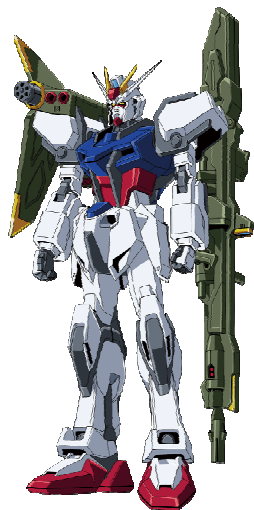


Name		Type	Role	Special	Performance	Frame	Points
Aile Strike Gundam		MS	Battler	Indomitable	3	4	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kira Yamato		GAT-X105	4	Giant	3	-1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	16"	1	11	8d10	+3	+1	3600
Weapons		EQ	Range	Attacks	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 Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Armored Schneider		1	Melee	-	-	4	400
[M-1] This attack Blindsides one target							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

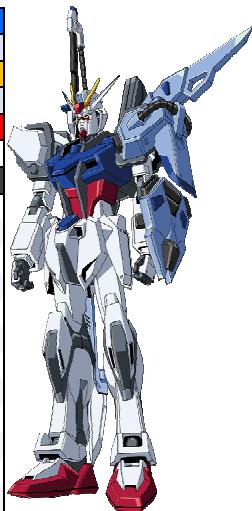


Name		Type	Role	Special	Performance	Frame	Points
Launcher Strike Gundam		MS	Battler	Indomitable	3	4	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kira Yamato		GAT-X105	6	Giant	1	-1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	12"	1	11	8d10	+4	+1	3600
Weapons		EQ	Range	Attacks	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 Uses Indirect Fire (R:32" to 40"+Sensors)							
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)							
Gatling Vulcans [K]		-	8"	5	RF+3 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Armored Schneider		1	Melee	-	-	4	400
[M-1] This attack Blindsides one target							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Name		Type	Role	Special	Performance	Frame	Points
Moebius Zero		MS	Raid		3	1	500
Ace Pilot		Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Mwu La 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Moebius Gunpods [K]		1	Sensors	8	RF+4 Hits	-	100
Uses the Remote Weapons rules below							
Moebius Gunpods [K]		1	Sensors	8	RF+4 Hits	-	100
Uses the Remote Weapons rules below							
Railgun [K]		1	48"	4	RF-2	2	400
+1 Hit vs Size 3+ Crit Hits are worth 3 Hits							

Name		Type	Role	Special	Performance	Frame	Points
Sword Strike Gundam		MS	Battler	Indomitable	3	4	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kira Yamato		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
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
Enemy target must reroll 9s & 10s on Evade							
Rocket Anchor		1	8"	8	-	-	-
Bypass [Shields] Pull yourself up to 3" for each Hit							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



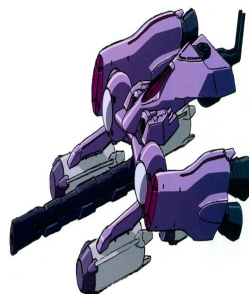
The Strike Gundam & Kira Yamato share the following Mecha & Pilot Traits		
[M-2] At turn start you may swap to an unused Striker pack. Track the E-HP for each striker pack separately.	Trait +X	Striker Packs
You have 3000 E-HP that must be used to block [K] and [X] attacks. Each Round -500 E-HP When E-HP=0 you cannot shoot [E] weapons. HP<50% or ally Level 1+ Pilot is destroyed gain: +1 Block versus each enemy attack action.	- Trait +V	Phase Shift Armor 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 I	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	Idealist

Moebius Zero Mecha & Pilot Traits		
Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.	Trait +XV	Make the Impossible 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



Name		Type	Role	Special	Performance	Frame	Points
Strike Dagger		MS	Battler		2	1	30
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Earth Federation Pilot		GAT-01	3	Giant			-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	10"	1	9	5d10	+2	+	1100
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 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							

Name		Type	Role	Special	Performance	Frame	Points
M1 Astray		MS	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
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 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							

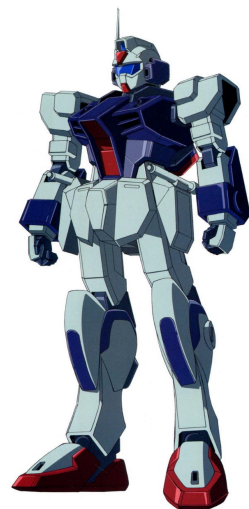


Name		Type	Role	Special	Performance	Frame	Points
Moebius		MS	Raid		2	1	50
Basic Pilot		Model	EQ Slots	Size -1	Speed+	Armor+	Cost+
Earth Federation Pilot		TS-MA2	3	Mighty		-1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	8	3d10	+2	+0	200
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Railgun [K]		1	48"	4	RF-2	2	400
+1 Hit vs Size 3+ Crit Hits are worth 3 Hits							
Missile Pod [X] (2)		2	32"	6	RF+3 Hits	3	200
Two Uses							
Ramming Speed [CC]		-	Melee	-	-	-	600
After attacking lose 1000 HP							

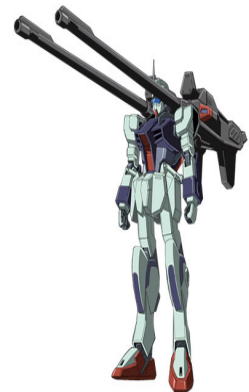
Name		Type	Role	Special	Performance	Frame	Points
Murasame		MS	Interceptor		5	1	100
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Orb Pilot		MVF-M11C	3	Giant			-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	10"	1	10	5d10	+2	+	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
TL Missile Pod [X]		2	32"	8	RF+3 Hits	3	200
Single Use							
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			
While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)			Trait +III Jet Transformation



Name	Type	Role	Special	Performance	Frame	Points
Dagger L	MS	Battler		4	1	80
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Earth Federation Pilot	GAT-02L2	3	Giant			-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	10"	1	10	6d10	+3	+ 1100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Carbine [E]	1	24"	4	RF+2	6	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>						
Gain a Stiletto Grenade for +10pts						
Stiletto Grenade [X]	1	16"	4	RF+4 Hits	4	200
<i>Single use (Attack or Overwatch)</i>						
Can equip the Jet, Doppelhorn, Sword and Launcher packs						



+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
<i>+1 Hit vs Size 3+ +2 PEN vs Size 3+</i>						
TL Antiship Cannon [K]	2	48"	5	RF-2	2	400
<i>+1 Hit vs Size 3+ +2 PEN vs Size 3+</i>						



+60pts Sword Striker Pack - Evade-1 Gain the below weapons.						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Antiship Sword	2	Melee	ATK+1 Hit	-	10	300
<i>+1 Hit vs Size 3+ Units</i>						
Beam Boomerang [E]	1	16"	4	RF+1 Hit	8	100
<i>Enemy target must reroll 9s & 10s on Evade</i>						
Rocket Anchor	1	8"	8	-	-	-
<i>Bypass [Shields] Pull yourself up to 3" for each Hit</i>						
Melee Shield [S0]	2	-	+1 Block	-	-	-
<i>Can only Block in Engagement range (Includes Overwatch)</i>						

Name	Type	Role	Special	Performance	Frame	Points
Windam	MS	Battler		6	1	120
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Earth Federation Pilot	GAT-04	4	Giant	1		-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	12"	1	11	7d10	+4	+ 1600
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>						
Gain a Stiletto Grenade for +10pts						
Stiletto Grenade [X]	1	16"	4	RF+4 Hits	4	200
<i>Single use (Attack or Overwatch)</i>						
Can equip the Jet and Doppelhorn packs						



+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
<i>Single Use</i>						
TL Antiship Cannon [K]	2	48"	5	RF-2	2	400
<i>+1 Hit vs Size 3+ +2 PEN vs Size 3+</i>						



+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
<i>[M-2] to use AOE: 2" Wide Line</i>						
Fire SPT Missiles [X] (2)	2	48"	8	RF-4	2	200
<i>Two Uses Indirect Fire (R:32" to 40"+Sensors)</i>						
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
<i>Overwatch IV Single use (Attack or Overwatch)</i>						
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100
<i>[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot</i>						





Name		Type	Role	Special	Performance	Frame	Points
Aegis Gundam		MS	Raid	Indomitable	3	4	400
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Athrun 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
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 Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
				-			
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							
Scylla Cannon [E]		2	32"	3	RF+2 Hits	7	700
				[M-2] to use AOE: 2" Wide Line			

Mecha & Pilot Traits

Phase Shift Armor	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.	-
Transform (Aegis)	While transformed gain: Move+5 & Fly Melee Block (5+ to 7+) Scylla Cannon	Trait +III
SEED	HP<50% or ally Level 1+ Pilot is destroyed gain: +1 Block versus each enemy attack action.	Trait +V
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I
Tactician	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



Name		Type	Role	Special	Performance	Frame	Points
Buster Gundam		MS	Firepower	Heavy Arms	2	4	250
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Dearka Elzman		GAT-X103	12	Giant	-1	2	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	8"	3	10	3d10	#REF!	+	4100
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							
G. Railgun [K]		2	48"	5	RF-2	2	400
+1 Hit vs Size 3+ Crit Hits are worth 3 Hits							
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 Shotgun [K]		3	24"	5	RF+5 Hits	-	300
Overwatch III Hits Cannot use Railgun or Beam Rifle this Turn							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

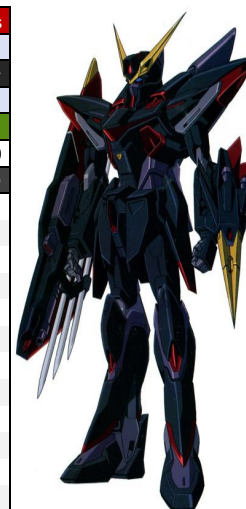
Mecha & Pilot Traits

Phase Shift Armor	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.	-
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I

Name		Type	Role	Special	Performance	Frame	Points
Blitz Gundam		MS	Attacker	Assault	2	4	250
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Nicol Amalfi		GAT-X207	7	Giant	1		-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	12"	2	7	7d10	+6	+	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Lancer Dart [K]		3	32"	5	RF+2 Hits	5	300
Single Use							
Rocket Anchor		1	8"	8	-	-	-
Bypass [Shields] Pull yourself up to 3" for each Hit							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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
Cannot use Phase Shift Armor While Active lose EN-10 or E-HP-1000 per Round but gain +2 Blocks & Blindsides when outside enemy Sensor range.	-	Mirage Colloid
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	Kind Hearted



Name		Type	Role	Special	Performance	Frame	Points
Duel Gundam (AS)		MS	Battler	Heavy Arms	2	4	#REF!
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Yzak Joule		GAT-X102	6	Giant	1	6	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	10"	2	10	6d10	#REF!	+2	8100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
Railgun [K]		1	48"	4	RF-2	2	400
Shield [S2]		1	-	+2 Blocks	-	-	-
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

When HP<2800 the Assault Shroud is ejected. Gain Evade+2 but lose Railgun and Missile Pod. Optionally lose the Shield [S2] for Evade+2	-	Hidden Beneath
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
[M+1] If you engage or end your turn 5" closer to an enemy	Pilot Trait I	Defiant
All weapons gain +1 HIT this turn if you activated due to Return Fire.		

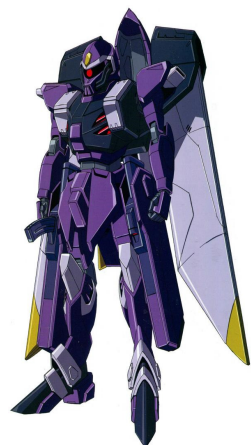




Name		Type	Role	Special	Performance	Frame	Points
CGUE Commander		MS	Interceptor		3	2	350
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rau Le Creuset		ZGMF-515	6	Giant	2		-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	14"	1	9	4d10	+3	+	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
				Overwatch IV			
Shield Gatling [K]		3	32"	7	RF+3 Hits	-	200
				Overwatch IV			
Shield [S2]		1	-	+2 Blocks	-	-	-
				-			
Blade		1	Melee	ATK+1 Hit	Finisher+1	3	400
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
				Push a target backwards 3" for each failed Save			

Mecha & Pilot Traits

Newtype III	Immune to Blindside	Trait
	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



Name		Type	Role	Special	Performance	Frame	Points
Dinn		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							
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
Overwatch IV							
Micromissiles [X]		1	32"	10	RF+6 Hits	2	100
Single Use Enemy target must reroll 9s & 10s on Evade							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Name		Type	Role	Special	Performance	Frame	Points
GINN		MS	Interceptor		2	1	30
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ZAFT 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
Overwatch IV							
Blade		1	Melee	ATK+1 Hit	Finisher+1	3	400
-							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
For +20pts a Ginn equips a TL Missile Pod							
TL Missile 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+			





Name		Type	Role	Special	Performance	Frame	Points
LaGOWE		MS	Raid		3	2	250
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Andrew & Aisha 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
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							
TL Beam Cannons [E]		2	48"	4	RF-1	5	400
				-			

Mecha & Pilot Traits

Transform (Artillery)	While transformed: Gain a Focus action on your turn Move -5" Melee Block (5+ to 7+)	Trait +1
Seasoned Veteran	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait 1
Tactician	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 1

Name		Type	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
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
TL Railguns [K]		2	48"	4	RF-1	2	400
+1 Hit vs Size 3+ Crit Hits are worth 3 Hits							

The BuCUE may trade its railguns for the Missile Salvo below

Missile Salvo [X] (2)	2	48"	5	-	3	300
			Two Uses			

Mecha & Pilot Traits

While transformed: Gain a Focus action on your turn Move -5" Melee Block (5+ to 7+)	Trait +1	Transform (Artillery)
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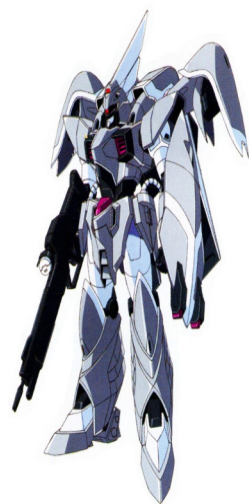


Name	Type	Role	Special	Performance	Frame	Points	
ZuOOT	MS	Firepower	Heavy Arms	1	2	50	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
ZAFT Pilot	TMF/A-802	6	Giant	2	3	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	11"	3	9	2d10	+	+1	3600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Quad Artillery [K]	4	48"	5	RF+1	-	400	
Indirect Fire (R:32" to 40"+Sensors)							
TL Handguns [K]	2	16"	4	RF+4 Hits	2	300	
Critical Hits are worth 3 Hits							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Close Combat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

While transformed: Gain a Focus action on your turn Move -5" Melee Block (5+ to 7+)	Trait +1	Transform (Artillery)
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Name		Type	Role	Special	Performance	Frame	Points
GuAIZ Commander		MS	Battler		4	2	320
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rau Le Creuset		ZGMF-515	5	Giant	2		-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	14"	1	10	6d10	+4	+	2100
Weapons		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							
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 Claws		2	Melee	ATK+1 Hit	Finisher+1	8	200
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Newtype II	Immune to Blindside	Trait
	NT Flash: Twice per game gain +3 Blocks this turn.	+X
Megalomaniac	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II

Name		Type	Role	Special	Performance	Frame	Points
GuAIZ		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
Weapons		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					
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 Claws		2	Melee	ATK+1 Hit	Finisher+1	8	200
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save					



Name		Type	Role	Special	Performance	Frame	Points
GuAIZ 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
				-			
TL Railguns [K]		2	48"	4	RF-1	2	400
		+1 Hit vs Size 3+ Crit Hits are worth 3 Hits					
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 Claws		2	Melee	ATK+1 Hit	Finisher+1	8	200
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save					

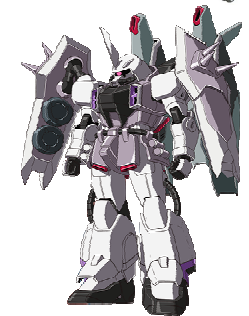




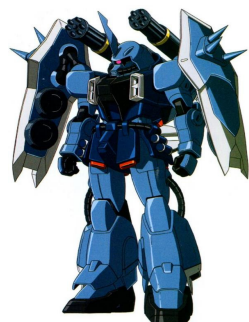
Name		Type	Role	Special	Performance	Frame	Points
Zaku Warrior		MS	Battler		5	3	150
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ZAFT Pilot		ZGMF-1000	4	Giant	1	1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16" 12"		1	12	8d10	+5	+	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam M.Gun [E]		1	24"	5	RF+3 Hits	4	200
Overwatch IV							
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)							
Beam Tomahawk		2	Melee	-	-	6	300
Reroll 1s & 2s on ATK							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Can equip the Gunner, Blaze and Slash Wizard Packs							



+20pts Gunner Zaku - Gain Hyper Impulse Sniper Lose Beam Machine 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.						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Micromissiles [X] (2)	4	32"	10	RF+8 Hits	2	100
Two Uses Enemy target must reroll 9s & 10s on Evade						



+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						

Name		Type	Role	Special	Performance	Frame	Points
Zaku Phantom		MS	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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam M.Gun [E]		1	24"	5	RF+3 Hits	4	200
Overwatch IV							
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)							
Beam Tomahawk		2	Melee	-	-	6	300
Reroll 1s & 2s on ATK							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Can equip the Gunner, Blaze and Slash Wizard Packs							



Name		Type	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			

