

Name		Type	Role	Special	Performance	Frame	Points
Aile Strike Gun	dam	MS	Battler	Indomitable	3	4	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kira Yamat	0	GAT-X105	4	Giant	3	-1	-7
Sensors M	ove	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16" 1	16"	1	11	8d10	+3	+1	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle	[E]	1	32"	4	RF+1	6	300
				-			
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot
Shield [S2]]	1	-	+2 Blocks	-	-	-
				-			
Beam Sabe	er	1	Melee	-	-	8	300
				-			
Armored Schne	eider	1	Melee	-	-	4	400
		[/	1-1] This a	ttack Blindsid	es one target		
Close Combat	[CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" for	each failed S	Save	

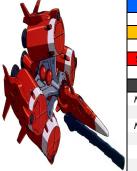
No	ıme	Туре	Role	Special	Performance	Frame	Points
Sword Stril	Sword Strike Gundam		Battler	Indomitable	3	4	500
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kira Y	amato	GAT-X105	6	Giant	1	-1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	12"	1	11	8d10	+5	+1	3600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Antiship	Sword	2	Melee	ATK+1 Hit	-	10	300
			+1 H	it vs Size 3+	Units		
Beam Boo	merang [E]	1	16"	4	RF+1 Hit	8	100
		Enen	ny target m	ust reroll 9s 8	& 10s on Evad	de	
Rocket	Anchor	1	8"	8	-	-	-
		Bypass [Shields] P	Pull yourself u	p to 3" for ed	ıch Hit	
Vulca	ıns [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
Melee Sl	hield [S0]	2	-	+1 Block	-	-	-
	С	an only Bl	ock in Enga	igement range	e (Includes Ov	verwatch)	
Close Cor	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	Save	ľ





I	No	ıme	Туре	Role	Special	Performance	Frame	Points
	Launcher Str	Launcher Strike Gundam		Battler	Indomitable	3	4	500
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Kira Y	amato	GAT-X105	6	Giant	1	-1	-7
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
,	16"	12"	1	11	8d10	+4	+1	3600
'	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Agni Impulse	e Cannon [E]	2	48"	3	RF+2 Hits	7	700
9				[M-2] to us	se AOE: 2"	Wide Line		
	Fire SPT Mi	ssiles [X] (2)	2	48"	8	RF-4	2	200
			Two Us	ses Indire	ct Fire (R:32'	to 40"+Sens	ors)	
	Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	200
			Overwo	atch IV Si	ngle use (Atto	ack or Overw	atch)	
	Gatling V	/ulcans [K]	-	8"	5	RF+3 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot
	Armored	Schneider	1	Melee	-	-	4	400
			[٨	1-1] This a	ttack Blindsid	es one target		
	Close Cor	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" for	each failed S	Save	

The Strike Gundam & Kira Yamato share the following I	Mecha & Pil	ot Traits
[M-2] At turn start you may swap to an unused Striker pack. Track the E-HP for each striker pack separately.	Trait +X	Striker Packs
You have 3000 E-HP that must be used to block [K] and [X] attacks. Each Round -500 E-HP When E-HP=0 you cannot shoot [E] weapons.	-	Phase Shift Armor
HP<50% or ally Level 1+ Pilot is destroyed gain: +1 Block versus each enemy attack action.	Trait +V	SEED
This unit may use two different Pilot Skills per turn.	Trait +V	Ultimate Coordinator
When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait l	Mechanical Genius
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	ldealist



No	Name		Role	Special	Performance	Frame	Points
Moebi	Moebius Zero		Raid		3	1	500
Ace	Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Mwu L	a Flaga	TS-MA2.00	3	Mighty	4	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	24"	1	9	4d10	+4	+0	200
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Moebius Gunpods [K]		1	Sensors	8	RF+4 Hits		100
	onpous [K]		36113013	0	KFT4 HIIS	-	100
711000.00	onpous [K]	U			s rules below	-	100
	Sunpods [K]	1				-	100
		1	ses the Rem Sensors	ote Weapon 8	s rules below	-	
Moebius C		1	ses the Rem Sensors	ote Weapon 8	s rules below RF+4 Hits	2	

Moebius Zero Mecha & Pilot Traits		
Critical Hits give a bonus +1 Hit.	Trait	Make the Impossible
Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.	+XV	Possible
Immune to Blindside NT Flash: Twice per game gain +3 Blocks this turn.	Trait +X	Newtype II
[M-1] [Free Action] Attack with Gunpods, Bits, Fangs or Wired weapons. They gain Blindside but must Indirect Fire.	Trait +V	Remote Weapons
Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II	The Hawk of Endymion



No	ıme	Туре	Role	Special	Performance	Frame	Points
Strike I	Dagger	MS	Battler		2	1	30
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Earth Fede	ration Pilot	GAT-01	3	Giant			-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	10"	1	9	5d10	+2	+	1100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam	Rifle [E]	1	32"	4	RF+1	6	300
				-			
Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ac	tion] Req	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
		Push a	target back	cwards 3" fo	r each failed S	Save	

Na	me	Туре	Role	Special	Performance	Frame	Points
M1 A	M1 Astray		Interceptor		2	1	30
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Orb	Pilot	MBF-M1	3	Giant			-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	10"	1	8	3d10	+3	+	1100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam I	Rifle [E]	1	32"	4	RF+1	6	300
				-			
Vulca	ıns [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
Shield	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Cor	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	wards 3" fo	r each failed S	Save	





	Na	ıme	Туре	Role	Special	Performance	Frame	Points
	Мое	ebius	MS	Raid		2	1	50
	Basic	Pilot	Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
	Earth Fede	eration Pilot	TS-MA2	3	Mighty		-1	-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	16"	1	8	3d10	+2	+0	200
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Railg	un [K]	1	48"	4	RF-2	2	400
			+1 H	it vs Size 3	+ Crit Hits	are worth 3 H	lits	
1	Missile Po	od [X] (2)	2	32"	6	RF+3 Hits	3	200
					Two Uses			
	Ramming S	Speed [CC]	-	Melee	-	-	-	600
				After att	acking lose 1	000 HP		

No	ame	Туре	Role	Special	Performance	Frame	Points	
Murc	isame	MS	Interceptor		5	1	100	
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Orb	Pilot	MVF-M11C	3	Giant			-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
16"	10"	1	10	5d10	+2	+	1600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam	Rifle [E]	1	32"	4	RF+1	6	300	1
				-				
TL Missil	e Pod [X]	2	32"	8	RF+3 Hits	3	200	
				Single Use				
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	١.
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	A
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	
				-				
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	wards 3" fo	r each failed S	Save		l
			-	Mecha & I	Pilot Traits			



No	ıme	Туре	Role	Special	Performance	Frame	Points
Dag	ger L	MS	Battler		4	1	80
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Earth Fede	ration Pilot	GAT-02L2	3	Giant			-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	10"	1	10	6d10	+3	+	1100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Co	arbine [E]	1	24"	4	RF+2	6	300
				-			
Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ac	tion] Req	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
		Push a	target back	wards 3" fo	r each failed S	Save	
		Gain a S	tiletto Grer	nade for +10	Opts		
Stiletto G	renade [X]	1	16"	4	RF+4 Hits	4	200
			Single use	(Attack or C	Overwatch)		
	Can equip	the Jet, Do	ppelhorn,	Sword and	Launcher pa	cks	

N.		-		6 1	D (-	D 1 .
	me	Туре	Role	Special	Performance	Frame	Points
Win	dam	MS	Battler		6	1	120
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Earth Fede	ration Pilot	GAT-04	4	Giant	1		-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	12"	1	11	<i>7</i> d10	+4	+	1600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
				-			
Vulca	ıns [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
Shield	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Cor	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	cwards 3" fo	r each failed S	Save	
		Gain a S	tiletto Grer	nade for +10	Opts		
Stiletto G	renade [X]	1	16"	4	RF+4 Hits	4	200
			Single use	(Attack or C	verwatch)		
	Cc	ın equip t	he Jet and	Doppelhorn	packs		





ı	+20pts Dop	pelhorn	+20pts Doppelhorn Striker Pack - Gain TL Antiship Cannons									
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
	TL Antiship Cannon [K]	2	48"	5	RF-2	2	400					
		-	+1 Hit vs Size	3+ +2 P	EN vs Size 3+							
	TL Antiship Cannon [K]	2	48"	5	RF-2	2	400					
		-	+1 Hit vs Size	3+ +2 P	EN vs Size 3+							

+50pts Jet Striker Pack - Gain Fly, Move+4 and TL Missile Pod [X]										
Weapons EQ Range Attacks Close Range PEN DMG										
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200				
			Single Use							
TL Antiship Cannon [K]	2	48"	5	RF-2	2	400				
+1 Hit vs Size 3+ +2 PEN vs Size 3+										



+60pts Sword	Striker Po	ick - Evade	-1 Gain th	ne below wea	pons.				
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
Antiship Sword	2	Melee	ATK+1 Hit	-	10	300			
+1 Hit vs Size 3+ Units									
Beam Boomerang [E]	1	16"	4	RF+1 Hit	8	100			
	Enen	ny target m	ust reroll 9s	& 10s on Evad	е				
Rocket Anchor	1	8"	8	-	-	-			
	Bypass [Shields] P	ull yourself u	p to 3" for eac	h Hit				
Melee Shield [S0]	2	-	+1 Block	-	-	-			
C	an only Blo	ock in Enga	gement rang	e (Includes Ov	erwatch)			

+50pts Launcher Striker Pack - Evade-1 Gain the below weapons.									
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
Agni Impulse Cannon [E]	2	48"	3	RF+2 Hits	7	700			
[M-2] to use AOE: 2" Wide Line									
Fire SPT Missiles [X] (2)	2	48"	8	RF-4	2	200			
	Two U	ses Indired	t Fire (R:32	" to 40"+Senso	ors)				
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200			
	Overwo	atch IV Sir	ngle use (At	ack or Overwa	tch)				
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100			
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot									



	Na	me	Туре	Role	Special	Performance	Frame	Points
	Aegis C	Gundam	MS	Raid	Indomitable	3	4	400
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Athru	n Zala	GAT-X303	9	Giant	-1	-2	-7
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	20"	14"	1	10	7d10	+3	+1	3100
A PARTY OF THE PAR	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam F	Rifle [E]	1	32"	4	RF+1	6	300
					-			
10 M	Vulca	ns [K]	-	8"	6	RF+2 Hits	-	100
		[M-1] to		[Free Ac		vires a Skilled	/ Ace Pi	lot
	Shield	l [S2]	1	-	+2 Blocks	-	-	-
					-			
	Quad Bed	ım Sabers	5	Melee	ATK+2 Hits	-	7	300
			[/	-	ttack Blindsid	es one target		
	Close Cor	nbat [CC]	-	Melee	-	-	5P	300
10 H				Ū	kwards 3" foi	each failed S	Save	
0	Scylla C	annon [E]	2	32"	3	RF+2 Hits	7	700
					se AOE: 2"	Wide Line		
			a & Pilot					
Shift Armor						and [X] attac		_
			•		,	noot [E] weap		
orm (Aegis)	While tra	nsformed ga	in: Move+		Melee Block	(5+ to 7+)	Scylla	Trait
, , ,				Cannon				+
SEED			•		t is destroye	•		Trait
		+1 Blo	ock versus	each enem	ny attack act	ion.		+V
Combat Expert	ln t	he Melee Cl	ash gain -	+1 Hit on A	TK and +1 E	lock on DEF.		Pilot
•								Trait I
Tactician		_				a Focus actio		Pilot
	on th	neir next turr	 Units ar 	e capped (at 3 Focus ac	tions per turn		Trait I

NI.		Ŧ	D. L.	c • 1	ь с	F	ъ	/
Nar Blitz Gu		Туре	Role	Special	Performance		Points	
Skilled		MS	Attacker	Assault	2 Second I	4	250	
	-	Model	EQ Slots	Size 0	Speed+	Armor+		
Nicol A		GAT-X207	7	Giant	F 1 110	4 D 14 C	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10		HP	
16"	12"	2	7	7d10	+6	+	2100	
Weap		EQ	Range	Attacks	Close Range		DMG	
Beam R	ifle [E]	1	32"	4	RF+1	6	300	
				-	_			
Lancer D	Oart [K]	3	32"	5	RF+2 Hits	5	300	
				Single Use				
Rocket A	Anchor	1	8"	8	-	-	-	
		Bypass [Shields] Pull yourself up to 3" for each Hit						
Vulcar	ns [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	
Melee Shi	ield [S0]	2	-	+1 Block	-	-	-	
	C	an only Blo	ock in Enga	gement rang	e (Includes Ov	erwatch)		
Close Com	nbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bacl	kwards 3" fo	r each failed S	Save		
				Mecha & I	Pilot Traits			
You ha	ve 3000 E-I	HP that mu	ıst be used	to block [K]	and [X] attac	ks.		Phase Shift Armor
Each Rou	und -500 E-l	HP Whe	n E-HP=0	you cannot sl	hoot [E] weap	ons.	-	riidse siiiti Atiiloi
Cannot use	Phase Shift	Armor	While Activ	e lose EN-1	0 or E-HP-100	00 per		Minner Callaid
					emy Sensor re		-	Mirage Colloid
When a	ctivated if H	IP<50% c	or [M=0] go	ain [M+2] O	R 2 Focus acti	ons.	Pilot	Kr. d. H a !
	Whe	n this unit	is destroye	d gain [M+3	3].		Trait I	Kind Hearted



Gunnery Expert

	Na	me	Туре	Role	Special	Pertormance	Frame	Points	
	Buster C	Gundam	MS	Firepower	Heavy Arms	2	4	250	
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Dearka Elsman		GAT-X103	12	Giant	-1	2	-5	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
-	16"	8"	3	10	3d10	#REF!	+	4100	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Hyper Impul	se Sniper [E]	3	64"	4	RF-2	8	300	
+2 Hits vs Size 3+ Cannot use Railgun or Beam Rifle this Turn									
	G. Rail	gun [K]	2	48"	5	RF-2	2	400	
			+1 H	it vs Size 3	+ Crit Hits	are worth 3 H	lits		
	Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300	
					-				
	TL Missile	Pod [X]	2	32"	8	RF+3 Hits	3	200	
					Single Use				
	Antiship S	hotgun [K]	3	24"	5	RF+5 Hits	-	300	
		Ove	rwatch III	Hits Can	not use Railgi	un or Beam Ri	ifle this To	Jrn	
	Close Cor	mbat [CC]	-	Melee	-	-	5P	300	
					cwards 3" for	each failed S	Save		
			a & Pilot						
						and [X] attac		_	
	Each Ro	ound -500 E-	HP Whe	n E-HP=0	you cannot sh	oot [E] weap	ons.		

+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.

			omgic osc		
Railgun [K]	1	48"	4	RF-2	2
	+1 F	lit vs Size 3	+ Crit Hits a	e worth 3 I	Hits
Shield [S2]	1	-	+2 Blocks	-	-
			-		
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8
			-		
Close Combat [CC]	-	Melee	-	-	5P
	Push a	target bac	kwards 3" for e	ach failed	Save
			Mecha & Pil	ot Traits	
When HP<2800 the	Assault S	hround is e	jected. Gain E	vade+2 bu	t lose
Railgun and Missile	Pod. Op	tionally los	e the Shield [S2	2] for Evad	e+2
You have 3000 E-I	HP that m	ust be used	l to block [K] aı	nd [X] attac	cks.
Each Round -500 E-I	HP Whe	en E-HP=0	you cannot sho	ot [E] weap	ons.
[M+1] If you er	ngage or	end your t	urn 5" closer to	an enemy	
All weapons gain +	·1 HIT this	turn if you	activated due	to Return F	ire.

Role

Battler

EQ Slots

6

Shooting

10

Range

32"

32"

Type

MS

Model

GAT-X102

Actions

2

EQ

Special

Heavy Arms

Size 0

Giant

Melee

6d10

Attacks

4

6

Single Use

Speed+

Evade d10

#REF!

Close Range

RF+1

RF+3 Hits

6

+2

PEN

6

3

2

8

5P

Pilot

Trait I

Name

Duel Gundam (AS)

Skilled Pilot

Yzak Joule

Weapons

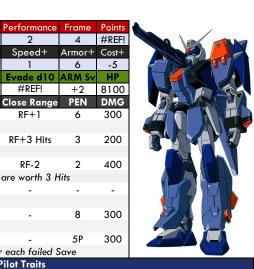
Beam Rifle [E]

Missile Pod [X]

Move

Sensors

16"



Hidden Beneath

Phase Shift Armor

Defiant

Pilot

Trait I



Na	Name		Role	Special	Performance	Frame	Points	
CGUE Co	mmander	MS	Interceptor		3	2	350	
Ace	Ace Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+	
Rau Le	Creuset	ZGMF-515	6	Giant	2		-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	14"	1	9	4d10	+3	+	2100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200	
			(Overwatch IV	′			
Shield G	atling [K]	3	32"	7	RF+3 Hits	-	200	
			Overwatch IV					
Shield	d [S2]	1	-	+2 Blocks	-	-	-	
				-				
Blade		1	Melee	ATK+1 Hit	Finisher+1	3	400	
				-				
Close Combat [CC]		-	Melee	-	-	5P	300	
		Push a	target back	wards 3" fo	r each failed S	Save		

	Mecha & Filot Iraits	
Navetyraa III	Immune to Blindside	Trait
Newtype III	NT Flash: Three times per game gain +3 Blocks this turn.	+XV
Megalomaniac	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II



	No	ıme	Туре	Role	Special	Performance	Frame	Points		
	Di	nn	MS	Raid		3	1	50		
	Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	ZAFT Pilot		TMF/A-803	3	Giant	1		-3		
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	10"	18"	1	9	5d10	+4	+	1100		
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG		
	Shotgun [K]		1	16"	5	RF+5 Hits	-	200		
	Overwatch III Hits									
1	Machine Gun [K]		1	24"	7	RF+3 Hits	-	200		
١	Overwatch IV									
1	Micromi	ssiles [X]	1	32"	10	RF+6 Hits	2	100		
Δ			Single Use	Enemy ta	rget must rer	oll 9s & 10s c	on Evade			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300		
			Push a	target back	kwards 3" foi	r each failed S	ave			

No	Name		Role	Special	Performance	Frame	Points
GI	NN	MS	Interceptor		2	1	30
Basic	Basic Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+
ZAF1	Pilot	ZGMF-1017	2	Giant	1	1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	11"	1	8	3d10	+5	+	1600
Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
		Overwatch IV					
Blo	ade	1	Melee	ATK+1 Hit	Finisher+1	3	400
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	wards 3" for	r each failed S	Save	
Foi		+20pts c	ı Ginn equi	ps a TL Miss	sile Pod		
TL Missil	e Pod [X]	2	32"	8	RF+3 Hits	3	200
				Single Use			

A GINN or CGUE may swap its Machine Gun for a Bazooka										
Giant Bazooka [K]	1	32"	4	-	3	700				
+1 Hit vs Size 3+										





No	ıme	Туре	Role	Special	Performance	Frame	Points
LaG	OWE	MS	Raid		3	2	250
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Andrew & A	isha Waltfeld	TMF/A-803	4	Giant	3		-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	22"	1	9	5d10	+4	+	2100
Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
Beam Dou	ıble-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	Save	
TL Beam (Cannons [E]	2	48"	4	RF-1	5	400
				-			
	Mook	a 2 Dilat	Tunito				

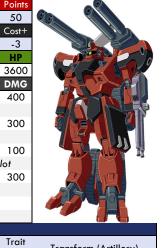
	Mecha & Pilot Traits					
Transform (Artillery)	While transformed: Gain a Focus action on your turn Move -5"	Trait				
Transform (Armiery)	Melee Block (5+ to 7+)	+1				
Samanad Vataran	Gain $[M+1]$ or $+1$ Focus Action when this unit activates.					
Seasoned Veteran						
Tactician	When the Round starts give 2 allies within LOS or Sensors a Focus action to use $\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$	Pilot				
raciician	on their next turn. Units are capped at 3 Focus actions per turn.					

Name	Туре	Role	Special	Performance	Frame	Points	
BuCUE	MS	Raid		3	1	100	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
ZAFT Pilot	TMF/A-802	4	Giant	3	1	1	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14" 21"	1	9	5d10	+4	+	1600	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300	
			-				973
Close Combat [CC]	-	Melee	-	-	5P	300	W MENAU SI
	Push a	target bacl	kwards 3" foi	r each failed S	Save		
TL Railguns [K]	2	48"	4	RF-1	2	400	
	+1 H	it vs Size 3	+ Crit Hits	are worth 3 H	lits		
The BuCUE n	nay trade	its railgun	s for the Mis	ssile Salvo be	elow		
Missile Salvo [X] (2)	2	48"	5	-	3	300	
			Two Uses				
			Mecha & I	Pilot Traits			
While transformed		ocus action Block (5+	•	n Move -5"	'	Trait +I	Transform (Artillery)

Na	me	Туре	Role	Special	Performance	Frame	Points	
ZυC	ОТ	MS	Firepower	Heavy Arms	1	2	50	00
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
ZAFT	Pilot	TMF/A-802	6	Giant	2	3	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	11"	3	9	2d10	+	+1	3600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Quad Ar	tillery [K]	4	48"	5	RF+1	-	400	
		1	ndirect Fire	(R:32" to 40	"+Sensors)			
TL Hand	guns [K]	2	16"	4	RF+4 Hits	2	300	
			Critical	Hits are wort	h 3 Hits			
Vulca	ns [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	
Close Cor	nbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
				Mecha & F	Pilot Traits			

While transformed: Gain a Focus action on your turn | Move -5" |

Melee Block (5+ to 7+)



+1



Newtype II

Megalomaniac

Name		Туре	Role	Special	Performance	Frame	Points
GuAIZ Comma	nder	MS	Battler		4	2	320
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rau Le Creus	set	ZGMF-515	5	Giant	2		-2
Sensors M	ove	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14" 1	4"	1	10	6d10	+4	+	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [[E]	1	32"	4	RF+1	6	300
				-			
Rocket Anch	or	1	8"	8	-	-	-
		Bypass [Shields] P	ull yourself u	p to 3" for ec	ich Hit	
Vulcans [K]]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ac	tion] Req	vires a Skilled	/ Ace Pi	lot
Small Shield [S1]	1	-	+1 Block	-	-	-
				-			
Beam Claw	's	2	Melee	ATK+1 Hit	Finisher+1	8	200
				-			
Close Combat	[CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	Save	
	Mech	a & Pilot	Traits				

Immune to Blindside

NT Flash: Twice per game gain +3 Blocks this turn.

When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.

No	ıme	Туре	Role	Special	Performance	Frame	Points			
Gu.	AIZ	MS	Battler		4	2	110			
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
ZAFT	Pilot	ZGMF-1017	5	Giant	1		-3			
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
14"	12"	1	10	6d10	+4	+	2100			
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
Beam	Rifle [E]	1	32"	4	RF+1	6	300			
				-						
Rocket	Anchor	1	8"	8	-	-	-			
	Bypass [Shields] Pull yourself up to 3" for each Hit									
Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100			
	[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot			
Small Sh	ield [S1]	1	-	+1 Block	-	-	-			
				-						
Beam	Claws	2	Melee	ATK+1 Hit	Finisher+1	8	200			
				-						
Close Co	mbat [CC]	-	Melee	-	-	5P	300			
		Push a	target back	kwards 3" foi	each failed S	Save				



INC	ıme	Type	Kole	Special	Performance	Frame	Points		
GuA	IZ R	MS	Battler		5	2	120		
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
ZAFT	Pilot	ZGMF-1017	6	Giant	1		-4		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
16"	12"	1	11	7d10	+4	+	2600		
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Beam I	Rifle [E]	1	32"	4	RF+1	6	300		
				-					
TL Rails	guns [K]	2	48"	4	RF-1	2	400		
	+1 Hit vs Size 3+ Crit Hits are worth 3 Hits								
Vulca	ıns [K]	-	8"	6	RF+2 Hits	-	100		
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot		
Small Sh	ield [S1]	1	-	+1 Block	-	-	-		
				-					
Beam	Claws	2	Melee	ATK+1 Hit	Finisher+1	8	200		
				-					
Close Cor	mbat [CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" fo	r each failed S	Save			



Trait

+X Pilot

Trait II



Na	me	Туре	Role	Special	Performance	Frame	Points								
Zaku V	Varrior	MS	Battler		5	3	150								
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+								
ZAFT	Pilot	ZGMF-1000	4	Giant	1	1	-7								
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP								
16"	12"	1	12	8d10	+5	+	3600								
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG								
Beam M	.Gun [E]	1	24"	5	RF+3 Hits	4	200								
		Overwatch IV													
Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	200								
		Overwo	atch IV Si	ngle use (Atto	ack or Overw	atch)									
Beam To	mahawk	2	Melee	-	-	6	300								
			Rero	II 1s & 2s on	ATK										
Close Cor	nbat [CC]	-	Melee	-	-	5P	300								
		Push a	target back	wards 3" for	r each failed S	Save									
	Can equ	ip the Gu	nner, Blaze	and Slash \	Wizard Packs	Can equip the Gunner, Blaze and Slash Wizard Packs									

Na	me	Туре	Role	Special	Performance	Frame	Points		
Zaku Pl	Zaku Phantom		Battler		5	3	170		
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
ZAFT	Pilot	ZGMF-1001	4	Giant	2	2	-5		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
16"	14"	1	12	8d10	+3	+	4100		
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Beam M	.Gun [E]	1	24"	5	RF+3 Hits	4	200		
		Overwatch IV							
Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	200		
		Overwo	atch IV Si	ngle use (Atte	ack or Overw	atch)			
Beam To	mahawk	2	Melee	-	-	6	300		
			Rero	II 1s & 2s on	ATK				
Close Cor	nbat [CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" foi	r each failed S	Save			
	Can equ	ip the Gu	nner, Blaze	and Slash	Wizard Packs				





+20pts Gunner Zaku	- Gain H	yper Impu	lse Sniper	Lose Beam M	achine	Gun			
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
Hyper Impulse Sniper [E]	3	64"	4	RF-2	8	300			
+2 Hits vs Size 3+ Cannot use Railgun or Beam Rifle this Turn									

+50pts Blaze Zaku - Gain Move+2" and TL Micromissiles.										
EQ	Range	Attacks	Close Range	PEN	DMG					
4	32"	10	RF+8 Hits	2	100					
Two Uses Enemy target must reroll 9s & 10s on Evade										
	4	4 32"	4 32" 10	4 32" 10 RF+8 Hits	4 32" 10 RF+8 Hits 2					

Name	Туре	Role	Special	Performance	Frame	Points				
Gouf Ignited	MS	Attacker		6	3	220				
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+				
ZAFT Pilot	ZGMF-2000	7	Giant	3	1	-2				
Sensors Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
12" 16"	1	9	9d10	+5	+	3600				
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG				
Tempest Beam Sword	4	Melee	ATK+1 Hit	-	7	300				
Reroll 1s on ATK & DEF										
Shield [S2]	1	-	+2 Blocks	-	-	-				
			-							
Heat Whip [K]	1	8"	6	RF+1 Hit	4	100				
Enemy target must reroll 9s & 10s on Evade										
Arc Whip	1	8"	7	-	7S	-				
	Can only be blocked by [Barriers] or [M]									
Beam Vulcans [E]	-	8"	3	RF+2 Hits	3	100				
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot										





+70pts Slash Zaku - Gain the below weapons										
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG				
TL Small B.Gatling [E]	3	24"	6	RF+4 Hits	4	200				
Overwatch IV										
Beam Glaive	4	Melee	-	DEF+1 Block	8	300				
Blocks do not stack with Shields or Barriers										