane | - | 7 | Giant | 3 | 3 | -1 | |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 16" | 21" | 1 | 11 | 7d10 | +4 | +1 | 5800 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Energy Whip [E] | 3 | 16" | 6 | RF+3 Hits | 8 | 100 | |
| Enemy target must reroll 9s & 10s on Evade | | | | | | | |
| Deadly Tail | 4 | Melee | ATK+2 Hits | - | 5 | 300 | |
| Reroll 1s & 2s on ATK | | | | | | | |
| Claws [CC] | - | Melee | - | - | 5P | 300 | |
| Push a target backwards 3" for each failed Save | | | | | | | |

Mecha & Pilot Traits

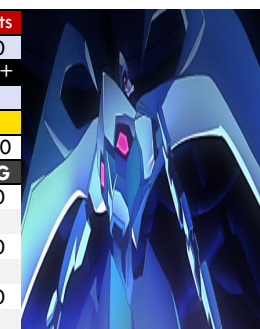
| | | |
|--|----------------|-----------------|
| When using the Ambush [Command] you may return one amphibious unit currently in the water to reserves. | - | Amphibious |
| In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit | Pilot Trait II | Merciless Melee |



| Name | Type | Role | Special | Performance | Frame | Points | |
|---|-------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Gember | S.Robot | Melee | Indomitable | 5 | 3 | 350 | |
| Ace Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Guame | - | 3 | Giant | -3 | 3 | -11 | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 8" | 1 | 9 | 12d10 | +3 | +2 | 7200 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Hammerfists | 2 | Melee | ATK+2 Hits | - | 2 | 500 | |
| - | | | | | | | |
| Smash [CC] | - | Melee | - | - | 5P | 300 | |
| Push a target backwards 3" for each failed Save | | | | | | | |
| Killer Bite | 1 | Melee | - | - | 4 | 400 | |
| [M-1] This attack Blindsides one target | | | | | | | |

Mecha & Pilot Traits

| | | |
|------------------------|---|----------------|
| 12,000 Plates of Armor | This unit has improved Armor Saves | Trait +VI |
| Crushing Strength II | At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 7. | Trait +V |
| Mastermind | When you activate choose a bonus for this turn: +2 PEN OR +200 DMG. | Pilot Trait II |



| Name | Type | Role | Special | Performance | Frame | Points | |
|---|------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Shuzack | S.Robot | Raid | | 5 | 3 | 350 | |
| Ace Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Cytomander | - | 4 | Giant | 7 | 3 | | |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 27" | 1 | 11 | 7d10 | +4 | +1 | 5800 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Twin Dragon Fang [K] | 3 | 8" | 5 | RF+3 Hits | 2 | 300 | |
| [M-1] This attack Blindsides one target | | | | | | | |
| Buzzsaw | 1 | Melee | - | - | 5 | 300 | |
| Reroll 1s & 2s on DEF | | | | | | | |
| Claws [CC] | - | Melee | - | - | 5P | 300 | |
| Push a target backwards 3" for each failed Save | | | | | | | |

Mecha & Pilot Traits

| | | |
|--|---------------|-------------------|
| [M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs. | Trait +II | Sudden Elongation |
| In Rounds 2+ gain [M+2] on your turn if HP >=50%. | Pilot Trait I | Overconfident |
| Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3) | Pilot Trait I | Elusive |



| Name | Type | Role | Special | Performance | Frame | Points | |
|---|-------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Ganmen | S.Robot | Battler | | 1 | 1 | 40 | |
| Basic Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Beastmen | - | 2 | Giant | 2 | 3 | | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 10" | 1 | 9 | 5d10 | +1 | +1 | 3700 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| TL Machine Guns [K] | 2 | 24" | 8 | RF+4 Hits | - | 200 | |
| Overwatch IV | | | | | | | |
| Smash [CC] | - | Melee | - | - | 5P | 300 | |
| Push a target backwards 3" for each failed Save | | | | | | | |

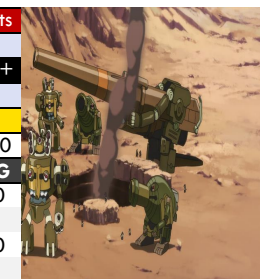
For +10pts the Ganmen may replace their TL Machine Guns with a Gatling Gun

| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG |
|-----------------|----|-------|---------|-------------|-----|-----|
| Gatling Gun [K] | 3 | 32" | 7 | RF+3 Hits | - | 200 |
| Overwatch IV | | | | | | |

| Name | Type | Role | Special | Performance | Frame | Points | |
|---|-------------|----------------|-----------------|--------------------|------------------|---------------|-----------|
| Artillery Ganmen | S.Robot | Firepower | | 2 | 1 | 60 | |
| Basic Pilot | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ | |
| Beastmen | - | 4 | Giant | -2 | 3 | -2 | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 12" | 3" | 3 | 7 | 2d10 | +0 | +1 | 3700 |
| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG | |
| Mortar Cannon [K] | 4 | 48" | 5 | RF-1 | - | 600 | |
| Indirect Fire (R:32" to 40"+Sensors) | | | | | | | |
| Smash [CC] | - | Melee | - | - | 5P | 300 | |
| Push a target backwards 3" for each failed Save | | | | | | | |

For +10pts any Ganmen on this page or the next may equip a Missile Pod.

| Weapons | EQ | Range | Attacks | Close Range | PEN | DMG |
|-----------------|----|-------|---------|-------------|-----|-----|
| Missile Pod [X] | 1 | 32" | 6 | RF+3 Hits | 3 | 200 |
| Single Use | | | | | | |





| Unit Name | | Type | Repair | Catapults | Performance | Frame | Points |
|------------------------|-------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Dai-Gunkai | | Warship | - | 0 | 7 | 3 | 400 |
| Skilled Captain | | Power | EQ Slots | Size 2 | Speed+ | Armor+ | Cost+ |
| Viral | | - | 18 | Colossal | 14 | 7 | 6 |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 24" | 15" | 2 | 10 | 5d10 | +4 | +1 | 8000 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| Giant Rending Blades | | 5 | Melee | ATK+1 Hit | Finisher+2 | 3 | 500 |
| Colossal Ram [CC] | | - | Melee | - | - | - | 1000 |
| Ship Torpedos IV [X] | | 4 | 48" | 7 | - | 3 | 900 |
| Ship Torpedos IV [X] | | 4 | 48" | 7 | - | 3 | 900 |
| [AA] Guns II [K] [360] | | 4 | 24" | 7 | - | - | 200 |
| Overwatch VII | | | | | | | |

Warship & Captain Traits

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

| Unit Name | | Type | Repair | Catapults | Performance | Frame | Points |
|---|------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Dai-Gunten | | Warship | 500HP | 4 | 5 | 3 | 400 |
| Basic Captain | | Power | EQ Slots | Size 2 | Speed+ | Armor+ | Cost+ |
| Captain Birdman | | - | 21 | Colossal | 6 | 8 | 11 |
| Sensors | Fly | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 24" | 7" | 2 | 9 | 4d10 | +2 | +1 | 14000 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| Ship Missiles III [X] | | 3 | 48" | 6 | - | 3 | 800 |
| Reloads during the next round. | | | | | | | |
| Ship Missiles III [X] | | 3 | 48" | 6 | - | 3 | 800 |
| Reloads during the next round. | | | | | | | |
| Megaton Missiles [X] | | 5 | 48" | 3 | - | 6 | 1000 |
| Single Use +6 Hits vs Size 2+ Units | | | | | | | |
| Megaton Missiles [X] | | 5 | 48" | 3 | - | 6 | 1000 |
| Single Use +6 Hits vs Size 2+ Units | | | | | | | |
| [AA]Missiles IV [X][360] | | 4 | 24" | 7 | - | - | 100 |
| Overwatch VII Hits Reloads next Round | | | | | | | |

Warship & Captain Traits

| | | |
|--|----------|----------------|
| This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). | Trait -X | Defense Array |
| Enemies without Fly must spend Move-10" to Melee attack this unit. | Trait +V | Flying Warship |



| Unit Name | | Type | Repair | Catapults | Performance | Frame | Points |
|--|-------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Dai-Gundo | | Warship | - | 0 | 5 | 3 | 400 |
| Battle-Hardened CAPT | | Power | EQ Slots | Size 2 | Speed+ | Armor+ | Cost+ |
| Guame | | 3 | 12 | Colossal | 2 | 10 | -9 |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 24" | 2" | 2 | 9 | 4d10 | +0 | +2 | 19000 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| Giga Typhoon | | 7 | 16" | 6 | RF+3 Hits | 11P | 300 |
| Bypass [Shields] Push a target backwards 6" for each failed Save | | | | | | | |
| [AA] Lasers II [E][360] | | 4 | 24" | 5 | - | 4 | 200 |
| Overwatch V | | | | | | | |
| Colossal Ram [CC] | | - | Melee | - | - | - | 1000 |
| After attacking lose 2000 HP | | | | | | | |

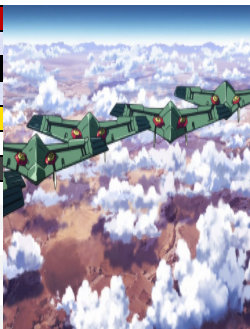
Warship & Captain Traits

| | | |
|---------------|--|----------|
| Defense Array | This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). | Trait -X |
|---------------|--|----------|

| Name | | Type | Role | Special | Performance | Frame | Points |
|---|-------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Bomber Ganmen | | S.Robot | Raid | | 2 | 1 | 100 |
| Basic Pilot | | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| Beastmen | | - | 3 | Giant | 3 | 1 | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 20" | 1 | 8 | 4d10 | +3 | +0 | 2300 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| Bombing Run [X] | | 2 | 8" | 10 | - | 2 | 300 |
| Rear Arc Only | | | | | | | |
| Immobilizing Attack | | 1 | Melee | ATK+1 Hit | - | 5S | - |
| [M-1] This attack Blindsides one target | | | | | | | |
| Smash [CC] | | - | Melee | - | - | 5P | 300 |
| Push a target backwards 3" for each failed Save | | | | | | | |

Mecha & Pilot Traits

| | | |
|---|------------|--------------------|
| While transformed gain: Move+10" & Fly Melee Block (5+ to 9+) | Trait +III | Jet Transformation |
|---|------------|--------------------|



| Name | | Type | Role | Special | Performance | Frame | Points |
|---|-------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Guame's Ganmen | | S.Robot | Firepower | Heavy Arms | 1 | 1 | 50 |
| Basic Pilot | | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| Beastmen | | - | 8 | Giant | 2 | -2 | |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 8" | 4 | 7 | 2d10 | +0 | +0 | 3000 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| TL Artillery Cannon [K] | | 2 | 48" | 5 | RF-1 | - | 400 |
| Indirect Fire (R:32" to 40"+Sensors) | | | | | | | |
| TL Artillery Cannon [K] | | 2 | 48" | 5 | RF-1 | - | 400 |
| Indirect Fire (R:32" to 40"+Sensors) | | | | | | | |
| TL Missile Salvo [X] | | 2 | 48" | 7 | - | 3 | 300 |
| Single Use | | | | | | | |
| TL Quad Repeater [E] | | 2 | 24" | 6 | RF+4 Hits | 4 | 200 |
| Overwatch IV | | | | | | | |
| Smash [CC] | | - | Melee | - | - | 5P | 300 |
| Push a target backwards 3" for each failed Save | | | | | | | |

| Name | | Type | Role | Special | Performance | Frame | Points |
|---|-------------|----------------|-----------------|----------------|--------------------|---------------|------------|
| Cytomander's Ganmen | | S.Robot | Raid | | 2 | 1 | 50 |
| Basic Pilot | | Power | EQ Slots | Size 0 | Speed+ | Armor+ | Cost+ |
| Beastmen | | - | 2 | Giant | 1 | 2 | -2 |
| Sensors | Move | Actions | Shooting | Melee | Evade d10 | ARM Sv | HP |
| 10" | 16" | 1 | 8 | 4d10 | +3 | +0 | 3000 |
| Weapons | | EQ | Range | Attacks | Close Range | PEN | DMG |
| Laser Vision [E] | | 1 | 48" | 4 | RF-2 | 5 | 400 |
| - | | | | | | | |
| Immobilizing Attack | | 1 | Melee | ATK+1 Hit | - | 5S | - |
| [M-1] This attack Blindsides one target | | | | | | | |
| Smash [CC] | | - | Melee | - | - | 5P | 300 |
| Push a target backwards 3" for each failed Save | | | | | | | |

