	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gur	dam	MS	Battler	Indomitable	2	4	300
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Amuro R	ay (MSG)	RX-78-2	3	Giant		3	-7
I I I I I	Sensors			Shooting	Melee	Evade d10	ARM Sv	HP
	14"	10"	1	10	7d10	+3	+2	5600
	Wed	pons	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 Pil						lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Fists	[CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Novetorna			lmm	une to Blinc	lside			Trait
Newtype I		NT Flash:	Once per	game gair	+3 Blocks th	nis turn.		+V
	When this unit activates choose a weapons bonus for this turn:							Pilot
Mechanical Genius		All w	eapons go	ain +1 PEN	or +100 DM	G.		Trait I

	Points	Frame	Performance	Special	Role	Туре	Vame	Unit N
	350	4	2	Indomitable	Battler	MS	dam	Gund
	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	d Pilot	Skilled
	-7	3		Giant	3	RX-78-2	ay (MSG)	Amuro Ro
	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	5600	+2	+3	7d10	10	1	10"	14"
	DMG	PEN	Close Range	Attacks	Range	EQ	pons	Wea
	300	6	RF+1	4	32"	1	Rifle [E]	Beam R
				-				
	100	-	RF+2 Hits	6	8"	-	ıns [K]	Vulca
	lot	/ Ace Pi	uires a Skilled	tion] Requ	[Free Ac	1] to Use	[M-	
NOTE OF THE PARTY	-	-	-	+2 Blocks	-	1	d [S2]	Shield
				-				
	300	8	-	-	Melee	1	Saber	Beam
Annual Control of the				-				
	300	5P	-	-	Melee	-	[CC]	Fists
		ave	each failed S	cwards 3" for	target back	Push a		
			Pilot Traits	Mecha & I				
NI I II	Trait			side	une to Blind	lmm		
Newtype II	+X		nis turn.	+3 Blocks th	game gair	Twice per	NT Flash:	
	Pilot							
Renowned Pilot	Trait I	Gain [M+1] or +1 Focus Action when this unit activates.						

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gur	ndam	MS	Battler	Indomitable	2	4	400
	Skille	ed Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
91	Amuro (So	oldiers of S.)	RX-78-2	5	Giant		3	-5
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
9	14"	10"	1	10	7d10	+3	+2	5600
	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Hyper Bazooka [K]		1	32"	4	-	3	700
				-	1 Hit vs Size 3	3+		
	Vulce	Vulcans [K] - 8"		8"	6	RF+2 Hits	-	100
	•	-	1] to Use	[Free Ad		uires a Skilled	/ Ace Pi	lot
	Shiel	ld [S2]	1	-	+2 Blocks	-	-	-
					-			
SIL SA ARE	Twin Beam Sabers		2	Melee	ATK+1 Hit	-	8	300
					-			
West Assets	Fists	[CC]	-	Melee		<u>-</u>	5P	300
					kwards 3" foi	r each failed S	ave	
		Mec	ha & Pilot					
Newtype II				une to Blind				Trait
, , , ,			•	•	n +3 Blocks tl			+X
Defiant	[/	۸+1] If you e	engage or	end your to	urn 5" closer	to an enemy		Pilot
Deriaiii	All we	eapons gain ·	+1 HIT this	s turn if you	activated du	ue to Return Fi	re.	Trait I
The White Devil MS		Wh	en you at	tack Frame	1-2 Units ga	in		Trait
The White Devil MS		+1 His	+ (+2 Hits	with DMG (0-200 Weap	ons)		+111

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Gui	ndam	MS	Battler	Indomitable	2	4	450	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro (Sc	oldiers of S.)	RX-78-2	5	Giant		3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	10"	1	10	7d10	+3	+2	5600	
	apons	EQ	Range	Attacks	Close Range		DMG	
Beam	Rifle [E]	1	32"	4	RF+1	6	300	LIST TO THE REAL PROPERTY.
				-				
Hyper B	azooka [K]	1	32"	4	-	3	700	
				Hit vs Size 3	3+			
Vulc	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	20
Shie	ld [S2]	1	-	+2 Blocks	-	-	-	
				-				
Twin Bed	am Sabers	2	Melee	ATK+1 Hit	-	8	300	
				-				
Fists	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha & I	Pilot Traits			
		lmm	une to Blind	lside			Trait	Newtype II
NT Flash: Twice per game gain +3 Blocks this turn.							+X	raewrype ii
	C [M 0]	Pilot	D It.					
	Gain $[M+2]$ or $+2$ Focus Actions when this unit activates.							Prodigy
	Wh	en you att	ack Frame	1-2 Units ga	in		Trait	
		•)-200 Weap			+111	The White Devil MS
					•			

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Y A S	Gun	ndam	MS	Battler	Indomitable	2	4	500	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Amuro (Enc	ounters in S.)	RX-78-2	5	Giant		3	-5	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	14"	10"	1	10	7d10	+3	+2	5600	
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Beam	Rifle [E]	1	32"	4	RF+1	6	300	
					-				
	Hyper Bo	azooka [K]	1	32"	4	-	3	700	
	+1 Hit vs Size 3+								
	Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100	
		[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	
70 ,	Shiel	d [S2]	1	-	+2 Blocks	-	-	-	
	1				-				
1,1	Twin Bec	ım Sabers	2	Melee	ATK+1 Hit	-	8	300	
11 12					-				
	Fists	[CC]	-	Melee	-	-	5P	300	
			Push a	target bac	kwards 3" foi	r each failed S	ave		
		Mec	na & Pilot						
6 1		0 . [11.0]						Pilot	
Prodigy		Gain [M+2]	or +2 Foo	cus Actions	when this unit	activates.		Trait II	

Unit Name		Туре	Role	Special	Performance	Frame	Points	
Gundam (M. Coatir	ng)	MS	Battler	Indomitable	4	4	550	The state of the s
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Amuro (Encounters in	1 S.)	RX-78-2	5	Giant		3	-5	
Sensors Mov	е	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14" 10"		1	11	8d10	+6	+2	5600	
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Rifle [E]		1	32"	4	RF+1	6	300	
				-				
TL Hyper Bazooka	[K]	2	32"	4	RF+1	3	700	
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			+1	Hit vs Size S	3+			
Vulcans [K]		-	8"	6	RF+2 Hits	-	100	//3 // \
	ſΜ-	1] to Use	[Free Ac	tion] Reg	uires a Skilled	/ Ace Pi	lot	
Backshield [SO]	-	1	· -	+2 Blocks	-	-	-	
			Can only	Block in the	Rear Arc			Q U
Beam Saber		1	Melee	-	-	8	300	
				-				E T
Fists [CC]		-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
			Ĭ	Mecha &	Pilot Traits			
When you active	nte c	hoose a h	onus for thi	s turn. +2 PF	N OR +200 D	MG	Pilot	Fearsome
TYTICH YOU GENYC	are C	noose a b	01103 101 1111	3 101116 1 Z F L		,,,,O.	Trait II	i cui sonie
·		-						·

	The Gundam's piloted by Amuro on this page all share the following traits										
Newtype III	lmmune to Blindside NT Flash: Three times per game gain +3 Blocks this turn.	Trait +XV	When you attack Frame 1-2 Units gain +1 Hit (+2 Hits with DMG 0-200 Weapons)	Trait +III	The White Devil MS						
Extra Sensory Shooting	[M-1] Once per turn while Evading shoot down a Remote Weapon (Funnels, Bits, etc.) permanently lowering its Attacks by 2.	-	[M-1] You may fire one weapon out of this unit's rear firing arc.	-	Newtype 360 Firing Arc						

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gun	dam	MS	Battler	Indomitable	4	4	550
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Amuro (Enc	ounters in S.)	RX-78-2	5	Giant		3	-5
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14" 10"		1	11	8d10	+4	+2	5600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam Rifle [E]		1	32"	4	RF+1	6	300
					-			
	Hyper Bazooka [K]		1	32"	4	-	3	700
					Hit vs Size 3	3+		
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
VIS					-			
5 - F	Twin Bec	ım Sabers	2	Melee	ATK+1 Hit	-	8	300
					-			
	Fists	[CC]	-	Melee	-	-	5P	300
					kwards 3" foi	each failed S	ave	
		Mecl	na & Pilot	Traits				
Untouchable	Vs Sh	nooting impro	ve the bo	nus to Dodo	ge and Guar	d by 1 (Max :	3)	Pilot
oocaliable	Once pe	er Round whi	le using Do	odge, Crit l	lits versus thi	s unit instead	Miss.	Trait II
Newtype 360 Firing Arc	[M-	1] You may	fire one w	eapon out	of this unit's r	ear firing arc.		-

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	Α	lex	MS	Interceptor	Assault	5	4	550	The state of the s
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
ſ	Amui	ro Ray	RX-78NT-1	8	Giant	1		-6	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	14"	12"	2	11	6d10	+5	+0	2600	
	Wed	apons	EQ	Range	Attacks	Close Range	PEN	DMG	7
Ī	Alex Bec	am Rifle [E]	3	32"	4	RF+3	6	300	
					-				
	TL Small	Gatling [K]	2	24"	10	RF+6 Hits	-	100	
				(Overwatch IV	′			
	Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100	Takes of the same
		[M-	-1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	
	Shiel	ld [S2]	1	-	+2 Blocks	-	-	-	是
					-				
	Twin Bed	am Sabers	2	Melee	ATK+1 Hit	-	8	300	
					-				
	Fists	[CC]	-	Melee	-	-	5P	300	
			Push o	target back	kwards 3" foi	r each failed S	ave		
					Mecha & I	Pilot Traits			
Ī	Vs Sl	nooting impro	ove the bo	nus to Dodg	ge and Guar	d by 1 (Max :	3)	Pilot	
	Once p	er Round whi	ile using D	odge, Crit F	- Hits versus thi	s unit instead	Miss.	Trait II	Untouchable
ı	If this un	it is not pilote	ed by Amı	ıro Ray or c	an equivalent	skill Newtype	e Ace		
			•	the Pilot Ti	•	7,6		-	Custom Newtype Unit
L			. 30000		·- ··				



Headhunter

Daredevil

	Unit	Name	Туре	Role	Special	Performance	Frame	Points		
	Full Armo	r Gundam	MS	Firepower	Heavy Arms	2	4	350		
Ī	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Lt Heir	nz Baer	FA-78-1	9	Giant	1	6	-2		
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	14"	10"	3	10	3d10	+2	+2	8100		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
_	TL Bean	n Rifle [E]	2	32"	4	RF+2	6	300		
					-					
	Rocket Lo	uncher [K]	1	32"	4	-	3	700		
				+1	Hit vs Size 3	3+				
	Missile P	od [X] (3)	3	32"	6	RF+3 Hits	3	200		
					Three Uses					
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100		
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot		
	Melee S	hield [S0]	2	-	+1 Block	-	-	-		
		C	Can only B	lock in Enga	gement range	e (Includes Ov	erwatch)			
	Beam	Saber	1	Melee	-	-	8	300		
					-					
	Close Co	mbat [CC]	-	Melee	-	-	5P	300		
Push a target backwards 3" for each failed Save										
		Mecl	ha & Pilot	Traits						
		When you a	ttack Leve	l 1-2 Pilots,	Captains & I	Kaiju gain:		Pilot		
		+1 Hit	+ (+2 Hits	with DMG ()-200 Weap	ons)		Trait I		

In Rounds 2+ gain [M+2] on your turn if HP \geq =50%.

Unit N	lame	Туре	Role	Special	Performance	Frame	Points	FA 70 1D	
Full Armor G	Gundam (B)	MS	Firepower	Heavy Arms	2	4	350	LY-10-IR	
Ace F	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	FULL ARMUM GUNLLAWI (TIPE B)	M
Federati	ion Ace	FA-78-1B	9	Giant	1	6	-2	8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
14"	10"	3	10	3d10	+2	+2	8100		
Weap	ons	EQ	Range	Attacks	Close Range	PEN	DMG	A CAN	M
Triple Bear	m Rifle [E]	3	32"	4	RF+3	6	300		
				-					
Rocket Lau	ıncher [K]	1	32"	4	-	3	700		
			+ 7	Hit vs Size 3	3+				
Missile F	od [X]	1	32"	6	RF+3 Hits	3	200		
				Single Use					Val.
Micromis	siles [X]	1	32"	10	RF+6 Hits	2	100	EAL	1
		Single Use	Enemy ta	rget must rer	oll 9s & 10s o	n Evade		3) A
Antiship N	Nissile [X]	1	48"	3	RF-1	3	1000	A A	
		Si	ingle Use	+3 Hits vs S	Size 2+ Units				
Vulcar	ns [K]	-	8"	6	RF+2 Hits	-	100	*	
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot		
Twin Bean	n Sabers	2	Melee	ATK+1 Hit	-	8	300		2
				-					
Close Com	nbat [CC]	-	Melee	-	-	5P	300		
		Push a	target bac	kwards 3" for	each failed S	ave			
				Mecha & I	Pilot Traits				
	+1	to Precision	on and Barı	age (Max 3)			Pilot	Furious Fusilla	de
Ba	rrage lets	you change	your wea	pons Rapid F	ire to RF+1		Trait II	1 011003 1 031110	-



Berserker

1	Unit	Name	туре	коїе	Special	Performance	rrame	Points
2	Heavy	Gundam	MS	Battler	Heavy Arms	3	4	380
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Col. De	n Beserk	FA-78-2	10	Giant		6	-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	8"	2	11	7d10	+1	+2	8100
	1	16	EQ	Range	Attacks	Close Range	PEN	DMG
	Heavy C	atling [K]	4	32"	8	RF+2 Hits	-	200
				(Overwatch VI			
	Missile P	od [X] (3)	3	32"	6	RF+3 Hits	3	200
					Three Uses			
	Beam C	annon [E]	1	48" 4 RF-2		5	400	
					-			
	Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
-1					-			
	Shield Si	mash [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" for	each failed S	ave	
		Mec	na & Pilot	Traits				
	If HP<50	% or ally Ski	lled/Ace l	Pilot is destr	oyed gain: /	Melee +3 Hits	8 + 1	Pilot
		В	lock vs ea	ch enemy a	ttack action.			Trait II

Unit	Unit Name		Role	Special	Performance	Frame	Points				
Gunner	Gunner Gundam		Sniper	Indomitable	3	4	370				
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+				
Federa	ition Ace	RX-78SP	6	Giant	-1	-1	-9				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
24"	8"	1	12	5d10	+4	+1	3600				
2	22	EQ	Range	Attacks	Close Range	PEN	DMG	6			
Custom Bed	amSniper [E]	5	48"	5	RF-1	7	300	ĺ			
	Ignore target's Cover bonus Crit Hits are worth 3 Hits										
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100	ĺ			
	[M-	1] to Use	[Free Ad	tion] Requ	uires a Skilled	/ Ace Pi	lot				
Beam	Saber	1	Melee	-	-	8	300	ĺ			
				-							
Close Co	mbat [CC]	-	Melee	-	-	5P	300	ĺ			
		Push a	target bac	kwards 3" foi	r each failed S	ave					
								П			
								ĺ			



Mecha & Pilot Traits

While outside enemy Sensors gain +2 Block vs each attack action. Trait Jamming Enemies cannot target this unit before its first activation are within 16". +٧ +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Pilot Deadeye Trait II Precision also lets you may target units engaged in Melee.

Pilot

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gundar	n Unit 4	MS	Battler	Indomitable	4	4	350
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
I W Colonia	Luce	Cassel	RX-78-4[Bst]	7	Giant	1	3	-2
A. C.	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	12"	1	11	8d10	+4	+2	5600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Mega B.L	auncher [E]	4	64"	3	RF+4 Hits	9	700
						Cannot Move	this turn	1.
	Beam Sp	ot Guns [E]	-	8"	5	-	3	100
		[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
Col. Service Sci. Service			Push a	target back	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
D :: 1D (: :		0 . [11 . 1		4				Pilot
Practiced Professional		Gain [M+1]	or + I Fo	cus Action v	vhen this unit	activates.		Trait I

Unit Name	Туре	Role	Special	Performance	Frame	Points	
Gundam Unit 5	MS	Battler	Indomitable	4	4	350	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	N. W. T. C.
Ford Romfellow	RX-78-5[Bst]	7	Giant	1	3	-2	
Sensors Move	e Actions	Shooting	Melee	Evade d10	ARM Sv	HP	AE SA
14" 12"	1	11	8d10	+4	+2	5600	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	600
Beam Rifle [E]	1	32"	4	RF+1	6	300	
			-				
Giant Gatling [K	.] 4	32"	6	RF+2 Hits	-	300	
			Overwatch IV	,			Port I
Beam Spot Guns [[E] -	8"	5	-	3	100	1 1
	[M-1] to Use	[Free A	tion] Req	uires a Skilled	/ Ace Pi	lot	
Vulcans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-1] to Use	[Free A	ction] Req	uires a Skilled	/ Ace Pi	lot	
Shield [S2]	1	-	+2 Blocks	-	-	-	
			-				
Beam Saber	1	Melee	-	-	8	300	
			-				
Close Combat [Co	C] -	Melee	-	-	5P	300	
	Push c	target bac	kwards 3" foi	r each failed S	ave		cel Smoot at differ
			Mecha &	Pilot Traits			
In Rour	nds 2+ gain [<i>l</i>	Λ+2] on yo	ur turn if HP	>=50%.		Pilot Trait l	Overconfident



Gunnery Expert

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Mudrock	Gundam	MS	Raid	Heavy Arms	2	4	240
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Lt. /	Agar	RX-78-6	6	Giant	-1	4	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	14"	2	9	5d10	+2	+1	5600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400
			Indirect Fire	(R:32" to 40	"+Sensors)		
Beam	Rifle [E]	1	32"	4	RF+1	6	300
				-			
Grenade I	Launcher [X]	1	16"	4	RF+4 Hits	3	200
		Overw	atch IV Si	ngle use (Atto	ack or Overwa	ıtch)	
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
Shiel	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Beam Saber		1	Melee	-	-	8	300
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
		Push a	target bac	kwards 3" for	each failed S	ave	
	Mecl	ha & Pilot	Traits				

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

	Ollii	Name	туре	Kole	Special	Performance	Trume	Points	
Ĺ	A	lex	MS	Interceptor	Assault	5	4	350	
	Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Ī	Chris M	ackenzie	RX-78NT-1	4	Giant	1	7	-3	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	14"	9"	2	11	6d10	+4	+2	8600	4号目(0) 四额(4) 号目
- [Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ī	Alex Bea	ım Rifle [E]	3	32"	4	RF+3	6	300	
					-				
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	A STATE OF
		[M-	lot						
	Beam	Saber	1	Melee	-	-	8	300	
					-				
	Fists	[CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" foi	r each failed S	ave		
	T1				:: I I D	d T 201 1			
	rne wed	pon below is	only usabl	e arrer me r	пааеп вепеа	ıth Trait has be	еп аспу	атеа	
	TL Small (Gatling [K]	2	24"	10	RF+6 Hits	-	100	
				(Overwatch IV	,			
ı					Mecha & l	Pilot Traits			
		•				's stats become nall Gatling [K]		-	Hidden Beneath
	If this uni	it is not pilote	•	oro Ray or c the Pilot Ti	•	skill Newtype	e Ace	-	Custom Newtype Unit

Pilot



Entwined with Tragedy

Driven

Unit	Name	Туре	Role	Special	Performance	Frame	Points				
Full Armor	7th Gundam	MS	Interceptor	Heavy Arms	2	4	380				
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+				
Hughes	Courand	FA-78-3	13	Giant		6	1				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
14"	8"	2	9	4d10	+2	+2	8100				
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG				
Long Beam	Cannon [E]	5	64"	4	RF-1	6	400				
				-							
7th Bear	n Rifle [E]	3	40"	4	RF+1	7	300				
				-							
TL Missil	e Pod [X]	2	32"	8	RF+3 Hits	3	200				
Single Use											
Grenade L	aunchers [X]	1	16"	4	RF+4 Hits	3	200				
		Overw	atch IV Si	ngle use (Atto	ack or Overwo	atch)					
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100				
	[M-	11 to Use	[Free Ac	tion] Regu	vires a Skilled	/ Ace Pi	lot				
Shiel	d [S2]	1		+2 Blocks	-	-	-				
				-							
Beam	Saber	1	Melee	-	-	8	300				
				-							
Close Co	mbat [CC]	-	Melee	-	-	5P	300				
		Push o	target back	cwards 3" for	each failed S	ave					
	Mecha & Pilot Traits										
	When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot				
When you attack Level 1-2 Pilots, Captains & Kaiju gain: Pilot											

+1 Hit (+2 Hits with DMG 0-200 Weapons)

[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.

		-	n (-	N. 1	
	Points		Performance	Special	Role	Туре	Name	Unit
	400	4	2	Heavy Arms	Firepower	MA	Gundam [S]	HFA 7th (
	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	Pilot	Ace
ĺ	3	6	5	Giant	10	HFA-78-3	Courand	Hughes
۳	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	8100	+2	+2	3d10	10	3	18"	14"
	DMG	PEN	Close Range	Attacks	Range	EQ	apons	Wed
1	400	8	RF-2	4	64"	4	m Cannon [E]	MegaBear
				[M-1] to use				
6	400	5	RF-2	4	48"	1	Cannon [E]	Beam C
-				-				
	400	5	RF-2	4	48"	1	Cannon [E]	Beam C
				-				
	100	2	RF+8 Hits	10	32"	2	missiles [X]	TL Micro
		n Evade	oll 9s & 10s o	rget must rer	Enemy ta	Single Use		
	200	2	RF-4	10	48"	2	T Missiles [X]	TL Fire SP
		ors)	" to 40"+Sens	ect Fire (R:32	Use Indire	Single		
	100	-	RF+2 Hits	6	8"	-	ans [K]	Vulc
	lot	/ Ace Pi	uires a Skilled	tion] Requ	[Free Ac	1] to Use	[M-	
	600	-	-	-	Melee	-	Speed [CC]	Ramming
			000 HP	tacking lose 1	After att			
-1								



Mecha & Pilot Traits	
----------------------	--

When you attack Level 1-2 Pilots, Captains & Kaiju gain:	Pilot
+1 Hit (+2 Hits with DMG 0-200 Weapons)	Trait I
[M+1] If you engage or end your turn 5" closer to an enemy	Pilot
All weapons gain +1 HIT this turn if you activated due to Return Fire.	Trait I

Entwined with Tragedy

Driven



Entwined with Tragedy

Driven

,							1			
ļ	Unit	Name	Туре	Role	Special	Performance	Frame	Points		
	7th G	undam	MS	Interceptor	Assault	5	4	380		
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Hughes	Courand	RX-78-7	6	Giant	1	3	-5		
ı	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
ſ	14"	12"	2	11	6d10	+5	+1	4100		
ĺ	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
ſ	7th Bear	n Rifle [E]	3	40"	4	RF+1	7	300		
١					-					
ı	Grenade I	Launcher [X]	1	16"	4	RF+4 Hits	3	200		
١			Overw	Overwatch IV Single use (Attack or Overwatch)						
	Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100		
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot		
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-		
					-					
ı	Beam	Saber	1	Melee	-	-	8	300		
١					-					
ı	Close Co	mbat [CC]	-	Melee	-	_	5P	300		
١			Push a	target back	wards 3" foi	r each failed S	ave			
		Mecl	ha & Pilot	Traits						

When you attack Level 1-2 Pilots, Captains & Kaiju gain:

+1 Hit (+2 Hits with DMG 0-200 Weapons)

[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.

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
G-Line Li	ght Armor	MS	Interceptor	Indomitable	2	4	230	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Hughes	Courand	RX-81LA	6	Giant	2	-3	-8	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	F
12"	14"	1	9	5d10	+4	+1	2600	1
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	T.
Heavy Be	am Rifle [E]	2	24"	4	RF+1	6	400	
				-				~
TL Missil	e Pod [X]	2	32"	8	RF+3 Hits	3	200	Y/
				Single Use				
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100	1
	[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	ilot	1
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	1
				-				A
Beam	Saber	1	Melee	-	-	8	300	
				-				
Shield Si	mash [CC]	-	Melee	-	-	5P	300	1
		Push a	target back	kwards 3" foi	each failed S	ave		1
			-					1
								1/6

When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)

Pilot Trait l

Entwined with Tragedy

Pilot

Trait I

Pilot

Trait I

Trait I

Pilot



Kind Hearted

Unit	Name	Туре	Role	Special	Performance	Frame	Points
G-Line Stan	dard Armor	MS	Battler	Indomitable	2	4	230
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Cherie	Alison	RX-81ST	7	Giant		-1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	10"	1	10	7d10	+3	+1	3600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Gatlin	g Gun [K]	4	32"	8	RF+4 Hits	-	200
				Overwatch IV	,		
Beam C	arbine [E]	1	24"	4	RF+2	6	300
				-			
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ad	tion] Requ	vires a Skilled	/ Ace Pi	lot
Shiel	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target bac	kwards 3" foi	each failed S	ave	
	Mec	ha & Pilot	Traits				

When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.

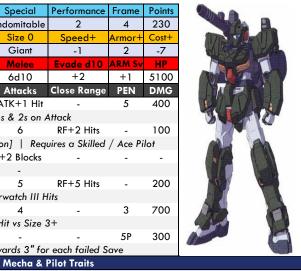
When this unit is destroyed gain [M+3].

G-Line Ass	ault Armor	MS	Raid	Indomitable	2	4	230				
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+				
Rob H	lartley	RX-81AS	5	Giant	-1	2	-7				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
10"	14"	1	9	6d10	+2	+1	5100				
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG				
Heat	Lancer	2	Melee	ATK+1 Hit	-	5	400				
			Reroll	1s & 2s on A	Attack						
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100				
	[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot				
Shiel	d [S2]	1	-	+2 Blocks	-	-	-				
				-							
Shoto	jun [K]	1	16"	5	RF+5 Hits	-	200				
			Ov	erwatch III H	its						
Rocket Lo	uncher [K]	1	32"	4	-	3	700				
	3+										
Close Co	mbat [CC]	-	Melee	-	-	5P	300				
		Push a	target back	kwards 3" for	each failed S	ave					
		Push a target backwards 3" for each failed Save Mecha & Pilot Traits									

Unit Name

Туре

Role



moena a montano		
In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot	Close Combat Expert

Trait I



Stealth Ambusher Defiant

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Gundo	am Pixy	MS	Attacker	Indomitable	4	3	240	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Во	олк	RX-78-XX	4	Giant	1	-2	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	12"	1	8	9d10	+6	+1	2600	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Twin Bea	m Daggers	2	Melee	ATK+1 Hit	Finisher+1	8	200	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" for	each failed S	ave		
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	
TL SA	лС [K]	2	24"	7	RF+5 Hits	-	200	
			(Overwatch IV	′			
Mecha & Pilot Traits								
Cannot be targeted until your first activation unless the enemy is within 16". T								
Gain [Tactical Advantage] on your first attack vs a target within 24".								
[٨	Λ+1] If you e	engage or	end your to	ırn 5" closer i	to an enemy		Pilot	
All we	apons aain	+1 HIT this	turn if you	activated du	e to Return Fi	re.	Trait I	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gundam Ma	rine Type [A]	MS	Battler	Heavy Arms	4	3	160
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federa	tion Pilot	RAG-79-G1	8	Giant		1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	2	11	7d10	+4	+	3100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
UW Bea	m Rifle [E]	2	32"	4	RF+1	6	300
		Water te	rrain has no	effect on this	s weapons AR	M PEN	
TL Torped	do Pod [X]	2	32"	8	RF+3 Hits	3	200
				Single Use			
Harpooi	n Gun [K]	1	16"	4	RF+3 Hits	2	300
			Critical I	Hits are worth	3 Hits		
Grapp	ling Unit	1	8"	8	-	-	-
		Bypass [Shields] P	Pull yourself u	p to 3" for ea	ch Hit	
Twin Bear	Twin Beam Daggers		Melee	ATK+1 Hit	Finisher+1	8	200
				-			
Close Co	Close Combat [CC]		Melee	-	-	5P	300
		Push a	target bac	kwards 3" for	each failed S	ave	



Pilot

	Unit N	ame	Туре	Role	Special	Performance	Frame	Points	
	Blue Destin	y Unit 3	MS	Battler	Indomitable	5	3	380	
	Ace P	ilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
95	Υυυ Κα	ijima	RX-79BD-3	4	Giant	1	1	-7	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	14"	12"	1	12	9d10	+3	+1	4600	
	Weap	ons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Beam Ri	fle [E]	1	32"	4	RF+1	6	300	
					-				
	Missile P	od [X]	1	32"	6	RF+3 Hits	3	200	
					Single Use				
	Vulcans & C		-	8"	8	RF+2 Hits	-	100	
			-2] to Use	[Free Ac		vires a Skilled	/ Ace Pi	lot	
	Shield	[S2]	1	-	+2 Blocks	-	-	-	
					-				
SA HITTER	Beam S	aber	1	Melee	-	-	8	300	
					-				
	Fists [CC]		Melee	-	-	5P	300	
					kwards 3" foi	each failed S	ave		
			ha & Pilot					-	
Spirit in the Machine					gins to move for the rest o			Trait +III	
EXAM System	If the Ene	my has an	EXAM uni	t or after us	sing Spirit in	the Machine g	ain:	Trait	
LAAM System		+1 B	lock versus	each enem	ny attack acti	ion.		+V	
Newtype Miasma	While EXA	M is active	Newtypes	must spend	d [M-1] to use	e their Block a	bility.	-	
Drivon	[M+	[M+1] If you engage or end your turn 5" closer to an enemy							
Driven	All wea	All weapons gain +1 HIT this turn if you activated due to Return Fire.							
Hunting for a Rival	W	/hen you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot	
Homing for a kival		+1 Hi	t (+2 Hits	with DMG (0-200 Weap	ons)		Trait I	

Unit Nam	ie.	Туре	Role	Special	Performance	Frame	Points	
Blue Destiny U		MS	Battler	Indomitable	5	3	380	
Ace Pilo		Model	EQ Slots	Size 0		Armor+		
Yuu Kajim		RX-79BD-1	4	Giant	1	1	-7	
	/love	Actions	Shooting	Melee	Evade d10	ARM Sv		
	12"	1	12	9d10	+4	+1	4600	
Weapon	s	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine Gu		1	24"	7	RF+3 Hits	-	200	
			(Overwatch IV	,			
Missile Pod	[X]	1	32"	6	RF+3 Hits	3	200	
				Single Use				
Vulcans & Can	nons [K]	-	8"	8	RF+2 Hits	-	100	
	[M-	2] to Use	[Free Ad	tion] Req	uires a Skilled	/ Ace Pi	lot	
Small Shield	[S1]	1	-	+1 Block	-	-	-	ES POS
				-				
Beam Sab	er	1	Melee	-	-	8	300	
				-				
Fists [CC]	-	Melee	-	-	5P	300	
		Push a	target bac		r each failed S	ave		A A A A A A A A A A A A A A A A A A A
				Mecha &	Pilot Traits			
	-	-		gins to move for the rest o			Trait +III	Spirit in the Machin
If the Enemy				sing Spirit in	the Machine g	ain:	Trait +V	EXAM System
While EXAM i				•		ıbility.	-	Newtype Miasma
	•		•		to an enemy Je to Return Fi	re.	Pilot Trait I	Driven
•	Ť		,	ur turn if HP			Pilot Trait I	Reckless

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
No.	Ez-8 Gui	ndam [G]	MS	Battler	Indomitable	2	3	150
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
TAI	Shiro Amada		RX-79[G]	3	Giant	-1	1	-8
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	8"	1	10	7d10	+3	+1	4100
234. 25	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
					Overwatch IV	,		
	Vulcans &	Cannons [K]	-	8"	8	RF+2 Hits	-	100
		[M-	2] to Use	[Free Ad	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Small Sl	nield [S1]	1	-	+1 Block	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
And K					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" foi	each failed S	ave	
		Mec	na & Pilot	Traits				
L.L. P.J	When	activated if	HP<50%	or [M=0] g	ain [M+2] O	R 2 Focus action	ons.	Pilot
ldealist		Wh	en this unit	is destroye	ed gain [M+3	8].		Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points		1
Gunde	am [G]	MS	Battler	Indomitable	2	3	150		7
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		A
Karen	Joshua	RX-79[G]	3	Giant	-1	1	-8		V
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
8"	8"	1	10	7d10	+3	+1	4100		B
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	no.	
Beam	Rifle [E]	1	32"	4	RF+1	6	300	UN	K
				-					I
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100		L
	[M-	1] to Use	[Free Ad	tion] Requ	vires a Skilled	/ Ace Pi	lot		
Small SI	hield [S1]	1	-	+1 Block	-	-	-		
				-					
Beam	Saber	1	Melee	-	-	8	300		
				-				THE STATE OF THE S	
Close Co	mbat [CC]	-	Melee	-	-	5P	300		
		Push a	target bac	kwards 3" for	each failed S	ave		L L	
				Mecha & I	Pilot Traits				
	Cain [AA±1]	l a = ±1 Ea	aua Aatian u	uhan thia unit	antivata.		Pilot	Seasoned Veteran	
	Guiii [M+1]	101 -1 -0	cus Action v	vhen this unit	activates.		Trait I	Seasoned Veteran	

2000年11 NORTH	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gundo	am [G]	MS	Battler	Indomitable	2	3	150
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Terry So	anders Jr.	RX-79[G]	3	Giant	-1	1	-8
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8''	8"	1	10	7d10	+3	+1	4100
	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Artillery (Cannon [K]	1	48"	5	RF-2	-	400
				Indirect Fire	(R:32" to 40	"+Sensors)		
Color Street	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	-1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Small SI	nield [S1]	1	-	+1 Block	-	-	-
	Beam	Saber	1	Melee	-	_	8	300
					-			
Service Control	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
C F	. 1 D		D //	4. 2\ D.	.l D: .l F		. 1	Pilot
Gunnery Expert	+1 to Pr	ecision and	barrage (<i>I</i>	wax 3). Re	аисе каріа ғ	ire penalties	ру і.	Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points		n 6
Gundo	am [G]	MS	Battler	Indomitable	2	3	150	4 V 1	10
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Matt	Healy	RX-79[G]	3	Giant	-1	1	-8	A D	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	P	層之。
8"	8"	1	10	7d10	+3	+1	4100	1. 11/2	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		圆路
Machine	e Gun [K]	1	24"	7	RF+3 Hits	-	200		
			(Overwatch IV	•			20 1/1	1 1
Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100	T	
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot		17 H
Small SI	hield [S1]	1	-	+1 Block	-	-	-	Mind I	100
				-				BANKA!	
Beam	Saber	1	Melee	-	-	8	300		W/ K
				-					
Close Co	mbat [CC]	-	Melee	-	-	5P	300		N D
		Push a	target back	kwards 3" for	each failed S	ave			A A
				Mecha & I	Pilot Traits				
When the I	Round starts	give 2 alli	es within LC	S or Sensors	a Focus actio	n to use	Pilot		T
on t	their next tur	n. Units a	re capped	at 3 Focus ac	tions per turn.		Trait I		Tactician
					•				

and the second of the second	Unit	Name	Туре	Role	Special	Performance	Frame	Points
=	GM Groun	d Type [G]	MS	Battler		1	1	30
	Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federa	Federation Pilot		3	Giant	1	3	
A	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	9"	1	9	5d10	+1	+1	2600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
41	Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
				(Overwatch IV	/		
	Small Sl	nield [S1]	1	-	+1 Block	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
					-			

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
GM Sn	iper [G]	MS	Sniper		1	1	30	
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	An
Federa	tion Pilot	RGM-79SP	3	Giant	-1	3	-2	6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18"	5"	1	10	2d10	+1	+1	2600	1
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	8
H. Beam	Sniper [E]	2	48"	4	RF-2	7	300	36
			Ignore i	arget's Cove	er bonus			
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	本
		Push a	target back	kwards 3" fo	r each failed S	ave		N.

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Gundam [G] & GM [G]	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
You may swap a primary	Missile Salvo [X]	1	48"	5	-	3	300
weapon for a Bazooka,				Single Use			
•	Artillery Cannon [K]	1	48"	5	RF-2	-	400
M.Gun, B.Rifle or Artillery.			Indirect Fire	(R:32" to 4	0"+Sensors)		

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	Weapon's Rack Backpa
Hyper Bazooka [K]	1	32"	4	-	3	700	For +10pts each equip
		+1	Hit vs Size	3+			
Beam Rifle [E]	1	32"	4	RF+1	6	300	extra weapon or Missil
			-				Salvo to Gundam [G]

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	Guncannon		MS	Firepower	Indomitable	2	3	250	
	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Kai S	Shiden	RX-77-2	3	Giant	-1	2	-7	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	16"	8"	2	10	4d10	+3	+1	4600	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Beam	Rifle [E]	1	32"	4	RF+1	6	300	
					-				
	TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400	
				Indirect Fire	(R:32" to 40	"+Sensors)			
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pilo								
	Fists	[CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" foi	each failed S	ave		
		Mecl	na & Pilot	Traits					
Continue Fig.	Collidate Fig. V. Charter and Janes all Lance and Lance and Collins and Collin								
Cool Under Fire	Cool Under Fire Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)								
\A/ina ava alsia a Dilat		Carin [AA 1]	I 1 E-	A				Pilot	
Wisecracking Pilot		Gain [M+1]	or +1 Fo	cus Action V	hen this unit	activates.		Trait I	

Unit N	lame	Туре	Role	Special	Performance	Frame	Points	1		
Guncanno	on (MP)	MS	Firepower		2	2	110	AUG		
Skilled	l Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
Lydo '	Wolf	RX-77-2	4	Giant	-2		-7		T. IV	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	2 10	EL TON	
16"	6"	2	9	2d10	+0	+0	2100			
Wear	ons	EQ	Range	Attacks	Close Range	PEN	DMG	O ()	A A	
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200			
			(Overwatch IV	′					
TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400		5	1
,	•		Indirect Fire	(R:32" to 40	"+Sensors)					
Vulcar	ns [K]	-	8"	` 6	RF+2 Hits	-	100		511	
	[M-	-11 to Use	[Free Ac	tion] Reg	uires a Skilled	/ Ace Pi	lot		7	
Fists	[CC]	-	Melee		-	, 5P	300		4	3
		Push o	target back	kwards 3" foi	r each failed S	ave				-
Shield	I [S2]	1	-	+2 Blocks	-	-	-			
				-				(F23)		
				Mecha &	Pilot Traits			-		
Vs Shootin	ng attacks ir	mprove the	e bonus to D	odge and G	Guard by 1 (M	ax 3)	Pilot Trait I		Elusive	
										_

	11.5		-	- D - I	c	D (-	
	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gunc	annon	MS	Firepower	Indomitable	2	3	200
	Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Hayato k	Kobayashi	RX-77-2	3	Giant	-1	2	-7
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	8"	2	10	4d10	+3	+1	4600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400
119				Indirect Fire	(R:32" to 40	"+Sensors)		
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot
	Fists	[CC]	-	Melee	-	-	5P	300
- Auto			Push a	target back	kwards 3" foi	each failed S	ave	
		Mecl	na & Pilot	Traits				
0 5 .	.1						. ,	Pilot
Gunnery Expert	+ I to Pr	ecision and l	sarrage (<i>l</i>	Max 3). Re	duce Kapid F	ire penalties	by I.	Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Gun	itank	MS	Firepower		0	3	100	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Ryu &	Hayato	RX-75-4	5	Giant	-3	-1	-10	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
20"	4"	2	9	2d10	+0	+0	2100	
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Long A	rtillery [K]	3	56"	5	RF-1	-	400	
			Indirect Fire	(R:32" to 40	"+Sensors)			
Howitzer	Hands [K]	2	32"	8	RF+4 Hits	-	100	
			(Overwatch IV	,			
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		/incompare
			, i	Mecha &	Pilot Traits			
H	1 Halve the mo		nnot make s	•	e. 5" to 3").		Trait -l	Tracked Vehicle
+1 to Pr	ecision and l	Pilot Trait I	Gunnery Expert					

Unit I	Name	Туре	Role	Special	Performance	Frame	Points
Guncann	on (MP)	MS	Firepower		2	2	60
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federat	tion Pilot	RX-77D	4	Giant	-2		-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	6"	2	9	2d10	+2	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Machin	e Guns [K]	2	24"	8	RF+4 Hits	-	200
				Overwatch IV	,		
TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400
			Indirect Fire	(R:32" to 40	"+Sensors)		
Fists	[CC]	-	Melee	-	-	5P	300
		Push a	target back	wards 3" for	each failed S	ave	
	Guncanr Basic Federat Sensors 16" Wea TL Machin TL Artillery	16" 6"	Guncannon (MP) MS	Guncannon (MP) MS Firepower Basic Pilot Model EQ Slots Federation Pilot RX-77D 4 Sensors Move Actions Shooting 16" 6" 2 9 Weapons EQ Range TL Machine Guns [K] 2 24" TL Artillery Cannon [K] 2 48" Indirect Fire Fists [CC] - Melee	Guncannon (MP)	Guncannon (MP) MS Firepower 2	Suncannon (MP)

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Guntank	(MP) [G]	MS	Firepower		0	2	30
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federa	tion Pilot	RX-75MP	5	Giant	-3	-1	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	4"	2	8	1d10	+0	+0	1600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Long A	Artillery [K]	3	56"	5	RF-1	-	400
			Indirect Fire	(R:32" to 40	"+Sensors)		
Howitzer	Hands [K]	2	32"	8	RF+4 Hits	-	100
			(Overwatch IV	/		
Smas	sh [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	
				Mecha &	Pilot Traits		

This unit cannot make sharp turns.

Halve the movement bonus from Full Throttle (i.e. 5" to 3").

Trait -I

Tracked Vehicle



Unit	Name	Туре	Role	Special	Performance	Frame	Points
G	M	MS	Battler		2	1	40
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federa ⁻	tion Pilot	RGM-79B	3	Giant		1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	9"	1	9	5d10	+2	+0	1600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Spr	ay Gun [E]	1	16"	4	RF+1 Hits	5	300
			(Overwatch IV	′		
Shiel	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	cwards 3" for	r each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
GM C	Cannon	MS	Firepower		2	1	40
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	
Federa	tion Pilot	RGC-80	3	Giant		1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	9"	2	9	2d10	+1	+0	1600
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Spr	ay Gun [E]	1	16"	4	RF+1 Hits	5	300
			(Overwatch IV	′		
Artillery (Cannon [K]	1	48"	5	RF-2	-	400
			Indirect Fire	(R:32" to 40	"+Sensors)		
Shiel	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push o	ı target bacl	cwards 3" for	r each failed S	ave	



			_				_	
	Unit I	Name	Туре	Role	Special	Performance	Frame	Points
	G	М	MS	Battler		2	1	140
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Tenneth	A. Jung	RGM-79B	3	Giant		1	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	9"	1	9	5d10	+2	+0	1600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Hyper Bo	ızooka [K]	1	32"	4	-	3	700
112				+1	Hit vs Size 3	3+		
42	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
RGM-19	Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100
		[M-	-1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
					-			
1	Close Co	mbat [CC]	-	Melee	-	-	5P	300
N. M. W.			Push a	target back	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Dandana	+1 to Pr	ecision and	Barrage (<i>N</i>	Лах 3). Re	duce Rapid F	ire penalties	by 1.	Pilot
Deadeye	P	recision also	lets you n	nay target	units engage	d in Melee.		Trait II

Unit	Name	Туре	Role	Special	Performance	Frame	Points		
GM Canno	n Space [S]	MS	Firepower		2	1	100		
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Federa	tion Pilot	RGC-80S	3	Giant	1	1	-2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
10"	11"	2	9	2d10	+1	+0	1600		2
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		A T
Hyper Bo	azooka [K]	1	32"	4	-	3	700		M
			+1	Hit vs Size S	3+				E.
Artillery (Cannon [K]	1	48"	5	RF-2	-	400		121
			Indirect Fire	(R:32" to 40	"+Sensors)				
Vulco	ans [K]	-	8"	. 6	RF+2 Hits	-	100		1
	[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot		
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	\$ No.	1
				-					
Close Co	mbat [CC]	-	Melee	-	-	5P	300		RGC-
		Push a	target back	kwards 3" foi	r each failed S	ave		GH SH	CANNON (SPACE A
			<u> </u>		Pilot Traits			•	
		. ,	0) 5				Pilot		
+1 to Pr	recision and l	Barrage (/	Max 3). Re	duce Kapid I	ire penalties	by I.	Trait I	Gunnery Ex	pert



RGM-79L	
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L	Unit	Name	Туре	Role	Special	Performance	Frame	Points
MOR	GM Light Armor		MS	Interceptor		2	1	100
	Skille	Skilled Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federa ⁻	tion Pilot	RGM-79L	4	Giant	1		-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	12"	1	8	3d10	+5	+0	1100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Stripped Be	eam Rifle [E]	3	24"	4	RF+1 Hit	5	300
			Hits are wort	h 3 Hits				
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use] to Use [Free Action] Requires a Skilled / Ace				
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	wards 3" for	each failed S	ave	
		Mecl	na & Pilot	Traits				
	Vs Shooti	ina attacks in	nnrove the	honus to D	odge and G	ouard by 1 (M	ax 3)	Pilot
	¥ 3 3110011	ing anacks in	iibiove ilie	DOINGS TO D	ouge und C	odia by i (M	ux 3)	Trait I

Any GM on this page may swap their primary weapon with a Machine Gun [K]										
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG				
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200				
		(Overwatch I	V						

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Unif	Name	Туре	Role	Special	Performance	Frame	Points	
GM Ea	rly Type	MS	Battler		1	1	20	
Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federa	tion Pilot	RGM-79A/E	3	Giant		1	-3	A
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	JEF
10"	9"	1	9	5d10	+1	+0	1600	2
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Spr	ay Gun [E]	1	16"	4	RF+1 Hits	5	300	
			(Overwatch IV	/			
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	4 4
				-				
Beam	Saber	1	Melee	-	-	8	300	Bir.
				-				ME
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		

The GM or GM Cannon may swap their Beam Spray Gun for a Hyper Bazooka											
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
Hyper Bazooka [K]	1	32"	4	-	3	700					
		+1	Hit vs Size	3+							

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
\ /		Districts [G]	MS	Raid	орестат	3	1	60
	Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federa	tion Pilot	RGM-79D	4	Giant	-1	1	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	13"	1	9	5d10	+4	+0	1600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	GM Cold D). M.Gun [K]	2	24"	7	RF+5 Hits	-	200
				(Overwatch IV	,		
	Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	200
			Overwatch IV Single use (Attack or Overwatch)					
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
1			Push a	target back	wards 3" for	each failed S	ave	

		_				1 _	_
Unit Name		Туре	Role	Special	Performance	Frame	Points
GM Land Combat [G] MS		MS	Raid		2	2	50
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federat	ion Pilot	RGM-79F	3	Giant		1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	8	4d10	+4	+0	2600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Railg	un [K]	1	48"	4	RF-2	2	400
		+1 H	lit vs Size 3	+ Crit Hi	its are worth 3 H	its	
Beam Spr	ay Gun [E]	1	16"	4	RF+1 Hits	5	300
Vulca	ns [K]	-	8"	6	RF+2 Hits	-	100
	[M-	1] to Use	[Free Ad	tion] Re	equires a Skilled	/ Ace Pi	lot
Beam	Saber	1	Melee		-	8	300
				-			
Close Cor	nbat [CC]	-	Melee	-	-	5P	300
		Push a	target bac	kwards 3" i	for each failed S	ave	





Unit	Name	Туре	Role	Special	Performance	Frame	Points
GM Cold I	Districts [G]	MS	Raid		3	1	70
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federa	tion Pilot	RGM-79D	5	Giant	-1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	13"	1	9	5d10	+2	+0	1600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
GM Cold D	D. M.Gun [K]	2	24"	7	RF+5 Hits	-	200
			(Overwatch IV	,		
Grenade l	auncher [X]	1	16"	4	RF+4 Hits	3	200
		Overw	atch IV Si	ngle use (Att	ack or Overwo	itch)	
Shiel	d [\$2]	1	-	+2 Blocks	-	-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	_	_	5P	300
		Push a	target bac	kwards 3" foi	r each failed S	ave	

l Init I	Name	Туре	Role	Special	Performance	Frame	Points
		MS		Special			
	Desert GM [G]		Sniper		2	2	70
Basic	Basic Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+
Federa	tion Pilot	RGM-79F	5	Giant	-1	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	6"	1	10	2d10	+3	+0	3100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Railgun S	Sniper [K]	2	48"	4	RF-2	2	400
		Ignore tar	get's Cover	bonus Cri	ticals are wort	h 3 Hits	
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200
				Single Use			
Beam Spr	ay Gun [E]	1	16"	4	RF+1 Hits	5	300
			(Overwatch IV	,		
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	



Unit	Name	Туре	Role	Special	Performance	Fran
GM Kai	(Type-C)	MS	Battler		3	1
Basi	Basic Pilot		EQ Slots	Size 0	Speed+	Armo
Federa	tion Pilot	RGM-79C	3	Giant	1	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM
10"	11"	1	10	6d10	+2	+0
Wed	ipons	EQ	Range	Attacks	Close Range	PEN
Bullpup	M.Gun [K]	1	24"	7	RF+3 Hits	-
1				Overwatch IV	/	
Shiel	d [S2]	1	-	+2 Blocks	-	-
				-		
Beam	Saber	1	Melee	-	-	8
				-		
Close Co	mbat [CC]	-	Melee	-	-	5P
		Push a	target bac	kwards 3" fo	r each failed S	ave

Unit	Unit Name		Role	Special	Performance	Frame	Points
Power	Powered GM		Raid		3	1	70
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federa	tion Pilot	RGM-79P	3	Giant	1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	1 <i>7</i> "	1	9	5d10	+2	+0	1600
Wea	pons	EQ	Range	Attacks Close Range		PEN	DMG
Bullpup /	Bullpup M.Gun [K]		24"	7	RF+3 Hits	-	200
			(Overwatch IV	′		
Shiel	d [S2]	1	-	+2 Blocks -		-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	



	The GM Kai and Powered GM may replace their primary weapon with one of these options.													
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG		Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700		Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300
+1 Hit vs Size 3+										(Overwatch I	V		

Performance Frame

Close Range PEN DMG

5P

Points 70

1600

200

300

300

			-			D (-	D • •	
	Unif	Name	Туре	Role	Special	Performance	Frame	Points	
	GM Command [G]		MS	Battler		3	2	130	
1/0=14//	Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
A 1 (1980 + 1 ())	Hughes Courand Sensors Move		RGM-79G	4	Giant	1		-4	
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	10"	12"	1	10	6d10	+2	+0	2100	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Hyper Bo	azooka [K]	1	32"	4	-	3	700	
A A YOUR AND A TOP A STATE OF THE A				+1	Hit vs Size 3	3+			
	Vulcans [K]		-	8"	6	RF+2 Hits	-	100	
		[M-	1] to Use	[Free Ac	tion] Req	vires a Skilled	/ Ace Pi	lot	
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-	
		+1 Block vs DMG 200 or less							
San Marie Car	Beam	Saber	1	Melee	-	-	8	300	
					-				
S S	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
CONTRACTOR OF THE PARTY OF THE			Push a	target back	kwards 3" foi	each failed S	ave		
	Mecl		Mecha & Pilot Traits						
Deliver	[M+1] If you engage or end your turn 5" closer to an enemy								
Driven	All weapons gain +1 HIT this turn if you activated due to Return Fire.						Trait I		

Unit Name	Туре	Role	Special	Performance	Frame	Points					
GM Command [G]	MS	Battler		3	2	130					
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+					
Phantom Sweep Team	RGM-79G	4	Giant	1		-4	PI				
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	AT A TOWN IN THE REAL PROPERTY OF THE PERTY				
10" 12"	1	10	6d10	+2	+0	2100					
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	189				
			Overwatch IV	/							
Vulcans [K]	-	8"	6	RF+2 Hits	-	100					
[M-	-1] to Use	[Free Ad	ction] Req	uires a Skilled	/ Ace Pi	lot	8 40				
Command Shield [S2]	2	-	+2 Blocks	-	-	-					
		+1 Block	k vs DMG 20	0 or less							
Beam Saber	1	Melee	-	-	8	300					
			-								
Close Combat [CC]	-	Melee		-	5P	300	SOLLAR				
	Push a	target bac		r each failed S	ave						
Mecha & Pilot Traits											
Gain [M+1]	or +1 Fo	cus Action v	when this unit	activates		Pilot	Practiced Professiona				
Odin [/// 1	, 0	cos / telloll v		4011141031		Trait I	Trachicea Trolessione				

SHIFFEEMICHOUSE TENNETH A JUNG	

Deadeye

	Unit	Name	Туре	Role	Special	Performance	Frame	Points		
	GM Com	mand [S]	MS	Interceptor		3	1	180		
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
- 1	Tenne	th Jung	RGM-79GS	3	3 Giant		2	-1		
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
- 1	10"	10"	1	9	4d10	+3	+0	2100		
Ì	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Beam	Gun [E]	1	24"	4	RF+2	6	300		
					-					
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100		
		[M-	1] to Use	[Free Ac	tion] Requ	ires a Skilled	/ Ace Pi	lot		
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-		
				+1 Block	vs DMG 20	0 or less				
	Beam	Saber	1	Melee	-	-	8	300		
					-					
	Close Co	mbat [CC]	-	Melee	-	-	5P	300		
			Push a	ı target back	wards 3" for	each failed S	ave			
		Mec	na & Pilot	Traits						
	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Pilot									

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Aqua Gi	M [G][A]	MS	Battler		2	1	90
Basic	Pilot	Model	EQ Slots	EQ Slots Size 0		Armor+	Cost+
Federa	tion Pilot	RGM-79FD	8	Giant	1	1	3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	11"	1	9	5d10	+4	+0	1600
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Harpoo	n Gun [K]	1	16"	4	RF+3 Hits	2	300
			Critical F	lits are worth	3 Hits		
TL Torpe	do Pod [X]	2	32"	8	RF+3 Hits	3	200
				Single Use			
TL Micror	nissiles [X]	2	32"	10	RF+8 Hits	2	100
		Single Use	Enemy ta	rget must rer	oll 9s & 10s o	n Evade	
Grapp	ling Unit	1	8"	8	-	-	-
		Bypass [Shields] P	ull yourself u	p to 3" for ea	ch Hit	
Twin Bear	n Daggers	2	Melee	ATK+1 Hit	Finisher+1	8	200
				-			
Close Co	Close Combat [CC]		Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	
	·			·			



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Armored	GM [G]	MS	Raid		3	2	90
	Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federation Pilot		RGM-79FD	3	Giant	1	2	
nd.	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	16"	1	9	5d10	+3	+0	3100
10	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
				(Overwatch IV	,		
	Small SI	nield [S1]	1	-	+1 Block	-	-	-
					-			
1	Beam Saber		1	Melee	-	-	8	300
					-			
	Close Combat [CC]		-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	

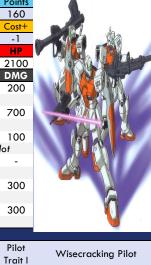
Precision also lets you may target units engaged in Melee.

I	For +10pts GMs on this page may swap their primary weapon for a Hyper Bazooka.														
-	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG		Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
I	Hyper Bazooka [K]	1	32"	4	-	3	700		Beam Gun [E]	1	24"	4	RF+2	6	300
- 1	+1 Hit vs Size 3+														

A	Unit	Name	Туре	Role	Special	Performance	Frame	Points
No.	GM Commo	and Early [G]	MS	Battler		3	2	160
	Skille	Skilled Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+
	Yuu k	(ajima	RGM-79G	5	Giant	3		-1
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
0 0	10"	16"	1	10	6d10	+2	+0	2100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
N. L. W. T. W. W. T. W. W. T. W. W. T. W.	Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
A PART HON				(Overwatch IV	,		
WAY WAY	Beam Gun [E]		1	24"	4	RF+2	6	300
					-			
	Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-1] to Use [Free Action] Requires a Skilled / Ace Pi						
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-
				+1 Block	c vs DMG 20	0 or less		
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	r each failed S	ave	
			ha & Pilot	Traits				
Driven	[M+1] If you engage or end your turn 5" closer to an enemy							Pilot
Dirven	All weapons gain +1 HIT this turn if you activated due to Return Fire.					Trait I		

A	Unit	Name	Туре	Role	Special	Performance	Frame	Points
No.	GM Commo	ınd Early [G]	MS	Battler		3	2	160
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Summonna Fulis Sensors Move 10" 16"		RGM-79G	5	Giant	3		-1
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP
			1	10	6d10	+2	+0	2100
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
N. C. V. P. O. V.	Bullpup	M.Gun [K]	1	24"	7	RF+3 Hits	-	200
A LA				(Overwatch IV	,		
	Artillery (Cannon [K]	1	48"	5	RF-2	-	400
		Indirect Fire (R:32" to 40"+Sensors)						
Market Services	Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100
(9) (8)		[M-	1] to Use	[Free Ac	tion] Requ	vires a Skilled	/ Ace Pi	lot
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-
				+1 Block	c vs DMG 20	0 or less		
	Beam	Saber	1	Melee	-	-	8	300
					-			
X I V	Close Co	mbat [CC]	-	Melee	-	-	5P	300
					kwards 3" foi	each failed S	ave	
		Mecl	ha & Pilot	Traits				
Gunnery Expert	±1 +0 D	ocision and I	Barrago (A	1ax 3) Pa	duca Panid E	ire penalties	hy 1	Pilot
Connery Experi	1 10 11	ecision and i	Juli age (/	Mux 5). Ke	uoce kapia i	ne penames	O 7 1 .	Trait I
•	•		•					

ts	Points	Frame	Performance	Special	Role	Туре	Name	Unit			
)	160	2	3		Battler	MS	and Early [G]	GM Commo			
+	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	ed Pilot	Skille			
	-1		3	Giant	5	RGM-79G	Hughes	Phillip			
	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors			
0	2100	+0	+2	6d10	10	1	16"	10"			
G	DMG	PEN	Close Range	Attacks	Range	EQ	apons	Wea			
	200	-	RF+3 Hits	7	24"	1	M.Gun [K]	Bullpup /			
W.			,	Overwatch IV	(
)	700	3	-	4	32"	1	azooka [K]	Hyper Bo			
			3+	Hit vs Size 3	+1						
)	100	-	RF+2 Hits	6	8"	-	ans [K]	Vulco			
1/8	ilot	/ Ace Pi	uires a Skilled	tion] Req	[Free Ac	·1] to Use	[M-				
100	-	-	-	+2 Blocks	-	2	Shield [S2]	Command			
			0 or less	vs DMG 20	+1 Block						
)	300	8	-	-	Melee	1	n Saber	Beam			
				-							
)	300	5P	-	-	Melee	-	mbat [CC]	Close Co			
		ave	each failed S	kwards 3" foi	target back	Push a					
	Mecha & Pilot Traits										
t. w	Pilot		activates	hen this unit	cus Action v	lor +1 Fo	Gain [M+1]				
1	Trait I				555 / (CITOII V	,	Cam part				



Wisecracking Pilot

The Guinea Pig Team was issued GM Command early types which use the GM Cold District backpack. Below are there weapon options.

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200			
		(Overwatch I\	/					
Hyper Bazooka [K]	1	32"	4	-	3	700			
		+ 1	Hit vs Size	3+					
Artillery Cannon [K]	1	48"	5	RF-2	-	400			
		Indirect Fire (R:32" to 40"+Sensors)							
Beam Gun [E]	1	24"	4	RF+2	6	300			
			_						



	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points
1 5 5 5 B	GM Snipe	er Custom	MS	Sniper		4	1	180
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federat	ion Pilot	RGM-79SC	4	Giant	2	1	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
THE STATE OF THE S	18"	13"	1	11	3d10	+4	+0	1600
	Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
	R-4 Bean	R-4 Beam Rifle [E]		40"	4	RF+1	6	300
		Beam Pistol [E]			-			
	Beam P			16"	4	RF+1 Hits	6	300
					Overwatch IV	/		
	Beam	Saber	1	Melee	-	-	8	300
					-			
TIS TOP	Close Cor	mbat [CC]	-	Melee	-	-	5P	300
91			Push a	target back	kwards 3" fo	r each failed S	ave	
	Mecha & Pilot Traits							
Practiced Professional		C: [AA 1	or +1 Focus Action when this unit activates.					
rracticea Professional		Gain [M+1	jor ⊤i Fo	cus Action w	nen mis unit	activates.		Trait I

Bo	Points	Frame	Performance	Special	Role	Туре	Name	Unit
	170	1	4		Interceptor	MS	rd Custom	GM Gua
	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	d Pilot	Skille
	-2		2	Giant	3	RGM-79KC	tion Pilot	Federa
	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	1100	+0	+6	4d10	9	1	14"	14"
	DMG	PEN	Close Range	Attacks	Range	EQ	ipons	Wed
The state of the s	300	6	RF+1 Hits	4	16"	2	n Pistol [E]	E-2 Bear
			/	Overwatch IV	(
	100	-	RF+2 Hits	6	8"	-	ans [K]	Vulce
	lot	/ Ace Pi	uires a Skilled	tion] Req	[Free Ac	1] to Use	[M-	
0/2/	300	8	-	-	Melee	1	Saber	Beam
				-				
	300	5P	-	-	Melee	-	mbat [CC]	Close Co
		ave	r each failed S	kwards 3" fo	target back	Push o		
			Pilot Traits	Mecha &				
Elusive	Pilot Trait I	ax 3)	Guard by 1 (M	odge and G	e bonus to D	nprove the	ing attacks ir	Vs Shoot

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	GM Snip	er Custom	MS	Sniper	•	4	1	240
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Tenne	th Jung	RGM-79SC	5	Giant	2	1	1
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
and the same	18"	13"	1	11	3d10	+4	+0	1600
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Long Bear	n Sniper [E]	2	48"	4	RF-2	6	300
M Q			Ignore tar	get's Cover	bonus Cri	t Hits are wort	h 3 Hits	
	Hyper Bo	azooka [K]	1	32"	4	-	3	700
				+1	Hit vs Size 3	3+		
	Beam Pistol [E]		1	16"	4	RF+1 Hits	6	300
				(Overwatch IV	′		
	Beam	Saber	1	Melee	-	-	8	300
					-			
RGM-79SC	Close Co	mbat [CC]	-	Melee	-	-	5P	300
GM SMPER CUSTOM			Push a	target bac	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Deadeye	+1 to Pr	ecision and	Barrage (<i>l</i>	Max 3). Re	duce Rapid F	ire penalties	by 1.	Pilot
Deddeye	Precision also lets you may target units engaged in Melee.							

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
GM Guar	d Custom	MS	Firepower		4	1	180	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federa [.]	tion Pilot	RGM-79HC	6	Giant			-1	7 4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	10"	2	10	3d10	+1	+0	1100	BB
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	2200
TL Small (Gatling [K]	2	24"	10	RF+6 Hits	-	100	EV88
			(Overwatch IV	•			
E-2 Bean	n Pistol [E]	2	16"	4	RF+1 Hits	6	300	
			(Overwatch IV	•			
Great S	hield [S3]	1	-	+3 Blocks	-	-	-	
				-				
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	RGM-79HC
		Push a	target back	wards 3" for	each failed S	ave		EM GUARD CUSTOM
				Mecha & I	Pilot Traits			
When the F	hen the Round starts give 2 allies within LOS or Sensors a Focus action to u							Toolietoo
on t	heir next tur	n. Units a	re capped o	at 3 Focus ac	tions per turn.		Trait I	Tactician



Gunnery Expert

			_			I	_			
		Name	Туре	Role	Special	Performance	Frame	Points		
	GM Snip	er Custom	MS	Sniper		4	1	200		
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
h	Shimod	a Squad	RGM-79SC	6	Giant	2	1	2		
y	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	18"	13"	1	11	3d10	+4	+0	1600		
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
	TL Missile	Salvo [X]	2	48"	7	-	3	300		
					Single Use					
	R-4 Beam Rifle [E]		2	40"	4	RF+1	6	300		
					-					
	Beam I	Pistol [E]	1	16"	4	RF+1 Hits	6	300		
				(Overwatch IV	,				
	Beam	Saber	1	Melee	-	_	8	300		
					-					
	Close Co	mbat [CC]	-	Melee	-	_	5P	300		
	Push a target backwards 3" for each failed Save									
		Mec	ha & Pilot	Traits						
	+1 to Pr	ecision and I	Barrage (A	Max 3) Pa	duce Panid F	ire penalties	by 1	Pilot		

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

Unit	Name	Туре	Role	Special	Performance	Frame	Points			
	ept Fb [S]	MS	Interceptor		4	2	270			
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	İ		
Federa	tion Pilot	RGM-79KC	6	Giant	3	2	2	1		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
14"	14"	2	9	4d10	+6	+0	2100	1		
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	4		
TL Hyper E	Bazooka [K]	2	32"	4	RF+1	3	700	9		
+1 Hit vs Size 3+										
TL Micror	nissiles [X]	2	32"	10	RF+8 Hits	2	100			
		Single Use	Enemy ta	rget must rer	oll 9s & 10s o	n Evade				
Beam Spr	ay Gun [E]	1	16"	4	RF+1 Hits	5	300			
			(Overwatch IV	′					
Beam	Saber	1	Melee	-	-	8	300			
				-				F		
Close Co	mbat [CC]	-	Melee	-	-	5P	300	I I		
		Push a	target back	kwards 3" foi	r each failed S	ave		(v		
				Mecha &	Pilot Traits					
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)										



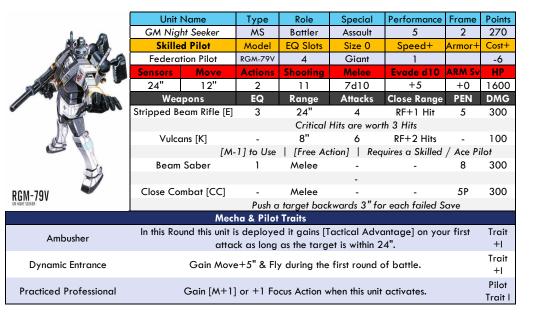
Elusive

Trait I

RGM-79KC

0 1	Linit N	Vame	Туре	Role	Special	Performance	Frame	Points
	• • • • • • • • • • • • • • • • • • • •				Special			
	GM Sn	niper II	MS	Sniper		5	2	260
	Skilled	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Federat	ion Pilot	RGM-79SP	5	Giant	2	-1	-5
	Sensors			Shooting	Melee	Evade d10	ARM Sv	HP
	36" 14"		1	12	4d10	+2	+0	2100
	Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
	H. Beam Sniper [E]		2	48"	4	RF-2	7	300
				Ignore :	target's Cove	r bonus		
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-
				+1 Block	vs DMG 20	0 or less		
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Cor	nbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	r each failed S	ave	
		Mec	ha & Pilot	Traits				
Marksman	±1 +0 Pr	ocicion and	Barrago (A	Max 3) Pa	duca Danid E	ire penalties	hv 1	Pilot
Marksman	1 10 F16	ecision and	Juli age (/	viux 3). Re	иосе каріа г	by i.	Trait I	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	EMPLEONY ON CORES
GM Si	niper II	MS	Sniper		5	2	310	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Lydo	Wolf	RGM-79SP	5	Giant	2	-1	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
36"	14"	1	12	4d10	+2	+0	2100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Solid Snip	er Rifle [K]	2	56"	4	RF-2	2	300	
		Ignore tar	get's Cover	bonus Cri	iticals are wort	h 3 Hits		
Command	Shield [S2]	2	-	+2 Blocks	-	-	-	
			+1 Block	vs DMG 20	0 or less			
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
\			(N OD 1200 D		Pilot	F
vvnen y	ou activate d	noose a b	onus for this	s turn: +2 PE	N OR +200 D	MG.	Trait II	Fearsome



GM Sniper II may swap its rifle for a Bullpup (-10pts) or a Hi-Power Beam Rifle.											
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200					
	Overwatch IV										
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300					
			-								

Unit	Name	Туре	Role	Special	Performance	Frame	Points	Las
GM Nigh	nt Seeker II	MS	Interceptor	Assault	5	2	270	
Skille	ed Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	07
Federa	ition Pilot	RGM-79LV	2	Giant	4	-1	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
24"	18"	2	10	5d10	+6	+0	1100	
Wed	apons	EQ	Range	Attacks	Close Range	PEN	DMG	RGM-79LV 🌋
Stripped B	eam Rifle [E]	3	24"	4	RF+1 Hit	5	300	EM NIGHT SEEXER II
			Critical	Hits are wort	h 3 Hits			
Vulc	ans [K]	-	8"	6	RF+2 Hits	-	100	CB-X5
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	(SGT)
Beam	n Saber	1	Melee	-	-	8	300	SUPPLIES SOUTH
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	wards 3" for	r each failed S	ave		
				Mecha & I	Pilot Traits			
In this Ro	und this unit i	s deploye	d it gains [T	actical Adva	ıntage] on you	ır first	Trait	Ambusher
	attack as long as the target is within 24".						+1	Ambosilei
	Gain Move+5" & Fly during the first round of battle.							Dynamia Entranca
	Guill Move 13 & 11y during the first round of buttle.							Dynamic Entrance
Vs Shoot	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Ma							Elusive
V 5 311001	ing anacks if	iibiove iii	S DOILOS TO L	ouge and G	odia by i (M	ux 3)	Trait I	Liosive

The GM Nightseekers swap their current loadout with these weapons.											
Weapons	Weapons EQ Range Attacks Close Range PEN DMG										
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300					
	Overwatch IV										
Beam Spear	3	Melee	ATK+2 Hits	-	8	300					
			-								



Unit	Name	Туре	Role	Special	Performance	Frame	Points
GM S	Striker	MS	Melee		3	1	110
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federa	tion Pilot	RGM-79FP	5	Giant	1	3	2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	13"	1	7	9d10	+2	+1	2600
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam	Beam Spear		Melee	ATK+2 Hits	-	8	300
				-			
Small St	nield [S1]	1	-	+1 Block -		-	-
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	
Bullpup /	M.Gun [K]	1	24"	7	RF+3 Hits	-	200
	1 1 2 2		(Overwatch IV	•		

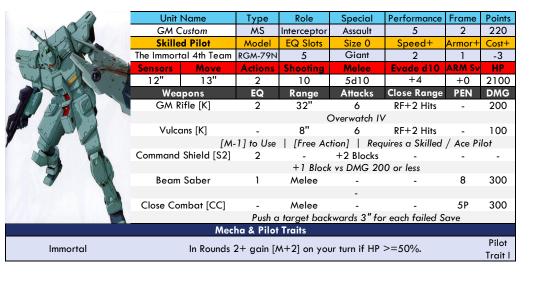
	Unit	Name	Туре	Role	Special	Performance	Frame	Points
出版 图	GM Striker	Metal Spider	MS	Melee		4	1	190
加带 第一	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
4	Federa	tion Pilot	RGM-79FPS1	6	Giant	1	1	1
及2000年	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
· 持人	10"	1 <i>5</i> "	1	7	9d10	+5	+0	1600
有労働	Wed	Weapons		Range	Attacks	Close Range	PEN	DMG
The state of the s	Striker Be	triker Beam Gun [E]		16"	5	RF+1 Hit	5	300
					Overwatch IV	•		
THE RESIDENCE OF THE PARTY OF T	Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use		tion] Requ	uires a Skilled	/ Ace Pi	lot
MAP A SAF	Rocket	Rocket Anchor		8"	8	-	-	-
		В			Pull yourself u	p to 3" for ea	ch Hit	
	Heat V	Vhip [K]	1	8"	6	RF+1 Hit	4	100
A THE STATE OF THE			Ener	ny target m	ust reroll 9s 8	& 10s on Evad	e	
	Heat	Knife	1	Melee	-	-	5	300
				Rero	II 1s & 2s on	DEF		
THE BOTTOM	Beam	Saber	1	Melee	-	-	8	300
OVER THE PROPERTY.					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
					kwards 3" foi	each failed S	ave	
			ha & Pilot					
Camera Gun				•	e an enemy i			Trait
20	,	Allies gain +	1 Shooting	Accuracy of	against them	this Round.		+1
Practiced Professional		Gain [M+1] or		cus Action w	when this unit	activates.		Pilot
								Trait I

								THE IN THE PART OF
Unit	Name	Туре	Role	Special	Performance	Frame	Points	
GM S	partan	MS	Sniper		5	2	260	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Federa	tion Pilot	RGM-79S	5	Giant	1	1	-4	A WAR DANGER
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	DAN MARKET AND
24"	11"	1	12	4d10	+4	+0	3100	SOURCE OF STREET
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Miniç	gun [K]	2	24"	8	RF+4 Hits	-	200	
			(Overwatch IV	/			
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
	Single Use							
Beam I	Pistol [E]	1	16"	4	RF+1 Hits	6	300	
			(Overwatch IV	/			
Heat	t Knife	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	DEF			
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
Whil	While outside enemy Sensors gain +2 Block vs each attack action.							
Enemie	Enemies cannot target this unit before its first activation are within 16".							
+1 to Pr	recision and l	Barrage (<i>N</i>	Max 3). Re	duce Rapid F	ire penalties	by 1.	Pilot Trait l	Gunnery Expert

Unit	Name	Туре	Role	Special	Performance	Frame	Points	IN THE RESERVE WILLIAM
GM	Raid	MS	Raid		3	1	160	34144 5-10
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	YTPYNT AU MONA
Federa	tion Pilot	RGM-79CR	6	Giant	2	1	2	HI STATE FOR
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	· 咖啡仔烷—— ~ //
10"	19"	1	9	5d10	+3	+0	1600	THOU IN
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	VA A A A A A A A A A A A A A A A A A A
Shoto	gun [K]	1	16"	5	RF+5 Hits	-	200	
			Ov	erwatch III H	its			
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
				Single Use				
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	124 1/4 1/4
Small Sh	nield [S1]	1	-	+1 Block	-	-	-	
				-				BANG I FA
Heat	Knife	1	Melee	-	-	5	300	
			Rero	II 1s & 2s on	DEF			
Beam	Saber	1	Melee	-	-	8	300	VAMANA
				-				
Chair	n Mine	1	Melee	ATK+2 Hits	-	2	600	GADALAMANA
			Single Us	e +1 Hit vs	Size 3+			Testas VI
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	cwards 3" for	each failed S	ave		100
				Mecha & I	Pilot Traits			
	Gain [M+1]	or +1 Fo	cus Action v	hen this unit	activates.		Pilot Trait I	Practiced Professional

1 1 3	Unit	Name	Туре	Role	Special	Performance	Frame	Points
		Custom	MS	Interceptor		5	2	270
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	LT Sout	h Burning	RGM-79N	5	Giant	2	1	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	13"	2	10	5d10	+4	+0	2100
	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	GM R	ifle [K]	2	32"	6	RF+2 Hits	-	200
					Overwatch IV	,		
Can Co	Vulce	ans [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-
			+1 Block vs DMG 200 or less			0 or less		
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
					wards 3" foi	r each failed S	ave	
		Mec	ha & Pilot	Traits				
Pilot Instructor		Gain [M+1]	l or +1 Fo	cus Action w	hen this unit	activates		Pilot
1 1101 111311 00101		Cam [MTT]	, 0 0	cos / telloll W	s Action when this unit activates.			
Immortal	In Rounds $2+$ gain $[M+2]$ on your turn if HP $>=50\%$.							Pilot
orrar		iii koonas .	gam [/	2, 511 / 00	, , , , , , , , , , , , , , , , , , , ,	3070.		Trait I

Unit 1	Name	Туре	Role	Special	Performance	Frame	Points	
GM Co	innon II	MS	Interceptor	Heavy Arms	5	2	220	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
The Immort	al 4th Team	RGC-83	7	Giant	1	3	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
16"	9"	2	10	5d10	+2	+1	4100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
GM R	ifle [K]	2	32"	6	RF+2 Hits	-	200	
			(Overwatch IV	,			
TL Beam C	Cannons [E]	2	48"	4	RF-1	5	400	
				-				
Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion] Requ	uires a Skilled	/ Ace Pi	lot	
Command	Shield [S2]	2	-	+2 Blocks	-	· -	-	
			+1 Block	vs DMG 20	0 or less			
Beam	Saber	1	Melee	-	-	8	300	200
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push o	target back	kwards 3" foi	each failed S	ave		
			Ī	Mecha & I	Pilot Traits			
	In Rounds 2	2+ gain [<i>l</i>	M+2] on you	ur turn if HP	>=50%.		Pilot Trait l	Immortal



	Unit	Name	Туре	Role	Special	Performance	Frame	Points	110
L	GM Cu	stom Fb	MS	Interceptor	Assault	5	2	250	
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	AE Te	st Pilot	79N-Fb	5	Giant	4	1	-1	
ı	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	12"	1 <i>7</i> "	2	10	5d10	+4	+0	2100	
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ī	Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300	
					-				
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
	[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							lot	
	Command	Shield [S2]	2	-	+2 Blocks	-	-	-	
				+1 Block	vs DMG 20	0 or less			
	Beam	Saber	1	Melee	-	-	8	300	
					-				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	The second second
			Push a	target back	kwards 3" foi	r each failed S	ave		AUS MARSHELL MARSHE
					Mecha &	Pilot Traits			
Ī		You may	move an a	additional +	5" with Full 1	Throttle.		Trait	Eval Honoro
		You m	ay not use	Full Throttl	e after Roun	d 3.		+1	Fuel Hungry
	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3) Pilot Trait I							Elusive	
L								ii dii i	

^-	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	GP01-Fb Z	ephyranthes	MS	Interceptor	Assault	5	4	450	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Kou	Uraki	GP01-Fb	6	Giant	5	3	-1	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	14"	20"	2	11	6d10	+5	+1	4100	
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Beam	Rifle [E]	1	32"	4	RF+1	6	300	
					-				
	Vulco	Vulcans [K]		8"	6	RF+2 Hits	-	100	
			1] to Use	[Free Ac		vires a Skilled	/ Ace Pi	lot	
	GP Shi	eld [S2]	4		+2 Blocks		-	-	
	_				vs DMG 30	0 or less	_		
	Beam	Saber	1	Melee	-	-	8	300	
	Close Combat [CC]				-			200	
	Close Co	mbat [CC]		Melee	-	-	5P	300	
	Push a target backwards 3" for each failed Save						ave		
					5" with Full 1	hrottlo		Trait	
Fuel Hungry					e after Roun			+1	
		100 111	idy fioi use	e i un illiudilli	e dilei kooli	u 5.		Trait	
Sudden Decoupling	[M-1]	The mecha s	uddenly d	ecouples. C	Gain Blindsid	e on Melee A	TK.	+11	
		When you a	ttack Leve	I 1-2 Pilots	Cantains &	Kajiu aain		Pilot	
Hunting for a Rival		•			•			Trait I	
	W	+1 Hit (+2 Hits with DMG 0-200 Weapons) When this unit activates choose a weapons bonus for this turn:							
Mechanics Expert					or +100 DM			Trait I	
						_			

ATT TO	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	GP03 Dendr	obium Orchis	MA	Firepower	Heavy Arms	6	5	1000
	Ace	Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Kou	Uraki	GP03	28	Massive	7		5
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	24"	24"	3	12	5d10	+4	+0	6100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	MegaBean	n Cannon [E]	4	64"	4	RF-2	8	400
					[M-1] to use			
	Antiship I	Antiship Missile [X]		48"	3	RF-1	3	1000
			S	ingle Use	+3 Hits vs S	Size 2+ Units		
	GP03 Micr	GP03 Micromissiles [X]		48"	10	RF+8 Hits	2	100
			Six Uses	Enemy tar	get must rero	ll 9s & 10s on	Evade	
	TL Folding Bazooka		2	32"	4	RF+1	3	700
				+1	Hit vs Size 3	3+		
	Massive S	Smash [CC]	-	Melee	-	-	7P	300
		Push a target backwards 3" for each failed Save						
	Antiship	o Sword	2	Melee	ATK+1 Hit	-	10	300
MOBILE SUIT GUNDAM Series				+1 H	it vs Size 3+	Units		
NET THE TAXABLE TH	Chair	n Mine	1	Melee	ATK+2 Hits	-	2	600
				Single Us	e +1 Hit vs	Size 3+		
		Mech	na & Pilot	Traits				
I-Field [Barrier]	Block 7 [E] shots vs ead	ch attack o	action then t	otal the ARM	NPEN of those	shots.	Trait
i-Field [Barrier]	If the su	m of [7 - Cur	rent Roun	d]d10 < To	tal ARM PEN	disable the F	ield.	+XX
Hidden Beneath	\A/han HD<2000 yankan with CD025 Dandrahium Stamman at full HD							Trait
nidden benedin	When HP<3000 replace with GP03S Dendrobium Stamen at full HP.							+X
E.A. FAILA	+1 to Precision and Barrage (Max 3).							Pilot
Furious Fusillade	В	arrage lets y	ou chang	e your wea	pons Rapid F	ire to RF+1		Trait II

Unit Name	Туре	Role	Special	Performance	Frame	Points	g				
GP01 Zephyranthes	MS	Interceptor	Assault	5	4	350					
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+					
Kou Uraki	GP01	8	Giant	1	3	-3	Jan Park Strate Committee				
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	CONTRACTOR OF THE PROPERTY OF				
14" 12"	2	11	6d10	+5	+1	4100					
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
GM Rifle [K]	2	32"	6	RF+2 Hits	-	200					
		(Overwatch IV	1							
Beam Rifle [E]	1	32"	4	RF+1	6	300					
			-				1 1 1 1				
Vulcans [K]	-	8"	6	RF+2 Hits	-	100					
[M-	-1] to Use	[Free Ac	tion] Req	uires a Skilled	/ Ace Pi	lot	RENAME				
GP Shield [S2]	4	-	+2 Blocks	-	-	-					
		+1 Block	vs DMG 30	0 or less			16 16 1				
Beam Saber	1	Melee	-	-	8	300	/ Z 3 / 3 / 3 / 3				
			-				VASIONAN				
Close Combat [CC]	-	Melee	-	-	5P	300					
	Push c	target back	kwards 3" foi	r each failed S	ave						
	Mecha & Pilot Traits										
When this unit	activates	choose a we	apons bonus	for this turn:	·	Pilot	Marshard France				
All w	eapons g	ain +1 PEN	or +100 DN	IG.		Trait I	Mechanics Expe				

	Name	Туре	Role	Special	Performance		Points	
GP04 C	Gerbera	MS	Sniper	Assault	5	4	350	1/1
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
AE Te	st Pilot	GP04	10	Giant	3	3	1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
20"	16"	2	13	5d10	+3	+1	4100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Custom Bed	amSniper [E]	5	48"	5	RF-1	7	300	
	I	lgnore tar	get's Cover	bonus Cri	t Hits are wort	th 3 Hits		
GP Shie	eld [S2]	4	-	+2 Blocks	-	-	-	
			+1 Block	k vs DMG 30	0 or less			
Beam	Saber	1	Melee	-	-	8	300	
				-				
Close Cor	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
	Gain Move	e+5" & Fly	y during the	first round o	of battle.		Trait +I	Dynamic Entrance



Gain [M+1] each turn you attack a Level 2 enemy Ace / Unstoppable Kaiju. Trait II

Steel Resolve

MechaStellar VER 9

Build Fighters Customization: For Advanced Players Only

Due to popular request we're including a list of generic weapon profiles using in MechaStellar.

Keep in mind that the unit profiles for Federation and Zeon show the weapons these units historically used, a Zaku II never used a beam rifle for instance. If you are setting up a custom game, such as a Build Fighters brawl, you can look past the lore for a moment and use these weapons to match your kitbash. Adding a new weapon is +10pts for each slot, vice versa for removing weapons. So adding on a Beam Cannon is +10pts, a TL Beam Cannon is +20pts.

Lastly, due to insufficient layout space some units are missing a profile for Vulcans / Machine Cannons. You can find those below as well.

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300
TL Beam Rifle [E]	2	32"	- 4	RF+2	6	300
TE Bediii Kiile [E]		32	-	KF T Z	0	300
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300
	_		Overwatch I		_	
TL Beam Pistol [E]	2	16"	4 Overwatch I'	RF+2 Hits	5	300
Beam Carbine [E]	1	24"	4	RF+2	6	300
			-			
TL Shorty Beam Rifle [E]	2	24"	4	RF+3	6	300
Beam Cannon [E]	1	48"	- 4	RF-2	5	400
beam Camion [L]	'	40	-	KI -Z	J	400
TL Beam Cannons [E]	2	48"	4	RF-1	5	400
	_	4011				
Beam Sniper [E]	1	48"	4 target's Cove	RF-2	6	300
Long Beam Sniper [E]	2	48"	di gers Covi	RF-2	6	300
			bonus Cr	it Hits are wortl		
Beam M.Gun [E]	1	24"	5	RF+3 Hits	4	200
TI Da ann M Coma [E]	2	24"	Overwatch I' 6	/ RF+4 Hits	4	200
TL Beam M.Guns [E]	2		o Overwatch I'		4	200
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
			Overwatch I			
TL Machine Guns [K]	2	24"	8	RF+4 Hits	-	200
Giant Bazooka [K]	1	32"	Overwatch I' 4	_	3	700
Oldin Bazooka [K]			Hit vs Size	3+		, 00
TL Giant Bazooka [K]	2	32"	4	RF+1	3	700
CI . [1/2]	-	+ <i>1</i>	Hit vs Size			000
Shotgun [K]	1		5 rerwatch III I	RF+5 Hits	-	200
Antiship Rifle [K]	1	48"	4	RF-2	2	400
	+	1 Hit vs Size	3+ +2 P	EN vs Size 3+		
Railgun [K]	1	48"	4	RF-2	2	400
TL Railguns [K]	+11 2	dit vs Size 3: 48"	+ Crit Hits	are worth 3 Hi RF-1	ts 2	400
TE Kullgulis [K]			+ Crit Hits	are worth 3 Hi		400
Railgun Sniper [K]	2	48"	4	RF-2	2	400
		•		iticals are worth		
Mega Launcher [E]	2	32"	3	RF+2 Hits	7	700
L.Mega Beam Rifle [E]	3	[M-2] to us	se AOE: 2 3	RF+3 Hits	8	700
[L]	_		se AOE: 3		,	, 55
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
] to Use	[Free Ac		juires a Skilled ,	/ Ace Pi	
Machine Cannons [K]	- 1 to 11so	8" [Free Ac	tion] Rec	- Juires a Skilled	- / Δco Pi	100
Vulcans & Cannons [K]	-	8"	8 8	RF+2 Hits	-	100
] to Use	[Free Ac	tion] Rec	juires a Skilled j	/ Ace Pi	lot

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Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Missile Pod [X]	1	32"	6 Single Use	RF+3 Hits	3	200
TL Missile Pod [X]	2	32"	8 Single Use	RF+3 Hits	3	200
Missile Salvo [X]	1	48"	5 Single Use	-	3	300
TL Missile Salvo [X]	2	48"	7	-	3	300
Micromissiles [X]	1	32"	Single Use	RF+6 Hits	2	100
	•		•	oll 9s & 10s or		100
TL Micromissiles [X]	2 Sinale Use	32" • Enemy to	10 arget must rero	RF+8 Hits oll 9s & 10s or	2 Evade	100
Fire Support Missiles [X]	1	48"	8	RF-4 " to 40"+Senso	2	200
TL Fire SPT Missiles [X]	2	48"	10	RF-4 " to 40"+Senso	2	200
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
Sturm Faust Salvo [X]	2	24"	4	RF+4 Hits	3	200
			ingle use (Atto	ack or Overwa	•	
Beam Saber	1	Melee	-	-	8	300
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300
Beam Spear	3	Melee	ATK+2 Hits	-	8	300
Beam Tomahawk	2	Melee	-	- ATV	6	300
Twin Beam Tomahawk	3	Melee	ATK+1 Hit	-	6	300
Heat Hawk	1	Melee	oll 1s & 2s on	-	5	300
Double Heat Hawk	2	Rero Melee	oll 1s & 2s on ATK+1 Hit	ATK -	5	300
Heat Saber	1	Rero Melee	oll 1s & 2s on	ATK -	5	300
			II 1s on ATK &	DEF		
Heat Sword	2	Melee Rero	ATK+1 Hit II 1s on ATK &	- L DEF	5	300
Twin Heat Swords	4	Melee	ATK+2 Hits	-	5	300
Iron Nail	1	Melee	II 1s on ATK &	-	4	400
			attack Blindsid			
Evade-1			ncer or an An	itiship Sword		400
Heat Lancer	2	Melee Rerol	ATK+1 Hit I 1s & 2s on A	- Attack	5	400
Antiship Sword	2	Melee	ATK+1 Hit	- Unito	10	300
Freedo 1 to	oguin a f		d Evado 2 to		ld.	
Small Shield [S1]	equip a s		+1 Block	o equip a Shie -	-	-
Shield [S2]	1	-	+2 Blocks	-	-	-
			-			