



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam MK II	MS	Battler	Indomitable	6	4	450	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kamille 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
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 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							
You may swap a Beam Rifle for a Clay Bazooka or take both for +20pts.							
Clay Bazooka [K]	2	32"	4	RF+1	3	700	
+1 Hit vs Size 3+							

Mecha & Pilot Traits

Newtype II	Immune to Blindside	Trait	
	NT Flash: Twice per game gain +3 Blocks this turn.	+X	
Another Pointless Death	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)	Pilot Trait II	
For +10pts the Gundam MK II is equipped with the Flying Armor and gains:			
Swooping Entrance	Gain Move+5" & Fly during the first round of battle.	Trait	+1

Unit Name	Type	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
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 Action] Requires a Skilled / Ace Pilot							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Gain a Clay Bazooka for +20pts. Gain Mega Bazooka Launcher for +50pts.							
Clay Bazooka [K]	2	32"	4	RF+1	3	700	
+1 Hit vs Size 3+							
Mega Bzk Launcher [E]	5	72"	3	RF+4 Hits	9	700	
[M-4] to use AOE: 4" Wide Line Cannot Move this turn.							

Mecha & Pilot Traits

	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait	
	Once per game Block up to 3 Hits from an [E]nergy Shooting Weapon.	+X	Gold Anti-Beam Coating
	[M-1] You may fire one weapon out of this unit's rear firing arc.	-	Newtype 360 Firing Arc
	Immune to Blindside	Trait	
	NT Flash: Twice per game gain +3 Blocks this turn.	+X	Newtype II
	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.	Pilot Trait I	
	When this unit is destroyed gain [M+3].		Spacenoid Ideals
	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	I came here to laugh at you



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam MK II	MS	Battler	Indomitable	6	4	350	
Skilled 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
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 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

Newtype I	Immune to Blindside	Trait	
	NT Flash: Once per game gain +3 Blocks this turn.	+V	
Inspiring Pilot	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	

Unit Name	Type	Role	Special	Performance	Frame	Points	
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	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Backshield [S0]	1	-	+2 Blocks	-	-	-	
Can only Block in the Rear Arc							
TL Fire SPT Missiles [X]	2	48"	10	RF-4	2	200	
Single Use Indirect Fire (R:32" to 40"+Sensors)							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

	Immune to Blindside	Trait	
	NT Flash: Once per game gain +3 Blocks this turn.	+V	Newtype I
	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Inspiring Pilot
	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert

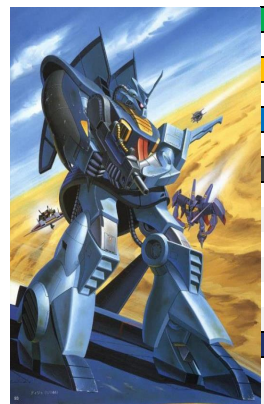




Unit Name	Type	Role	Special	Performance	Frame	Points	
Zeta Gundam	MS	Raid	Indomitable	7	4	600	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kamille Bidan	MSZ-006	6	Giant			-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	16"	1	12	9d10	+6	+1	4600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Zeta Beam Rifle [E]	3	40"	4	RF+1	7	300	
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200	
Overwatch IV Single use (Attack or Overwatch)							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Small Shield [S1]	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)					Trait +III	
Zeta Rifle Throw	[Action] [M-1] Zeta Gundam throws its rifle R: 16" Attacks 5 PEN 8 DMG 300 and gains Blindside. The Rifle is then lost.					-	
Newtype III	Immune to Blindside NT Flash: Three times per game gain +3 Blocks this turn.					Trait +XV	
Another Pointless Death	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)					Pilot Trait II	



Unit Name	Type	Role	Special	Performance	Frame	Points	
Zeta Gundam	MS	Raid	Indomitable	7	4	750	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kamille Bidan	MSZ-006	11	Giant			-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	16"	1	12	9d10	+6	+1	4600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hyper M.Launcher [E]	3	48"	6	RF-2	5	400	
[M-1] to use							
Zeta Beam Rifle [E]	3	40"	4	RF+1	7	300	
Beam Confuse [E]	2	16"	5	-	5	200	
[M-2] to use AOE: 8" Wide Circle							
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200	
Overwatch IV Single use (Attack or Overwatch)							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Small Shield [S1]	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Ramming Speed [CC]	-	Melee	-	-	-	600	
After attacking lose 1000 HP							
Mecha & Pilot Traits							
Once per Game deal bonus Critical Hits in melee equal to 1 plus the combined Newtype Level of all defeated Newtype Pilots this battle.						Trait +V	Biosensor - Zeta
Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.						Trait +V	Waverider Crash
While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)						Trait +III	Jet Transformation
[Action] [M-1] Zeta Gundam throws its rifle R: 16" Attacks 5 PEN 8 DMG 300 and gains Blindside. The Rifle is then lost.						-	Zeta Rifle Throw
Immune to Blindside NT Flash: Three times per game gain +3 Blocks this turn.						Trait +XV	Newtype III
When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.						Pilot Trait II	Fearsome



Unit Name	Type	Role	Special	Performance	Frame	Points	
Dijeh	MS	Raid	Indomitable	6	3	830	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro 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 Bazooka [K]	2	32"	4	RF+1	3	700	
+1 Hit vs Size 3+							
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
You may swap a Clay Bazooka for a Beam Rifle or take both for +20pts.							
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300	
Mecha & Pilot Traits							
Newtype III	Immune to Blindside NT Flash: Three times per game gain +3 Blocks this turn.					Trait +XV	
Legendary Pilot	Gain [M+2] or +2 Focus Actions when this unit activates.					Pilot Trait II	

Unit Name	Type	Role	Special	Performance	Frame	Points	
Dijeh SE-R	MS	Raid	Assault	6	3	560	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
AE Test Pilot	SE.DJ-1R	4	Giant			-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 Double-Saber	2	Melee	ATK+1 Hit	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							
You may swap a Clay Bazooka for a Beam Rifle or take both for +20pts.							
Clay Bazooka [K]	2	32"	4	RF+1	3	700	
+1 Hit vs Size 3+							





Unit Name	Type	Role	Special	Performance	Frame	Points	
ZZ Gundam	MS	Firepower	Indomitable	7	5	650	
Skilled 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
Weapons		EQ	Range	Attacks	Close Range	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 AOE: 3" Wide Line Single Use Skip your next Turn							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Melee Shield [SO]	2	-	+1 Block	-	-	-	
Can only Block in Engagement range (Includes Overwatch)							
Hyper Beam Saber	2	Melee	ATK+1 Hit	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III
Newtype II	Immune to Blindside NT Flash: Twice per game gain +3 Blocks this turn.	Trait +X
Fighting Spirit	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Full Armor ZZ Gundam	MS	Firepower	Heavy Arms	7	5	900	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Judau 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Mega B.Cannon [E]	5	48"	4	-	7	400	
TL Missile 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 AOE: 3" Wide Line Single Use Skip your next Turn							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Melee Shield [SO]	2	-	+1 Block	-	-	-	
Can only Block in Engagement range (Includes Overwatch)							
Hyper Beam Saber	2	Melee	ATK+1 Hit	-	8	300	

Mecha & Pilot Traits

Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V
Biosensor - Zeta	Once per Game deal bonus Critical Hits in melee equal to 1 plus the combined Newtype Level of all defeated Newtype Pilots this battle.	Trait +V
Newtype III	Immune to Blindside NT Flash: Three times per game gain +3 Blocks this turn.	Trait +XV
Furious Fusillade	+1 to Precision and Barrage (Max 3). Barrage lets you change your weapons Rapid Fire to RF+1	Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points	
Enhanced ZZ Gundam	MS	Firepower	Indomitable	7	5	850	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Judau Ashta	MSZ-010S	18	Giant	3	3	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	16"	2	13	7d10	+6	+2	7600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Mega B.Cannon [E]	5	48"	4	-	7	400	
TL Missile Salvo [X] (3)	6	48"	7	-	3	300	
Three Uses							
ZZ Mega Cannon [E]	3	72"	3	RF+3 Hits	8	700	
[M-3] to use AOE: 3" Wide Line Single Use Skip your next Turn							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Melee Shield [SO]	2	-	+1 Block	-	-	-	
Can only Block in Engagement range (Includes Overwatch)							
Hyper Beam Saber	2	Melee	ATK+1 Hit	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Once per Game deal bonus Critical Hits in melee equal to 1 plus the combined Newtype Level of all defeated Newtype Pilots this battle.	Trait +V	Biosensor - Zeta
While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III	Jet Transformation
Immune to Blindside NT Flash: Three times per game gain +3 Blocks this turn.	Trait +XV	Newtype III
+1 to Precision and Barrage (Max 3). Barrage lets you change your weapons Rapid Fire to RF+1	Pilot Trait II	Furious Fusillade



Unit Name	Type	Role	Special	Performance	Frame	Points	
Zeta Gundam	MS	Raid	Indomitable	7	4	450	
Skilled 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Zeta Beam Rifle [E]	3	40"	4	RF+1	7	300	
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200	
Overwatch IV Single use (Attack or Overwatch)							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Small Shield [S1]	1	-	+1 Block	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III	Jet Transformation
Immune to Blindside NT Flash: Once per game gain +3 Blocks this turn.	Trait +V	Newtype I
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Well Trained



Unit Name	Type	Role	Special	Performance	Frame	Points	
Rick Dias	MS	Raid	Indomitable	5	3	230	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Roberto	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+							
TL Beam Pistol [E]	2	16"	4	RF+2 Hits	5	300	
Overwatch IV							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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 I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Rick Dias	MS	Raid	Indomitable	5	3	230	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Apolly	MSA-099	5	Giant	2	-3	-9	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	20"	1	11	8d10	+5	+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+							
TL Beam Pistol [E]	2	16"	4	RF+2 Hits	5	300	
Overwatch IV							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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.	-	Limited 360 Firing Arc
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Wisecracking Pilot



Unit Name	Type	Role	Special	Performance	Frame	Points	
Rick Dias II	MS	Raid	Indomitable	6	3	290	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
AEUG 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
Weapons	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							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

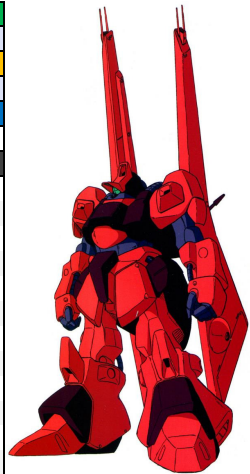
Mecha & Pilot Traits

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 I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Schuzrum Dias	MS	Raid	Indomitable	6	3	300	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Neo Zeon or AEUG	RMS-099B	7	Giant	4	-3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	24"	1	11	8d10	+6	+1	2600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Beam Cannons [E]	2	48"	4	RF-1	5	400	
-							
Clay Bazooka [K]	2	32"	4	RF+1	3	700	
+1 Hit vs Size 3+							
TL Beam Pistol [E]	2	16"	4	RF+2 Hits	5	300	
Overwatch IV							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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.	-	Limited 360 Firing Arc
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)		Pilot Trait I	Elusive





Unit Name		Type	Role	Special	Performance	Frame	Points
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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM II Beam Rifle [E]		1	24"	4	RF+2	6	300
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							

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 Nemo may swap its rifle for a GM Rifle for +10pts.							



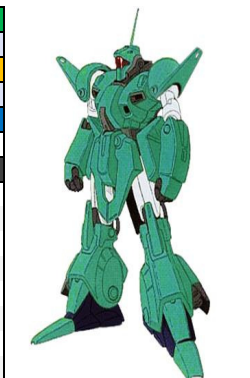
Unit Name		Type	Role	Special	Performance	Frame	Points
Nemo		MS	Interceptor		6	1	160
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG Pilot		MSA-003	4	Giant	2	2	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	10	5d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM II Beam Rifle [E]		1	24"	4	RF+2	6	300
Command Shield [S2]		2	-	+2 Blocks	-	-	-
+1 Block vs DMG 200 or less							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

The Nemo may swap its rifle for a Cannon or +10pts for a Clay Bazooka [K]							
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Artillery Cannon [K]	1	48"	5	RF-2	-	400	
Indirect Fire (R:32" to 40"+Sensors)							
Clay Bazooka [K]	2	32"	4	RF+1	3	700	
+1 Hit vs Size 3+							
The Nemo High-Maneuver variant is +20pts and is Move 15"							



Unit Name		Type	Role	Special	Performance	Frame	Points
Methuss		MS	Raid		5	1	100
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG Pilot		MSA-005	3	Giant			-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	10	6d10	+5	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Beam Pistol [E]		2	16"	4	RF+2 Hits	5	300
Overwatch IV							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							Trait
Jet Transformation		While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)					+III

Unit Name		Type	Role	Special	Performance	Frame	Points
Nemo II		MS	Interceptor		6	1	170
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG Pilot		MSA-004	4	Giant	3	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	10	5d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM II Beam Rifle [E]		1	24"	4	RF+2	6	300
Command Shield [S2]		2	-	+2 Blocks	-	-	-
+1 Block vs DMG 200 or less							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
Methuss Kai		MS	Raid		5	1	130
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG Pilot		MSA-005S	6	Giant			-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	10	6d10	+5	+0	1600
Weapons		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 Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							Trait
Jet Transformation		While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)					+III

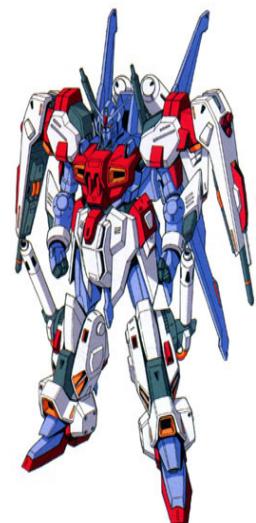
Unit Name		Type	Role	Special	Performance	Frame	Points
Nemo III		MS	Firepower		6	1	200
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AE Test Pilot		MSA-004K	3	Giant	3	2	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	14"	2	11	4d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM II Beam Rifle [E]		1	24"	4	RF+2	6	300
Beam Cannon [E]		1	48"	4	RF-2	5	400
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							





Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam MK III	MS	Battler	Indomitable	6	4	300	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
AEUG / Karaba 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300	
TL Hyper B.Cannon [E]	3	48"	4	-	5	400	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Beam Saber	1	Melee	-	-	8	300	

Unit Name	Type	Role	Special	Performance	Frame	Points	
Full Armor Gundam MK II	MS	Battler	Heavy Arms	6	4	300	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
AEUG / Karaba Pilot	FA-178	6	Giant	2	5	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	13"	2	12	8d10	+5	+1	7000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300	
Grenade Launchers [X]	1	16"	4	RF+4 Hits	3	200	
<i>Overwatch IV Single use (Attack or Overwatch)</i>							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Melee Shield [S0]	2	-	+1 Block	-	-	-	
<i>Can only Block in Engagement range (Includes Overwatch)</i>							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							



Unit Name	Type	Role	Special	Performance	Frame	Points	
Full Armor Gundam MK-III	MS	Firepower	Heavy Arms	6	4	350	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
AEUG / Karaba 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300	
TL Hyper B.Cannon [E]	3	48"	4	-	5	400	
TL High Beamgun [E]	2	24"	4	RF+3	6	300	
Grenade Launchers [X]	1	16"	4	RF+4 Hits	3	200	
<i>Overwatch IV Single use (Attack or Overwatch)</i>							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Beam Saber	1	Melee	-	-	8	300	

Unit Name	Type	Role	Special	Performance	Frame	Points	
Guncannon DT	MS	Firepower	Indomitable	5	2	200	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Karaba	MSA-005K	7	Giant	-1	-2	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	8"	2	11	5d10	+4	+1	2600
Weapons		EQ	Range	Attacks	Close Range	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 Launcher [X]	1	16"	4	RF+4 Hits	3	200	
<i>Overwatch IV Single use (Attack or Overwatch)</i>							
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300	
<i>Overwatch IV</i>							
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Mecha & Pilot Traits							Trait
While transformed gain: Focus action on your turn Melee Block (5+ to 7+)						+1	Transform (Artillery)





Unit Name	Type	Role	Special	Performance	Frame	Points
Hyaku Shiki Kai (HSK)	MS	Interceptor	Indomitable	6	4	400
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG / Karaba Pilot	MSR-100	7	Giant	2	-3	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
20"	14"	1	11	7d10	+8	+1
Weapons		EQ	Range	Attacks	Close Range	PEN
Hi-Power B.Rifle [E]		2	32"	4	RF+1	7
Beam Gatling [E]		3	32"	5	RF+3 Hits	4
Overwatch IV						
Grenade Launchers [X]		1	16"	4	RF+4 Hits	3
Overwatch IV Single use (Attack or Overwatch)						
Beam Vulcans [E]		-	8"	3	RF+2 Hits	3
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Beam Saber		1	Melee	-	-	8
Close Combat [CC]						
-		-	Melee	-	-	5P
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Gold Anti-Beam Coating

Gain Armor Save+2 vs [E]nergy Shooting Weapons.
Once per game Block up to 3 Hits from an [E]nergy Shooting Weapon.

Trait
+X

Unit Name	Type	Role	Special	Performance	Frame	Points
Hyaku Shiki Kai (MP)	MS	Interceptor	Indomitable	6	2	300
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG / Karaba Pilot	MSR-100S	6	Giant	1	-3	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
20"	12"	1	10	6d10	+7	+1
Weapons		EQ	Range	Attacks	Close Range	PEN
Hi-Power B.Rifle [E]		2	32"	4	RF+1	7
Beam Gatling [E]		3	32"	5	RF+3 Hits	4
Overwatch IV						
Beam Vulcans [E]		-	8"	3	RF+2 Hits	3
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Beam Saber		1	Melee	-	-	8
Close Combat [CC]						
-		-	Melee	-	-	5P
Push a target backwards 3" for each failed Save						

Mecha & 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.

Trait
+X

Gold Anti-Beam Coating



Unit Name	Type	Role	Special	Performance	Frame	Points
Land Combat HSK	MS	Interceptor	Indomitable	6	4	400
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG / Karaba Pilot	MSK-100S	8	Giant	1	-3	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
20"	12"	1	11	7d10	+6	+1
Weapons		EQ	Range	Attacks	Close Range	PEN
Hi-Power B.Rifle [E]		2	32"	4	RF+1	7
Railgun [K]		1	48"	4	RF-2	2
+1 Hit vs Size 3+ Crit Hits are worth 3 Hits						
Beam Cannon [E]		1	48"	4	RF-2	5
Missile Salvo [X] (2)						
2		48"	5	-	3	300
Two Uses						
Beam Vulcans [E]		-	8"	3	RF+2 Hits	3
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Shield [S2]		1	-	+2 Blocks	-	-
Beam Saber		1	Melee	-	-	8
Close Combat [CC]						
-		-	Melee	-	-	5P
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Gold Anti-Beam Coating

Gain Armor Save+2 vs [E]nergy Shooting Weapons.
Once per game Block up to 3 Hits from an [E]nergy Shooting Weapon.

Trait
+X

Unit Name	Type	Role	Special	Performance	Frame	Points
Full Armor HSK	MS	Firepower	Heavy Arms	6	4	450
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AEUG / Karaba Pilot	FA-100S	13	Giant	3	-4	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
20"	10"	3	12	5d10	+5	+1
Weapons		EQ	Range	Attacks	Close Range	PEN
Long Mega Buster [E]		4	48"	3	RF+2 Hits	7
[M-2] to use AOE: 2" Wide Line						
TL Beam Cannons [E]		2	48"	4	RF-1	5
Mega Particle Gun [E]						
1		24"	4	RF+2	6	300
TL Missile Pod [X] (2)		4	32"	8	RF+3 Hits	3
Two Uses						
Beam Vulcans [E]		-	8"	3	RF+2 Hits	3
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Beam Saber		1	Melee	-	-	8
Killer Knuckle						
1		Melee	-	-	4	400
[M-1] This attack Blindsides one target						
Close Combat [CC]		-	Melee	-	-	5P
Push a target backwards 3" for each failed Save						

Mecha & 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.

Trait
+X

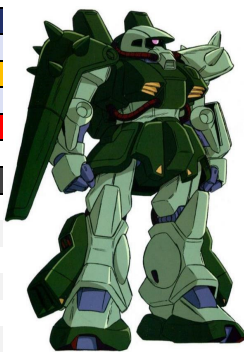
Gold Anti-Beam Coating





Unit Name		Type	Role	Special	Performance	Frame	Points
Hizack		MS	Battler		5	1	120
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Titans / Neo Zeon Pilot		RMS-106	3	Giant	2	2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	11	7d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hizack M.Gun [K]		2	24"	8	RF+4 Hits	-	200
Overwatch IV							
Beam Saber		1	Melee	-	-	8	300
-							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Unit Name		Type	Role	Special	Performance	Frame	Points
Hizack Custom		MS	Sniper		6	1	400
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Titans Pilot		RMS-106CS	4	Giant	3	2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
30"	14"	1	12	4d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Sniper B.Launcher [E]		3	64"	4	RF-2	5	400
-							
Beam Saber		1	Melee	-	-	8	300
-							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							



Unit Name		Type	Role	Special	Performance	Frame	Points
Marasai		MS	Raid	Indomitable	6	2	160
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Titans 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power B.Carbine [E]		2	24"	4	RF+2	7	300
-							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Folding Shield [S1]		1	-	+1 Block	-	-	-
-							
Beam Saber		1	Melee	-	-	8	300
-							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

A Hizack can swap its M.Gun & Beam Saber for a Beam Carbine & Heat Hawk							
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
<i>Reroll 1s & 2s on ATK</i>							
For +20pts a Hizack can equip a TL Missile Pod							
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Missile Pod [X]		2	32"	8	RF+3 Hits	3	200
<i>Single Use</i>							
For +10pts a Hizack equips a Light Shield.							
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Light Shield [S0]		1	-	+1 Block	-	-	-
<i>Can only Block DMG 300 or less Shots</i>							
Feyadeen Rifle [E]		5	48"	4	-	8	300
<i>Ignore target's Cover bonus</i>							
Marasai's may also equip a Feyadeen Rifle for +50pts							



Unit Name		Type	Role	Special	Performance	Frame	Points
Galbady Beta		MS	Battler		5	2	150
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Lila Milla Rira		RMS-117	4	Giant	2	-1	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	14"	1	11	7d10	+5	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
-							
Knuckle Shield [S0]		1	-	+1 Block	-	-	-
<i>Can only Block DMG 300 or less Shots</i>							
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
<i>Single Use</i>							
Beam Saber		1	Melee	-	-	8	300
-							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Unit Name		Type	Role	Special	Performance	Frame	Points
Galbady Beta Custom		MS	Battler		6	2	350
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Filius Stream		RMS-117	10	Giant	2	-1	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
22"	14"	1	11	7d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Custom BeamSniper [E]		5	48"	5	RF-1	7	300
<i>Ignore target's Cover bonus Crit Hits are worth 3 Hits</i>							
GP Shield [S2]		4	-	+2 Blocks	-	-	-
<i>+1 Block vs DMG 300 or less</i>							
Beam Saber		1	Melee	-	-	8	300
-							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							



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

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam MK II	MS	Battler	Indomitable	6	4	300	
Skilled 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
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	
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Shield [S2]	1	-	+2 Blocks	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							
Mecha & Pilot Traits							
Overconfident	In Rounds 2+ gain [M+2] on your turn if HP >=50%.					Pilot Trait I	

Unit Name	Type	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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Barzam Beam Rifle [E]	2	24"	4	RF+3	6	300	
Shield [S2]	1	-	+2 Blocks	-	-	-	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							



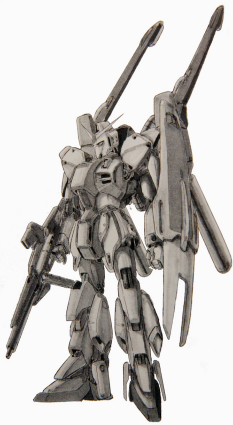
The MK-II / Barzam Kai can swap a Rifle for a Bazooka or take both for +20pts						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Clay Bazooka [K]	2	32"	4	RF+1	3	700
<i>+1 Hit vs Size 3+</i>						
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
<i>Overwatch IV Single use (Attack or Overwatch)</i>						
+10pts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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Asshimar	MS	Raid		5	2	250	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Maj. Buran 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	
<i>Push a target backwards 3" for each failed Save</i>							
Mecha & Pilot Traits							
Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)					Trait +III	
Deadeye	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Precision also lets you may target units engaged in Melee.					Pilot Trait II	

Unit Name	Type	Role	Special	Performance	Frame	Points	
Barzam	MS	Battler	Indomitable	6	1	150	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Titans Pilot	RMS-154	3	Giant	1	-	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	11	8d10	+6	+1	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Barzam Beam Rifle [E]	2	24"	4	RF+3	6	300	
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							





Unit Name	Type	Role	Special	Performance	Frame	Points	
Gundam MK III Eagleley	MS	Battler	Indomitable	6	4	300	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Titans Pilot		RX-166	4	Giant	4	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	18"	1	12	9d10	+5	+1	4600
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
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							



Unit Name	Type	Role	Special	Performance	Frame	Points	
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	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
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
TL Beam Guns [E]		2	24"	4	RF+3	6	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Guntank II	MS	Firepower	Heavy Arms	3	2	150	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Titans 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Long Artillery [K]		3	56"	5	RF-1	-	400
<i>Indirect Fire (R:32" to 40"+Sensors)</i>							
TL Missile Salvo [X] (4)		8	48"	7	-	3	300
<i>Four Uses</i>							
Ramming Speed [CC]		-	Melee	-	-	-	600
<i>After attacking lose 1000 HP</i>							

Unit Name	Type	Role	Special	Performance	Frame	Points	
GM Quel	MS	Interceptor	Assault	5	2	180	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Titans 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Assault Rifle [K]		2	32"	6	RF+2 Hits	-	200
<i>Overwatch IV</i>							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
<i>+1 Block vs DMG 200 or less</i>							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							



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



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gaplant	MS	Raid	Indomitable	5	3	350	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Rosamia Badam	ORX-005	6	Giant	1		-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	18"	1	11	8d10	+5	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Hi-Power B.Rifle [E]	3	32"	4	RF+2	7	300	
Light Shield [S0]	1	-	+1 Block	-	-	-	
<i>Can only Block DMG 300 or less Shots</i>							
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III
Cyber Newtype	Immune 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 I
For +10pts the Gaplant comes with a disposable booster and the below trait.		
Dynamic Entrance	Gain Move+5" & Fly during the first round of battle.	Trait +I



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gaplant	MS	Raid	Indomitable	5	3	450	
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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Hi-Power B.Rifle [E]	3	32"	4	RF+2	7	300	
Light Shield [S0]	1	-	+1 Block	-	-	-	
<i>Can only Block DMG 300 or less Shots</i>							
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III	Jet Transformation
Immune to Blindside Twice per game gain +3 Blocks this turn.	Trait +X	Superior Instincts
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)	Pilot Trait II	Warmonger
For +10pts the Gaplant comes with a disposable booster and the below trait.		
Gain Move+5" & Fly during the first round of battle.	Trait +I	Dynamic Entrance



Unit Name	Type	Role	Special	Performance	Frame	Points	
Psycho Gundam	S.Heavy	Firepower	Indomitable	5	5	1000	
Skilled Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Four Mursame	2	21	Massive			-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	11"	3	11	7d10	+0	+1	12000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
MA Diffuse MPC [E]	4	48"	3	RF+3 Hits	8	700	
<i>[M-3] to use AOE: 3" Wide Line</i>							
Beam Gun Hands [E]	5	24"	5	RF+5	5	300	
Beam Gun Hands [E]	5	24"	5	RF+5	5	300	
Beam Vulcans [E]	-	8"	3	RF+2 Hits	3	100	
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
SH Great Shield [S2]	4	-	+3 Blocks	-	-	-	
Large Beam Saber	3	Melee	-	-	8	400	
Massive Smash [CC]	-	Melee	-	-	7P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Transform (Fortress)	While transformed gain: Move+10" & Fly Melee Block (5+ to 7+)	Trait +V
Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V
Slow and Laborious	You may not Fly or use Power with Full Throttle/Charge. In Melee you AND the Defender gain +X Hits equal to your Size.	Trait -V
Cyber Newtype II	Immune to Blindside Twice per game gain +3 Blocks this turn.	Trait +X
Entwined with Tragedy	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Psycho Gundam MK-II	MS	Firepower	Indomitable	6	5	1000	
Skilled Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
Rosamia Badam	2	18	Massive			-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	11"	3	11	7d10	+3	+1	12000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
MA Diffuse MPC [E]	4	48"	3	RF+3 Hits	8	700	
<i>[M-3] to use AOE: 3" Wide Line</i>							
Wired Beamhands [E]	3	Sensors	5	-	6	200	
<i>Requires (Quasi-)Psycommu</i>							
Wired Beamhands [E]	3	Sensors	5	-	6	200	
<i>Requires (Quasi-)Psycommu</i>							
Psycho BeamSword [E]	5	16"	6	RF+1 Hit	8	300	
Beam Vulcans [E]	-	8"	3	RF+2 Hits	3	100	
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>							
Large Beam Saber	3	Melee	-	-	8	400	
Massive Smash [CC]	-	Melee	-	-	7P	300	
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

While transformed gain: Move+10" & Fly Melee Block (5+ to 7+)	Trait +V	Transform (Fortress)
+1 Block vs [E] Shots [M-1] [Free Action] Make an All Ranged Attack with Wire-Guided weapons they gain Blindside but must Indirect Fire.	Trait +X	Beam Reflector Bits
You may not Fly or use Power with Full Throttle/Charge. In Melee you AND the Defender gain +X Hits equal to your Size.	Trait -V	Slow and Laborious
Immune to Blindside Once per game gain +3 Blocks this turn.	Trait +V	Cyber Newtype
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Elusive





Unit Name	Type	Role	Special	Performance	Frame	Points
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
24"	14"	1	13	6d10	+5	+1
Weapons		EQ	Range	Attacks	Close Range	PEN
Feyadeen Rifle [E]	5	48"	4	-	8	300
			Ignore target's Cover bonus			
TL MPC [E]	2	24"	4	RF+3	6	300
Beam Saber	1	Melee	-	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
Killer Claws	1	Melee	-	-	4	400
			[M-1] This attack Blindsides one target			

Mecha & Pilot Traits

Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III
Newtype I	Immune to Blindside NT Flash: Once per game gain +3 Blocks this turn.	Trait +V
Hunting for a Rival	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Byarlant	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
12"	20"	1	12	9d10	+7	+1
Weapons		EQ	Range	Attacks	Close Range	PEN
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300
Claws [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
TL MPC [E]	2	24"	4	RF+3	6	300

Mecha & Pilot Traits

	Immune to Blindside NT Flash: Once per game gain +3 Blocks this turn. [M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Trait +V Pilot Trait I	Newtype I Driven
	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I	Hunting for a Rival



Unit Name	Type	Role	Special	Performance	Frame	Points
Hambrabi	MS	Interceptor	Indomitable	7	3	350
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Ramsus / Dunkel	RX-139	7	Giant	1	-2	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
18"	12"	1	12	8d10	+7	+1
Weapons		EQ	Range	Attacks	Close Range	PEN
TL Hi-Power B.Rifle [E]	3	32"	4	RF+2	7	300
Arc Whip	1	8"	7	-	7S	-
			Can only be blocked by [Barriers] or [M]			
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
Killer Claws	1	Melee	-	-	4	400
			[M-1] This attack Blindsides one target			
The Hambrabi may take a Feyadeen Rifle for +50pts						
Feyadeen Rifle [E]	5	48"	4	-	8	300
			Ignore target's Cover bonus			

Mecha & Pilot Traits

Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III
Headhunter	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
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
18"	12"	1	12	8d10	+7	+1
Weapons		EQ	Range	Attacks	Close Range	PEN
TL Hi-Power B.Rifle [E]	3	32"	4	RF+2	7	300
Arc Whip	1	8"	7	-	7S	-
			Can only be blocked by [Barriers] or [M]			
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
Killer Claws	1	Melee	-	-	4	400
			[M-1] This attack Blindsides one target			
The Hambrabi may take a Feyadeen Rifle for +50pts						

Mecha & Pilot Traits

	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III	Jet Transformation
	Immune to Blindside Twice per game gain +3 Blocks this turn. When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)	Trait +X Pilot Trait II	Superior Instincts Warmonger





Unit Name	Type	Role	Special	Performance	Frame	Points	
Baund Doc	MS	Attacker	Indomitable	7	4	500	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Rosamia 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
Weapons		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
		<i>[M-2] to use AOE: 2" Wide Line</i>					
Melee Shield [SO]		2	-	+1 Block	-	-	-
		<i>Can only Block in Engagement range (Includes Overwatch)</i>					
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
		<i>Push a target backwards 3" for each failed Save</i>					

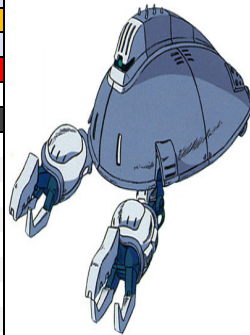
Mecha & Pilot Traits

Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III
Cyber Newtype	Immune 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 I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Baund Doc	MS	Attacker	Indomitable	7	4	500	
Skilled 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
Weapons		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
		<i>[M-2] to use AOE: 2" Wide Line</i>					
Melee Shield [SO]		2	-	+1 Block	-	-	-
		<i>Can only Block in Engagement range (Includes Overwatch)</i>					
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
		<i>Push a target backwards 3" for each failed Save</i>					

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



Unit Name		Type	Role	Special	Performance	Frame	Points
Messala		MS	Raid	Heavy Arms	5	5	600
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Paptimus Scirocco		PMX-000	9	Giant	2	5	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	20"	2	12	8d10	+5	+1	8000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Hvy B.Cannon [E]		3	48"	4	RF-1	5	500
TL Micromissiles [X] (2)		4	32"	10	RF+8 Hits	2	100
<i>Two Uses Enemy target must reroll 9s & 10s on Evade</i>							
Grenade Launchers [X]		1	16"	4	RF+4 Hits	3	200
<i>Overwatch IV Single use (Attack or Overwatch)</i>							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
Beam Saber		1	Melee	-	-	8	300

Mecha & Pilot Traits

Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III
Newtype Pressure	Immune to Blindside At the end of the Round enemies lose [M-1] NT Flash: Three times per game gain +3 Blocks this turn.	Trait +XX
Mechanical Genius	When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
The O		MS	Battler	Heavy Arms	7	5	750
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Paptimus Scirocco		PMX-003	8	Giant	4	6	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	17"	2	14	10d10	+5	+2	9200
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Large Beam Rifle [E]		3	32"	5	RF+1	6	300
Quad Beam Sabers		5	Melee	ATK+2 Hits	-	7	300
<i>[M-1] This attack Blindsides one target</i>							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

When HP is <50% gain: Enemy player loses 1 Momentum per round.	Trait +V	Biosensor - The O
Immune to Blindside At the end of the Round enemies lose [M-1] NT Flash: Three times per game gain +3 Blocks this turn.	Trait +XX	Newtype Pressure
When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II	Megalomaniac

Unit Name		Type	Role	Special	Performance	Frame	Points
Bolinoak Sammahn		MS	Attacker	Heavy Arms	6	5	500
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Sarah Zabiarov		PMX-002	9	Giant	3	3	-10
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	16"	2	10	10d10	+5	+1	6600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Twin Beam Tomahawk		3	Melee	ATK+1 Hit	-	6	300
<i>Reroll 1s & 2s on ATK</i>							
Shield [S2]		1	-	+2 Blocks	-	-	-
Killer Claws		1	Melee	-	-	4	400
<i>[M-1] This attack Blindsides one target</i>							
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							
TL Beam Guns [E]		2	24"	4	RF+3	6	300
TL Missile Salvo [X]		2	48"	7	-	3	300
<i>Single Use</i>							

Mecha & Pilot Traits

Stealth Ambusher	Cannot be targeted until your first activation unless the enemy is within 16". Gain [Tactical Advantage] on your first attack vs a target within 24".	Trait +II
Newtype I	Immune to Blindside NT Flash: Once per game gain +3 Blocks this turn.	Trait +V
Driven	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Palace Athene		MS	Firepower	Heavy Arms	6	5	500
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Recco 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Long Beam Rifle [E]		4	40"	5	RF+2	5	300
Small Shield [S1]		1	-	+1 Block	-	-	-
Needle Missiles [X](2)		2	8"	8	RF+8 Hits	2	100
<i>Two Uses Overwatch VIII Hits</i>							
Scattering Beams [E]		2	16"	4	RF+1 Hits	5	300
<i>Overwatch VI</i>							
TL Antiship Missile [X]		2	48"	3	RF-1	4	1000
<i>Single Use +4 Hits vs Size 2+ Units</i>							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Immune to Blindside NT Flash: Once per game gain +3 Blocks this turn.	Trait +V	Newtype I
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Elusive



Unit Name	Type	Role	Special	Performance	Frame	Points	
Qubeley	MS	Battler	Heavy Arms	7	4	750	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Haman Karn	AMX-004	10	Giant	4	-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 Psycmmu or Psychoframe							
Funnels [E]	3	Sensors	6	-	5	200	
Requires Psycmmu or Psychoframe							
TL MPC [E]	2	24"	4	RF+3	6	300	
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

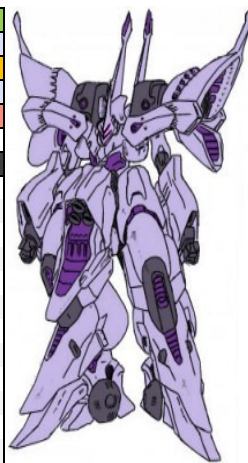
Mecha & Pilot Traits

Psycmmu	[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.	Trait +V
Newtype Pressure	Immune to Blindside At the end of the Round enemies lose [M-1] NT Flash: Three times per game gain +3 Blocks this turn.	Trait +XX
Lone Wolf	Once per Round gain both Guard & Dodge or Guard & Counter. When this unit activates if there are no allies within 16" gain [M+1]	Pilot Trait II
(600pt) Elpe Ple's MK-II is a Skilled Pilot with Cyber NT II & Reckless instead of NT Pressure & Lone Wolf.		
Cyber Newtype II	Immune to Blindside Twice per game gain +3 Blocks this turn.	Trait +X
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Titania	MS	Battler	Heavy Arms	7	4	900	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Haman Karn	PMX-004	17	Giant	4	6	8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
32"	16"	2	13	9d10	+5	+2	8600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Funnels [E]	3	Sensors	6	-	5	200	
Requires Psycmmu or Psychoframe							
Funnels [E]	3	Sensors	6	-	5	200	
Requires Psycmmu or Psychoframe							
Funnels [E]	3	Sensors	6	-	5	200	
Requires Psycmmu or Psychoframe							
Large Beam Rifle [E]	3	32"	5	RF+1	6	300	
Quad Beam Sabers	5	Melee	ATK+2 Hits	-	7	300	
[M-1] This attack Blindsides one target							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & 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.	Trait +V	Psycmmu
Immune to Blindside At the end of the Round enemies lose [M-1] NT Flash: Three times per game gain +3 Blocks this turn.	Trait +XX	Newtype Pressure
Once per Round gain both Guard & Dodge or Guard & Counter. When this unit activates if there are no allies within 16" gain [M+1]	Pilot Trait II	Lone Wolf



Unit Name	Type	Role	Special	Performance	Frame	Points	
Qubeley (Mass Prod.)	MS	Firepower	Heavy Arms	5	2	250	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Ple Two Clones	AMX-004	12	Giant	-2	-5	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
32"	10"	3	11	4d10	+3	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Funnels [E]	3	Sensors	6	-	5	200	
Requires Psycmmu or Psychoframe							
Funnels [E]	3	Sensors	6	-	5	200	
Requires Psycmmu or Psychoframe							
Funnels [E]	3	Sensors	6	-	5	200	
Requires Psycmmu or Psychoframe							
TL S. Beam Cannons [E]	2	16"	5	RF+1 Hits	5	300	
Overwatch IV							
Beam Saber	1	Melee	-	-	8	300	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

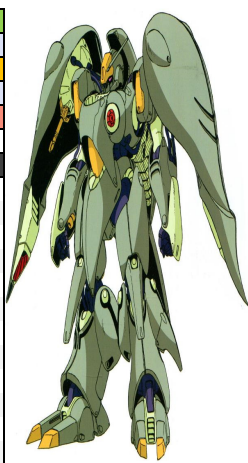
Mecha & Pilot Traits

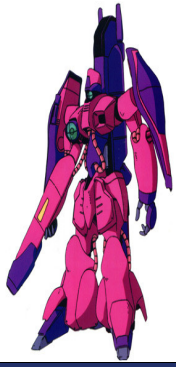
Psycmmu	[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.	Trait +V
Limited 360 Firing Arc	[M-1] This unit may overwatch, fire missiles [X] or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	-
Cyber Newtype II	Immune to Blindside Twice per game gain +3 Blocks this turn.	Trait +X

Unit Name	Type	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	17	Massive	3	3	3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
32"	16"	2	13	9d10	+6	+1	6100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL MA MPC [E]	5	48"	4	RF+1	6	400	
Funnels [E]	3	Sensors	6	-	5	200	
Requires Psycmmu or Psychoframe							
Funnels [E]	3	Sensors	6	-	5	200	
Requires Psycmmu or Psychoframe							
Funnels [E]	3	Sensors	6	-	5	200	
Requires Psycmmu or Psychoframe							
Large Beam Saber	3	Melee	-	-	8	400	
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & 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.	Trait +V	Psycmmu
Immune to Blindside Twice per game gain +3 Blocks this turn.	Trait +X	Cyber Newtype II
Block 7 [E] shots vs each attack action then total the ARM PEN of those shots. If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.	Trait +XX	I-Field [Barrier]
[M-2] If this unit Blocks all shooting attacks from an [E]nergy weapon It may redirect 3 Hits to a target within 16"	-	[E]nergy Reflection
Once per Round gain both Guard & Dodge or Guard & Counter. When this unit activates if there are no allies within 16" gain [M+1]	Pilot Trait II	Lone Wolf





Unit Name	Type	Role	Special	Performance	Frame	Points	
Gaza C	MS	Raid		5	1	100	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Neo Zeon 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 Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III
Fatal Design Flaw	This unit is destroyed after Transforming out of Jet Mode 3 times.	Trait -I

Unit Name	Type	Role	Special	Performance	Frame	Points	
Gaza E	MS	Raid		5	1	150	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Neo Zeon Pilot	AMX-007	5	Giant	3	-1	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	22"	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
TL Beam Cannons [E]		2	48"	4	RF-1	5	400
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Mecha & Pilot Traits

While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III	Jet Transformation
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Gallaus-J	MS	Interceptor		5	1	120	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Neo Zeon Pilot	AMX-101	4	Giant	3	-1	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	10	5d10	+6	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power B.Pistol [E]		2	16"	4	RF+1 Hits	5	300
TL AA Missiles [X]		2	16"	10	RF+10 Hits	2	100
Hand Vulcans [K]		-	8"	4	RF+4 Hits	-	100
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gallaus-K	MS	Firepower		5	1	150	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Neo Zeon 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
Weapons		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
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							



Unit Name	Type	Role	Special	Performance	Frame	Points	
Gaza D	MS	Raid		5	1	160	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Neo Zeon Pilot	AMX-006	7	Giant	2	-1	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	20"	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
TL Missile Pod [X]		2	32"	8	RF+3 Hits	3	200
TL Missile Salvo [X]		2	48"	7	-	3	300
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							

Warship & Captain Traits

Jet Transformation	While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III
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Unit Name	Type	Role	Special	Performance	Frame	Points	
Zssa	MS	Firepower	Heavy Arms	5	1	180	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Neo Zeon Pilot	AMX-102	13	Giant	3	-1	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
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
TL Micromissiles [X] (2)		4	32"	10	RF+8 Hits	2	100
Scattering Beams [E]		2	16"	4	RF+1 Hits	5	300
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>							



Unit Name	Type	Role	Special	Performance	Frame	Points
Dreissen	MS	Raid	Indomitable	6	2	300
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rakan Dahkaran	AMX-009	7	Giant	1	-2	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
14"	18"	1	10	7d10	+6	+1
2600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Glaive	4	Melee	-	DEF+1 Block	8	300
<i>Blocks do not stack with Shields or Barriers</i>						
Close Combat [CC]	-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>						
Beam Vulcans [E]	-	8"	3	RF+2 Hits	3	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>						
Tri Beam Blades [E]	3	16"	6	RF+3 Hits	8	100
<i>Enemy target must reroll 9s & 10s on Evade</i>						

Mecha & Pilot Traits

Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I
Seasoned Veteran	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Dreissen	MS	Raid	Indomitable	6	2	200
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Neo Zeon Pilot	AMX-009	7	Giant	1	-2	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
14"	18"	1	10	7d10	+6	+1
2600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Glaive	4	Melee	-	DEF+1 Block	8	300
<i>Blocks do not stack with Shields or Barriers</i>						
Close Combat [CC]	-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>						
Beam Vulcans [E]	-	8"	3	RF+2 Hits	3	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>						
Tri Beam Blades [E]	3	16"	6	RF+3 Hits	8	100
<i>Enemy target must reroll 9s & 10s on Evade</i>						

For +20pts a Dreissen may take a Hi-Power Beam Rifle or a Rocket Bazooka

Rocket Bazooka [K]	2	32"	4	RF+1	3	700
<i>+1 Hit vs Size 3+</i>						
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300
-						



Unit Name	Type	Role	Special	Performance	Frame	Points
Dwadge Custom	MS	Raid		5	2	240
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
10"	20"	1	10	6d10	+5	+0
3600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hvy Beam Cannon [E]	4	48"	4	RF-1	7	400
<i>-</i>						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>						
Heat Saber	1	Melee	-	-	5	300
<i>Reroll 1s on ATK & DEF</i>						
Heat Hawk	1	Melee	-	-	5	300
<i>Reroll 1s & 2s on ATK</i>						
Close Combat [CC]	-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>						

Mecha & Pilot Traits

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

Unit Name	Type	Role	Special	Performance	Frame	Points
EWAC Zack	MS	Interceptor		5	1	230
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon or Titans Pilot	RMS-119	4	Giant	2	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
28"	12"	1	10	5d10	+6	+0
2600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hizack M.Gun [K]	2	24"	8	RF+4 Hits	-	200
<i>Overwatch IV</i>						
Light Shield [S0]	1	-	+1 Block	-	-	-
<i>Can only Block DMG 300 or less Shots</i>						
Beam Saber	1	Melee	-	-	8	300
<i>-</i>						
Close Combat [CC]	-	Melee	-	-	5P	300
<i>-</i>						

Mecha & Pilot Traits

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



Unit Name	Type	Role	Special	Performance	Frame	Points
Desert Zaku	MS	Battler		5	1	100
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Remnants	MS-06D	3	Giant	3	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	8"	1	11	7d10	+5	+0
2600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
<i>Overwatch IV</i>						
Missile Pod [X]	1	32"	6	RF+3 Hits	3	200
<i>Single Use</i>						
Heat Hawk	1	Melee	-	-	5	300
<i>Reroll 1s & 2s on ATK</i>						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>						

