	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gunda	m MK II	MS	Battler	Indomitable	6	4	450
And the second	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Kamill	e Bidan	RX-178	4	Giant	2	-3	-12
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	14"	1	12	9d10	+5	+1	3100
	Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG
	Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
					-			
AT AT	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	vires a Skilled	/ Ace Pi	lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
The second second					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
	You r	nay swap a	Beam Rif	le for a Cla	y Bazooka c	r take both fo	or +20pt	s.
		zooka [K]	2	32"	4	RF+1	3	700
A PART CONTRACTOR				+1	Hit vs Size 3	3+		
		Mecl	na & Pilot	Traits			_	
			lmm	une to Blinc	lside			Trait
Newtype II		NT Flash:	Twice per	game gair	n +3 Blocks th	nis turn.		+X
			•		Captains &			Pilot
Another Pointless Death		,		•	0-200 Wear			Trait II
For ±10nt	s the Gund		_,		lying Armor			
- For +Topi	s mie Golia	um MK II IS	edoibbea	will life F	Tymig Aillior	unu gums:		Trait
Swooping Entrance		Gain Move	+5" & Fly	during the	first round o	f battle.		+
								11

Unit Name	Туре	Role	Special	Performance	Frame	Points	
Hyaku Shiki	MS	Interceptor	Indomitable	6	4	550	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
LT Quattro	MSN-100	3	Giant	2	-3	-13	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18" 14"	1	11	7d10	+8	+1	3100	A La
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300	
			-				
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot	
Beam Saber	1	Melee	-	-	8	300	
			-				
Close Combat [CC]	-	Melee	-	-	5P	300	
	Push a	target back	kwards 3" foi	r each failed S	ave		
Gain a Clay Bazoo	ka for +2	Opts. Gain	Mega Bazoo	oka Launcher	for +50	pts.	18 A A A 18 A 18 A 18 A 18 A 18 A 18 A
Clay Bazooka [K]	2	32"	4	RF+1	3	700	
		+ 1	Hit vs Size 3	3+			
Mega Bzk Launcher [E]	5	72"	3	RF+4 Hits	9	700	
[/	M-4] to use	e   AOE: 4'	' Wide Line	Cannot Move	this turn		Re (1-200
			Mecha & I	Pilot Traits			
Gain Armo	or Save+2	vs [E]nergy	Shooting W	eapons.		Trait	0.114.45
		,		•	oon.	+X	Gold Anti-Beam Coating
1 0	•			· ·			
[M-1] You may	fire one w	eapon out o	of this unit's r	ear firing arc.		-	Newtype 360 Firing Arc
	lmm	une to Blind	lside			Trait	
NT Flash				nie turn			Newtype II
	•				one		
					0113.		Spacenoid Ideals
vvno	MS   Interceptor   Indomitable   6						
Vs Shooting attacks in	nprove the	e bonus to D	odge and G	Guard by 1 (M	(ax 3		I came here to laugh at you
						maii i	

	Unit I	√ame	Туре	Role	Special	Performance	Frame	Points
	Gundar	n MK II	MS	Battler	Indomitable	6	4	350
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Emma	Sheen	RX-178	4	Giant	2	-3	-12
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	14"	1	12	9d10	+4	+1	3100
	Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
	Hi-Power	Hi-Power B.Rifle [E]		32"	4	RF+1	7	300
					-			
11-9	Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100
		[M-1]		[Free Ad	tion]   Requ	uires a Skilled	/ Ace Pi	lot
	Shield	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
					kwards 3" foi	r each failed S	ave	
		Mecl	na & Pilot	Traits				
Newtype I			lmm	une to Blind	lside			Trait
i ve wiy pe i		NT Flash: C		game gair	+3 Blocks th	nis turn.		+V
Inspiring Dilat		Cain [AA±1]	or ⊥1 Eo	aua Aatian u	uhan thia unit	antivator.		Pilot
Inspiring Pilot		Gain [M+1] o		or +1 Focus Action when this unit activates.				

Unit Name	Туре	Role	Special	Performance	Frame	Points	<b>A</b>
Super Gundam	MS	Battler	Indomitable	6	4	450	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Emma Sheen	RX-178	7	Giant	2	-1	-7	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
16" 14"	1	12	9d10	+5	+1	4100	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
G-Defensor Rifle [E]	3	48"	4	RF-1	7	400	
			-				
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	- Selling
[M-	1] to Use	[Free Ad	tion]   Reg	uires a Skilled	/ Ace Pi	lot	
Backshield [SO]	1		+2 Blocks	-	<b>-</b>	-	
		Can only	Block in the	Rear Arc			
TL Fire SPT Missiles [X]	2	48"	10	RF-4	2	200	
	Single	Use   Indire	ect Fire (R:32	" to 40"+Sens	ors)		
Beam Saber	1	Melee	-	-	8	300	
			-				
Close Combat [CC]	-	Melee	-	-	5P	300	
	Push o	taraet bac	kwards 3" foi	r each failed S	ave		EXECUTION AND THE PARTY OF THE
		July got la de		Pilot Traits			
	lmm	une to Blind				Trait	
NT Flash			13100 1 +3 Blocks tl	nis turn		+V	Newtype I
141 1 10311.	Office per	guine gui	i i o biocks ii	113 10111.		Pilot	
Gain [M+1]	or +1 Fo	cus Action v	vhen this unit	activates.		Trait I	Inspiring Pilot
						Pilot	
+1 to Precision and I	Barrage (/	Max 3). Re	duce Rapid F	ire penalties l	by 1.	Trait I	Gunnery Expert

			_				_	_
		Name	Туре	Role	Special	Performance		Points
	Zeta G	Gundam	MS	Raid	Indomitable	7	4	600
ANA	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Kamill	e Bidan	MSZ-006	6	Giant			-9
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	20"	16"	1	12	9d10	+6	+1	4600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Zeta Bea	m Rifle [E]	3	40"	4	RF+1	7	300
					-			
	Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	200
			Overwo	atch IV   Si	ngle use (Atto	ack or Overwo	itch)	
	Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100
		[M-	11 to Use	[Free Ac	tion]   Regi	uires a Skilled	/ Ace Pi	lot
	Small Sh	nield [S1]	1		+1 Block	<u>-</u>	-	_
					_			
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	_	_	5P	300
10.75. (180)	0.000		Push a		kwards 3" foi	each failed S	٠.	000
		Med	na & Pilot		Kwaras o Tor	caen ranca o	<u>uve</u>	
		moe	14 4 1 1101	TIGHTO				Trait
Jet Transformation	While	transformed	l gain: Mo	ve+10" & I	Fly   Melee B	Block (5+ to 9	+)	+111
	FA	117			D 14" Au	J. F. DENLO	DMC	' 111
Zeta Rifle Throw	[Action] [	-				cks 5 PEN 8	DMG	-
		300 an			e Rifle is ther	i lost.		_
Newtype III				une to Blinc				Trait
, ро		NT Flash: Th	ree times p	oer game g	jain +3 Block	s this turn.		+XV
Another Pointless Death	,	,		•	Captains &			Pilot
Anomer i onness Deam		+2 Hit	s (+4 Hits	with DMG	0-200 Weap	ons)		Trait II

Unit l	Vame	Туре	Role	Special	Performance	Frame	Points
Zeta G	undam	MS	Raid	Indomitable	7	4	750
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kamille	e Bidan	MSZ-006	11	Giant			-4
Sensors	Move	Actions	Shooting	Melee		ARM Sv	
20"	16"	1	12	9d10	+6	+1	4600
Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG
Hyper M.L	auncher [E]	3	48"	6	RF-2	5	400
				[M-1] to use			
Zeta Bea	m Rifle [E]	3	40"	4	RF+1	7	300
				-			
Beam Co	onfuse [E]	2	16"	5	-	5	200
				e   AOE: 8"	Wide Circle		
Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	200
		Overw		•	ack or Overwo	atch)	
Vulca	ıns [K]	-	8"	6	RF+2 Hits	-	100
	-	1] to Use	[Free Ad		uires a Skilled	/ Ace Pi	lot
Small Sh	ield [S1]	1	-	+1 Block	-	-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Ramming S	Speed [CC]	-	Melee	-	-	-	600
			After at	tacking lose 1	000 HP		
				Mecha &	Pilot Traits		
nce per C	ame deal b	onus Critic	al Hits in m	elee equal to	o 1 plus the co	mbined	Trait
١	lewtype Lev	el of all d	efeated Ne	ewtype Pilots	this battle.		+V
	Once per	game in R	Round 3+ a	[CC] weapo	n gains:		Trait
	Finisher+3 8	k Gain +1	ARM PEN	for each unbl	ocked Hit.		+V
\ A /   •   .		1	10" 0 .		N		Trait
vvniie	transformed	a gain: Mo	ve+10 &1	riy   Meiee i	Block (5+ to 9	'+)	+111
[Action] [/	M-1] Zeta G	undam thr	ows its rifle	R: 16" Atta	cks 5 PEN 8	DMG	
	300 an	d gains Bl	indside. Th	e Rifle is ther	n lost.		-
		lmm	une to Blind	dside			Trait
	NT Flash: Th	ree times i	oer game g	ain +3 Block	s this turn.		+XV
							Pilot
When vo	ou activate c	noose a b	onus for thi	s turn: +∠ PE	N OR +200 D	MG.	Trait II

A STATE OF THE STA	Unit Name		Туре	Role	Special	Performance	Frame	Points
	Dijeh		MS	Raid	Indomitable	6	3	830
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Amur	o Ray	MSK-008	4	Giant			-9
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	16"	1	11	8d10	+6	+1	4100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Clay Ba	zooka [K]	2	32"	4	RF+1	3	700
		+1 Hit vs Size 3+						
	Beam Do	Beam Double-Saber		Melee	ATK+1 Hit	-	8	300
E					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save						
	You r	nay swap a	Clay Baz	ooka for a	Beam Rifle o	or take both fo	or +20pt	s.
H	Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
1 777. TOM					-			
	Med		ha & Pilot	Traits				
Novetvene III			lmm	une to Blind	dside		·	Trait
Newtype III		NT Flash: Th	ree times	per game g	gain +3 Block	s this turn.		+XV
Legendary Pilot		Gain [M+2]	or +2 Foo	or +2 Focus Actions when this unit activates.				

Unit	Unit Name		Role	Special	Performance	Frame	Points
Dijel	sE-R	MS	Raid	Assault	6	3	560
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AE Te	est Pilot	SE.DJ-1R	4	Giant	2	3	-4
Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	20"	2	11	7d10	+5	+1	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power B.Rifle [E]		2	32"	4	RF+1	7	300
				-			
Beam Do	ouble-Saber 2		Melee	ATK+1 Hit	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	
You r	nay swap a	Clay Baz	ooka for a	Beam Rifle o	or take both fo	or +20pt	ls.
Clay Ba	zooka [K]	2	32"	4	RF+1	3	700
			+1	Hit vs Size 3	3+		



	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points
	ZZ Gu	ındam	MS	Firepower	Indomitable	7	5	650
	Skilled	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Judau	Ashta	MSZ-010	14	Giant	2	3	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	20"	14"	2	13	7d10	+6	+2	7600
	Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG
	TL Mega B	.Cannon [E]	5	48"	4	-	7	400
					-			
	TL Missile	Salvo [X]	2	48"	7	-	3	300
					Single Use			
	ZZ Mega (	Cannon [E]	3	72"	3	RF+3 Hits	8	700
		[M-3]	to use   A		le Line   Sing	le Use   Skip	your nex	t Turn
O. C.	Vulca		-	8"	6	RF+2 Hits	-	100
		_	·1] to Use	[Free Ac		vires a Skilled	/ Ace Pi	lot
	Melee Sh		2	-	+1 Block	-	-	-
			,	U	igement rang	e (Includes Ov	erwatch)	
	Hyper Be	am Saber	2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Cor	nbat [CC]	-	Melee		-	5P	300
Market or to have and					kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Jet Transformation	While	transformed	dain: Mo	ve+10" & I	Fly   Melee I	Block (5+ to 9	+)	Trait
70. 11 dillo 01111dillo.1	,,,,,,		. ga	, , , , , , , , , , , , , , , , , , , ,	., , , ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	.,	+111
Newtype II			lmm	une to Blinc	lside			Trait
11C#1ype II		NT Flash:	Twice per	game gair	n +3 Blocks tl	nis turn.		+X
Fighting Spirit	When o	activated if	HP<50%	or [M=0] g	ain [M+2] O	R 2 Focus action	ons.	Pilot
rigining Spirii		Wh	en this unit	is destroye	ed gain [M+3	3].		Trait I
99 0		Wh	en this unit	is destroye	ed gain [M+3	3].		Trait

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Full Armor	ZZ Gundam	MS	Firepower	Heavy Arms	7	5	900
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
7	Judai	J Ashta	MSZ-010	22	Giant	3	7	5
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	20"	14"	3	13	6d10	+4	+2	9900
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	TL Mega B	Cannon [E]	5	48"	4	-	7	400
					-			
	TL Missile S	Salvo [X] (3)	6	48"	7	-	3	300
					Three Uses			
	TL Missile	Pod [X] (2)	4	32"	8	RF+3 Hits	3	200
					Two Uses			
	ZZ Mega	Cannon [E]	3	72"	3	RF+3 Hits	8	700
		[M-3]	to use   A	OE: 3" Wid	le Line   Sing	le Use   Skip	your nex	t Turn
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot
	Melee S	hield [S0]	2	-	+1 Block	-	-	-
			Can only Bi	lock in Enga	gement range	e (Includes Ov	erwatch)	
	Hyper Be	eam Saber	2	Melee	ATK+1 Hit	-	8	300
					-			
		Mecl	ha & Pilot	Traits				

	IL Missile Salvo [X] (3)	0	48	/	-	3	300				
				Three Uses							
	TL Missile Pod [X] (2)	4	32"	8	RF+3 Hits	3	200				
				Two Uses							
N S NU	ZZ Mega Cannon [E]	3	72"	3	RF+3 Hits	8	700				
	[M-3] to	use   /	40E: 3" Wia	le Line   Sin	gle Use   Skip y	our nex	t Turn				
	Vulcans [K]	-	8"	6	RF+2 Hits	-	100				
	[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pil										
	Melee Shield [S0]	2	-	+1 Block	-	-	-				
	Can only Block in Engagement range (Includes Overwatch)										
	Hyper Beam Saber	2	Melee	ATK+1 Hit	-	8	300				
				-							
	Mecho	a & Pilo	t Traits								
Anti-Beam Coating	Gain Armor	Savo+	2 vs [E]norgy	, Shooting \	Vagnons		Trait				
Ann-beam Coaning	Gain Annor	3uve-	z vs [E]nergy	7 Shooting v	veapons.		+٧				
D: 7	Once per Game deal bo	nus Crit	ical Hits in m	elee equal t	to 1 plus the co	mbined	Trait				
Biosensor - Zeta	Newtype Leve	of all	defeated Ne	wtype Pilot	s this battle.		+V				
Maria de Mi		lmr	nune to Blind	lside			Trait				
Newtype III	NT Flash: Thre	e times	per game g	ain +3 Bloc	ks this turn.		+XV				
Contaca Costllada	+1 +	o Precis	ion and Barr	age (Max 3	3).		Pilot				
Furious Fusillade	Barrage lets yo	u chanc	ae vour weg	none Panid	Eiro to DE±1		Trait II				

	Name	Туре	Role	Special	Performance		Points	
	ZZ Gundam	MS		Indomitable	7	5	850	
Ace	e Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Juda	u Ashta	MSZ-010S	18	Giant	3	3	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	ĝ.
20"	16"	2	13	7d10	+6	+2	7600	
We	apons	EQ	Range	Attacks	Close Range	PEN	DMG	19
TL Mega	B.Cannon [E]	5	48"	4	-	7	400	
				-				
TL Missile	Salvo [X] (3)	6	48"	7	-	3	300	MAYS
				Three Uses				
ZZ Mega	Cannon [E]	3	72"	3	RF+3 Hits	8	700	
	[M-3]	to use   A	OE: 3" Wid	le Line   Sing	le Use   Skip	your nex	t Turn	3 // // // // // // // // // // // // //
Vulc	ans [K]	-	8"	6	RF+2 Hits	_	100	
	[M-	1] to Use	[Free Ac	tion]   Regi	uires a Skilled	/ Ace Pi	lot	6 A
Melee S	Shield [SO]	2	-	+1 Block	-	<b>-</b>	-	
		Can only Bi	lock in Enga	gement range	e (Includes Ov	erwatch)		
Hyper B	eam Saber	2	Melee	ATK+1 Hit		8	300	A STATE OF THE STA
, ,				-				
Close Co	ombat [CC]	-	Melee	-	-	5P	300	
		Push a	taraet back	kwards 3" foi	r each failed S	ave		SERVIA RATIO
			y v v v		Pilot Traits			
Once per	Game deal b	onus Critic	al Hits in m	elee eaual to	o 1 plus the co	mbined	Trait	
•	Newtype Lev			•	•		+٧	Biosensor - Zeta
	,						Trait	
While	e transtormed	l gain: Mo	ve+10" & F	-ly   Melee I	Block (5+ to 9	+)	+111	Jet Transformation
		lmm	une to Blind	lside			Trait	Nawtyna III
	NT Flash: Th	ree times	per game g	ain +3 Block	s this turn.		+XV	Newtype III
	+1	to Precisi	on and Barr	age (Max 3)	).		Pilot	Furious Fusillade
E	Barrage lets y	ou chang	e your wea	pons Rapid F	ire to RF+1		Trait II	rurious rusiliade

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Zeta C	Gundam	MS	Raid	Indomitable	7	4	450	
Skille	ed Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Roux	Louka	MSZ-006	6	Giant			-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
20"	16"	1	12	9d10	+6	+1	4600	
Wed	apons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
Zeta Bec	ım Rifle [E]	3	40"	4	RF+1	7	300	
				-				
Grenade	Launcher [X]	1	16"	4	RF+4 Hits	3	200	
		Overwo	atch IV   Si	ngle use (Atto	ack or Overwo	atch)		
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion]   Requ	vires a Skilled	/ Ace Pi	lot	
Small S	hield [S1]	1	-	+1 Block	-	-	-	
				-				
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	taraet bac	kwards 3" for	each failed S	ave		
			<u> </u>		Pilot Traits			
\				-			Trait	1.7
While	transtormed	I gain: Mo	ve+10"&1	-ly   Melee I	Block (5+ to 9	'+)	+111	Jet Transformation
		lmm	une to Blinc	lside			Trait	
	NT Flash:	Once per	game gair	+3 Blocks th	nis turn.		+٧	Newtype I
				vhen this unit			Pilot Trait I	Well Trained

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Rick Dias		MS	Raid	Indomitable	5	3	230
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Rob	erto	MSA-099	5	Giant	2	-3	-9
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	20"	1	11	8d10	+3	+1	2600
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Clay Bazooka [K]		2	32"	4	RF+1	3	700
				+1	Hit vs Size 3	3+		
	TL Beam	Pistol [E]	2	16"	4	RF+2 Hits	5	300
				(	Overwatch IV	,		
	Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
1 1					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" foi	each failed S	ave	
	Mech		ha & Pilot	Traits				
Limite of 240 Einimer Ann	[M-1] T	his unit may	overwatch	, fire missil	es [X] or fire	its shortest ra	nge	
Limited 360 Firing Arc	shootir	ng weapon (	excluding	Vulcans) ou	t of its back	180 degree d	irc.	-
6 5	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.						. 1	Pilot
Gunnery Expert	+ i to Pr	ecision and	sarrage ( <i>I</i>	лах 3). Re	duce Kapid F	ire penalties	by I.	Trait I

Unit I	Vame	Туре	Role	Special	Performance	Frame	Points	
Rick			Raid	Indomitable	5	3	230	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	alla
Ар	olly	MSA-099	5	Giant	2	-3	-9	and shall
ensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	20"	1	11	8d10	+5	+1	2600	
Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
Clay Baz	zooka [K]	2	32"	4	RF+1	3	700	
			+ 7	Hit vs Size 3	3+			
TL Beam	Pistol [E]	2	16"	4	RF+2 Hits	5	300	
				Overwatch IV	,			
Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ad	tion]   Requ	vires a Skilled	/ Ace Pi	lot	107
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	each failed S	ave		
				Mecha & I	Pilot Traits			
	•		•		its shortest ra 180 degree c	•	-	Limited 360 Firing Arc
	Gain [M+1	or +1 Fo	cus Action v	vhen this unit	activates.		Pilot Trait l	Wisecracking Pilot



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Rick I	Dias II	MS	Raid	Indomitable	6	3	290
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	AEUC	3 Pilot	MSA-099-2	8	Giant	2	-3	-6
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	20"	1	11	8d10	+4	+1	2600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	TL Mega B	.Cannon [E]	5	48"	4	-	7	400
					-			
	TL Beam	Pistol [E]	2	16"	4	RF+2 Hits	5	300
				(	Overwatch IV	,		
	Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	vires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
/			Push a	target back	kwards 3" foi	each failed S	ave	

No.		
	Mecha & Pilot Traits	
Limited 360 Firing Arc	[M-1] This unit may overwatch, fire missiles [X] or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait l

Unit Nar	me	Туре	Role	Special	Performance	Frame	Points	11 11	
Schuzrum	Dias	MS	Raid	Indomitable	6	3	300		
Skilled P	ilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Neo Zeon or	r AEUG	RMS-099B	7	Giant	4	-3	-5		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		1
14"	24"	1	11	8d10	+6	+1	2600	<b>A</b> = 1	1
Weapoi	ns	EQ	Range	Attacks	Close Range	PEN	DMG		A
TL Beam Can	nons [E]	2	48"	4	RF-1	5	400		7
				-					
Clay Bazoo	ka [K]	2	32"	4	RF+1	3	700		
			+1	Hit vs Size 3	3+				0
TL Beam Pis	stol [E]	2	16"	4	RF+2 Hits	5	300		
			(	Overwatch IV	/				
Vulcans	[K]	-	8"	6	RF+2 Hits	-	100		N
	[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot	JAK MAT	ال
Beam Sa	ber	1	Melee	-	-	8	300		1
				-					1
Close Combo	at [CC]	-	Melee	-	-	5P	300		V.
		Push a	target back	kwards 3" foi	r each failed S	ave			V
				Mecha & l	Pilot Traits				
	•		•		its shortest ra 180 degree c	•	-	Limited 360 Firing	Α
Vs Shooting	attacks in	nprove the	bonus to E	Dodge and G	Guard by 1 (M	ax 3)	Pilot Trait I	Elusive	

Unit N	lame	Туре	Role	Special	Performance	Frame	Points
GM	II	MS	Battler		4	1	100
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG	Pilot	RMS-179	3	Giant	1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	11"	1	10	6d10	+3	+0	1600
Wear	ons	EQ	Range	Attacks	Close Range	PEN	DMG
GM II Bear	n Rifle [E]	1	24"	4	RF+2	6	300
				-			
Shield	[S2]	1	-	+2 Blocks	-	-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Con	nbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	

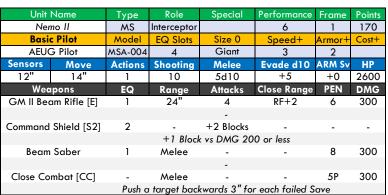
The GM II may instead equip a Hyper Bazooka [K]											
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
Hyper Bazooka [K]	1	32"	4	-	3	700					
	+1 Hit vs Size 3+										
GM Rifle [K]	2	32"	6	RF+2 Hits	-	200					
	Overwatch IV										
The Nem	The Nemo may swap it's rifle for a GM Rifle for +10pts.										

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Mei	thuss	MS	Raid		5	1	100
	Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
			MSA-005	3	Giant			-6
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	16"	1	10	6d10	+5	+0	1600
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	TL Beam	Pistol [E]	2	16"	4	RF+2 Hits	5	300
	12 500 10.0. [2]				Overwatch IV	/		
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	
		Mec	ha & Pilot	Traits				
Jet Transformation	\//hile	transforme	d agin. Mo	νο+10" & F	ly   Malaa I	Block (5+ to 9	+1	Trait
Jei Hansioillialion	vviille	i i di si o i ile c	a gain: Mo	VE TO OLI	iy i welee i	DIOCK (3 1 10 7	' /	+
		_		_				

Λ	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Methu	ıss Kai	MS	Raid		5	1	130
	Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	AEUC	Pilot	MSA-005S	6	Giant			-3
	Sensors		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	16"	1	10	6d10	+5	+0	1600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Hi-Mega	Cannon [E]	3	48"	4	RF-1	6	400
					-			
	TL Beam	Pistol [E]	2	16"	4	RF+2 Hits	5	300
				(	Overwatch IV	,		
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	wards 3" for	r each failed S	ave	
		Mec	ha & Pilot	Traits				
Jet Transformation	While	transformed	d gain: Mo	ve+10" & F	ly   Melee I	Block (5+ to 9	+)	Trait +III

11.24	Maria	T	D-I-	Contract and	D	Europe	Delinte
Unit	Name	Туре	Role	Special	Performance	Frame	Points
Ne	emo	MS	Interceptor		6	1	160
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUC	G Pilot	MSA-003	4	Giant	2	-1	
Sensors	Move	Actions	Shooting	Melee	ARM Sv	HP	
12"	12"	1	10	5d10	+5	+0	2600
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
GM II Bed	am Rifle [E]	1	24"	4	RF+2	6	300
				-			
Command	Shield [S2]	2	-	+2 Blocks	-	-	-
			+1 Block	vs DMG 20	0 or less		
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	wards 3" for	r each failed S	ave	

The Nemo may swo	ap its rifle	for a Canr	on or +10p	ts for a Clay B	azooko	ı [K]
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Artillery Cannon [K]	1	48"	5	RF-2	-	400
		Indirect Fire	(R:32" to 4	0"+Sensors)		
Clay Bazooka [K]	2	32"	4	RF+1	3	700
		+1	Hit vs Size	3+		
The Nemo H	ligh-Man	euver varia	nt is +20pts	and is Move	15"	





Unit	Name	Туре	Role	Special	Performance	Frame	Points	į,
Nen	no III	MS	Firepower		6	1	200	
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	-
AE Te	st Pilot	MSA-004K	3	Giant	3	2	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
20"	14"	2	11	4d10	+5	+0	2600	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
GM II Bed	am Rifle [E]	1	24"	4	RF+2	6	300	
				-				
Beam C	annon [E]	1	48"	4	RF-2	5	400	
				-				
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
			•					





				ı			
Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gundai	n MK III	MS	Battler	Indomitable	6	4	300
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG / K	araba Pilot	MSF-007	7	Giant	3	-2	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	16"	1	12	9d10	+5	+1	3600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
				-			
TL Hyper E	3.Cannon [E]	3	48"	4	-	5	400
				-			
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ad	ction]   Requ	vires a Skilled	/ Ace Pi	lot
Shiel	d [S2]	1		+2 Blocks	-	· -	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			

1	-		C . I	D (	-	<b>D</b> • •		
					Frame	Points		
ındam MK II	MS	Battler	Heavy Arms	6	4	300		
Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
ıraba Pilot	FA-178	6	Giant	2	5	-7		
Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
13"	2	12	8d10	+5	+1	7000		
oons	EQ	Range	Attacks	Close Range	PEN	DMG		
B.Rifle [E]	2	32"	4	RF+1	7	300		
-								
unchers [X]	1	16"	4	RF+4 Hits	3	200		
	Overw	atch IV   Si	ingle use (Atto	ack or Overwo	atch)			
ns [K]	-	8"	6	RF+2 Hits	-	100		
[M-	1] to Use	[Free Ad	ction]   Requ	uires a Skilled	/ Ace Pi	lot		
ield [S0]	2	-	+1 Block	-	-	-		
C	an only B	lock in Engo	igement range	e (Includes Ov	erwatch)			
Beam Saber 1 Melee 8 300								
			-					
nbat [CC]	-	Melee	-	-	5P	300		
- 1	Push a	target bac	kwards 3" for	each failed S	ave			
	make Pilot  Move 13"  Dons B.Rifle [E]  Hunchers [X]  Ins [K]  [M-ield [S0]  C  Saber	MS   MS   MS   MS   Model   MS   Model   Model   MS   MS   MS   MS   MS   MS   MS   M	MS   Battler	Pilot	Mode	Mode		





	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Full Armor G	undam MK-III	MS	Firepower	Heavy Arms	6	4	350
	Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	AEUG / K	araba Pilot	FA-007GIII	9	Giant	3	6	-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	14"	3	12	5d10	+4	+2	7700
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
١	Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
					-			
N	TL Hyper E	3.Cannon [E]	3	48"	4	-	5	400
P					-			
1	TL Thigh B	eamgun [E]	2	24"	4	RF+3	6	300
•					-			
	Grenade L	aunchers [X]	1	16"	4	RF+4 Hits	3	200
			Overw	atch IV   Si	ngle use (Atto	ack or Overwo	ıtch)	
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
					-			

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Guncar	nnon DT	MS	Firepower	Indomitable	5	2	200	
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kar	aba	MSA-005K	7	Giant	-1	-2	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)
24"	8"	2	11	5d10	+4	+1	2600	
Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
TL Hvy B.	Cannon [E]	3	48"	4	RF-1	5	500	
				-				
Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300	
				-				
Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	200	
		Overwo	atch IV   Si	ngle use (Atto	ack or Overwo	atch)		2 1 19
Beam Spr	ay Gun [E]	1	16"	4	RF+1 Hits	5	300	
			(	Overwatch IV	,			
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
				Mecha & l	Pilot Traits			
While tran	nsformed ga	in: Focus a	ction on you	ur turn   Me	lee Block (5+	to 7+)	Trait +I	Transform (Artillery)



Gold Anti-Beam Coating

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Hyaku Shik	i Kai (HSK)	MS	Interceptor	Indomitable	6	4	400
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG / K	araba Pilot	MSR-100	7	Giant	2	-3	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	14"	1	11	7d10	+8	+1	3100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
				-			
Beam G	atling [E]	3	32"	5	RF+3 Hits	4	200
			(	Overwatch IV	,		
Grenade L	aunchers [X]	1	16"	4	RF+4 Hits	3	200
		Overw	atch IV   Si	ngle use (Atto	ack or Overwo	itch)	
Beam V	ulcans [E]	-	8"	3	RF+2 Hits	3	100
	[M-	1] to Use	[Free Ac	tion]   Requ	vires a Skilled	/ Ace Pi	lot
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" for	each failed S	ave	
	Mecl	ha & Pilot	Traits				

Gain Armor Save+2 vs [E]nergy Shooting Weapons.

Once per game Block up to 3 Hits from an [E]nergy Shooting Weapon.

Unit N	Name	Туре	Role	Special	Performance	Frame	Points	田口正回にボバコーユーノ
Hyaku Shik	i Kai (MP)	MS	Interceptor	Indomitable	6	2	300	7.65坦德军
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	A LOS AS
AEUG / Ko	araba Pilot	MSR-100S	6	Giant	1	-3	-7	12/1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	Zガンダム設定集
20"	12"	1	10	6d10	+7	+1	2100	
Wear	oons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300	
				-				
Beam Go	atling [E]	3	32"	5	RF+3 Hits	4	200	
			(	Overwatch IV	′			
Beam Vu	ılcans [E]	-	8"	3	RF+2 Hits	3	100	
	[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot	
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Con	nbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		1 33
								緊急/Bトークスペジャル
								富野由悠季総監督に聞くてれからので
				Mecha & l	Pilot Traits			
	Gain Armo	r Save+2	vs [E]nergy	Shooting W	eapons.		Trait	Calal Anti Barrer Carrier
Once pe	er game Blo	ck up to 3	Hits from c	an [E]nergy S	hooting Wear	on.	+X	Gold Anti-Beam Coating



Land Combat HSK   MS   Interceptor Indomitable   6   4   400	1/	Unit	Name	Туре	Role	Special	Performance	Frame	Points
AEUG   Karaba Pilot   MSK-100S   8   Giant   1   -3   -9		Land Co	mbat HSK	MS	Interceptor	Indomitable	6	4	400
Sensors   Move   Actions   Shooting   Melee   Evade d 10   ARM SV   HP	Em ! Sim !	Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
12"   1   11   7d10   +6   +1   3100		AEUG / K	araba Pilot	MSK-100S	8	Giant	1	-3	-9
Weapons   EQ   Range   Attacks   Close Range   PEN   DMG		Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
Hi-Power B.Rifle [E] 2 32" 4 RF+1 7 300  Railgun [K] 1 48" 4 RF-2 2 400  +1 Hit vs Size 3+   Crit Hits are worth 3 Hits  Beam Cannon [E] 1 48" 4 RF-2 5 400  Missile Salvo [X] (2) 2 48" 5 - 3 300  Two Uses  Beam Vulcans [E] - 8" 3 RF+2 Hits 3 100  [M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot  Shield [S2] 1 - +2 Blocks  Beam Saber 1 Melee - 8 300  Close Combat [CC] - Melee - 5P 300  Push a target backwards 3" for each failed Save		20"	12"	1	11	7d10	+6	+1	3100
Railgun [K] 1 48" 4 RF-2 2 400 +1 Hit vs Size 3+   Crit Hits are worth 3 Hits  Beam Cannon [E] 1 48" 4 RF-2 5 400  Missile Salvo [X] (2) 2 48" 5 - 3 300  Two Uses  Beam Vulcans [E] - 8" 3 RF+2 Hits 3 100  [M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot  Shield [S2] 1 - +2 Blocks  Beam Saber 1 Melee - 8 300  Close Combat [CC] - Melee - 5P 300  Push a target backwards 3" for each failed Save		Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
# 1 Hit vs Size 3+   Crit Hits are worth 3 Hits  Beam Cannon [E]		Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
# 1 Hit vs Size 3+   Crit Hits are worth 3 Hits  Beam Cannon [E]						-			
Beam Cannon [E]   1   48"   4   RF-2   5   400		Railg	jun [K]	1	48"	4	RF-2	2	400
Missile Salvo [X] (2) 2 48" 5 - 3 300  Two Uses  Beam Vulcans [E] - 8" 3 RF+2 Hits 3 100  [M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot  Shield [S2] 1 - +2 Blocks  Beam Saber 1 Melee - 8 300  Close Combat [CC] - Melee - 5P 300  Push a target backwards 3" for each failed Save  Mecha & Pilot Traits				+1 F	lit vs Size 3	+   Crit Hits	are worth 3 H	its	
Two Uses   Beam Vulcans [E] - 8" 3 RF+2 Hits 3 100   [M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot   Shield [S2] 1 - +2 Blocks		Beam C	annon [E]	1	48"	4	RF-2	5	400
Two Uses   Beam Vulcans [E] - 8" 3 RF+2 Hits 3 100   [M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot   Shield [S2] 1 - +2 Blocks						-			
Beam Vulcans [E]		Missile Sc	alvo [X] (2)	2	48"	5	-	3	300
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilot Shield [S2] 1 - +2 Blocks  Beam Saber 1 Melee 8 300  Close Combat [CC] - Melee 5P 300  Push a target backwards 3" for each failed Save  Mecha & Pilot Traits						Two Uses			
Shield [S2]   1		Beam V	ulcans [E]	-	8"	3	RF+2 Hits	3	100
Beam Saber 1 Melee 8 300  Close Combat [CC] - Melee 5P 300  Push a target backwards 3" for each failed Save  Mecha & Pilot Traits	400		[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot
Close Combat [CC] - Melee 5P 300  Push a target backwards 3" for each failed Save  Mecha & Pilot Traits		Shiel	d [S2]	1	-	+2 Blocks	-	-	-
Close Combat [CC] - Melee 5P 300  Push a target backwards 3" for each failed Save  Mecha & Pilot Traits						-			
Push a target backwards 3" for each failed Save  Mecha & Pilot Traits		Beam	Saber	1	Melee	-	-	8	300
Push a target backwards 3" for each failed Save  Mecha & Pilot Traits						-			
Mecha & Pilot Traits	To the	Close Co	mbat [CC]	-	Melee	-	-	5P	300
				Push a	target back	kwards 3" for	each failed S	ave	
Gain Armor Saye+2 vs [Finaray Shooting Wagners Trait			Mecl	ha & Pilot	Traits				
Call Armor Save 2 vs [Linergy Shooting vvedpons. Iran			Gain Armo	or Save+2	vs [E]nergy	Shooting W	'eapons.		Trait
Gold Anti-Beam Coating Once per game Block up to 3 Hits from an [E]nergy Shooting Weapon.	Gold Anti-Beam Coating	Once p	er game Blo	ck up to 3	Hits from a	ın [E]nergy Sl	hooting Wear	oon.	+X

Unit Name	Туре	Role	Special	Performance	Frame	Points	
Full Armor HSK	MS	Firepower	Heavy Arms	6	4	450	1000
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	6 500
AEUG / Karaba Pilot	FA-100S	13	Giant		3	-4	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
20" 10"	3	12	5d10	+5	+1	5100	The state of the s
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	The Part of the Pa
Long Mega Buster [E]	4	48"	3	RF+2 Hits	7	700	A POPULATION OF THE POPULATION
		[M-2] to u	se   AOE: 2"	Wide Line			
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	ALCEN YOUR
			-				
Mega Particle Gun [E]	1	24"	4	RF+2	6	300	
			-				在人
TL Missile Pod [X] (2)	4	32"	8	RF+3 Hits	3	200	
			Two Uses				
Beam Vulcans [E]	-	8"	3	RF+2 Hits	3	100	4.1
[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot	Vit
Beam Saber	1	Melee	-	-	8	300	
			-				
Killer Knuckle	1	Melee	-	-	4	400	
	[/	M-1] This a	ttack Blindsid	les one target			
Close Combat [CC]	-	Melee	-	-	5P	300	
	Push a	ı target bacı	kwards 3" foi	r each failed S	ave		
			Mecha &	Pilot Traits			
Gain Armo	or Save+2	vs [E]nergy	Shooting W	/eapons.		Trait	Cald Anti Barre Carrier
Once per game Blo	ck up to 3	Hits from c	ın [E]nergy S	hooting Wear	oon.	+X	Gold Anti-Beam Coating

Trait

+X

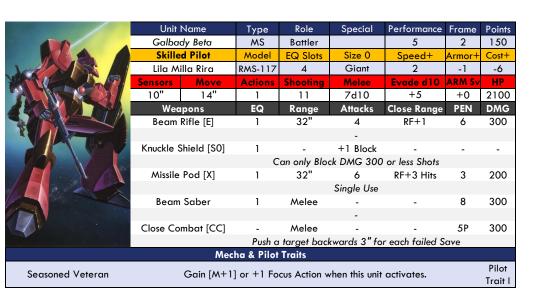
	Unit I	Vame	Туре	Role	Special	Performance	Frame	Points
	Hiz	ack	MS	Battler		5	1	120
	Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Titans / Ne	o Zeon Pilot	RMS-106	3	Giant	2	2	-2
A Service .	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	12"	1	11	7d10	+5	+0	2600
	Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
· O	Hizack A	۸.Gun [K]	2	24"	8	RF+4 Hits	-	200
				(	Overwatch IV	′		
	Beam	Saber	1	Melee	-	-	8	300
					-			
C P C C C	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	wards 3" for	r each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Hizack	Custom	MS	Sniper		6	1	400
Basi	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Titan	s Pilot	RMS-106CS	4	Giant	3	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
30"	14"	1	12	4d10	+5	+0	2600
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Sniper B.L	auncher [E]	3	64"	4	RF-2	5	400
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	taraet back	kwards 3" fo	r each failed S	ave	



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Mai	rasai	MS	Raid	Indomitable	6	2	160
000	Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Titan	s Pilot	RMS-108	4	Giant	1	-2	-8
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	18"	1	10	7d10	+5	+1	2600
O WARDA	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Hi-Power B	.Carbine [E]	2	24"	4	RF+2	7	300
CO C					-			
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot
	Folding S	Shield [S1]	1	-	+1 Block	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
1940.000			Push a	target bac	kwards 3" foi	r each failed S	ave	

A Hizack can swap i	its M.Gun	& Beam Sc	aber for a Be	eam Carbine &	Heat H	lawk
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power B.Carbine [E]	2	24"	4	RF+2	7	300
			-			
Heat Hawk	1	Melee	-	-	5	300
		Rero	II 1s & 2s on	ATK		
For +	-20pts a l	lizack can	equip a TL <i>N</i>	Aissile Pod		
Weapons	Ē	Range	Attacks	Close Range	PEN	DMG
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200
			Single Use			
Fo	r +10pts	a Hizack ed	quips a Ligh	t Shield.		
Weapons	Ē	Range	Attacks	Close Range	PEN	DMG
Light Shield [S0]	1	-	+1 Block	-	-	-
	C	an only Blo	ck DMG 300	or less Shots		
Feyadeen Rifle [E]	5	48"	4	-	8	300
		Ignore :	target's Cove	er bonus		
Marasai	s may als	so equip a	Feyadeen R	ifle for +50pts		



Unit	Name	Туре	Role	Special	Performance	Frame	Points		CSTS-SI	all .
Galbady B	eta Custom	MS	Battler		6	2	350	1	MK	Ne
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	W.		1
Filius	Stream	RMS-117	10	Giant	2	-1		0		1.
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	- Charles		
22"	14"	1	11	7d10	+4	+0	2100			
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	W N	NA A	
Custom Bed	amSniper [E]	5	48"	5	RF-1	7	300		MA.	W
		lgnore tar	get's Cover	bonus   Cri	t Hits are wort	h 3 Hits		1/8		
GP Shi	eld [S2]	4	-	+2 Blocks	-	-	-		K	M
			+1 Block	vs DMG 30	0 or less			A.J.		M
Beam	Saber	1	Melee	-	-	8	300			
				-				NO E	A	
Close Co	mbat [CC]	-	Melee	-	-	5P	300			
		Push a	target back	kwards 3" foi	each failed S	ave			11 1	MA
				Mecha & I	Pilot Traits					
	Gain [M+2]	or +2 Foo	cus Actions v	when this unit	activates.		Pilot Trait II		Proc	ligy

_								
	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gunda	m MK II	MS	Battler	Indomitable	6	4	300
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Jerid or	Kacricon	RX-178	4	Giant	2	-3	-12
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	14"	1	12	9d10	+5	+1	3100
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
					-			
	Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
A STATE OF THE PARTY OF THE PAR					-			
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Close Co	mbat [CC]	-	Melee	-	_	5P	300
			Push a	target back	kwards 3" foi	r each failed S	ave	
		Mec	na & Pilot					
O		la Davida (	)	A   21 am	:£ UD	>-F00/		Pilot
Overconfident		iii kounas .	z⊤ gain [/	n∓zj on yo	ur turn if HP	/-30%.		Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Barzam	Refined	MS	Battler	Indomitable	6	1	170
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
EFSF	Pilot	RMS-154	4	Giant	2		-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	11	8d10	+4	+1	2600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Barzam Be	am Rifle [E]	2	24"	4	RF+3	6	300
				-			
Shiel	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	



The MK-II / Barzam Kai can swap a Rifle for a Bazooka or take both for +20pts									
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
Clay Bazooka [K]	2	32"	4	RF+1	3	700			
+1 Hit vs Size 3+									
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200			
Overwatch IV   Single use (Attack or Overwatch)									
+10pts the Barzam or Barzam Kai takes a bonus Grenade Launcher.									

	Onii I vaine		Type	KOIE	Special	1 errormance	Traine	1 Ollilla
	Assl	nimar	MS	Raid		5	2	250
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Maj. Bura	an Blutarch	NRX-044	3	Giant	-1	4	-5
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12" 10"		1	10	6d10	+2	+1	5600
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Large Beam Rifle [E]		3	32"	5	RF+1	6	300
					-			
	Fists	[CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	r each failed S	ave	
		Mec	ha & Pilot	Traits				
Lat Tax of constitution	\ A / I. • I .			10" 0 5		21. 1. /51. 1. 0		Trait
Jet Transformation	vvniie	transtormed	a gain: Mo	ve+10 & r	-iy   Meiee i	Block (5+ to 9	+)	+111
Dandaya	+1 to Pr	ecision and	Barrage ( <i>l</i>	ge (Max 3). Reduce Rapid Fire penalties by 1.				
Deadeye	F	recision also	lets you n	nay target i	units engage	d in Melee.		Trait II

Unit	Name	Туре	Role	Special	Performance	Frame	Points					
Bai	rzam	MS	Battler	Indomitable	6	1	150					
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+					
Titar	ns Pilot	RMS-154	3	Giant	1		-5					The
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				1	
12"	12"	1	11	8d10	+6	+1	2600	Y			VY/	
Wed	apons	EQ	Range	Attacks	Close Range	PEN	DMG			11		
Barzam Be	eam Rifle [E]	2	24"	4	RF+3	6	300				0	
				-							133	
Beam	n Saber	1	Melee	-	-	8	300	1				
				-					To a sure			
Close Co	ombat [CC]	-	Melee	-	-	5P	300	1	V/		V	100
		Push a	target bac	kwards 3" foi	r each failed S	ave			$V \cup$			
			_					X	1		1	
											1150	
									UN	11.		
									V			



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gundam M	K III Eagley	MS	Battler	Indomitable	6	4	300
	Basi	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Titan	s Pilot	RX-166	4	Giant	4		-7
Ì	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
Ì	16"	18"	1	12	9d10	+5	+1	4600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
					-			
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" for	each failed S	ave	

Unit Name	Туре	Role	Special	Performance	Frame	Points	Allo D
Gundam MK III Halpuley	MS	Battler	Indomitable	6	4	300	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Titans Pilot	RX-272-2	5	Giant	2		-8	A STATE OF THE STA
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	10 PM
12" 14"	1	12	9d10	+7	+1	4600	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300	
			-				CLA IN
TL Beam Guns [E]	2	24"	4	RF+3	6	300	
			-				
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	ALCONO DA W
[M	-11 to Use	[Free Ad	tion]   Reg	uires a Skilled	/ Ace Pi	lot	A HA
Beam Saber	1	Melee		-	<sup>′</sup> 8	300	
			-				
Close Combat [CC]	_	Melee	-	-	5P	300	
	Push o	taraet bac	kwards 3" foi	r each failed S	ave		1000
	. 0011 0	- 2. g 31 Dae		Pilot Traits			
						Trait	·
While transformed	d gain: Mo	ve+10" &	Fly   Melee I	Block (5+ to 9	+)	+III	Jet Transformation
						1 111	



Tracked Vehicle

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gunt	ank II	MS	Firepower	Heavy Arms	3	2	150
	Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Titan	s Pilot	RMV-1	11	Giant	-2	1	-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	20"	5"	3	10	3d10	+1	+0	2600
1	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	TL Long A	Artillery [K]	3	56"	5	RF-1	-	400
				Indirect Fire	(R:32" to 40	"+Sensors)		
	TL Missile S	Salvo [X] (4)	8	48"	7	-	3	300
					Four Uses			
	Ramming	Speed [CC]	-	Melee	-	-	-	600
×				After att	acking lose 1	000 HP		
,								

Mecha & Pilot Traits	
This unit cannot make sharp turns.	Trait -l
Halve the movement bonus from Full Throttle (i.e. 5" to 3").	Irait -i

Unit	Name	Туре	Role	Special	Performance	Frame	Points
GM	Quel	MS	Interceptor	Assault	5	2	180
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Titan	s Pilot	RGM-79Q	5	Giant	2	1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	13"	2	10	5d10	+4	+0	2100
Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG
Assault	Rifle [K]	2	32"	6	RF+2 Hits	-	200
			(	Overwatch IV	,		
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot
Command	Shield [S2]	2	-	+2 Blocks	-	-	-
			+1 Block	vs DMG 20	0 or less		
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	Close Combat [CC]		Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gaj	olant	MS	Raid	Indomitable	5	3	350
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Rosami	a Badam	ORX-005	6	Giant	1		-6
	Sensors			Shooting	Melee	Evade d10	ARM Sv	HP
	16"	18"	1	11	8d10	+5	+1	4100
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
No. of the last of	TL Hi-Powe	er B.Rifle [E]	3	32"	4	RF+2	7	300
					-			
	Light Sh	ield [S0]	1	-	+1 Block	-	-	-
			C	an only Blo	ck DMG 300	or less Shots		
	Twin Bed	ım Sabers	2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Jet Transformation	While	transformed	d gain: Mo	ve+10" & I	Fly   Melee I	Block (5+ to 9	'+)	Trait +III
Cultura Navatura			lmm	une to Blinc	lside			Trait
Cyber Newtype		Onc	e per gam	e gain +3	Blocks this tui	rn.		+٧
Elusive	Va Shoot	ina attacle in	nnrava tha	banua ta F	adaa aad C	unud by 1 /AA	av 21	Pilot
Elusive							Trait I	
For +10pt	or +10pts the Gaplant comes with a disposable booster and the below trait.							
Dynamic Entrance		Gain Move		during the	first round o	of hattle		Trait
Dynamic Emilance	Gain Move+5" & Fly during the first round of battle.							+1

	Ollii	Name	Type	Role	special	remormance	Trume	FOIRIS
	Psycho	Gundam	S.Heavy	Firepower	Indomitable	5	5	1000
	Skille	d Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Four Mursame		2	21	Massive			-2
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	24" 11"		3	11	7d10	+0	+1	12000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	MA Diffu	se MPC [E]	4	48"	3	RF+3 Hits	8	700
					se   AOE: 3"	Wide Line		
	Beam Gui	n Hands [E]	5	24"	5	RF+5	5	300
					-			
	Beam Gui	n Hands [E]	5	24"	5	RF+5	5	300
					-			
	Beam V	ulcans [E]	-	8"	3	RF+2 Hits	3	100
			1] to Use	[Free Ac		vires a Skilled	/ Ace Pi	lot
	SH Great	Shield [S2]	4	-	+3 Blocks	-	-	-
Page					-			
	Large Be	am Saber	3	Melee	-	-	8	400
					-			
	Massive S	Smash [CC]	-	Melee	-	-	7P	300
					kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				т •
Transform (Fortress)	While	transformed	d gain: Mo	ve+10" & F	ly   Melee B	Block (5+ to 7	+)	Trait +V
Anti-Beam Coating		Gain Arma	or Save+2	vs [F]neray	Shooting W	/eanons		Trait
Allii-bediii Codiiiig		Guili Allik	or suve 12	. vs [L]IIeig)	7 Shooning VV	eapons.		+٧
Slow and Laborious		You may no	t Fly or use	e Power wit	h Full Throttle	e/Charge.		Trait
Siow and Edborious	In M	elee you AN	D the Def	ender gain	+X Hits equa	al to your Size	٠.	-V
Cyber Newtype II				une to Blind				Trait
C/Sci i cwi/pe ii					Blocks this tu			+X
Entwined with Tragedy		•			Captains &			Pilot
		+1 Hit	+ (+2 Hits	with DMG (	)-200 Weap	ons)		Trait I

Unit l	Name	Туре	Role	Special	Performance	Frame	Points		
Gap	olant	MS	Raid	Indomitable	5	3	450	60	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Yazan	Gable	ORX-005	6	Giant	1		-6		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
16"	18"	1	11	8d10	+5	+1	4100		
Wea	ipons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG		
TL Hi-Powe	er B.Rifle [E]	3	32"	4	RF+2	7	300		
				-					
Light Sh	ield [S0]	1	-	+1 Block	-	-	-		
		C	an only Blo	ck DMG 300	or less Shots				
Twin Bea	ım Sabers	2	Melee	ATK+1 Hit	-	8	300		
				-					
Close Co	mbat [CC]	-	Melee	-	-	5P	300	4	
		Push a	target back	kwards 3" for	each failed S	ave			
				Mecha & I	Pilot Traits				
\//hile	transformed	l agin. Mo	va+10" 8. I	Fly   Malaa F	Block (5+ to 9	+1	Trait	Jet Transformation	
VVIIIIC	iransionnec	guiii. Mo	verio di	iy   Melec L	7 01 1 6) 33016	' /	+111	Jei mansionnanon	
		lmm	une to Blinc	dside			Trait	Superior Instincts	
	Twic	e per gan	ne gain +3	Blocks this tu	rn.		+X	Jopenor manners	
,	When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot	Warmonger	
				0-200 Weap			Trait II	<b>u</b>	
	For +	10pts the	Gaplant co	mes with a c	disposable bo	oster ar	nd the b	elow trait.	
	Gain Move		during the	first round o	f hattle		Trait	Dynamic Entrance	
	Cuili Move	= 13 (X 11)	doing me	11131 100110 0	n bunne.		+1	Dynamic Limance	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Psycho Gu	ındam MK-II	MS	Firepower	Indomitable	6	5	1000
Skille	ed Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Rosami	ia Badam	2	18	Massive			-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	11"	3	11	7d10	+3	+1	12000
Wed	apons	EQ	Range	Attacks	Close Range	PEN	DMG
MA Diffu	se MPC [E]	4	48"	3	RF+3 Hits	8	700
			[M-3] to us	se   AOE: 3"	Wide Line		
Wired Be	amhands [E]	3	Sensors	5	-	6	200
			Require	s (Quasi-)Psy	/commu		
Wired Be	amhands [E]	3	Sensors	5	-	6	200
			Require	s (Quasi-)Psy	/commu		
Psycho Be	amSword [E]	5	16"	6	RF+1 Hit	8	300
				-			
Beam V	/ulcans [E]	-	8"	3	RF+2 Hits	3	100
	[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot
Large Be	eam Saber	3	Melee	-	-	8	400
				-			
Massive	Smash [CC]	-	Melee	-	-	7P	300
		Push a	target back	cwards 3" for	r each failed S	ave	
				Mecha &	Pilot Traits		
While	e transformed	aain: Mo	ve+10" & F	ly   Melee I	Block (5+ to 7	+)	Trait
	rea eu . I		4 1		,		+V
			-		Ranged Attac		Trait
Wii			, .		st Indirect Fire		+X
	You may not	,			, 0		Trait
In M	Nelee you AN		•		al to your Size	•	-V
	_		une to Blind				Trait
	Once	per gan	ne gain +3	Blocks this tu	rn.		+٧
Vs Shoot	ting attacks im	prove the	e bonus to D	odge and C	Guard by 1 (M	ax 3)	Pilot
	-	•		•	, ,	,	Trait I

	11.6	N. I.	-	2.1			-	
8		Name	Туре	Role	Special	Performance		Points
	Gabthley		MS	Sniper	Indomitable	6	3	400
	Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Jerid / Mouar		RX-110	8	Giant	2	-2	-5
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	24"	14"	1	13	6d10	+5	+1	3100
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Feyadee	n Rifle [E]	5	48"	4	-	8	300
				Ignore	target's Cove	er bonus		
	TL M	PC [E]	2	24"	4	RF+3	6	300
					-			
	Beam Saber		1	Melee	-	-	8	300
					-			
	Close Combat [CC]		-	Melee	-	-	5P	300
			Push a	taraet bac	kwards 3" foi	r each failed S	ave	
	Killer	Claws	1	Melee	-	-	4	400
w environm			[M-1] This attack Blindsides one target					
15 they will the any 138.		Mec	ha & Pilot		Sililasia	es ene la ger		
								Trait
Jet Transformation	While	transformed	l gain: Mo	ve+10" &	Fly   Melee I	Block (5+ to 9	)+)	+111
	Immune to Blindside							Trait
Newtype I	NT Flash: Once per game gain +3 Blocks this turn.							
	When you attack Level 1-2 Pilots, Captains & Kaiju gain:							+V Pilot
Hunting for a Rival		•			, Capialis & 0-200 Weap			Trait I
		71 111	TZ TITS	WIIII DMG (	u-zuu weap	ons		Hull I

Unit 1	√ame	Туре	Role	Special	Performance	Frame	Points	
Byai	rlant	MS	Battler	Indomitable	6	4	450	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Jerid	Mesa	RX-160	4	Giant	5		-6	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	20"	1	12	9d10	+7	+1	4600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Twin Bea	m Sabers	2	Melee	ATK+1 Hit	-	8	300	
				-				
Claw	s [CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	each failed S	ave		
TL MI	PC [E]	2	24"	4	RF+3	6	300	
				-				
								2020 0000
				Mecha & l	Pilot Traits			
		lmm	une to Blind	lside			Trait	
	NT Flash:	Once per	game gair	+3 Blocks th	nis turn.		+٧	Newtype I
[M				ırn 5" closer			Pilot	5.
					ue to Return Fi	re.	Trait I	Driven
			•	Captains &			Pilot	
	•			0-200 Weap			Trait I	Hunting for a Rival
					,			

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Ham	brabi	MS	Interceptor	Indomitable	7	3	350
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
A. A.	Ramsus	/ Dunkel	RX-139	7	Giant	1	-2	-7
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	18"	12"	1	12	8d10	+7	+1	3100
65 9 11 5 5 1 C	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	TL Hi-Powe	er B.Rifle [E]	3	32"	4	RF+2	7	300
					-			
10	Arc '	Whip	1	8"	7	-	<b>7</b> S	-
			Co	an only be b	locked by [Bo	arriers] or [M]		
	Twin Beam Sabers		2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	ı target bacl	kwards 3" foi	each failed S	ave	
	Killer	Claws	1	Melee	-	-	4	400
			[/	M-1] This a	ttack Blindsid	es one target		
		The Ha	mbrabi m		eyadeen Rif	le for +50pts		
	Feyadee	n Rifle [E]	5	48"	4	-	8	300
THE BUILDING SERVICE					target's Cove	r bonus		
		Mecl	na & Pilot	Traits				
Jet Transformation	While	transformed	l aain: Ma	ve+10" & F	Iv   Melee F	Slock (5+ to 9	+)	Trait +III
301 11 0113701111011			d gain: Move+10" & Fly   Melee Block (5+ to 9+)					
Headhunter	When you attack Level 1-2 Pilots, Captains & Kaiju gain:							Pilot
		+1 Hit	+ (+2 Hits	with DMG (	)-200 Weap	ons)		Trait I

Unit Name	Туре	Role	Special	Performance	Frame	Points	
Hambrabi	MS	Interceptor	Indomitable	7	3	500	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Yazan Gable	RX-139	7	Giant	1	-2	-7	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18" 12"	1	12	8d10	+7	+1	3100	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Hi-Power B.Rifle [E]	3	32"	4	RF+2	7	300	
			-				
Arc Whip	1	8"	7	-	7S	-	
	Co	an only be b	locked by [Bo	arriers] or [M]			
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300	
			-				
Close Combat [CC]	-	Melee	-	-	5P	300	
	Push c	target back	kwards 3" foi	r each failed S	ave		Total St.
Killer Claws	1	Melee	-	-	4	400	
	[/	M-1] This a	ttack Blindsid	es one target			A STATE OF THE STA
The Ho	mbrabi m	ay take a F	eyadeen Rif	le for +50pts			is with the same of the same
			Mecha & I	Pilot Traits			
While transforme	d gain: Mo	ove+10" & F	Ty   Melee B	Block (5+ to 9	+)	Trait +III	Jet Transformation
	lmm	une to Blind	lside			Trait	Companie a la stimata
Twi	e per gar	ne gain +3	Blocks this tu	rn.		+X	Superior Instincts
When you o	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot	Warmonger
+2 Hi	ts (+4 Hits	with DMG	0-200 Weap	oons)		Trait II	vvariionger



Unit	Name	Туре	Role	Special	Performance	Frame	Points
Baun	d Doc	MS	Attacker	Indomitable	7	4	500
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rosami	a Badam	NRX-055	7	Giant	2	3	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	14"	1	10	11d10	+8	+2	6100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
				-			
Diffuse	MPC [E]	2	32"	3	RF+2 Hits	7	700
			[M-2] to us	se   AOE: 2"	Wide Line		
Melee S	hield [S0]	2	-	+1 Block	-	-	-
		Can only Bl	ock in Enga	gement range	e (Includes Ov	erwatch)	
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" for	each failed S	ave	

	Mecha & Fliot Traits	
Jet Transformation	While transformed gain: Move+10" & Fly   Melee Block (5+ to 9+)	Trait +III
Cyber Newtype	lmmune to Blindside Once per game gain +3 Blocks this turn.	Trait +V
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait l

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Baun	d Doc	MS	Attacker	Indomitable	7	4	500
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gates	Cappa	NRX-055	7	Giant	2	3	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	14"	1	10	11d10	+8	+2	6100
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
				-			
Diffuse	MPC [E]	2	32"	3	RF+2 Hits	7	700
			[M-2] to us	se   AOE: 2"	Wide Line		
Melee S	hield [S0]	2	-	+1 Block	-	-	-
		Can only Bi	lock in Enga	gement range	e (Includes Ov	erwatch)	
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	
				AA  0	Dilat Tunita		



Mecha & Pilot Traits		
While transformed gain: Move+10" & Fly   Melee Block (5+ to 9+)	Trait +III	Jet Transformation
Immune to Blindside Once per game gain +3 Blocks this turn.	Trait +V	Cyber Newtype
Then the Round starts give 2 allies within LOS or Sensors a Focus action to use on their next turn. Units are capped at 3 Focus actions per turn.	Pilot Trait I	Tactician

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
1	Mes	ssala	MS	Raid	Heavy Arms	5	5	600
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Sensors Move		PMX-000	9	Giant	2	5	-9
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	20"	2	12	8d10	+5	+1	8000
	Weapons		EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG
	TL Hvy B.	Cannon [E]	3	48"	4	RF-1	5	500
* 13					-			
A STATE OF THE STA	TL Micromi	ssiles [X] (2)	4	32"	10	RF+8 Hits	2	100
To leave the second	T-		Two Uses	Enemy tar	get must rero	II 9s & 10s or	n Evade	
	Grenade L	aunchers [X]	1	16"	4	RF+4 Hits	3	200
			Overw	atch IV   Si	ingle use (Atto	ack or Overwo	atch)	
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
L. Marie			Push a	target bac	kwards 3" foi	each failed S	ave	
, ,	Beam	Saber	1	Melee	-	-	8	300
					-			
		Mec	ha & Pilot	Traits				
Jet Transformation	While	While transformed gain: Move+10" & Fly   Melee Block (5+ to 9+)						Trait
301 Transformation			· .		•	•	•	+111
Newtype Pressure	lmmı					nies lose [M-1	]	Trait
, p. 1 1 0 3 5 1 0					jain +3 Block			+XX
Mechanical Genius	W				eapons bonus			Pilot
		All w	eapons go	ain +1 PEN	or +100 DM	G.		Trait I

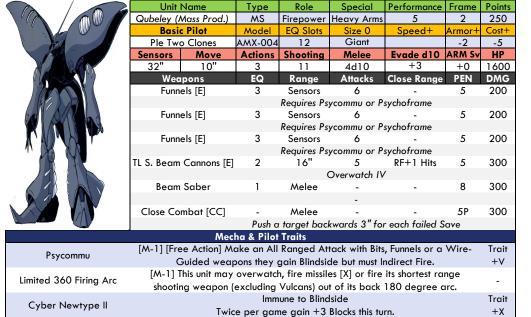
I late	Name	T	Role	C!!	Df	Eurona	Dainte	
-		Туре		Special	Performance		Points	
	e O	MS	Battler	Heavy Arms		5	750	
	d Pilot	Model	EQ Slots	Size 0		Armor+		
	s Scirocco	PMX-003	8	Giant	4	6	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
24"	1 <i>7</i> "	2	14	10d10	+5	+2	9200	
Wed	ipons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
Large Be	am Rifle [E]	3	32"	5	RF+1	6	300	
_				-				
Quad Be	am Sabers	5	Melee	ATK+2 Hits	-	7	300	A V
		۲۸	Л-11 This a	ttack Blindsid	es one target			
Close Co	mbat [CC]	- '	Melee	-	-	5P	300	
		Push a	taraet bac	kwards 3" foi	each failed S	ave		
			. 0					
				Moches 9	Pilot Traits			
				Mecha &	riior Trairs		Trait	
When	HP is <50%	gain: Ene	my player	loses 1 Mom	entum per rou	nd.		Biosensor - The O
			,	ь .		,	+V - ·	
Immu		•			nies lose [M-1	]	Trait	Newtype Pressure
	NT Flash: Th	ree times	oer game ç	jain +3 Block	s this turn.		+XX	71. 7
When v	ou activate c	hoose a h	onus for thi	s turn. +2 PFI	V OR +200 D	MG	Pilot	Megalomaniac
TTHEIT Y	oo aciivale c	iloose a b	01103 101 1111	3 10111. 1 Z T E1	1 OK 1 200 D	,,o.	Trait II	megalollidilde.

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	Bolinoak	Sammahn	MS	Attacker	Heavy Arms	6	5	500	
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Sensors Move		PMX-002	9	Giant	3	3	-10	
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
N VY	20"	16"	2	10	10d10	+5	+1	6600	
	Wed	ipons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
	Twin Bean	n Tomahawk	3	Melee	ATK+1 Hit	-	6	300	
			Reroll 1s & 2s on ATK						
H DON T	Shiel	d [S2]	1	-	+2 Blocks	-	-	-	
					-				
	Killer Claws		1	Melee	-	-	4	400	
	Close Combat [CC]		[٨	-	ttack Blindsid	es one target			
			-	Melee		-	5P	300	
				•	kwards 3" foi	each failed S			
	TL Bean	n Guns [E]	2	24"	4	RF+3	6	300	
					-				
	TL Missile	Salvo [X]	2	48"	7	-	3	300	
					Single Use				
			ha & Pilot		<del> </del>		!!		
Stealth Ambusher		•				enemy is withi		Trait	
	Gain	Tactical Adv		•		arget within 2	4".	+II Trait	
Newtype I	lmmune to Blindside  NT Flash: Once per game gain +3 Blocks this turn.								
••	ГА							+V	
Driven	_				ırn 5" closer	•		Pilot	
	All we	apons gain	+ I HII this	turn it you	activated du	ue to Return Fi	re.	Trait I	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Palace	Athene	MS	Firepower	Heavy Arms	6	5	500	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Recco	a Londe	PMX-001	12	Giant	2	5	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
16"	14"	3	13	6d10	+4	+1	8000	
Wed	ipons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
TL Long Be	am Rifle [E]	4	40"	5	RF+2	5	300	
				-				
Small Sh	nield [S1]	1	-	+1 Block	-	-	-	
				-				
Needle M	issiles [X](2)	2	8"	8	RF+8 Hits	2	100	
			Two Uses	Overwatc	h VIII Hits			
Scattering	g Beams [E]	2	16"	4	RF+1 Hits	5	300	
			(	Overwatch VI	1			
TL Antiship	Missile [X]	2	48"	3	RF-1	4	1000	
		S	ingle Use	+4 Hits vs S	Size 2+ Units			
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	ı target bacı	kwards 3" foi	each failed S	ave		The second secon
				Mecha & I	Pilot Traits			
Immune to Blindside Trait								
	NT Flash:	+V	Newtype I					
Vs Shoot	ina attacks is	nnrove the	a honus to F	odge and G	ouard by 1 (M	ax 3)	Pilot	Elusive
v 5 3110011	ing unders if	iibiove ilie	E DOLIOS TO L	Jouge and G	outu by I (M	ux 3)	Trait I	LIUSIVE

	11	NI access	T	Role	C.,:l	Performance	Frame	Points
	Unit Name Qubeley		Type MS	Battler	Special Heavy Arms		4	750
		Pilot	Model	EQ Slots	Size 0		Armor+	Cost+
		ın Karn	AMX-004		Giant	A	-2	-7
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	32" 18"		2	13	9d10	+6	+0	2600
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Funnels [E]		3	Sensors	6	-	5	200
	.,			Requires Ps	ycommu or P	sychoframe		
	Funn	els [E]	3	Sensors	6	-	5	200
				Requires Ps	ycommu or Ps	sychoframe		
	TL M	PC [E]	2	24"	4	RF+3	6	300
					-			
	Twin Bec	ım Sabers	2	Melee	ATK+1 Hit	-	8	300
	Close Combat [CC]				-			
			-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" for	each failed S	ave	
Auror (1888)	-							
		Mos	ha & Pilot	Traite				
	[AA 1] [Ero				tack with Rite	, Funnels or a	\\/iro	Trait
Psycommu		•		Ŭ	de but must Ir	•	vvii e-	+V
			, ,	•		nies lose [M-1	1	Trait
Newtype Pressure	IIIIII				ain +3 Block	-	J	+XX
	Onc					ard & Counter		Pilot
Lone Wolf		•	•		•			Trait II
(600nt) Fine Pie's MK-II i	When this unit activates if there are no allies within 16" gain [M+1] is a Skilled Pilot with Cyber NT II & Reckless instead of NT Pressure & Lone W							
(000pi) Lipe i le s Mik-li i	Immune to Blindside							Trait
Cyber Newtype II		Twic	ce per game gain +3 Blocks this turn.					
		iwic	te per game gam +3 blocks mis form.					+X Pilot
Reckless		In Rounds	2+ gain [۸	۸+2] on yo	ur turn if HP 🤅	>=50%.		Trait I
								Hall

		-			n (	-				
	Name	Туре	Role	Special	Performance	Frame	Points			
	ania	MS	Battler	Heavy Arms		4	900			
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	3 1 8 11		
Hama	ın Karn	PMX-004					8	-3 6 Nh 5 8 6 1		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
32"	16"	2	13	9d10	+5	+2	8600	A SHEW TO THE		
Wea							DMG			
Funn	els [E] 3 Sensors 6 - 5 200									
			Requires Ps	ycommu or Pa	sychoframe					
Funn	els [E]	200								
			Requires Ps	ycommu or Pa	sychoframe					
Funn	els [E]	3	Sensors	6	-	5	200	VEXX HEX		
			Requires Ps	ycommu or P	sychoframe			A HEKN		
Large Bed	am Rifle [E]							M D A		
J				-						
Quad Be	am Sabers	5	Melee	ATK+2 Hits	-	7	300			
		۲۸	Л-1] This a	ttack Blindsid	es one target			11/200		
Close Co	mbat [CC]	- '	Melee	-	-	5P	300	TIME		
		Push a	taraet bac	kwards 3" foi	r each failed S	ave				
			y y		Pilot Traits					
[M-1] [Free Action] Make an All Ranged Attack with Bits. Funnels or a Wire-										
Guided weapons they gain Blindside but must Indirect Fire.										
Impune to Blindside   At the end of the Round enemies lose [M-1]										
		T Flash: Three times per game gain +3 Blocks this turn.								
					ard & Counter		Pilot			
	•	•		•			Trait II	Lone Wolf		
vvner	n this unit act	ivates it th	ere are no	ailles Within	16" gain [M+	1]	ITAIT II			



Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Queen	Mansa	MS	Battler	Heavy Arms	7	4	1000	
Ace	Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Ple	Two	NZ-000	1 <i>7</i>	Massive	3	3	3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
32"	16"	2	13	9d10	+6 +1		6100	
Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
TL MA	MPC [E]	5	48"	4	RF+1	6	400	
				-				
Funn							200	
	Requires Psycommu or Psychoframe							
Funn	• •						200	
	Requires Psycommu or Psychoframe						·	
Funn						200		
	Requires Psycommu or Psychoframe							
Large Be	rge Beam Saber 3 Melee 8					400		
	· .							
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" for	each failed S	ave		
				Mecha & I	Pilot Traits			
[M-1] [Fre	ee Action] Mo	ake an All	Ranged At	tack with Bits	, Funnels or a	Wire-	Trait	Psycommu
C	Guided weap	ons they	gain Blindsi	de but must Ir	ndirect Fire.		+٧	rsyconino
		lmm	une to Blind	lside			Trait	Cultura Navidana II
Twice per game gain +3 Blocks this turn.							+X	Cyber Newtype II
Block 7 [E] shots vs each attack action then total the ARM PEN of those shots.							Trait	15:1155 . 1
If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.							+XX	I-Field [Barrier]
[M-2] If this unit Blocks all shoooting attacks from an [E]nergy weapon								[E] D. () .:
It may redirect 3 Hits to a target within 16"								[E]nergy Reflection
Once	e per Round	gain both	Guard & D	odge or Gu	ard & Counter	•	Pilot	Lone Wolf
When	this unit act	ivates if th	nere are no	allies within	16" gain [M+	1]	Trait II	LONE TYON

MechaStellar VER 9



Unit	Unit Name		Role	Special	Performance	Frame	Points
Gaz	za C	MS	Raid		5	1	100
Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Neo Ze	on Pilot	AMX-003	3	Giant	1	-1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	18"	1	10	6d10	+5	+0	1100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" fo	r each failed S	ave	
			_				

Ma	cha	& P	ilot	Traits

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

Fatal Design Flaw This unit is destroyed after Transforming out of Jet Mode 3 times.

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Ga	Gaza E		Raid		5	1	150	向け躍起
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	A COPT
Neo Ze	eon Pilot	AMX-007	5	Giant	3	-1	-1	500
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	L L
10"	22"	1	10	6d10	+5	+0	1100	36
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	A BREET
Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300	000
				-				Ĭ
TL Beam (	Cannons [E]	2	48"	4	RF-1	5	400	0
				-				ſ
Beam	Saber	1	Melee	-	-	8	300	ı
				-				1
Close Co	mbat [CC]	-	Melee	-	-	5P	300	6
		Push a	target back	kwards 3" fo	r each failed S	ave		
				Mecha &	Pilot Traits			
		,	,				т •.	

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



Gaza D		Unit	Name	Туре	Role	Special	Performance	Frame	Points
Neo Zeon Pilot								1	160
Sensors   Move   Actions   Shooting   Melee   Evade d10   ARM sv   H		Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
10"   20"   1   10   6d10   +5   +0   11     Weapons   EQ   Range   Attacks   Close Range   PEN   DN   Hi-Power B.Rifle   E    2   32"   4   RF+1   7   30     -		Neo Ze	on Pilot	AMX-006	7	Giant	2	-1	
Weapons   EQ   Range   Attacks   Close Range   PEN   DM		Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
Hi-Power B.Rifle [E] 2 32" 4 RF+1 7 30  TL Missile Pod [X] 2 32" 8 RF+3 Hits 3 20  Single Use  TL Missile Salvo [X] 2 48" 7 - 3 30  Single Use  Beam Saber 1 Melee 8 30  Close Combat [CC] - Melee 5P 30  Push a target backwards 3" for each failed Save		10"	20"	1	10	6d10	+5	+0	1100
TL Missile Pod [X] 2 32" 8 RF+3 Hits 3 20  Single Use  TL Missile Salvo [X] 2 48" 7 - 3 30  Single Use  Beam Saber 1 Melee 8 30  Close Combat [CC] - Melee 5P 30  Push a target backwards 3" for each failed Save		Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Missile Salvo [X] 2 48" 7 - 3 30 Single Use  Beam Saber 1 Melee 8 30 Close Combat [CC] - Melee 5P 30 Push a target backwards 3" for each failed Save		Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
TL Missile Salvo [X] 2 48" 7 - 3 30 Single Use  Beam Saber 1 Melee 8 30 Close Combat [CC] - Melee 5P 30 Push a target backwards 3" for each failed Save						-			
TL Missile Salvo [X] 2 48" 7 - 3 30  Single Use  Beam Saber 1 Melee 8 30  Close Combat [CC] - Melee 5P 30  Push a target backwards 3" for each failed Save		TL Missile Pod [X]		2	32"	8	RF+3 Hits	3	200
Single Use  Beam Saber 1 Melee 8 3C  Close Combat [CC] - Melee 5P 3C  Push a target backwards 3" for each failed Save						Single Use			
Beam Saber 1 Melee 8 30  Close Combat [CC] - Melee 5P 30  Push a target backwards 3" for each failed Save		TL Missile Salvo [X]		2	48"	7	-	3	300
Close Combat [CC] - Melee 5P 3C  Push a target backwards 3" for each failed Save						Single Use			
Push a target backwards 3" for each failed Save		Beam	Saber	1	Melee	-	-	8	300
Push a target backwards 3" for each failed Save						-			
		Close Co	mbat [CC]	-	Melee	-	-	5P	300
Warship & Captain Traits	The second second			Push a	target back	cwards 3" foi	r each failed S	ave	
			Warshi	p & Capta	in Traits				
Let Transformation While transformed agin: Move+10" & Fly   Melee Block (5+ to 9+)	let Transformation	While	transformed	dain. Mo	ve+10" & F	Iv   Melee F	Block (5+ to 9	+)	Trait
+ + + + + + + + + + + + + + + + + + +	Jet Hanstoffhanon	7711116	i diisioille	gail. MO	+C - 10 Q 1	17   Melec I	310CK (3 1 10 7	٠,	+

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gal	lus-J	MS	Interceptor		5	1	120
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Neo Ze	eon Pilot	AMX-101	4	Giant	3		-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	10	5d10	+6	+0	1600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power	B.Pistol [E]	2	16"	4	RF+1 Hits	5	300
				Overwatch IV	′		
TL AA M	\issiles [X]	2	16"	10	RF+10 Hits	2	100
			Single Use	Overwate	ch VIII Hits		
Hand V	ulcans [K]	-	8"	4	RF+4 Hits	-	100
	[M-	-1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	wards 3" for	r each failed S	ave	
			-				



No   Firepower   Heavy Arms   5   1   180		Unit	Name	Туре	Role	Special	Performance	Frame	Points
Neo Zeon Pilot		Basic Pilot Neo Zeon Pilot Sensors Move 10" 16" Weapons TL Missile Salvo [X] (3) TL Micromissiles [X] (2)		MS	Firepower	Heavy Arms	5	1	180
Sensors   Move   Actions   Shooting   Melee   Evade d10   ARM SV   HP		Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
10"   16"   3   11   4d10   +3   +0   1100     Weapons   EQ   Range   Attacks   Close Range   PEN   DMG   TL Missile Salvo [X] (3)   6   48"   7   - 3   300     Three Uses   TL Micromissiles [X] (2)   4   32"   10   RF+8 Hits   2   100   Two Uses   Enemy target must reroll 9s & 10s on Evade   Scattering Beams [E]   2   16"   4   RF+1 Hits   5   300   Overwatch VI   Beam Saber   1   Melee   -   8   300   Close Combat [CC]   -   Melee   -   5P   300   South Park   Sout		Neo Ze	on Pilot	AMX-102	13	Giant	3	-1	2
Weapons	A	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
TL Missile Salvo [X] (3) 6		10"	16"	3	11	4d10	+3	+0	1100
Three Uses   TL Micromissiles [X] (2)		Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Micromissiles [X] (2)	3118	TL Missile S	Salvo [X] (3)	6	48"	7	-	3	300
Two Uses   Enemy target must reroll 9 s & 10s on Evade   Scattering Beams   E   2   16"   4   RF+1 Hits   5   300   Overwatch VI						Three Uses			
Scattering Beams [E]   2   16"   4   RF+1 Hits   5   300		TL Micromi	ssiles [X] (2)	4	32"	10	RF+8 Hits	2	100
Overwatch VI  Beam Saber 1 Melee 8 300  Close Combat [CC] - Melee 5P 300				Two Uses	Enemy tar	get must rero	II 9s & 10s or	Evade	
Beam Saber 1 Melee 8 300  Close Combat [CC] - Melee 5P 300		Scattering	Beams [E]	2	16"	4	RF+1 Hits	5	300
Close Combat [CC] - Melee 5P 300					(	Overwatch VI	1		
		Beam	Saber	1	Melee	-	-	8	300
						-			
Push a target backwards 3" for each failed Save		Close Co	mbat [CC]	-	Melee	-	-	5P	300
				Push a	target back	kwards 3" foi	each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gal	lus-K	MS	Firepower		5	1	150
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Neo Ze	eon Pilot	AMX-101K	6	Giant	3	1	2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	2	11	4d10	+4	+0	2100
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Hvy Beam	Cannon [E]	4	48"	4	RF-1	7	400
-				-			
Missile	Salvo [X]	1	48"	5	-	3	300
				Single Use			
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200
				Single Use			
Close Co	Close Combat [CC]		Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	
			Ū				



Trait -I

	Unit Name		Туре	Role	Special	Performance	Frame	Points
	Dre	issen	MS	Raid	Indomitable	6	2	300
			Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
			AMX-009	7	Giant	1	-2	-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	18"	1	10	7d10	+6	+1	2600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Glaive	4	Melee	-	DEF+1 Block	8	300
			Blo	cks do not s	tack with Shie	elds or Barrier	s	
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
	Push a target backwards 3" for each failed Save						ave	
	Beam V	ulcans [E]	-	8"	3	RF+2 Hits	3	100
		[M-	-1] to Use	[Free Ac	tion]   Requ	vires a Skilled	/ Ace Pi	lot
	Tri Beam	Blades [E]	3	16"	6	RF+3 Hits	8	100
The contract of the contract o			Ener	ny target m	ust reroll 9s &	& 10s on Evad	le	
		Mec	ha & Pilot	Traits				
EL	V. Cl			. l	\	1 / 1 /	. 2\	Pilot
Elusive	vs Snoot	ing arracks if	nprove the	DONUS TO L	loage and G	and Guard by 1 (Max 3)		
6 11/								Pilot
Seasoned Veteran	Gain $[M+1]$ or $+1$ Focus Action when this unit activates.							

Linit	Name	Туре	Role	Special	Performance	Eramo	Points		<b>V</b>		
	issen	MS		Indomitable		2	200				W/
	c Pilot	Model				Armor+			-45		N. B
	eon Pilot	AMX-009		Giant	1	-2	-4	SIL	THE	A CA	MA
Sensors	Move	Actions	·		Evade d10			Since	35	V	
14"	18"	1	10	7d10	+6	+1	2600		The same of		ARCA!
	ipons	EQ	Range		Close Range	PEN	DMG	161/2		200	
	Glaive	4	Melee	-	DEF+1 Block	•	300	Milly			
		Blo	cks do not s	tack with Shie	elds or Barrier	s					LA
Close Co	mbat [CC]	-	Melee	_	_	5P	300				
		Push a	target back	kwards 3" foi	each failed S	ave			V		
Beam V	ulcans [E]	-	8"	3	RF+2 Hits	3	100	111	1	Ai	
	[M-	1] to Use	[Free Ac	tion]   Requ	vires a Skilled	/ Ace Pi	lot	V.	No.	/ W	
Tri Beam	Blades [E]	3	16"	6	RF+3 Hits	8	100			1	
		Ener	ny target m	ust reroll 9s 8	& 10s on Evad	le		1			
For +20	Opts a Dreiss	sen may t	ake a Hi-Pa	wer Beam R	lifle or a Rock	cet Bazo	oka	4		187	
Rocket Bo	azooka [K]	2	32"	4	RF+1	3	700	9			
			+ 7	Hit vs Size 3	3+			1 1			
Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300		1		
				_					134		
								H. L. Tana		CHEST WITH A	TORREST BALL



Flash

**Grand Strategist** 

ſ	Unit	Name	Туре	Role	Special	Performance	Frame	Points
Ì	Dwadge	e Custom	MS	Raid		5	2	240
Ò	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Desert	Rommel	MS-09H	2	Giant	3	2	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	20"	1	10	6d10	+5	+0	3600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
ĺ	Hvy Beam	Cannon [E]	4	48"	4	RF-1	7	400
					-			
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	vires a Skilled	/ Ace Pi	lot
	Heat	Saber	1	Melee	-	-	5	300
				Reroll	1s on ATK 8	& DEF		
	Heat	Hawk	1	Melee	-	-	5	300
				Rero	II 1s & 2s on	ATK		
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
		Mecl	na & Pilot	Traits				
	[/	M-1] Once p	er game t	emporarily	blind a targe	et within 8".	<u> </u>	Trait

Your next attack against them this turn gains Blindside.

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.

0	Tanic	1,000	KOIC	op coo	1 CHOIMANCC	Trume	1 011113	
EWAC	C Zack	MS	Interceptor		5	1	230	
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	(
Zeon or T	itans Pilot	RMS-119	4	Giant	2	2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	2
28"	12"	1	10	5d10	+6	+0	2600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hizack M	λ.Gun [K]	2	24"	8	RF+4 Hits	-	200	
			(	Overwatch IV	/			
Light Sh	ield [S0]	1	-	+1 Block	-	-	-	
		C	an only Bloc	k DMG 300	or less Shots			
Beam	Saber	1	Melee	-	-	8	300	
				-				S-AN
Close Cor	mbat [CC]	-	Melee	_	-	5P	300	
								1
				Mecha &	Pilot Traits			

Type Role Special Performance Frame Points

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

Unit	Unit Name		Role	Special	Performance	Frame	Points
Deser	t Zaku	MS	Battler		5	1	100
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon R	emnants	MS-06D	3	Giant		2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	8"	1	11	7d10	+5	+0	2600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
			(	Overwatch IV	/		
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200
				Single Use			
Heat	Hawk	1	Melee	-	-	5	300
			Rero	II 1s & 2s on	ATK		
Shoulder	Tackle [CC]	-	Melee	-	-	5P	300
		Push o	target back	kwards 3" for	r each failed S	ave	



+1

Pilot

Trait II