No and the second section of the second	Na	ime	Туре	Role	Special	Performance	Frame	Points		
	GaoG	aiGar	S.Robot	Melee	Indomitable	2	5	500		
Der al a la l	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Guy S	hishioh	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 M	agnum [K]	4	32"	5	RF+2 Hits	4	300		
					-					
	Protect S	hade [S3]	4	-	+3 Blocks	-	-	-		
		[Barrie	er] Block o	all [E] shots	then redirect	3 [E] Hits to c	1 R16" ta	rget		
	Ramming S	Speed [CC]	-	Melee	-	-	-	600		
		After attacking lose 1000 HP								
	Drill A	Attack	1	Melee	-	-	5	300		
				Rero	ll 1s & 2s on	ATK				
and and the second	Goldion	Hammer	7	Melee	ATK+3 Hits	Finisher+1	2	500		
All all and a start and a start and a		[M-2] H	ammer He	ll & Heaver	n: Each Crit r	aises DMG by	+100 thi	is turn.		
		Activated	Mecha &	Pilot Trait	s					
		Once per	game in	Round 3+ a	a [CC] weap	on gains:		Trait		
Hell and Heaven		Finisher+3 8	Gain +1	ARM PEN	for each unb	locked Hit.		+V		
Hyper Mode	[M-1 & HF	-1000] For	the rest o	f the Round	l deal +1 Cr	itical Hit with t	his unit.	-		
71	-	-								
Dividing Driver	[M-3] I		•	•	•	24" of this unit	are	-		
					not score VP.					
				Pilot Traits						
Unfaltering Courage						DR 3 Focus act		Pilot		
	Gain [M+	-	•		•	/ Unstoppabl	e Kaiju.	Trait II		
Safety Release Protocol					able in Round			Trait		
		To use	it before	Round 4 yo	ou must lose [M-1].		-V		
Final Fusion Approved!	It cost	ts [M-2] to i	nclude thi	is unit in y	our army. T	his unit is wo	rth +2 V	′P.		

	Name	Туре	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 Al	-	5	Giant	3	1	-2			
	Sensors Mov	e 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	e 1	Melee	-	-	5	300			
			Rero	ll 1s & 2s on	DEF					
	Whirling Shield [S	50] 1	-	+1 Block	-	-	-			
	Can only Block DMG 300 or less Shots									
	Kick [CC]	-	Melee	-	-	5P	300			
		Push a	target bac	kwards 3" fo	r each failed S	ave				
	Rocket Anchor	1	8"	8	-	-	-			
	Bypass [Shields] Pull yourself up to 3" for each Hit									
	4000 Magnum [H	<] 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 r	oll 3d10. Eac	h 5+ Iower	s a [Barrier]	by -1 Block th	is turn.				
Menning Siren		Use Focus to	improve the	e roll (Max 3	+)		-			
Mirror Coating	[M-1] Th	is round while	outside en	emy Sensors	range gain:		Trait			
Million Couning	Blindside and	1 +2 Blocks vs	each attac	ck action but	lose Full Throt	tle.	+V			
Separating Machines	[M-3] Spl	lit into separa	to separate units and gain +3 Blocks this turn.							
Separating Machines	You		-							
Solo Operative	Once per Ro	und gain both	Guard &	Dodge or G	uard & Counte	er.	Pilot			
Solo Operative	When this unit	t activates if t	here are no	o allies within	16" gain [M+	-1]	Trait II			

Na	me	Туре	Role	Special	Performance	Frame	Points	Y A
Chou	-	S.Robot	Firepower	opeciai	3	2	200	
	d Pilot	Power	EQ Slots	Size 0	Speed+	Armor+		
GGG S	ouper Al	-	7	Giant		4	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	6"	3	8	3d10	+1	+1	7200	
Wea	pons	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	,			
Tonfo	1 [CC]	1	Melee	-	-	5P	300	
			Re	eroll 1s on DE	F			
Mirror Sh	nield [S0]	2	-	+1 Block	-	-	-	
	Only Block	ks DMG<4	00 [M-2]	Block all [E]	shots to redire	ct 3 Hits o	at R:16"	
				Mecha &	Pilot Traits			
Start of th	ne Round if	[M>4] Hy	/oRyu & Er	nRyu may fo	rm ChoRyuji	n with fu	II HP.	Symmetrical Docking
[M-3] Di	issipate an c	attack by	vibrating it	harmlessly in	nto the atmosp	ohere		E
Choose c	an ally within	1 24" to g	ain +1d10	Blocks again	nst a single we	apon.	-	Eraser Head
When o	activated if	HP<50%	or [M=0] g	ain [M+2] C	R 2 Focus act	ions.	Pilot	Frankis Carto
	Wh	en this unit	t is destroy	ed gain [M+	3].		Trait I	Fighting Spirit

Nc	ame	Туре	Role	Special	Performance	Frame	Points	
Hyo	оRyu	S.Robot	Firepower		2	1	100	
Basie	c Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG S	Super Al	-	5	Giant		2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	8"	3	7	2d10	+2	+0	3000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Freezing	g Rifle [E]	3	32"	4	RF+1	6S	300	
			Armor S	aves deal St	un DMG			
Freezing	g Gun [E]	1	16"	4	RF+1 Hits	5S	300	
			(Overwatch IV	/			
Tonfo	a [CC]	1	Melee	-	-	5P	300	
			Re	eroll 1s on Dl	F			

Nam	е	Туре	Role	Special	Performance	Frame	Points	100		
EnRy	υ	S.Robot	Firepower		2	1	100			
Basic P	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+			
GGG Sup	per Al	-	5	Giant		2				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		18	
12"	8"	3	7	2d10	+2	+0	3000		164	
Weapo	ons	EQ	Range	Attacks	Close Range	PEN	DMG			
Melting R	ifle [E]	1	32"	4	RF+1	6	300		HAU	
				-						<u> </u>
Melting G	Jun [E]	1	16"	4	RF+1 Hits	5	300	-		
			(Overwatch IV	/					
Mirror Shie	eld [S0]	2	-	+1 Block	-	-	-			
	Only Block	ks DMG<4	00 [M-2]	Block all [E]	shots to redire	ct 3 Hits o	at R:16"			
Tonfa [CC]	1	Melee	-	-	5P	300			
			Re	eroll 1s on Dl	F					

Both EnRyu and HyoRyu share the below trait									
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	Mirror Coating Deployment							

C

	No	ime	Туре	Role	Special	Performance	Frame	Points			
		Ryujin	S.Robot	Firepower		7	2	-			
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+			
	GGG S	Super Al	2	10	Giant	2	4	4			
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
	20"	9"	3	10	5d10	+1	+1	7200			
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
	Double D	ragons [E]	6	48"	4	RF+2	8	400			
	Wind Miss	siles [X] (2)	2	48"	8	RF-4	2	200			
	Two Uses Indirect Fire (R:32" to 40"+Sensors)										
	Roaring Li	ghtning [E]	1	32"	4	RF+1	6	300			
					-						
	Shield	d [S2]	1	-	+2 Blocks	-	-	-			
					-						
	Close Cor	mbat [CC]	-	Melee	-	-	5P	300			
			Push a	target back	wards 3" fo	r each failed S	ave				
		Mec	ha & Pilot	Traits							
Symmetrical Docking	Start of th	e Round if	[M>4] Fu	uRyu & Ra	iRyu may fo	orm ChoRyuji	n with fu	HP.			
Furious Fusillade		+1	to Precisi	on and Bar	rage (Max 🤇	3).		Pilot			
	Be	arrage lets	you chang	e your wea	apons Rapid	Fire to RF+1		Trait II			

	Na	ime	Туре	Role	Special	Performance	Fram
	Fuu	FuuRyu		Firepower		7	1
	Basic	Basic Pilot		EQ Slots	Size 0	Speed+	Armor
	GGG S	GGG Super Al		4	Giant	2	2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM
	14"	11"	3	10	5d10	+4	+0
	Wea	pons	EQ	Range	Attacks	Close Range	PEN
	Wind Miss	siles [X] (3)	3	48"	8	RF-4	2
			Three L	Ises Indire	ect Fire (R:32	" to 40"+Sens	ors)
	Whirling S	Shield [SO]	1	-	+1 Block	-	-
			C	an only Bloo	k DMG 300	or less Shots	
A A A A A A A A A A A A A A A A A A A	Close Cor	nbat [CC]	-	Melee	-	-	5P
and a low as			Push a	target back	wards 3" fo	r each failed S	ave

Type

S.Robot

Power

3

EQ

1

1

1

-

Role

Firepower

EQ Slots

3

10

Range

32"

16"

Melee

Actions Shooting

Special

Size 0

Giant

Melee

5d10

Attacks

4

4

Overwatch IV

+2 Blocks

7

Speed+

2

+2

Close Range

RF+1

RF+1 Hits

Name

RaiRyu

Basic Pilot

GGG Super Al

Weapons

Roaring Lightning [E]

Electric Gun [E]

Shield [S2]

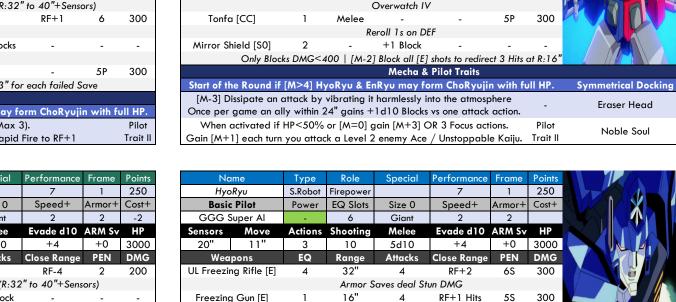
Close Combat [CC]

Fly

11"

Sensors

14"



1

Name

Chouryujin

Ace Pilot

GGG Super Al

Weapons

UL Double Rifle [E]

UL Double Gun [E]

Tonfa [CC]

Move

9'

Sensors

20"

Special

Size 0

Giant

Melee

5d10

Attacks

4

Overwatch IV

Reroll 1s on DEF

Performance

7

Speed+

2

+3

Close Range

RF+4

RF+2 Hits

Evade d10 ARM Sv

Frame

2

rmor-

4

+1

PEN

6

5

Points

Cost+

4

HP

7200

DMG

300

300

300

5P

-

Role

EQ Slots

10

Shooting

10

Range

32"

24"

S.Robot Firepower

Type

Power

2

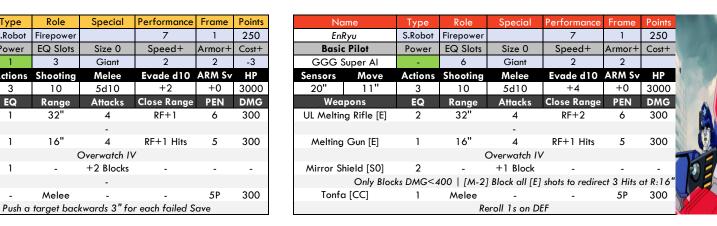
Actions

3

EQ

4

4



Melee



All Mecha on this page possess the following Trait

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.

-

300

Trait +II

AST O	Na	me	Туре	Role	Special	Performance	Frame	Points		
P ADO	GaoGai	Gar (UL)	S.Robot	Melee	Indomitable	5	5	550		
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Guy S	hishioh	3	16	Giant	-2	3	-4		
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	18"	10"	1	10	13d10	+2	+2	10000		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Broken M	agnum [K]	4	32"	5	RF+2 Hits	4	300		
					-					
	Protect SI	nade [S3]	4	-	+3 Blocks	-	-	-		
	[Barrier] Block all [E] shots then redirect 3 [E] Hits to a R16" target									
	Ramming S	peed [CC]	-	Melee	-	-	-	600		
	After attacking lose 1000 HP									
	Drill A	Attack	1	Melee	-	-	5	300		
				Rero	ll 1s & 2s on	ATK				
	Goldion	Hammer	7	Melee	ATK+3 Hits	Finisher+1	2	500		
		[M-2] H	ammer He	ll & Heaver	n: Each Crit r	aises DMG by	+100 thi	s turn.		
				Pilot Trait		· · · ·				
	[M-3] F	or the rest o	of the gar	ne any buil	dings within :	24" of this unit	are			
Dividing Driver			•		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								
Unfaltering 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								
Final Fusion Approved!	It costs [M-2] to include this unit in your army. This unit is worth +2 V	′P.								



Na	ime	Туре	Role	Special	Performance	Frame	Points	
Big Volfe	ogg (UL)	S.Robot	Attacker		7	3	400	
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG S	Super Al	-	5	Giant	5	1	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	18"	1	10	10d10	+6	+0	4400	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Murasan	ne Blade	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	DEF			
Whirling S	Shield [SO]	1	-	+1 Block	-	-	-	
		C	an only Bloc	k DMG 300	or less Shots			
Kick	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	wards 3" foi	r each failed S	ave		
Rocket	Anchor	1	8"	8	-	-	-	
		Bypass [Shields] P	ull yourself u	p to 3" for ea	ch Hit		
4000 Mc	agnum [K]	2	16"	4	RF+3 Hits	2	300	
	Cri	itical Hits o	are worth 3	Hits [M-3]	R:Self AOE	10" Circle	Э	
				Mecha &	Pilot Traits			
Once per	round roll 3	3d10. Ead	n 5+ lower	a [Barrier]	by -1 Block th	is turn.		
	Use	Focus to i	improve the	roll (Max 3	+)		-	Melting Siren
1	M-11 This ro	und while	outside ene	emy Sensors	ranae aain:		Trait	
Blind	side and +2	Blocks vs	each attac	, k action but	lose Full Throt	tle.	+V	Mirror Coating
[/	N-3] Split in	to separa	te units and	agin +3 Blo	ocks this turn.			
Ľ		•		elee Counter			-	Separating Machines
[M_3] Spin		•			n Melee for e	very 5"		
[///-0] 00	ining like u i		oved this tu		in Melee Ioi e	very 5	-	Sturm Und Drang
0							Dilar	
	•	•		•	uard & Counte		Pilot	Solo Operative
When	this unit act	ivates it tl	nere are no	allies within	16" gain [M+	-1]	Trait II	

Unit Name	Туре	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 Al	-	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 back	wards 3" foi	r each failed S	ave		
Disc M	1	16"	6	RF+3 Hits	6S	-	
	Ca	n only be bl	ocked by [Bo	arriers] or [M]			
Disc X S. Wave [E]	3	48"	4	RF-2	8	300	
[B	oost] Gair	n +1 Shot f	or each Mic I	Brigade unit wi	ithin 16".		
			Mecha &	Pilot Traits			

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

Unit	Name	Туре	Role	Special	Performance	Frame	Points	* 莨荟菜 * *
Mic B	rigade	S.Robot	Raid		4	1	50	
Basio	: Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
GGG S	Super Al	-	1	Giant	-1		-7	And
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	14"	1	9	5d10	+4	+0	1600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Double V	Guitar [CC]	-	Melee	-	-	5P	300	
		Push a	target back	wards 3" fo	r each failed S	ave		
Disc X Sup	position [E]	1	48"	4	RF-2	6	300	
	You	may not	[Boost] this	Round if you	attack with th	is weapo	n.	

	Unit I	Name	Туре	Repair	Catapults	Performance	Frame	Points		
	Amat	erasu	Warship	1000HP	2	5	3	400		
13 St. ANTON	Battle-Hard	ened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+		
A METAL	Chief Taiga		-	3	Titanic	6	6	-14		
	V		Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP		
	Sensors Move A 24" 8" 8" Weapons [AA] Guns [K][360] 80		1	9	4d10	+1	+1	14000		
			EQ	Range	Attacks	Close Range	PEN	DMG		
0 0			2	24"	6	-	-	200		
				(Overwatch V	I				
		Warship & Captain Traits								
Deventione Constair	When a	When activated if HP<50% or your [M=0] gain [M+3] or +3 Actions.								
Dauntless Captain	Eac	h time a we	apon is de	estroyed go	ain +1 Action	n permanently.		Ш		

	Unit I	Name	Туре	Repair	Catapults	Performance	Frame	Points			
	Izar	nagi	Warship	600HP	3	5	3	300			
	Battle-Hard	ened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+			
	Geki Hyuma		-	6	Titanic	2		-24			
			Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP			
	24"	7"	3	9	4d10	+1	+0	11000			
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
	Mirror C	annon [E]	1	64"	2	RF+1	5	500			
				Only [M]	or [Barriers]	may Block					
	Mirror C	annon [E]	1	64"	2	RF+1	5	500			
		Only [M] or [Barriers] may Block									
	Mirror C	annon [E]	1	64"	2	RF+1	5	500			
				Only [M]	or [Barriers]	may Block					
	[AA] Gun	s [K][360]	2	24"	6	-	-	200			
				(Overwatch V	I					
		Warah	a Court	in Traite							
	This weit as		ip & Capto					Trait			
Defense Array	This Unit m	ay use at m		han Coloss		apon against	rargers	-X			
Brash Captain	Vs Shooti	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)									
Steadfast Crew	Whe			-	0] gain [M+2 ed gain [M+	?] OR 2 action: 3].	s.	CAPT I			

	Unit I	Name	Туре	Repair	Catapults	Performance	Frame	Points	
5 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Susc	anoh	Warship	-	0	5	2	300	
1 1 2 2 2	Battle-Hard	lened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
	Volf	fogg	-	10	Titanic			-19	
	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
	40"	5"	2	9	4d10	+1	+0	10000	
	Wea	pons	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] Gun	s [K][360]	2	24"	6	-	-	200	
		Overwatch VI							
		Warshi	p & Capto	ain Traits					
Mirror Array	[M-1] Thi	s unit may B	lindside o	ne target w	ith its Reflec	tor Beam by u	using a	Trait	
Millor Allay		free floating mirror array to reflect the shot.							
Strate ale Caratella	At the sto	art of the Ro	und give u	p to 5 allie	es within LOS	or Sensors ro	inge a		
Strategic Captain		Fo	cus action	to use on t	heir next tur	n .		CAPT II	

	You may upgrade any of the GaoGaiGar units with ZA POWAAA!!!
ZA POWAAA	Increase the unit's Power Stat by 2.

Name	Туре	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	
[^	1-2] to use	e Enemy t	arget must re	roll 9s & 10s (on Evade		
Warp Missiles [X] (2)	4	48"	10	RF-4	2	200	
	Two Use	es [M-1]	This attack Bl	indsides one to	ırget		
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	Tom Name
		Two Uses	Overwate	h VIII Hits			
Colossal Smash [CC]	-	Melee	-	-	9P	300	
	Push a	target bac	kwards 3" foi	r each failed S	ave		
J-Rider Plasma Swords	-	Melee	-	-	8	400	
	+1 Hit v	s Size 3+ L	Jnits Usable	e while Transfo	rmed		
			Mecha &	Pilot Traits			
While transformed gai	n: Move+	10 & Fly	Melee Block	: (5+ to 7+)	Plasma	Trait	Transform (J-Ark)
	Swords	Lose: Mas	er Cannons			+111	Indisionii (J-Aik)
While transformed	into J-Ark	you may l	aunch J-Der (as a separate	unit.	Trait	Hidden Beneath
If so, lose Anti-Mesor	n Cannon	[E]s & Plası	ma Swords	Melee Block	: (9+)	+XX	riidden benedin
[-2 Power] Th	is Round ç	gain +2 Blo	ocks Vs ARM	PEN up to 6.		Trait	Generating Armor [Barrier]
Does not stack with	Shields or	Cover	Battle Dama	ge cannot dise	able.	+X	Generaling Annor [Barner]
In Rounds 2	2+ gain [/	₩+2] on yo	our turn if HP	>=50%.		Pilot Trait l	Bravado
When activated if Wh			gain [M+2] C ed gain [M+		ions.	Pilot Trait l	Honorable
It costs [M-2] to includ					2 VP	_	Immensely Powerful

Name	Туре	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 back	kwards 3" fo	r each failed S	ave									
				Pilot Traits										
Gain Move	e+5" & Fl	y during the	e first round	of battle.		Trait +I	Plasma Wing							
In Rounds	In Rounds 2+ gain [M+2] on your turn if HP >=50%. Pilot Trait I Bravado													
When activated if Wh			yain [M+2] C ed gain [M+		ions.	Pilot Trait l	Honorable							

MechaStellar VER 9

Cost +100

Inda		Name	Туре	Role	Special	Performance	Frame	Points	Name	Туре	Role	Special	Performance	Frame	Points			
		King Exkizer	S.Robot	Battler	Indomitable	4	4	500	Dragon Kizer	S.Robot	Raid	Assault	4	4	500			
	Kell	Ace Commander	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	Ace Commander	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+			
		Kouta Hoshikawa	-	8	Giant	1	4		Kouta Hoshikawa	-	10	Giant		3				
		Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
		10" 12"	1	11	8d10	+5	+2	9300	10" 16"	2	10	6d10	+5	+1	5100			N T
		Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
		Chest Beam [E]	1	24"	4	RF+2	6	300	Tonfa [CC]	1	Melee	-	-	5P	300		Eat	
					-						Re	roll 1s on D	EF					
		Kaiser Shuriken [X]	1	16"	8	RF+8 Hits	2	100	Rocket Anchor	1	8"	8	-	-	-			
				Single Use	e Overwat	ch VIII Hits				Bypass [3	Shields] P	ull yourself u	up to 3" for ea	ich Hit				
N AN VA		Kaiser Wing Break [E] 1	16"	4	RF+1 Hit	8	100	Mighty Boomerang								14	
			Enen	ny target n	nust reroll 9s	& 10s on Evad	le										117	
		Kaiser Flame Lock	2	8"	7	-	7S	-	Hyper B.Cannons [E]	2	24"	6	RF+4 Hits	4	200		-(1)	
		Can	only be bloo	cked by [Bo	arriers] or [M] +1 Hit in A	Aelee this	turn			C	Dverwatch IN	/				RV/	
		Exkizer Sword	3	Melee	ATK+2 Hits	Finisher+1	3	400	Dragon Thunder [E]	1	32"	4	RF+3	6	300			
Carl XX			[M-1] Thunder	Flash - Gain F	PEN+3 this tur	n.					[M-1] to use	•					
		Kick [CC]	-	Melee	-	-	5P	300	Brave Archery [E]	5	48"	6	-	9	300			-
			Push a	target bac	kwards 3" fo	r each failed S	ave			[M-	2] to use	Crit Hits a	re worth 3 Hits	s				17-
		Ме	cha & Pilo	t Traits								Mecha &	Pilot Traits					
Great Ga	++ ~i	[M-4] On your tu	rn transforr	m this unit i	nto its Great	form with full	HP.	Trait	[M-4] On your turn	n transforr	n this unit in	to its Great	form with full	HP.	Trait	G	reat Ga	attai
Sieur Gu	inui		In Round 4	+ it costs [M-1] instead.			+X	Ir	n Round 4	+ it costs [N	A-1] instead.			+X	0	ieui Gu	andi
Hero of Ju	stice	When activated in	f HP<50%	or [M=0]	gain [M+3] C	DR 3 Focus act	ions.	Pilot	When activated if	HP<50%	or [M=0] g	ain [M+3] (DR 3 Focus act	tions.	Pilot	Не	ro of Ju	ustico
11610 01 10	SILE	Gain [M+1] each tur	n you attac	ck a Level 2	2 enemy Ace	/ Unstoppabl	e Kaiju.	Trait II	Gain [M+1] each turn	you attac	k a Level 2	enemy Ace	/ Unstoppab	le Kaiju.	Trait II	пе	10 01 10	SILCE

			Ŧ		C 11	D (-	D
		me	Туре	Role	Special	Performance		Points
Section water a section of the secti		Exkizer	S.Robot		Indomitable	7	4	-
	Ace Cor	nmander	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Kouta H	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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Great Exk	izer Sword	5	Melee	ATK+3 Hits	Finisher+1	4	400
			[M-1] Thunder I	Flash - Gain F	EN+3 this tur	n.	
	Kick	[CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" foi	r each failed S	ave	
	Kaiser Fl	ame Lock	2	8"	7	-	7S	-
		Can o	nly be bloc	ked by [Ba	rriers] or [M] +1 Hit in A	Aelee this	turn
	Kaiser Wir	g Break [E]	1	16"	4	RF+1 Hit	8	100
			Enen	ıy target m	ust reroll 9s a	& 10s on Evad	е	
	Hyper B.C	Cannons [E]	2	24"	6	RF+4 Hits	4	200
	/1			(Overwatch IV	/		
	Chest B	eam [E]	1	24"	4	RF+2	6	300
					_		-	
	Dragon T	hunder [E]	1	32"	4	RF+3	6	300
			·		[M-1] to use		· ·	
		Mec	ha & Pilot					
Hyper Mode	[M-1 & HF	P-1000] For	the rest o	f the Round	l deal +1 Cr	itical Hit with t	his unit.	-
	When	activated if	HP<50%	or [M=0] c	nain [M+3] C	DR 3 Focus act	ions.	Pilot
Hero of Justice						/ Unstoppabl		Trait II
<u> </u>			,00 unuc		chenny Ace			i all li

		-		• • • •	D (-		
Name		Туре	Role	Special	Performance		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	A Na-
Sensors Mo		Actions	Shooting	Melee		ARM Sv		
14" 1	1"	2	13	9d10	+1	+2	13500	
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	
Dino Blades	5	6	Melee	ATK+4 Hits	Finisher+1	3	400	
	l	[M-3] Dar	k Thunder	Inferno - Crit	Hits are worth	3 Hits		
Smash [CC]		-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	each failed S	ave		
Great Shield [S3]	1	-	+3 Blocks	-	-	-	
				-				
Shield Beam Spre	ay [E]	3	16"	4	RF+1 Hits	5	300	
	,		C	Overwatch VII	II.			
Dark Thunderstor	rm [E]	1	32"	4	RF+2	7	300	
				[M-1] to use				
TL Beam Cannor	ns [E]	2	48"	4	RF-1	5	400	
		-				Ū		
				Mecha &	Pilot Traits	_		
				meena a			Trait	
Gair	n Move	e+5" & Fl	y during th	e first round	of battle.		+1	Dynamic Entrance
Gain [[M+2]	or +2 Fo	cus Actions	when this uni	t activates.		Pilot Trait II	Infamous Ace

	Name	Туре	Role	Special	Performance	Frame	Points	No	me	Туре	Role	Special	Performance	Frame	Points	
	Armed Fighbird	S.Robot	Melee	Indomitable	4	4	500	Jet Gr	anbird	S.Robot	Firepower	Indomitable	4	4	500	
	Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	i nal
	Yutaro Katori	-	10	Giant		3		Yutara	Katori	-	9	Giant	1	3		
FF CONTRACTOR	Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	10" 14"	1	8	11d10	+5	+2	7900	10"	12"	2	11	5d10	+4	+2	7900	
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	Wec	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Flame Sword	3	Melee	ATK+1 Hit	-	5	300	Gran C	annon [E]	5	48"	5	RF-2	7	400	
	Rer	oll 1s & 2:	s on ATK	[M-2] Full	Power - Reroll	3s on Al	ſK					-				· · · ·
	Close Combat [CC]	-	Melee	-	-	5P	300	TL Beam	Cannons [E]	2	48"	4	RF-1	5	400	
		Push a	target bac	kwards 3" fo	r each failed S	ave						-				
	Beam Vulcans [E]	-	8"	3	RF+2 Hits	3	100	Chest I	eam [E]	1	24"	4	RF+2	6	300	
	[M-	1] to Use	[Free Ad	ction] Req	uires a Skilled	/ Ace Pi	lot					-				
	Spinning Blades [K]	1	16"	5	RF+1 Hit	2	400	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		[^	1-1] This a	ttack Blindsid	les one target					Push a	target back	wards 3" foi	r each failed S	ave		
	Flare Missiles [X]	4	32"	8	RF+3 Hits	3	200	Wing	Slicer	1	Melee	-	-	4	400	
				Two Uses						[^	1-1] This at	tack Blindsid	es one target			
	TL Beam Cannons [E]	2	48"	4	RF-1	5	400									
				-												
	Mec	ha & Pilot	t Traits									Mecha &	Pilot Traits			
Great Gattai	[M-4] On your tur	n transforr	n this unit i	nto its Great	form with full	HP.	Trait	[M-4]	On your tur	n transforr	n this unit in	to its Great	form with full	HP.	Trait	Great Ga
Great Gallar	l	n Round 4	+ it costs [/	M-1] instead.			+X		h	n Round 4	+ it costs [N	۸-1] instead.			+X	Great Ga
Hot Blooded	[M+1] If you e	engage or	end your	turn 5" closei	r to an enemy		Pilot	[^	(+1] If you e	engage or	end your t	urn 5" closer	to an enemy		Pilot	Hot Blood
nor blooded	All weapons gain	+1 HIT thi	s turn if yo	u activated c	due to Return F	ire.	Trait I	All we	apons gain	+1 HIT thi	s turn if you	activated d	lue to Return I	Fire.	Trait I	
Reckless	In Dounda	2⊥ a a in [/	14⊥21 on w		>-50%		Pilot		In Dounda	0⊥ arain [14⊥01 on vo		>=50%		Pilot	Reckles
RECKIESS	in kounds	z+ gain [/	w+z] on ye	our turn if HP	/-50%.		Trait I		in Kounds	z+ gain [/	w+z] on yo	our turn if HP	/-50%.		Trait I	Keckles

	Nc	ime	Туре	Role	Special	Performance	Frame	Points			
	Great F	ighbird	S.Robot	Melee	Indomitable	7	4	500			
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+			
	Yutara	Katori	-	13	Giant		4	1			
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
	16"	14"	1	10	13d10	+6	+2	9300			
A	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
	Great Fla	me Sword	5	Melee	ATK+2 Hits	-	5	300			
		Rer	oll 1s & 2:	s on ATK	[M-2] Full I	Power - Reroll	3s on AT	ĸ			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300			
ANY			Push a	0	kwards 3" foi	r each failed S	ave				
1 A MARCE	Spinning	Blades [K]	1	16"	5	RF+1 Hit	2	400			
			[^	-	ttack Blindsid	es one target					
	Chest B	eam [E]	1	24"	4	RF+2	6	300			
					-						
	Flare M	issiles [X]	4	32"	8	RF+3 Hits	3	200			
					Two Uses						
	TL Beam (Cannons [E]	2	48"	4	RF-1	5	400			
					-						
			ha & Pilot								
Final Firebird Attack	[M-3] On	[M-3] Once per game your [CC] attack gains +3 Critical Hits & Finisher+3									
		Afterwards HP is set to 100.									
Hot Blooded	-	- /	•••			to an enemy		Pilot			
	All we	apons gain	+1 HIT thi	s turn if yo	u activated d	lue to Return F	ire.	Trait I Pilot			
Reckless		In Rounds 2+ gain $[M+2]$ on your turn if HP >=50%.									
			901	/		0070		Trait I			

Na	ime	Туре	Role	Special	Performance	Frame	Points	
Draias Tri-Beast Gattai			Battler	Heavy Arms		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	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Devil	Devil Blade		Melee	ATK+2 Hits	Finisher+2	5	400	
	Devil Fo	ork [M-2] (Opponent t	akes 200 DA	AG for each Bl	ock they	rolled	
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	target bac					
Great St	nield [S3]	1	-	+3 Blocks	-	-	-	
				-				
Chest B	eam [E]	1	24"	4	RF+2	6	300	
				-				
Fires of H	Hades [E]	5	24"	7 Hits	RF+1 Hit	-	200	
		(VII AOE 1	" Wide Line			
Rocket F	Punch [K]	1	16"	5	RF+1 Hit	2	400	
		[/	1-1] This a	ttack Blindsid	es one target			
TL Beam C	Cannons [E]	2	48"	4	RF-1	5	400	
				-				
				Mecha &	Pilot Traits			
In Round 5 gain +4 Power.								Minus Energy
		III KOOII	u 5 guilt i	410wei.			+V	Transformation
When you activate choose a bonus for this turn: +2 PEN OR +200 DMG. Trait II								Megalomaniac

Da Garn XS.RobotInterceptorIndomitable44500Ace CommanderPowerEQ SlotsSize 0Speed+Armor+Cost+Seiji Takasugi-9Giant11-2SensorsFlyActionsShootingMeleeEvade d10ARM SvHP12"12"1106d10+6+16500WeaponsEQRangeAttacksClose RangePENDMGBrave Sword2MeleeATK+2 HitsFinisher+13400		
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		
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 Weapons EQ Range Attacks Close Range PEN DMG		
12" 12" 1 10 6d10 +6 +1 6500 Weapons EQ Range Attacks Close Range PEN DMG Meapons Range		
Weapons EQ Range Attacks Close Range PEN DMG Weapons EQ Range Attacks Close Range PEN DMG		
Brave Sword 2 Melee ATK+2 Hits Einisher+1 3 400 GX Buster [F] 2 64" 3 RE+3 Hits 8 700		
- [M-3] to use AOE: 3" Wide Line Requires 2 Actions		
Close Combat [CC] - Melee 5P 300 GX Buster Vulcans [K] 2 48" 8 RF+4 Hits - 200		
Push a target backwards 3" for each failed Save Overwatch IV Requires 2 Actions		
Earth Flash [E] 2 16" 5 - 5 200 G Ballista [X] 2 48" 3 RF-1 4 1000		
[M-2] to use AOE: 8" Wide Circle Single Use +4 Hits vs Size 2+ Units		
Earth Cannon [E] 2 48" 4 RF-1 7 400 Gran Cannon [E] 5 48" 5 RF-2 7 400	/	
[M-1] to use		
Earth Buster [E] 3 80" 3 RF+3 Hits 8 700 G Vulcans [K] 4 32" 8 RF+4 Hits - 200		
[M-3] to use AOE: 3" Wide Line Power = 0 Permanently Overwatch IV	IY /	
Mecha & Pilot Traits Brave Sword 2 Melee ATK+2 Hits Finisher+1 3 400		
Great Gattai [M-4] On your turn transform this unit into its Great form with full HP. Trait		
In Round 4+ it costs [M-1] instead. +X Close Combat [CC] - Melee 5P 300 -		
Unwavering Loyalty When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. Pilot Push a target backwards 3" for each failed Save	AL	
When this unit is destroyed gain [M+3].		
Gunnery Expert +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Trait I [M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit Power of Le	gend	
[M-3] Once per game borrowing the power of Land Bison and Star/Pegasus +1 to Precision and Barrage (Max 3). Pilot	lade	
Da Gam Formation Artack Saber, Da Gam's [CC] attack gains +3 Critical Hits & Finisher+3 Barrage lets you change your weapons Rapid Fire to RF+1 Trait II	i unous Fusiliade	

1 million of the second	Nc	me	Туре	Role	Special	Performance	Frame	Points		
	Seven C	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		
Constant of the American State					-					
	Smas	h [CC]	-	Melee	-	-	5P	300		
	Push a target backwards 3" for each failed Save									
the second second	Drill La	nces [K]	3	16"	6	RF+3 Hits	6	300		
					-					
	Hyper B.C	Cannons [E]	2	24"	6	RF+4 Hits	4	200		
	Overwatch IV									
	Missile P	od [X] (2)	2	32"	6	RF+3 Hits	3	200		
	Two Uses									
		Mec	ha & Pilot	Traits						
Seven Forms	Choose 2 at the start of each Round: Gain [Blindside] on your next Attack Trait		Trait							
Seven Forms	Gain a Focus Action +1 Hit with [CC] Weapons Move+5" Move+5"									
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]									

Name	Туре	Role	Special	Performance	Frame	Points				
Red Geist	S.Robot	Sniper	Indomitable	6	4	500				
Ace Pilot	Power	EQ Slots	Size 0	-	- Armor+					
Redlone	10001	8	Giant	1	2	-5				
Sensors Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	-				
30" 12"	1	13	6d10	+3	+1	7200				
Weapons	EQ	Range	Attacks	Close Range		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				
[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pil	ot				
Blade	1	Melee	ATK+1 Hit	Finisher+1	3	400				
			-							
Mecha & Pilot Traits										
While transformed gain: Move+5 & Fly Melee Block (5+ to 7+)							Winged Transformation			
When you o	uttack Leve		+III Pilot							
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)						Trait II	Reaper			