



Name	Type	Role	Special	Performance	Frame	Points	
GaoGaiGar	S.Robot	Melee	Indomitable	2	5	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Guy Shishioh	3	16	Giant	-2	3	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	1	8	11d10	+0	+2	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Broken Magnum [K]	4	32"	5	RF+2 Hits	4	300	
Protect Shade [S3]	4	-	+3 Blocks	-	-	-	
[Barrier] Block all [E] shots then redirect 3 [E] Hits to a R16" target							
Ramming Speed [CC]	-	Melee	-	-	-	600	
After attacking lose 1000 HP							
Drill Attack	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Goldion Hammer	7	Melee	ATK+3 Hits	Finisher+1	2	500	
[M-2] Hammer Hell & Heaven: Each Crit raises DMG by +100 this turn.							

Activated Mecha & Pilot Traits

Hell and Heaven	Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	Trait +V
Hyper Mode	[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-
Dividing Driver	[M-3] For the rest of the game any buildings within 24" of this unit are indestructible and do not score VP.	-

Passive Mecha & Pilot Traits

Unflinching Courage	When activated if HP<50% or [M=0] gain [M+3] OR 3 Focus actions. Gain [M+1] each turn you attack a Level 2 enemy Ace / Unstoppable Kaiju.	Pilot Trait II
Safety Release Protocol	The Goldion Hammer is usable in Round 4+. To use it before Round 4 you must lose [M-1].	Trait -V

Final Fusion Approved! It costs [M-2] to include this unit in your army. This unit is worth +2 VP.



Name	Type	Role	Special	Performance	Frame	Points	
Big Volfogg	S.Robot	Attacker		2	3	300	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	-	5	Giant	3	1	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	15"	1	7	7d10	+4	+0	4400
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Murasame Blade	1	Melee	-	-	5	300	
Reroll 1s & 2s on DEF							
Whirling Shield [S0]	1	-	+1 Block	-	-	-	
Can only Block DMG 300 or less Shots							
Kick [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							
4000 Magnum [K]	2	16"	4	RF+3 Hits	2	300	
Critical Hits are worth 3 Hits [M-3] R:Self AOE 10" Circle							

Mecha & Pilot Traits

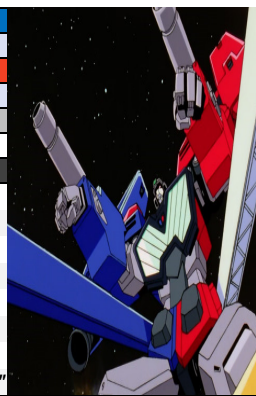
Melting Siren	Once per round roll 3d10. Each 5+ lowers a [Barrier] by -1 Block this turn. Use Focus to improve the roll (Max 3+)	-
Mirror Coating	[M-1] This round while outside enemy Sensors range gain: Blindside and +2 Blocks vs each attack action but lose Full Throttle.	Trait +V
Separating Machines	[M-3] Split into separate units and gain +3 Blocks this turn. You also gain Blindside on Melee Counterattack.	-
Solo Operative	Once per Round gain both Guard & Dodge or Guard & Counter. When this unit activates if there are no allies within 16" gain [M+1]	Pilot Trait II

Name	Type	Role	Special	Performance	Frame	Points	
Chouryujin	S.Robot	Firepower		3	2	200	
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	-	7	Giant		4	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	6"	3	8	3d10	+1	+1	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Double Rifle [E]	2	32"	4	RF+2	6	300	
Double Gun [E]	2	16"	4	RF+2 Hits	5	300	
Overwatch IV							
Tonfa [CC]	1	Melee	-	-	5P	300	
Reroll 1s on DEF							
Mirror Shield [S0]	2	-	+1 Block	-	-	-	
Only Blocks DMG<400 [M-2] Block all [E] shots to redirect 3 Hits at R:16"							

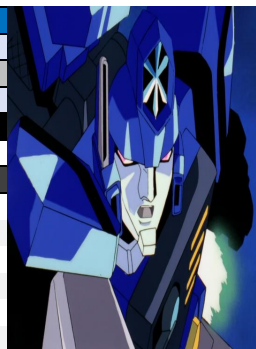
Mecha & Pilot Traits

Start of the Round if [M>4] HyoRyu & EnRyu may form ChoRyujin with full HP. Symmetrical Docking

[M-3] Dissipate an attack by vibrating it harmlessly into the atmosphere	-	Eraser Head
Choose an ally within 24" to gain +1d10 Blocks against a single weapon.		
When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.	Pilot Trait I	Fighting Spirit
When this unit is destroyed gain [M+3].		



Name	Type	Role	Special	Performance	Frame	Points	
HyoRyu	S.Robot	Firepower		2	1	100	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	-	5	Giant		2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	8"	3	7	2d10	+2	+0	3000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Freezing Rifle [E]	3	32"	4	RF+1	6S	300	
Armor Saves deal Stun DMG							
Freezing Gun [E]	1	16"	4	RF+1 Hits	5S	300	
Overwatch IV							
Tonfa [CC]	1	Melee	-	-	5P	300	
Reroll 1s on DEF							



Name	Type	Role	Special	Performance	Frame	Points	
EnRyu	S.Robot	Firepower		2	1	100	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	-	5	Giant		2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	8"	3	7	2d10	+2	+0	3000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Melting Rifle [E]	1	32"	4	RF+1	6	300	
Melting Gun [E]	1	16"	4	RF+1 Hits	5	300	
Overwatch IV							
Mirror Shield [S0]	2	-	+1 Block	-	-	-	
Only Blocks DMG<400 [M-2] Block all [E] shots to redirect 3 Hits at R:16"							
Tonfa [CC]	1	Melee	-	-	5P	300	
Reroll 1s on DEF							



Both EnRyu and HyoRyu share the below trait

On the first turn this unit is attacked gain +1 Block vs each attack action.	Trait +II	Mirror Coating Deployment
Gain Move+5" and Fly in the 1st Round of Battle.		

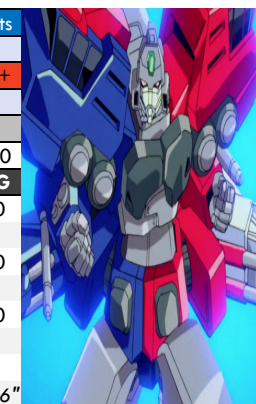


Name	Type	Role	Special	Performance	Frame	Points	
GekiRyujuin	S.Robot	Firepower		7	2	-	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	2	10	Giant	2	4	4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	9"	3	10	5d10	+1	+1	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Double Dragons [E]	6	48"	4	RF+2	8	400	
<i>[M-1] to use</i>							
Wind Missiles [X] (2)	2	48"	8	RF-4	2	200	
<i>Two Uses Indirect Fire (R:32" to 40"+Sensors)</i>							
Roaring Lightning [E]	1	32"	4	RF+1	6	300	
Shield [S2]	1	-	+2 Blocks	-	-	-	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Symmetrical Docking Start of the Round if [M>4] FuuRyu & RaiRyu may form ChoRyujuin with full HP.

Furious Fusillade +1 to Precision and Barrage (Max 3). Pilot Trait II
Barrage lets you change your weapons Rapid Fire to RF+1

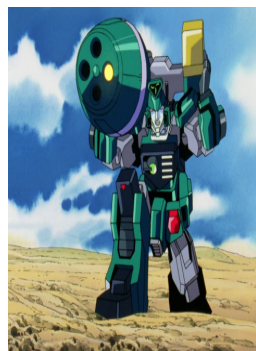


Name	Type	Role	Special	Performance	Frame	Points	
Chouryujuin	S.Robot	Firepower		7	2	-	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	2	10	Giant	2	4	4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	9"	3	10	5d10	+3	+1	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
UL Double Rifle [E]	4	32"	4	RF+4	6	300	
UL Double Gun [E]	4	24"	4	RF+2 Hits	5	300	
<i>Overwatch IV</i>							
Tonfa [CC]	1	Melee	-	-	5P	300	
<i>Reroll 1s on DEF</i>							
Mirror Shield [S0]	2	-	+1 Block	-	-	-	
<i>Only Blocks DMG<400 [M-2] Block all [E] shots to redirect 3 Hits at R:16"</i>							

Mecha & Pilot Traits

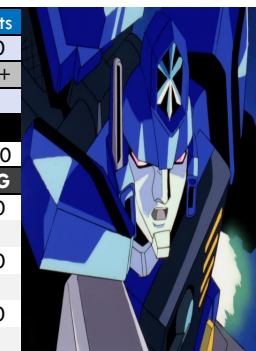
Start of the Round if [M>4] HyoRyu & EnRyu may form ChoRyujuin with full HP. Symmetrical Docking

[M-3] Dissipate an attack by vibrating it harmlessly into the atmosphere
Once per game an ally within 24" gains +1d10 Blocks vs one attack action.
When activated if HP<50% or [M=0] gain [M+3] OR 3 Focus actions.
Gain [M+1] each turn you attack a Level 2 enemy Ace / Unstoppable Kaiju. Pilot Trait II
Eraser Head
Noble Soul



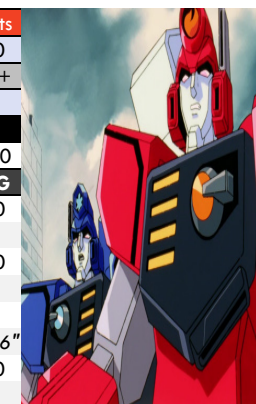
Name	Type	Role	Special	Performance	Frame	Points	
FuuRyu	S.Robot	Firepower		7	1	250	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	1	4	Giant	2	2	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	11"	3	10	5d10	+4	+0	3000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Wind Missiles [X] (3)	3	48"	8	RF-4	2	200	
<i>Three Uses Indirect Fire (R:32" to 40"+Sensors)</i>							
Whirling Shield [S0]	1	-	+1 Block	-	-	-	
<i>Can only Block DMG 300 or less Shots</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	
HyoRyu	S.Robot	Firepower		7	1	250	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	-	6	Giant	2	2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	11"	3	10	5d10	+4	+0	3000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
UL Freezing Rifle [E]	4	32"	4	RF+2	6S	300	
<i>Armor Saves deal Stun DMG</i>							
Freezing Gun [E]	1	16"	4	RF+1 Hits	5S	300	
<i>Overwatch IV</i>							
Tonfa [CC]	1	Melee	-	-	5P	300	
<i>Reroll 1s on DEF</i>							



Name	Type	Role	Special	Performance	Frame	Points	
RaiRyu	S.Robot	Firepower		7	1	250	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	1	3	Giant	2	2	-3	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	11"	3	10	5d10	+2	+0	3000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Roaring Lightning [E]	1	32"	4	RF+1	6	300	
<i>Overwatch IV</i>							
Electric Gun [E]	1	16"	4	RF+1 Hits	5	300	
Shield [S2]	1	-	+2 Blocks	-	-	-	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Name	Type	Role	Special	Performance	Frame	Points	
EnRyu	S.Robot	Firepower		7	1	250	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	-	6	Giant	2	2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	11"	3	10	5d10	+4	+0	3000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
UL Melting Rifle [E]	2	32"	4	RF+2	6	300	
<i>Overwatch IV</i>							
Melting Gun [E]	1	16"	4	RF+1 Hits	5	300	
Mirror Shield [S0]	2	-	+1 Block	-	-	-	
<i>Only Blocks DMG<400 [M-2] Block all [E] shots to redirect 3 Hits at R:16"</i>							
Tonfa [CC]	1	Melee	-	-	5P	300	
<i>Reroll 1s on DEF</i>							



All Mecha on this page possess the following Trait

Mirror Coating Deployment On the first turn this unit is attacked gain +1 Block vs each attack action.Gain Move+5" and Fly in the 1st Round of Battle. Trait +II



Name	Type	Role	Special	Performance	Frame	Points	
GaoGaiGar (UL)	S.Robot	Melee	Indomitable	5	5	550	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Guy Shishioh	3	16	Giant	-2	3	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	10"	1	10	13d10	+2	+2	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Broken Magnum [K]	4	32"	5	RF+2 Hits	4	300	
Protect Shade [S3]	4	-	+3 Blocks	-	-	-	
[Barrier] Block all [E] shots then redirect 3 [E] Hits to a R16" target							
Ramming Speed [CC]	-	Melee	-	-	-	600	
After attacking lose 1000 HP							
Drill Attack	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Goldion Hammer	7	Melee	ATK+3 Hits	Finisher+1	2	500	
[M-2] Hammer Hell & Heaven: Each Crit raises DMG by +100 this turn.							

Activated Mecha & Pilot Traits

Dividing Driver	[M-3] For the rest of the game any buildings within 24" of this unit are indestructible and do not score VP.	-
-----------------	--	---

GaoGaiGar and Star GaoGaiGar share the below traits.

Activated Mecha & Pilot Traits

Hell and Heaven	Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	Trait +V
Hyper Mode	[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-
Dividing Driver	[M-3] For the rest of the game any buildings within 24" of this unit are indestructible and do not score VP.	-

Passive Mecha & Pilot Traits

Safety Release Protocol	The Goldion Hammer is usable in Round 4+. To use it before Round 4 you must lose [M-1].	Trait -V
Unflinching Courage	When activated if HP<50% or [M=0] gain [M+3] OR 3 Focus actions. Gain [M+1] each turn you attack a Level 2 enemy Ace / Unstoppable Kaiju.	Trait II
Final Fusion Approved!	It costs [M-2] to include this unit in your army. This unit is worth +2 VP.	



Name	Type	Role	Special	Performance	Frame	Points	
Star GaoGaiGar	S.Robot	Melee	Indomitable	5	5	700	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Guy Shishioh	3	22	Giant	-1	3	3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	12"	1	10	13d10	+3	+2	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Broken Phantom [K]	7	32"	5	RF+2 Hits	7	300	
Protect Wall [S3]	7	-	+3 Blocks	-	-	-	
[Barrier] Allies within Engagement range also gain +3 Blocks							
Ramming Speed [CC]	-	Melee	-	-	-	600	
After attacking lose 1000 HP							
Drill Attack	1	Melee	-	-	5	300	
Reroll 1s & 2s on ATK							
Goldion Hammer	7	Melee	ATK+3 Hits	Finisher+1	2	500	
[M-2] Hammer Hell & Heaven: Each Crit raises DMG by +100 this turn.							

Activated Mecha & Pilot Traits

Gatling Driver	[M-1] Roll a d10. On a 5+ the target takes 1 Stun DMG, on a 10+ they take 2 Stun DMG.	Trait +V
----------------	---	----------

Name	Type	Role	Special	Performance	Frame	Points	
Big Volfogg (UL)	S.Robot	Attacker		7	3	400	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	-	5	Giant	5	1	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	18"	1	10	10d10	+6	+0	4400
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Murasame Blade	1	Melee	-	-	5	300	
Reroll 1s & 2s on DEF							
Whirling Shield [S0]	1	-	+1 Block	-	-	-	
Can only Block DMG 300 or less Shots							
Kick [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							
4000 Magnum [K]	2	16"	4	RF+3 Hits	2	300	
Critical Hits are worth 3 Hits [M-3] R:Self AOE 10" Circle							

Mecha & Pilot Traits

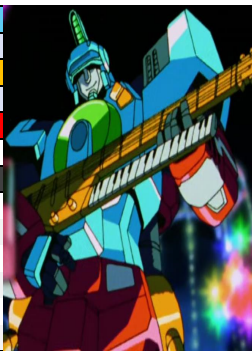
Once per round roll 3d10. Each 5+ lowers a [Barrier] by -1 Block this turn. Use Focus to improve the roll (Max 3+)	-	Melting Siren
[M-1] This round while outside enemy Sensors range gain: Blindsight and +2 Blocks vs each attack action but lose Full Throttle.	Trait +V	Mirror Coating
[M-3] Split into separate units and gain +3 Blocks this turn. You also gain Blindsight on Melee Counterattack.	-	Separating Machines
[M-3] Spinning like a bladed top this unit gains +1 Hit in Melee for every 5" moved this turn.	-	Sturm Und Drang
Once per Round gain both Guard & Dodge or Guard & Counter. When this unit activates if there are no allies within 16" gain [M+1]	Pilot Trait II	Solo Operative



Unit Name	Type	Role	Special	Performance	Frame	Points	
Mic Saunders	S.Robot	Raid		6	2	150	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	-	4	Giant	3	1	-4	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	20"	1	10	6d10	+5	+0	3700
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Double V Guitar [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Disc M	1	16"	6	RF+3 Hits	6S	-	
Can only be blocked by [Barriers] or [M]							
Disc X S. Wave [E]	3	48"	4	RF-2	8	300	
[Boost] Gain +1 Shot for each Mic Brigade unit within 16".							

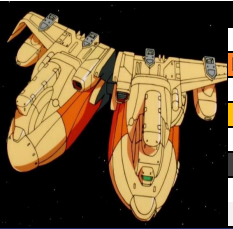
Mecha & Pilot Traits

Once per game remove any stun damage from Allies within 16"	-	Disc P - Yuusha-ou
---	---	--------------------



Unit Name	Type	Role	Special	Performance	Frame	Points	
Mic Brigade	S.Robot	Raid		4	1	50	
Basic Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG Super AI	-	1	Giant	-1	-	-7	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	14"	1	9	5d10	+4	+0	1600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Double V Guitar [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Disc X Supposition [E]	1	48"	4	RF-2	6	300	
You may not [Boost] this Round if you attack with this weapon.							





Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Amaterasu	Warship	1000HP	2	5	3	400	
Battle-Hardened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Chief Taiga	-	3	Titanic	6	6	-14	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	8"	1	9	4d10	+1	+1	14000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
[AA] Guns [K][360]	2	24"	6	-	-	200	

Warship & Captain Traits

Dauntless Captain When activated if HP<50% or your [M=0] gain [M+3] or +3 Actions. CAPT II
Each time a weapon is destroyed gain +1 Action permanently.



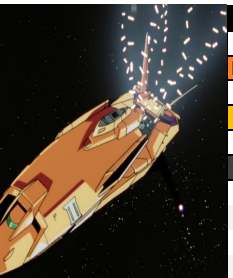
Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Izanagi	Warship	600HP	3	5	3	300	
Battle-Hardened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Geki Hyuma	-	6	Titanic	2	-	-24	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	7"	3	9	4d10	+1	+0	11000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Mirror Cannon [E]	1	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Mirror Cannon [E]	1	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Mirror Cannon [E]	1	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
[AA] Guns [K][360]	2	24"	6	-	-	200	

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

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

Steadfast Crew When activated if HP<50% or [M=0] gain [M+2] OR 2 actions. CAPT I
When this unit is destroyed gain [M+3].



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Susanoh	Warship	-	0	5	2	300	
Battle-Hardened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Volfogg	-	10	Titanic	-	-	-19	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
40"	5"	2	9	4d10	+1	+0	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Reflector Beam [E]	7	72"	3	RF+2 Hits	7	700	
		[M-2] to use AOE: 2" Wide Line					
[AA] Guns [K][360]	2	24"	6	-	-	200	

Warship & Captain Traits

Mirror Array [M-1] This unit may Blindside one target with its Reflector Beam by using a free floating mirror array to reflect the shot. Trait +V

Strategic Captain At the start of the Round give up to 5 allies within LOS or Sensors range a Focus action to use on their next turn. CAPT II

You may upgrade any of the GaoGaiGar units with ZA POWAAA!!!

ZA POWAAA Increase the unit's Power Stat by 2. Cost +100

Name	Type	Role	Special	Performance	Frame	Points	
King J-Der	S.Robot	Firepower	Heavy Arms	6	5	1000	
Ace Pilot	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Soldato J & Tomoro	-	2	28	Colossal	5	1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	10"	4	11	6d10	+3	+1	15600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Anti-Meson Cannon [E]	4	32"	5	RF+3 Hits	5	200	
		Overwatch IV					
Anti-Meson Cannon [E]	4	32"	5	RF+3 Hits	5	200	
		Overwatch IV					
J-Quath [E]	8	32"	7	RF+2 Hits	8	300	
		[M-2] to use Enemy target must reroll 9s & 10s on Evade					
Warp Missiles [X] (2)	4	48"	10	RF-4	2	200	
		Two Uses [M-1] This attack Blindsides one target					
Maser Cannons [E]	3	16"	5	RF+1 Hits	6	300	
		Overwatch IV					
Maser Cannons [E]	3	16"	5	RF+1 Hits	6	300	
		Overwatch IV					
AA Missiles [X] (2)	2	16"	8	RF+8 Hits	2	100	
		Two Uses Overwatch VIII Hits					
Colossal Smash [CC]	-	Melee	-	-	9P	300	
		Push a target backwards 3" for each failed Save					
J-Rider Plasma Swords	-	Melee	-	-	8	400	
		+1 Hit vs Size 3+ Units Usable while Transformed					

Mecha & Pilot Traits

While transformed gain: Move+10 & Fly | Melee Block (5+ to 7+) | Plasma Swords | Lose: Maser Cannons Trait +III Transform (J-Ark)

While transformed into J-Ark you may launch J-Der as a separate unit. Trait +XX Hidden Beneath

If so, lose Anti-Meson Cannon [E]s & Plasma Swords | Melee Block (9+) [-2 Power] This Round gain +2 Blocks Vs ARM PEN up to 6. Trait +X Generating Armor [Barrier]

Does not stack with Shields or Cover | Battle Damage cannot disable. Trait +X

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

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

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

It costs [M-2] to include this unit in your army. This unit is worth +2 VP. Immensely Powerful



Name	Type	Role	Special	Performance	Frame	Points	
J-Der	S.Robot	Interceptor		6	3	400	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Soldato J	-	7	Giant	7	2	2	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	21"	1	11	6d10	+6	+0	5100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Plasma Sword	3	Melee	-	-	8	400	
		+1 Hit vs Size 3+					
Anti-Meson Cannon [E]	4	32"	5	RF+3 Hits	5	200	
		Overwatch IV					
Kick [CC]	-	Melee	-	-	5P	300	
		Push a target backwards 3" for each failed Save					

Mecha & Pilot Traits

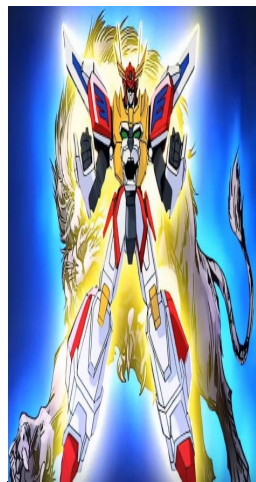
Gain Move+5" & Fly during the first round of battle. Trait +I Plasma Wing

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

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

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





Name	Type	Role	Special	Performance	Frame	Points	
King Exkizer	S.Robot	Battler	Indomitable	4	4	500	
Ace Commander	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kouta Hoshikawa	-	8	Giant	1	4		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	1	11	8d10	+5	+2	9300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Chest Beam [E]	1	24"	4	RF+2	6	300	
Kaiser Shuriken [X]	1	16"	8	RF+8 Hits	2	100	
Single Use Overwatch VIII Hits							
Kaiser Wing Break [E]	1	16"	4	RF+1 Hit	8	100	
Enemy target must reroll 9s & 10s on Evade							
Kaiser Flame Lock	2	8"	7	-	7S	-	
Can only be blocked by [Barriers] or [M] +1 Hit in Melee this turn							
Exkizer Sword	3	Melee	ATK+2 Hits	Finisher+1	3	400	
[M-1] Thunder Flash - Gain PEN+3 this turn.							
Kick [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Great Gattai	[M-4] On your turn transform this unit into its Great form with full HP. In Round 4+ it costs [M-1] instead.	Trait +X
Hero of Justice	When activated if HP<50% or [M=0] gain [M+3] OR 3 Focus actions. Gain [M+1] each turn you attack a Level 2 enemy Ace / Unstoppable Kaiju.	Pilot Trait II

Name	Type	Role	Special	Performance	Frame	Points	
Dragon Kizer	S.Robot	Raid	Assault	4	4	500	
Ace Commander	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kouta Hoshikawa	-	10	Giant	1	3		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	2	10	6d10	+5	+1	5100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Tonfa [CC]	1	Melee	-	-	5P	300	
Reroll 1s on DEF							
Rocket Anchor	1	8"	8	-	-	-	
Bypass [Shields] Pull yourself up to 3" for each Hit							
Mighty Boomerang							
Hyper B.Cannons [E]	2	24"	6	RF+4 Hits	4	200	
Overwatch IV							
Dragon Thunder [E]	1	32"	4	RF+3	6	300	
[M-1] to use							
Brave Archery [E]	5	48"	6	-	9	300	
[M-2] to use Crit Hits are worth 3 Hits							

Mecha & Pilot Traits

Great Gattai	[M-4] On your turn transform this unit into its Great form with full HP. In Round 4+ it costs [M-1] instead.	Trait +X
Hero of Justice	When activated if HP<50% or [M=0] gain [M+3] OR 3 Focus actions. Gain [M+1] each turn you attack a Level 2 enemy Ace / Unstoppable Kaiju.	Pilot Trait II



Name	Type	Role	Special	Performance	Frame	Points	
Great Exkizer	S.Robot	Battler	Indomitable	7	4	-	
Ace Commander	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kouta Hoshikawa	-	12	Giant	4	4	4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	13	10d10	+6	+2	9300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Great Exkizer Sword	5	Melee	ATK+3 Hits	Finisher+1	4	400	
[M-1] Thunder Flash - Gain PEN+3 this turn.							
Kick [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Kaiser Flame Lock	2	8"	7	-	7S	-	
Can only be blocked by [Barriers] or [M] +1 Hit in Melee this turn							
Kaiser Wing Break [E]	1	16"	4	RF+1 Hit	8	100	
Enemy target must reroll 9s & 10s on Evade							
Hyper B.Cannons [E]	2	24"	6	RF+4 Hits	4	200	
Overwatch IV							
Chest Beam [E]	1	24"	4	RF+2	6	300	
Dragon Thunder [E]	1	32"	4	RF+3	6	300	
[M-1] to use							

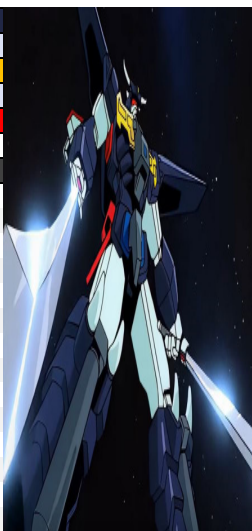
Mecha & Pilot Traits

Hyper Mode	[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-
Hero of Justice	When activated if HP<50% or [M=0] gain [M+3] OR 3 Focus actions. Gain [M+1] each turn you attack a Level 2 enemy Ace / Unstoppable Kaiju.	Pilot Trait II

Name	Type	Role	Special	Performance	Frame	Points	
Dino Geist	S.Robot	Battler	Heavy Arms	6	5	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
-	-	13	Giant	1	6	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	11"	2	13	9d10	+1	+2	13500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Dino Blades	6	Melee	ATK+4 Hits	Finisher+1	3	400	
[M-3] Dark Thunder Inferno - Crit Hits are worth 3 Hits							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Great Shield [S3]	1	-	+3 Blocks	-	-	-	
Shield Beam Spray [E]	3	16"	4	RF+1 Hits	5	300	
Overwatch VIII							
Dark Thunderstorm [E]	1	32"	4	RF+2	7	300	
[M-1] to use							
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	
-							

Mecha & Pilot Traits

Dynamic Entrance	Gain Move+5" & Fly during the first round of battle.	Trait +1
Infamous Ace	Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II





Name	Type	Role	Special	Performance	Frame	Points	
Armed Fighbird	S.Robot	Melee	Indomitable	4	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Yutaro Katori	-	10	Giant		3		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	14"	1	8	11d10	+5	+2	7900
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Flame Sword	3	Melee	ATK+1 Hit	-	5	300	
Reroll 1s & 2s on ATK [M-2] Full Power - Reroll 3s on ATK							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Beam Vulcans [E]	-	8"	3	RF+2 Hits	3	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Spinning Blades [K]	1	16"	5	RF+1 Hit	2	400	
[M-1] This attack Blindsides one target							
Flare Missiles [X]	4	32"	8	RF+3 Hits	3	200	
Two Uses							
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	

Mecha & Pilot Traits

Great Gattai	[M-4] On your turn transform this unit into its Great form with full HP. In Round 4+ it costs [M-1] instead.	Trait +X
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
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I



Name	Type	Role	Special	Performance	Frame	Points	
Jet Granbird	S.Robot	Firepower	Indomitable	4	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Yutaro Katori	-	9	Giant	1	3		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	2	11	5d10	+4	+2	7900
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Gran Cannon [E]	5	48"	5	RF-2	7	400	
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	
Chest Beam [E]	1	24"	4	RF+2	6	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Wing Slicer	1	Melee	-	-	4	400	
[M-1] This attack Blindsides one target							

Mecha & Pilot Traits

	[M-4] On your turn transform this unit into its Great form with full HP. In Round 4+ it costs [M-1] instead.	Trait +X	Great Gattai
	[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	Hot Blooded
	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless



Name	Type	Role	Special	Performance	Frame	Points	
Great Fighbird	S.Robot	Melee	Indomitable	7	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Yutaro Katori	-	13	Giant		4	1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	14"	1	10	13d10	+6	+2	9300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Great Flame Sword	5	Melee	ATK+2 Hits	-	5	300	
Reroll 1s & 2s on ATK [M-2] Full Power - Reroll 3s on ATK							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Spinning Blades [K]	1	16"	5	RF+1 Hit	2	400	
[M-1] This attack Blindsides one target							
Chest Beam [E]	1	24"	4	RF+2	6	300	
Flare Missiles [X]	4	32"	8	RF+3 Hits	3	200	
Two Uses							
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	

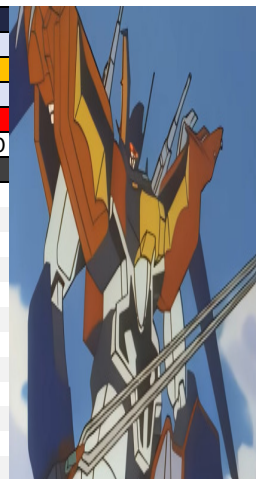
Mecha & Pilot Traits

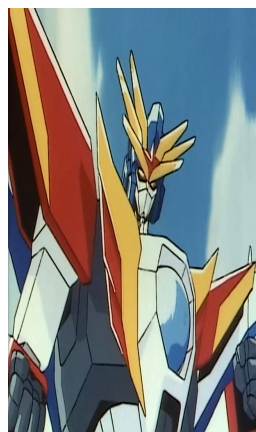
Final Firebird Attack	[M-3] Once per game your [CC] attack gains +3 Critical Hits & Finisher+3 Afterwards HP is set to 100.	-
Hot Blooded	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points	
Draias Tri-Beast Gattai	S.Robot	Battler	Heavy Arms	5	5	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Draias	-	16	Giant	1	4	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	2	13	9d10	+1	+1	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Devil Blade	6	Melee	ATK+2 Hits	Finisher+2	5	400	
Devil Fork [M-2] Opponent takes 200 DMG for each Block they rolled							
Smash [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Great Shield [S3]	1	-	+3 Blocks	-	-	-	
Chest Beam [E]	1	24"	4	RF+2	6	300	
Fires of Hades [E]	5	24"	7 Hits	RF+1 Hit	-	200	
Overwatch VII AOE 1" Wide Line							
Rocket Punch [K]	1	16"	5	RF+1 Hit	2	400	
[M-1] This attack Blindsides one target							
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	

Mecha & Pilot Traits

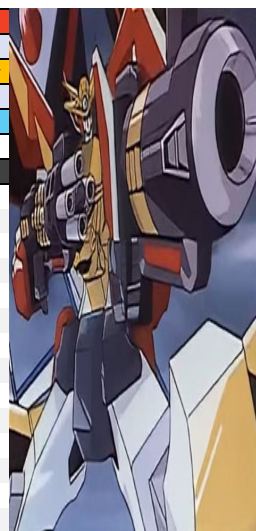
	In Round 5 gain +4 Power.	Trait +V	Minus Energy Transformation
	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II	Megalomaniac





Name	Type	Role	Special	Performance	Frame	Points	
Da Garn X	S.Robot	Interceptor	Indomitable	4	4	500	
Ace Commander	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Seiji Takasugi	-	9	Giant	1	1	-2	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	10	6d10	+6	+1	6500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Brave Sword	2	Melee	ATK+2 Hits	Finisher+1	3	400	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Earth Flash [E]	2	16"	5	-	5	200	
<i>[M-2] to use AOE: 8" Wide Circle</i>							
Earth Cannon [E]	2	48"	4	RF-1	7	400	
<i>[M-1] to use</i>							
Earth Buster [E]	3	80"	3	RF+3 Hits	8	700	
<i>[M-3] to use AOE: 3" Wide Line Power = 0 Permanently</i>							
Mecha & Pilot Traits							
Great Gattai	[M-4] On your turn transform this unit into its Great form with full HP. In Round 4+ it costs [M-1] instead.					Trait	+X
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
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.					Pilot	Trait I
Da Garn Formation Attack	[M-3] Once per game borrowing the power of Land Bison and Star/Pegasus Saber, Da Garn's [CC] attack gains +3 Critical Hits & Finisher+3					-	-

Name	Type	Role	Special	Performance	Frame	Points	
Great Da Garn GX	S.Robot	Firepower	Heavy Arms	7	4	-	
Ace Commander	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Seiji Takasugi	-	17	Giant	1	3	-	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	12"	3	13	6d10	+4	+1	6500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
GX Buster [E]	2	64"	3	RF+3 Hits	8	700	
<i>[M-3] to use AOE: 3" Wide Line Requires 2 Actions</i>							
GX Buster Vulcans [K]	2	48"	8	RF+4 Hits	-	200	
<i>Overwatch IV Requires 2 Actions</i>							
G Ballista [X]	2	48"	3	RF-1	4	1000	
<i>Single Use +4 Hits vs Size 2+ Units</i>							
Gran Cannon [E]	5	48"	5	RF-2	7	400	
G Vulcans [K]	4	32"	8	RF+4 Hits	-	200	
<i>Overwatch IV</i>							
Brave Sword	2	Melee	ATK+2 Hits	Finisher+1	3	400	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Mecha & Pilot Traits							
[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.						-	Power of Legend
+1 to Precision and Barrage (Max 3).						Pilot	Furious Fusillade
Barrage lets you change your weapons Rapid Fire to RF+1						Trait II	-



Name	Type	Role	Special	Performance	Frame	Points	
Seven Changer	S.Robot	Battler	Assault	7	3	500	
Ace Commander	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Yanchar	-	9	Giant	1	3	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	2	13	9d10	+5	+1	4400
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Brave Sword	2	Melee	ATK+2 Hits	Finisher+1	3	400	
Smash [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Drill Lances [K]	3	16"	6	RF+3 Hits	6	300	
Hyper B.Cannons [E]	2	24"	6	RF+4 Hits	4	200	
<i>Overwatch IV</i>							
Missile Pod [X] (2)	2	32"	6	RF+3 Hits	3	200	
<i>Two Uses</i>							
Mecha & Pilot Traits							
Seven Forms	Choose 2 at the start of each Round: Gain [Blindside] on your next Attack Gain a Focus Action +1 Hit with [CC] Weapons Move+5" Move+5"					Trait	+X
Lone Wolf	Once per Round gain both Guard & Dodge or Guard & Counter. When this unit activates if there are no allies within 16" gain [M+1]					Pilot	Trait II

Name	Type	Role	Special	Performance	Frame	Points	
Red Geist	S.Robot	Sniper	Indomitable	6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Redlone	-	8	Giant	1	2	-5	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
30"	12"	1	13	6d10	+3	+1	7200
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Red Geist Rifle [E]	6	48"	4	RF+2	8	300	
Shield [S2]	1	-	+2 Blocks	-	-	-	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Blade	1	Melee	ATK+1 Hit	Finisher+1	3	400	
<i>-</i>							
Mecha & Pilot Traits							
While transformed gain: Move+5 & Fly Melee Block (5+ to 7+)						Trait	+III
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)						Pilot	Reaper
						Trait II	-

