



Unit Name	Type	Role	Special	Performance	Frame	Points
Gundam	MS	Battler	Indomitable	2	4	300
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Amuro Ray (MSG)	RX-78-2	3	Giant		3	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv HP
14"	10"	1	10	7d10	+3	+2 5600
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
Fists [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Mecha & Pilot Traits						
Newtype I	Immune to Blindside					Trait
	NT Flash: Once per game gain +3 Blocks this turn.					+V
Mechanical Genius	When this unit activates choose a weapons bonus for this turn:					Pilot
	All weapons gain +1 PEN or +100 DMG.					Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Gundam	MS	Battler	Indomitable	2	4	350
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Amuro Ray (MSG)	RX-78-2	3	Giant		3	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv HP
14"	10"	1	10	7d10	+3	+2 5600
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
Fists [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Mecha & Pilot Traits						
	Immune to Blindside					Trait
	NT Flash: Twice per game gain +3 Blocks this turn.					+X
	Gain [M+1] or +1 Focus Action when this unit activates.					Pilot
						Trait I
						Renowned Pilot



Unit Name	Type	Role	Special	Performance	Frame	Points
Gundam	MS	Battler	Indomitable	2	4	400
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Amuro (Soldiers 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
Weapons	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+						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Shield [S2]	1	-	+2 Blocks	-	-	-
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300
Fists [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
Defiant	[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
The White Devil MS	When you attack Frame 1-2 Units gain					Trait
	+1 Hit (+2 Hits with DMG 0-200 Weapons)					+III

Unit Name	Type	Role	Special	Performance	Frame	Points
Gundam	MS	Battler	Indomitable	2	4	450
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Amuro (Soldiers 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
Weapons	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+						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Shield [S2]	1	-	+2 Blocks	-	-	-
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300
Fists [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Mecha & Pilot Traits						
	Immune to Blindside					Trait
	NT Flash: Twice per game gain +3 Blocks this turn.					+X
	Gain [M+2] or +2 Focus Actions when this unit activates.					Pilot
						Trait II
	When you attack Frame 1-2 Units gain					Trait
	+1 Hit (+2 Hits with DMG 0-200 Weapons)					+III
						The White Devil MS





Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam		MS	Battler	Indomitable	2	4	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Amuro (Encounters 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
Weapons		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+			
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
Twin Beam Sabers		2	Melee	ATK+1 Hit	-	8	300
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Gain [M+2] or +2 Focus Actions when this unit activates.							Pilot Trait II

Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam (M. Coating)		MS	Battler	Indomitable	4	4	550
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Amuro (Encounters in S.)		RX-78-2	5	Giant		3	-5
Sensors	Move	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 3+							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Backshield [S0]		1	-	+2 Blocks	-	-	-
Can only Block in the Rear Arc							
Beam Saber		1	Melee	-	-	8	300
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.							Pilot Trait II



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



Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam		MS	Battler	Indomitable	4	4	550
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Amuro (Encounters 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
Weapons		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+			
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
		[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot					
Shield [S2]		1	-	+2 Blocks	-	-	-
Twin Beam Sabers		2	Melee	ATK+1 Hit	-	8	300
Fists [CC]		-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save					
Mecha & Pilot Traits							
Vs Shooting improve the bonus to Dodge and Guard by 1 (Max 3)							Pilot
Once per Round while using Dodge, Crit Hits versus this unit instead Miss.							Trait II
[M-1] You may fire one weapon out of this unit's rear firing arc.							-

Unit Name		Type	Role	Special	Performance	Frame	Points
Alex		MS	Interceptor	Assault	5	4	550
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Amuro 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Alex Beam Rifle [E]		3	32"	4	RF+3	6	300
TL Small Gatling [K]		2	24"	10	RF+6 Hits	-	100
Overwatch IV							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
Twin Beam Sabers		2	Melee	ATK+1 Hit	-	8	300
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Vs Shooting improve the bonus to Dodge and Guard by 1 (Max 3) Once per Round while using Dodge, Crit Hits versus this unit instead Miss.							Pilot Trait II
If this unit is not piloted by Amuro Ray or an equivalent skill Newtype Ace reduce the Pilot Tier to 0.							-



FA-78-1
FULL ARMOR GUNDAM



Unit Name		Type	Role	Special	Performance	Frame	Points
Full Armor Gundam		MS	Firepower	Heavy Arms	2	4	350
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Lt Heinz 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Beam Rifle [E]		2	32"	4	RF+2	6	300
Rocket Launcher [K]		1	32"	4	-	3	700
Missile Pod [X] (3)		3	32"	6	RF+3 Hits	3	200
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)							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Headhunter	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)						Pilot Trait I
Daredevil	In Rounds 2+ gain [M+2] on your turn if HP >=50%.						Pilot Trait I

FA-78-1B
FULL ARMOR GUNDAM (TYPE B)



Unit Name		Type	Role	Special	Performance	Frame	Points
Full Armor Gundam (B)		MS	Firepower	Heavy Arms	2	4	350
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Ace		FA-78-1B	9	Giant	1	6	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	3	10	3d10	+2	+2	8100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Triple Beam Rifle [E]		3	32"	4	RF+3	6	300
Rocket Launcher [K]		1	32"	4	-	3	700
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
Micromissiles [X]		1	32"	10	RF+6 Hits	2	100
Single Use Enemy target must reroll 9s & 10s on Evade							
Antiship Missile [X]		1	48"	3	RF-1	3	1000
Single Use +3 Hits vs Size 2+ Units							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
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							
+1 to Precision and Barrage (Max 3). Barrage lets you change your weapons Rapid Fire to RF+1						Pilot Trait II	Furious Fusillade

FA-78-2
HEAVY GUNDAM UNIT



Unit Name		Type	Role	Special	Performance	Frame	Points
Heavy Gundam		MS	Battler	Heavy Arms	3	4	380
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Col. Den Beserk		FA-78-2	10	Giant	1	6	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	8"	2	11	7d10	+1	+2	8100
16	EQ	Range	Attacks	Close Range	PEN	DMG	
Heavy Gatling [K]		4	32"	8	RF+2 Hits	-	200
Overwatch VI							
Missile Pod [X] (3)		3	32"	6	RF+3 Hits	3	200
Three Uses							
Beam Cannon [E]		1	48"	4	RF-2	5	400
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Shield [S2]		1	-	+2 Blocks	-	-	-
Shield Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Berserker	If HP<50% or ally Skilled/Ace Pilot is destroyed gain: Melee +3 Hits & +1 Block vs each enemy attack action.						Pilot Trait II

Unit Name		Type	Role	Special	Performance	Frame	Points
Gunner Gundam		MS	Sniper	Indomitable	3	4	370
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation 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
22	EQ	Range	Attacks	Close Range	PEN	DMG	
Custom BeamSniper [E]		5	48"	5	RF-1	7	300
Ignore target's Cover bonus 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							
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 outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16". +1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Precision also lets you may target units engaged in Melee.						Trait +V Pilot Trait II	Jamming Deadeye



RX-78SP
GUNNER GUNDAM



Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam Unit 4		MS	Battler	Indomitable	4	4	350
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Luce Cassel		RX-78-4[Bst]	7	Giant	1	3	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	1	11	8d10	+4	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Mega B.Launcher [E]		4	64"	3	RF+4 Hits	9	700
Beam Spot Guns [E]		-	8"	5	-	3	100
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
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							
Practiced Professional		Gain [M+1] or +1 Focus Action when this unit activates.					Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam Unit 5		MS	Battler	Indomitable	4	4	350
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Ford Romfellow		RX-78-5[Bst]	7	Giant	1	3	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	1	11	8d10	+4	+2	5600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Giant Gatling [K]		4	32"	6	RF+2 Hits	-	300
Beam Spot Guns [E]		-	8"	5	-	3	100
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
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							
In Rounds 2+ gain [M+2] on your turn if HP >=50%.							Pilot Trait I
							Overconfident



Unit Name		Type	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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Artillery Cannon [K]		2	48"	5	RF-1	-	400
Beam Rifle [E]		1	32"	4	RF+1	6	300
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
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							
Gunnery Expert		+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.					Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Alex		MS	Interceptor	Assault	5	4	350
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Chris Mackenzie		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Alex Beam Rifle [E]		3	32"	4	RF+3	6	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Beam Saber		1	Melee	-	-	8	300
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
The weapon below is only usable after the Hidden Beneath Trait has been activated							
TL Small Gatling [K]		2	24"	10	RF+6 Hits	-	100
Mecha & Pilot Traits							
When HP<2000, the Chobham Armor is purged. Alex's stats become:							Hidden Beneath
Move 12" Evade+7 ARM Sv+0 Gain TL Small Gatling [K]							
If this unit is not piloted by Amuro Ray or an equivalent skill Newtype Ace							Custom Newtype Unit
reduce the Pilot Tier to 0.							

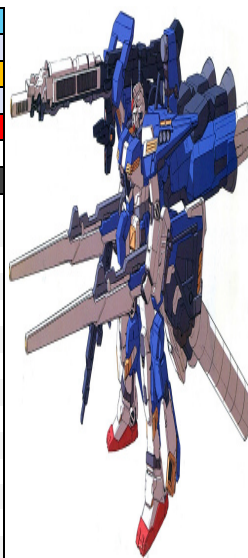




Unit Name		Type	Role	Special	Performance	Frame	Points
Full Armor 7th Gundam		MS	Interceptor	Heavy Arms	2	4	380
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Hughes Courand		FA-78-3	13	Giant		6	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	8"	2	9	4d10	+2	+2	8100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Long Beam Cannon [E]		5	64"	4	RF-1	6	400
7th Beam Rifle [E]		3	40"	4	RF+1	7	300
TL Missile Pod [X]		2	32"	8	RF+3 Hits	3	200
Grenade Launchers [X]		1	16"	4	RF+4 Hits	3	200
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits

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



Unit Name		Type	Role	Special	Performance	Frame	Points
HFA 7th Gundam [S]		MA	Firepower	Heavy Arms	2	4	400
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Hughes Courand		HFA-78-3	10	Giant	5	6	3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	18"	3	10	3d10	+2	+2	8100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
MegaBeam Cannon [E]		4	64"	4	RF-2	8	400
Beam Cannon [E]		1	48"	4	RF-2	5	400
Beam Cannon [E]		1	48"	4	RF-2	5	400
TL Micromissiles [X]		2	32"	10	RF+8 Hits	2	100
TL Fire SPT Missiles [X]		2	48"	10	RF-4	2	200
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Ramming Speed [CC]		-	Melee	-	-	-	600

Mecha & Pilot Traits

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



Unit Name		Type	Role	Special	Performance	Frame	Points
7th Gundam		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
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	2	11	6d10	+5	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
7th Beam Rifle [E]		3	40"	4	RF+1	7	300
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits

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

Unit Name		Type	Role	Special	Performance	Frame	Points
G-Line Light Armor		MS	Interceptor	Indomitable	2	4	230
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Hughes Courand		RX-81LA	6	Giant	2	-3	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	9	5d10	+4	+1	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heavy Beam Rifle [E]		2	24"	4	RF+1	6	400
TL Missile Pod [X]		2	32"	8	RF+3 Hits	3	200
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Shield Smash [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits

Entwined with Tragedy	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
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Unit Name	Type	Role	Special	Performance	Frame	Points
G-Line Standard Armor	MS	Battler	Indomitable	2	4	230
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Cherie Alison	RX-81 ST	7	Giant		-1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	10"	1	10	7d10	+3	+1
3600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Gatling Gun [K]	4	32"	8	RF+4 Hits	-	200
Overwatch IV						
Beam Carbine [E]	1	24"	4	RF+2	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						

Mecha & Pilot Traits

Kind Hearted

When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.
When this unit is destroyed gain [M+3].

Pilot
Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points
G-Line Assault Armor	MS	Raid	Indomitable	2	4	230
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rob Hartley	RX-81 AS	5	Giant	-1	2	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	14"	1	9	6d10	+2	+1
5100						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Heat Lancer	2	Melee	ATK+1 Hit	-	5	400
Reroll 1s & 2s on Attack						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Shield [S2]	1	-	+2 Blocks	-	-	-
Shotgun [K]	1	16"	5	RF+5 Hits	-	200
Overwatch III Hits						
Rocket Launcher [K]	1	32"	4	-	3	700
+1 Hit vs Size 3+						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.

Pilot
Trait I

Close Combat Expert



Unit Name	Type	Role	Special	Performance	Frame	Points
Gundam Pixy	MS	Attacker	Indomitable	4	3	240
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Волк	RX-78-XX	4	Giant	1	-2	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	12"	1	8	9d10	+6	+1
2600						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Twin Beam Daggers	2	Melee	ATK+1 Hit	Finisher+1	8	200
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
TL SMG [K]	2	24"	7	RF+5 Hits	-	200
Overwatch IV						

Mecha & Pilot Traits

Stealth Ambusher

Cannot be targeted until your first activation unless the enemy is within 16".
Gain [Tactical Advantage] on your first attack vs a target within 24".

Trait
+II

Defiant

[M+1] If you engage or end your turn 5" closer to an enemy
All weapons gain +1 HIT this turn if you activated due to Return Fire.

Pilot
Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Gundam Marine Type [A]	MS	Battler	Heavy Arms	4	3	160
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RAG-79-G1	8	Giant		1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
8"	10"	2	11	7d10	+4	+
3100						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
UW Beam Rifle [E]	2	32"	4	RF+1	6	300
Water terrain has no effect on this weapons ARM PEN						
TL Torpedo Pod [X]	2	32"	8	RF+3 Hits	3	200
Single Use						
Harpoon Gun [K]	1	16"	4	RF+3 Hits	2	300
Critical Hits are worth 3 Hits						
Grappling Unit	1	8"	8	-	-	-
Bypass [Shields] Pull yourself up to 3" for each Hit						
Twin Beam Daggers	2	Melee	ATK+1 Hit	Finisher+1	8	200
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						





Unit Name		Type	Role	Special	Performance	Frame	Points
Blue Destiny Unit 3		MS	Battler	Indomitable	5	3	380
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Yuu Kajima		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
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
Single Use							
Vulcans & Cannons [K]		-	8"	8	RF+2 Hits	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
-							
Beam Saber		1	Melee	-	-	8	300
-							
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits		
Spirit in the Machine	With glowing eyes the machine begins to move on its own. Once per game gain +3 Blocks for the rest of the turn.	Trait +III
EXAM System	If the Enemy has an EXAM unit or after using Spirit in the Machine gain: +1 Block versus each enemy attack action.	Trait +V
Newtype Miasma	While EXAM is active Newtypes must spend [M-1] to use their Block ability.	-
Driven	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I
Hunting for a Rival	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Blue Destiny Unit 1		MS	Battler	Indomitable	5	3	380
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Yuu Kajima		RX-79BD-1	4	Giant	1	1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	1	12	9d10	+4	+1	4600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
Overwatch IV							
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
Single Use							
Vulcans & Cannons [K]		-	8"	8	RF+2 Hits	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
Small Shield [S1]		1	-	+1 Block	-	-	-
-							
Beam Saber		1	Melee	-	-	8	300
-							
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits		
With glowing eyes the machine begins to move on its own. Once per game gain +3 Blocks for the rest of the turn.	Trait +III	Spirit in the Machine
If the Enemy has an EXAM unit or after using Spirit in the Machine gain: +1 Block versus each enemy attack action.	Trait +V	EXAM System
While EXAM is active Newtypes must spend [M-1] to use their Block ability.	-	Newtype Miasma
[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I	Driven
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless





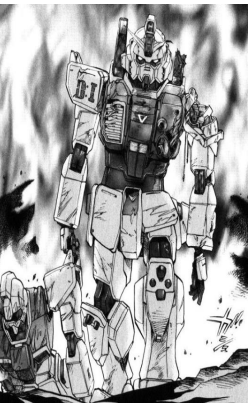
Unit Name		Type	Role	Special	Performance	Frame	Points
Ez-8 Gundam [G]		MS	Battler	Indomitable	2	3	150
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Shiro Amada		RX-79[G]	3	Giant	-1	1	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	10	7d10	+3	+1	4100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
Vulcans & Cannons [K]		-	8"	8	RF+2 Hits	-	100
Small Shield [S1]		1	-	+1 Block	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Idealist		When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].					Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam [G]		MS	Battler	Indomitable	2	3	150
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Karen Joshua		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
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
Small Shield [S1]		1	-	+1 Block	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Gain [M+1] or +1 Focus Action when this unit activates.							Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam [G]		MS	Battler	Indomitable	2	3	150
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Terry Sanders 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Artillery Cannon [K]		1	48"	5	RF-2	-	400
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Small Shield [S1]		1	-	+1 Block	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Gunnery Expert		+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.					Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Gundam [G]		MS	Battler	Indomitable	2	3	150
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Matt Healy		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Small Shield [S1]		1	-	+1 Block	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
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



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Ground Type [G]		MS	Battler		1	1	30
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79[G]	3	Giant	1	3	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	9"	1	9	5d10	+1	+1	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
Small Shield [S1]		1	-	+1 Block	-	-	-
Beam Saber		1	Melee	-	-	8	300

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Sniper [G]		MS	Sniper		1	1	30
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79SP	3	Giant	-1	3	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	5"	1	10	2d10	+1	+1	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
H. Beam Sniper [E]		2	48"	4	RF-2	7	300
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300



Gundam [G] & GM [G]	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
You may swap a primary weapon for a Bazooka, M.Gun, B.Rifle or Artillery.	Missile Salvo [X]	1	48"	5	-	3	300
	Single Use						
	Artillery Cannon [K]	1	48"	5	RF-2	-	400

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700
Beam Rifle [E]	1	32"	4	RF+1	6	300

Weapon's Rack Backpack
For +10pts each equip an extra weapon or Missile Salvo to Gundam [G]



Unit Name	Type	Role	Special	Performance	Frame	Points
Guncannon	MS	Firepower	Indomitable	2	3	250
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kai Shiden	RX-77-2	3	Giant	-1	2	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	8"	2	10	4d10	+3	+1
Weapons	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)						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Fists [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Mecha & Pilot Traits						
Cool Under Fire	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)					Pilot Trait I
Wisecracking Pilot	Gain [M+1] or +1 Focus Action when this unit activates.					Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points
Guncannon	MS	Firepower	Indomitable	2	3	200
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Hayato Kobayashi	RX-77-2	3	Giant	-1	2	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	8"	2	10	4d10	+3	+1
Weapons	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)						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Fists [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Mecha & Pilot Traits						
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.					Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points
Guncannon (MP)	MS	Firepower		2	2	60
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RX-77D	4	Giant	-2	-1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	6"	2	9	2d10	+2	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Machine Guns [K]	2	24"	8	RF+4 Hits	-	200
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 backwards 3" for each failed Save						

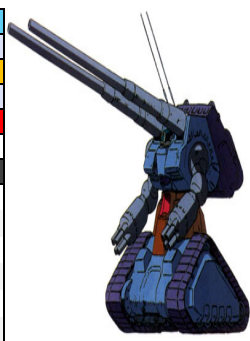
Unit Name	Type	Role	Special	Performance	Frame	Points
Guncannon (MP)	MS	Firepower		2	2	110
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Lydo Wolf	RX-77-2	4	Giant	-2	-1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	6"	2	9	2d10	+0	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
TL Artillery Cannon [K]	2	48"	5	RF-1	-	400
Indirect Fire (R:32" to 40"+Sensors)						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Fists [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Shield [S2]	1	-	+2 Blocks	-	-	-
Mecha & Pilot Traits						
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)					Pilot Trait I	Elusive



Unit Name	Type	Role	Special	Performance	Frame	Points
Guntank	MS	Firepower		0	3	100
Skilled 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
20"	4"	2	9	2d10	+0	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Long Artillery [K]	3	56"	5	RF-1	-	400
Howitzer Hands [K]	2	32"	8	RF+4 Hits	-	100
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
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
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.					Pilot Trait I	Gunnery Expert



Unit Name	Type	Role	Special	Performance	Frame	Points
Guntank (MP) [G]	MS	Firepower		0	2	30
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RX-75MP	5	Giant	-3	-1	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
24"	4"	2	8	1d10	+0	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Long Artillery [K]	3	56"	5	RF-1	-	400
Howitzer Hands [K]	2	32"	8	RF+4 Hits	-	100
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
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		Type	Role	Special	Performance	Frame	Points
GM		MS	Battler		2	1	40
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Spray Gun [E]		1	16"	4	RF+1 Hits	5	300
Overwatch IV							
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							

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Cannon		MS	Firepower		2	1	40
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Spray 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)							
Shield [S2]		1	-	+2 Blocks	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
GM		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Shield [S2]		1	-	+2 Blocks	-	-	-
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Cannon Space [S]		MS	Firepower		2	1	100
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGC-80S	3	Giant		1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	11"	2	9	2d10	+1	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
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)							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Mecha & Pilot Traits			
Deadeye	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Precision also lets you may target units engaged in Melee.	Pilot Trait II	

Mecha & Pilot Traits			
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert	



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Light Armor		MS	Interceptor		2	1	100
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Stripped Beam Rifle [E]		3	24"	4	RF+1 Hit	5	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							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Early Type		MS	Battler		1	1	20
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79A/E	3	Giant		1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	9"	1	9	5d10	+1	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Spray Gun [E]		1	16"	4	RF+1 Hits	5	300
Overwatch IV							
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			
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	

Mecha & Pilot Traits			

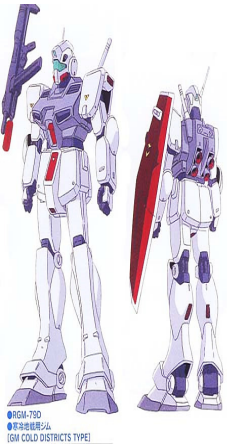
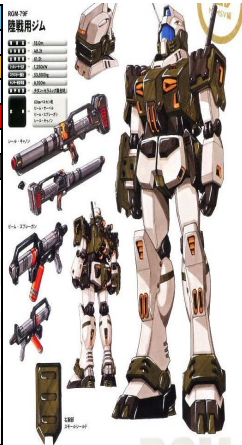
Any GM on this page may swap their primary weapon with a Machine Gun [K]							
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							

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		Type	Role	Special	Performance	Frame	Points
GM Cold Districts [G]		MS	Raid		3	1	60
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM Cold D. M.Gun [K]		2	24"	7	RF+5 Hits	-	200
Overwatch IV							
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Land Combat [G]		MS	Raid		2	2	50
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation 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
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							
Beam Spray Gun [E]		1	16"	4	RF+1 Hits	5	300
Overwatch IV							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Cold Districts [G]		MS	Raid		3	1	70
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM Cold D. M.Gun [K]		2	24"	7	RF+5 Hits	-	200
Overwatch IV							
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)							
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							

Unit Name		Type	Role	Special	Performance	Frame	Points
Desert GM [G]		MS	Sniper		2	2	70
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Railgun Sniper [K]		2	48"	4	RF-2	2	400
Ignore target's Cover bonus Criticals are worth 3 Hits							
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
Single Use							
Beam Spray Gun [E]		1	16"	4	RF+1 Hits	5	300
Overwatch IV							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

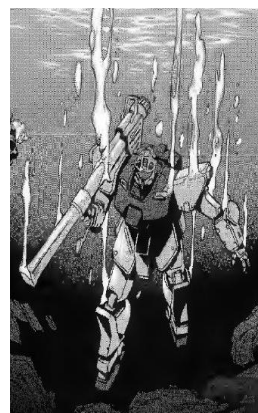


Unit Name		Type	Role	Special	Performance	Frame	Points
GM Kai (Type-C)		MS	Battler		3	1	70
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79C	3	Giant	1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	11"	1	10	6d10	+2	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
Overwatch IV							
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							

Unit Name		Type	Role	Special	Performance	Frame	Points
Powered GM		MS	Raid		3	1	70
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79P	3	Giant	1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	17"	1	9	5d10	+2	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
Overwatch IV							
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



The GM 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 IV						



Unit Name	Type	Role	Special	Performance	Frame	Points
GM Command [G]	MS	Battler		3	2	130
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Hughes Courand	RGM-79G	4	Giant	1		-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	12"	1	10	6d10	+2	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700
			+1 Hit vs Size 3+			
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
	[M-1] to Use	[Free Action]	Requires a Skilled / Ace Pilot			
Command Shield [S2]	2	-	+2 Blocks	-	-	-
			+1 Block vs DMG 200 or less			
Beam Saber	1	Melee	-	-	8	300
			-			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
Mecha & Pilot Traits						
Driven	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.					Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
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
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	12"	1	10	6d10	+2	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200
			Overwatch IV			
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
	[M-1] to Use	[Free Action]	Requires a Skilled / Ace Pilot			
Command Shield [S2]	2	-	+2 Blocks	-	-	-
			+1 Block vs DMG 200 or less			
Beam Saber	1	Melee	-	-	8	300
			-			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
Mecha & Pilot Traits						
Gain [M+1] or +1 Focus Action when this unit activates.					Pilot Trait I	Practiced Professional



Unit Name	Type	Role	Special	Performance	Frame	Points
GM Command [S]	MS	Interceptor		3	1	180
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Tenneth Jung	RGM-79GS	3	Giant	1	2	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	10"	1	9	4d10	+3	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Gun [E]	1	24"	4	RF+2	6	300
			-			
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
	[M-1] to Use	[Free Action]	Requires a Skilled / Ace Pilot			
Command Shield [S2]	2	-	+2 Blocks	-	-	-
			+1 Block vs DMG 200 or less			
Beam Saber	1	Melee	-	-	8	300
			-			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
Mecha & Pilot Traits						
Deadeye	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1. Precision also lets you may target units engaged in Melee.					Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points
Aqua GM [G]/[A]	MS	Battler		2	1	90
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RGM-79FD	8	Giant	1	1	3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
8"	11"	1	9	5d10	+4	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Harpoon Gun [K]	1	16"	4	RF+3 Hits	2	300
			Critical Hits are worth 3 Hits			
TL Torpedo Pod [X]	2	32"	8	RF+3 Hits	3	200
			Single Use			
TL Micromissiles [X]	2	32"	10	RF+8 Hits	2	100
	Single Use	Enemy target must reroll 9s & 10s on Evade				
Grappling Unit	1	8"	8	-	-	-
		Bypass [Shields] Pull yourself up to 3" for each Hit				
Twin Beam Daggers	2	Melee	ATK+1 Hit	Finisher+1	8	200
			-			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			



Unit Name	Type	Role	Special	Performance	Frame	Points
Armored GM [G]	MS	Raid		3	2	90
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot	RGM-79FD	3	Giant	1	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	16"	1	9	5d10	+3	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200
			Overwatch IV			
Small Shield [S1]	1	-	+1 Block	-	-	-
			-			
Beam Saber	1	Melee	-	-	8	300
			-			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

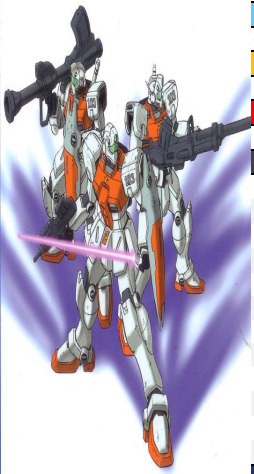
For +10pts GMs on this page may swap their primary weapon for a Hyper Bazooka.						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700
			+1 Hit vs Size 3+			

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Gun [E]	1	24"	4	RF+2	6	300
			-			



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Command Early [G]		MS	Battler		3	2	160
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Yuu Kajima		RGM-79G	5	Giant	3		-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	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
Beam Gun [E]		1	24"	4	RF+2	6	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Command Shield [S2]		2	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits		
Driven	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Command Early [G]		MS	Battler		3	2	160
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Summonna Fulis		RGM-79G	5	Giant	3		-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	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
Artillery Cannon [K]		1	48"	5	RF-2	-	400
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Command Shield [S2]		2	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

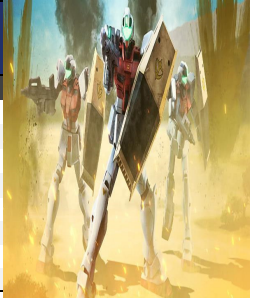
Mecha & Pilot Traits		
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Command Early [G]		MS	Battler		3	2	160
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Phillip Hughes		RGM-79G	5	Giant	3		-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	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
Hyper Bazooka [K]		1	32"	4	-	3	700
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Command Shield [S2]		2	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits		
Gain [M+1] or +1 Focus Action when this unit activates.		Pilot Trait I
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
Hyper Bazooka [K]	1	32"	4	-	3	700
Artillery Cannon [K]	1	48"	5	RF-2	-	400
Beam Gun [E]	1	24"	4	RF+2	6	300





Unit Name		Type	Role	Special	Performance	Frame	Points
GM Sniper Custom		MS	Sniper		4	1	180
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79SC	4	Giant	2	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	13"	1	11	3d10	+4	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
R-4 Beam Rifle [E]		2	40"	4	RF+1	6	300
Beam Pistol [E]		1	16"	4	RF+1 Hits	6	300
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits

Practiced Professional

Gain [M+1] or +1 Focus Action when this unit activates.

Pilot
Trait I



RGM-79SC
GM SNIPER CUSTOM

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Sniper Custom		MS	Sniper		4	1	240
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Tenneth Jung		RGM-79SC	5	Giant	2	1	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	13"	1	11	3d10	+4	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Long Beam Sniper [E]		2	48"	4	RF-2	6	300
Hyper Bazooka [K]		1	32"	4	-	3	700
Beam Pistol [E]		1	16"	4	RF+1 Hits	6	300
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits

Deadeye

+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.
Precision also lets you may target units engaged in Melee.

Pilot
Trait II



RGM-79SC
GM SNIPER CUSTOM (SHINY SHANE)

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Sniper Custom		MS	Sniper		4	1	200
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Shimoda Squad		RGM-79SC	6	Giant	2	1	2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	13"	1	11	3d10	+4	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Missile Salvo [X]		2	48"	7	-	3	300
R-4 Beam Rifle [E]		2	40"	4	RF+1	6	300
Beam Pistol [E]		1	16"	4	RF+1 Hits	6	300
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits

Gunnery Expert

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

Pilot
Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Guard Custom		MS	Interceptor		4	1	170
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79KC	3	Giant	2	2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	14"	1	9	4d10	+6	+0	1100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
E-2 Beam Pistol [E]		2	16"	4	RF+1 Hits	6	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits

Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)

Pilot
Trait I

Elusive



RGM-79KC
GM GUARD CUSTOM

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Guard Custom		MS	Firepower		4	1	180
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79HC	6	Giant	2	1	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	2	10	3d10	+1	+0	1100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Small Gatling [K]		2	24"	10	RF+6 Hits	-	100
E-2 Beam Pistol [E]		2	16"	4	RF+1 Hits	6	300
Great Shield [S3]		1	-	+3 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits

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

Pilot
Trait I

Tactician



RGM-79HC
GM GUARD CUSTOM

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Intercept Fb [S]		MS	Interceptor	Assault	4	2	270
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79KC	6	Giant	3	2	2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	14"	2	9	4d10	+6	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Hyper Bazooka [K]		2	32"	4	RF+1	3	700
TL Micromissiles [X]		2	32"	10	RF+8 Hits	2	100
Beam Spray Gun [E]		1	16"	4	RF+1 Hits	5	300
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits

Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)

Pilot
Trait I

Elusive



RGM-79KC
GM GUARD CUSTOM
(WITH FELLOW BOOSTER)



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Sniper II		MS	Sniper		5	2	260
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
H. Beam Sniper [E]		2	48"	4	RF-2	7	300
Ignore target's Cover bonus							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
+1 Block vs DMG 200 or less							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Marksman		+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.					Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Sniper 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Solid Sniper Rifle [K]		2	56"	4	RF-2	2	300
Ignore target's Cover bonus Criticals are worth 3 Hits							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
+1 Block vs DMG 200 or less							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.						Pilot Trait II	Fearsome



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Night Seeker		MS	Battler	Assault	5	2	270
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79V	4	Giant	1		-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	12"	2	11	7d10	+5	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Stripped Beam Rifle [E]		3	24"	4	RF+1 Hit	5	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							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Ambusher		In this Round this unit is deployed it gains [Tactical Advantage] on your first attack as long as the target is within 24".					Trait +I
Dynamic Entrance		Gain Move+5" & Fly during the first round of battle.					Trait +I
Practiced Professional		Gain [M+1] or +1 Focus Action when this unit activates.					Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Night Seeker II		MS	Interceptor	Assault	5	2	270
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Stripped Beam Rifle [E]		3	24"	4	RF+1 Hit	5	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							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
In this Round this unit is deployed it gains [Tactical Advantage] on your first attack as long as the target is within 24".						Trait +I	Ambusher
Gain Move+5" & Fly during the first round of battle.						Trait +I	Dynamic Entrance
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)						Pilot Trait I	Elusive



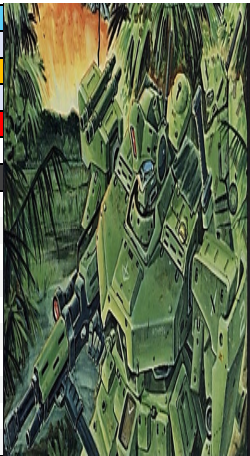
GM Sniper II may swap its rifle for a Bullpup (-10pts) or a Hi-Power Beam Rifle.							
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200	
Overwatch IV							
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300	

The GM Nightseekers swap their current loadout with these 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	

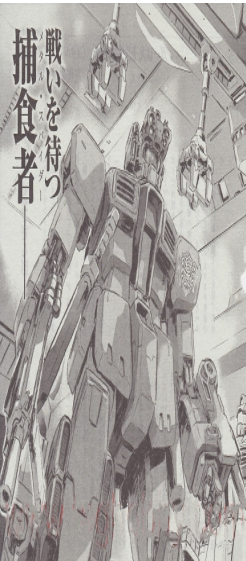


Unit Name		Type	Role	Special	Performance	Frame	Points
GM Striker		MS	Melee		3	1	110
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79FP	5	Giant	1	3	2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	13"	1	7	9d10	+2	+1	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Spear		3	Melee	ATK+2 Hits	-	8	300
Small Shield [S1]		1	-	+1 Block	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300
Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
				Overwatch IV			

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Spartan		MS	Sniper		5	2	260
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79S	5	Giant	1	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	11"	1	12	4d10	+4	+0	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Minigun [K]		2	24"	8	RF+4 Hits	-	200
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
Beam Pistol [E]		1	16"	4	RF+1 Hits	6	300
Heat Knife		1	Melee	-	-	5	300
Close Combat [CC]		-	Melee	-	-	5P	300
				Overwatch IV			



Mecha & Pilot Traits			
While outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16".		Trait +V	Jamming
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.		Pilot Trait I	Gunnery Expert



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Striker Metal Spider		MS	Melee		4	1	190
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79FPS1	6	Giant	1	1	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	7	9d10	+5	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Striker Beam Gun [E]		2	16"	5	RF+1 Hit	5	300
Overwatch IV							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Rocket Anchor		1	8"	8	-	-	-
Bypass [Shields] Pull yourself up to 3" for each Hit							
Heat Whip [K]		1	8"	6	RF+1 Hit	4	100
Enemy target must reroll 9s & 10s on Evade							
Heat Knife		1	Melee	-	-	5	300
Reroll 1s & 2s on DEF							
Beam Saber		1	Melee	-	-	8	300
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Range:(Sensors+12") Choose an enemy in LOS							Trait
Allies gain +1 Shooting Accuracy against them this Round.							+1
Gain [M+1] or +1 Focus Action when this unit activates.							Pilot
							Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Raid		MS	Raid		3	1	160
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Federation Pilot		RGM-79CR	6	Giant	2	1	2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	19"	1	9	5d10	+3	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Shotgun [K]		1	16"	5	RF+5 Hits	-	200
Overwatch III Hits							
Missile Pod [X]		1	32"	6	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							
Small Shield [S1]		1	-	+1 Block	-	-	-
-							
Heat Knife		1	Melee	-	-	5	300
Reroll 1s & 2s on DEF							
Beam Saber		1	Melee	-	-	8	300
-							
Chain Mine		1	Melee	ATK+2 Hits	-	2	600
Single Use +1 Hit vs Size 3+							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Gain [M+1] or +1 Focus Action when this unit activates.							Pilot Trait I





Unit Name		Type	Role	Special	Performance	Frame	Points
GM Custom		MS	Interceptor	Assault	5	2	270
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
LT South 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM Rifle [K]		2	32"	6	RF+2 Hits	-	200
Overwatch IV							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
+1 Block vs DMG 200 or less							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Pilot Instructor		Gain [M+1] or +1 Focus Action when this unit activates.					Pilot Trait I
Immortal		In Rounds 2+ gain [M+2] on your turn if HP >=50%.					Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Cannon II		MS	Interceptor	Heavy Arms	5	2	220
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
The Immortal 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM Rifle [K]		2	32"	6	RF+2 Hits	-	200
Overwatch IV							
TL Beam Cannons [E]		2	48"	4	RF-1	5	400
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
+1 Block vs DMG 200 or less							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
In Rounds 2+ gain [M+2] on your turn if HP >=50%.							Pilot Trait I
							Immortal



Unit Name		Type	Role	Special	Performance	Frame	Points
GM Custom		MS	Interceptor	Assault	5	2	220
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
The Immortal 4th Team		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GM Rifle [K]		2	32"	6	RF+2 Hits	-	200
Overwatch IV							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
+1 Block vs DMG 200 or less							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Immortal		In Rounds 2+ gain [M+2] on your turn if HP >=50%.					Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Custom Fb		MS	Interceptor	Assault	5	2	250
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AE Test Pilot		79N-Fb	5	Giant	4	1	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	17"	2	10	5d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power B.Rifle [E]		2	32"	4	RF+1	7	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Command Shield [S2]		2	-	+2 Blocks	-	-	-
+1 Block vs DMG 200 or less							
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
You may move an additional +5" with Full Throttle.							Trait +1
You may not use Full Throttle after Round 3.							
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)							Pilot Trait I
							Fuel Hungry
							Elusive





Unit Name		Type	Role	Special	Performance	Frame	Points
GP01-Fb Zephyranthes		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
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
GP Shield [S2]		4	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits		
Fuel Hungry	You may move an additional +5" with Full Throttle. You may not use Full Throttle after Round 3.	Trait +I
Sudden Decoupling	[M-1] The mecha suddenly decouples. Gain Blindside on Melee ATK.	Trait +II
Hunting for a Rival	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
Mechanics Expert	When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
GP03 Dendrobium 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	5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	24"	3	12	5d10	+4	+0	6100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
MegaBeam Cannon [E]		4	64"	4	RF-2	8	400
Antiship Missile [X]		1	48"	3	RF-1	3	1000
GP03 Micromissiles [X]		18	48"	10	RF+8 Hits	2	100
TL Folding Bazooka [K]		2	32"	4	RF+1	3	700
Massive Smash [CC]		-	Melee	-	-	7P	300
Antiship Sword		2	Melee	ATK+1 Hit	-	10	300
Chain Mine		1	Melee	ATK+2 Hits	-	2	600

Mecha & Pilot Traits		
I-Field [Barrier]	Block 7 [E] shots vs each attack action then total the ARM PEN of those shots. If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.	Trait +XX
Hidden Beneath	When HP<3000 replace with GP03S Dendrobium Stamen at full HP.	Trait +X
Furious Fusillade	+1 to Precision and Barrage (Max 3). Barrage lets you change your weapons Rapid Fire to RF+1	Pilot Trait II

Unit Name		Type	Role	Special	Performance	Frame	Points
GP01 Zephyranthes		MS	Interceptor	Assault	5	4	350
Skkilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kou Uraki		GP01	8	Giant	1	3	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
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
Beam Rifle [E]		1	32"	4	RF+1	6	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
GP Shield [S2]		4	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits		
When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.		Pilot Trait I Mechanics Expert



Unit Name		Type	Role	Special	Performance	Frame	Points
GP04 Gerbera		MS	Sniper	Assault	5	4	350
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
AE Test 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Custom BeamSniper [E]		5	48"	5	RF-1	7	300
GP Shield [S2]		4	-	+2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits		
Gain Move+5" & Fly during the first round of battle.		Trait +I Dynamic Entrance



Unit Name		Type	Role	Special	Performance	Frame	Points
GP03 Dendrobium Stamen		MS	Raid		5	4	300
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kou Uraki		GP03S	4	Giant	-1	-12	-12
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	14"	1	11	7d10	-1	+0	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Folding Bazooka [K]		2	32"	4	RF+1	3	700
Small Shield [S1]		1	-	+1 Block	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits		
When activated if HP<50% or [M=0] gain [M+3] OR 3 Focus actions. Gain [M+1] each turn you attack a Level 2 enemy Ace / Unstoppable Kaiju.		Pilot Trait II Steel Resolve



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
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300
TL Beam Pistol [E]	2	16"	4	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
TL Beam Cannons [E]	2	48"	4	RF-1	5	400
Beam Sniper [E]	1	48"	4	RF-2	6	300
Long Beam Sniper [E]	2	48"	4	RF-2	6	300
Beam M.Gun [E]	1	24"	5	RF+3 Hits	4	200
TL Beam M.Guns [E]	2	24"	6	RF+4 Hits	4	200
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
TL Machine Guns [K]	2	24"	8	RF+4 Hits	-	200
Giant Bazooka [K]	1	32"	4	-	3	700
TL Giant Bazooka [K]	2	32"	4	RF+1	3	700
Shotgun [K]	1	16"	5	RF+5 Hits	-	200
Antiship Rifle [K]	1	48"	4	RF-2	2	400
Railgun [K]	1	48"	4	RF-2	2	400
TL Railguns [K]	2	48"	4	RF-1	2	400
Railgun Sniper [K]	2	48"	4	RF-2	2	400
Mega Launcher [E]	2	32"	3	RF+2 Hits	7	700
L.Mega Beam Rifle [E]	3	40"	3	RF+3 Hits	8	700
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
Machine Cannons [K]	-	8"	8	-	-	100
Vulcans & Cannons [K]	-	8"	8	RF+2 Hits	-	100

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Missile Pod [X]	1	32"	6	RF+3 Hits	3	200
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200
Missile Salvo [X]	1	48"	5	-	3	300
TL Missile Salvo [X]	2	48"	7	-	3	300
Micromissiles [X]	1	32"	10	RF+6 Hits	2	100
TL Micromissiles [X]	2	32"	10	RF+8 Hits	2	100
Fire Support Missiles [X]	1	48"	8	RF-4	2	200
TL Fire SPT Missiles [X]	2	48"	10	RF-4	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
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	-	-	6	300
Twin Beam Tomahawk	3	Melee	ATK+1 Hit	-	6	300
Heat Hawk	1	Melee	-	-	5	300
Double Heat Hawk	2	Melee	ATK+1 Hit	-	5	300
Heat Saber	1	Melee	-	-	5	300
Heat Sword	2	Melee	ATK+1 Hit	-	5	300
Twin Heat Swords	4	Melee	ATK+2 Hits	-	5	300
Iron Nail	1	Melee	-	-	4	400
[M-1] This attack Blindsides one target						
Evade-1 to equip a Heat Lancer or an Antiship Sword						
Heat Lancer	2	Melee	ATK+1 Hit	-	5	400
Antiship Sword	2	Melee	ATK+1 Hit	-	10	300
+1 Hit vs Size 3+ Units						
Evade-1 to equip a Small Shield. Evade-2 to equip a Shield.						
Small Shield [S1]	1	-	+1 Block	-	-	-
Shield [S2]	1	-	+2 Blocks	-	-	-