## GUNDAM FIGHT, READY, GO! [OPTIONAL MODULE]

#### CHANGES FROM THE CORE RULES

Battles will be 1-on-1 or 2-on-2. | You may not use Commander Traits or Strategic Commands. | Use Alternate Deployment Rules | Battles continue past Round 5

Earth is the Ring! Setup terrain to represent iconic Earth locations. | Gain [M+1] each time you destroy terrain. | Push/Pull Weapons gain ARM PEN+2P

### **ADDITIONAL RULES**

Article 1 of the Gundam Fight International Regulations. A unit whose head section has been destroyed is disqualified.

Rules: Battle Damage to the Head Section immediately disables a unit. If you have at least 10 unblocked Hits you may choose to destroy the target's Head.

Article 2 of the Gundam Fight International Regulations. A Gundam Fighter must never aim at the cockpit of an opponent's Gundam.

Rules: The Supreme Robot Warfare module is in effect. The Battle Damage rules are in effect but the Cockpit Damage result will not be used.

Article 3 of the Gundam Fight International Regulations. A Gundam Fighter may repair any damage to their Gundam as often as they desire and move on to the championship league, as long as the head section has not been destroyed.

Rules: If setting up a Tournament you may fully repair your Gundam Fighter in preparation for the next fight provided the head section was not destroyed.

#### FIGHTING STYLES

Each Round, starting with the player who goes first, choose one of the five Fighting Styles below that will benefit you until the end of the Round.

G Gundam is at its best with over the top action, events, strategy, deceptions and dialogue during the fight. You must describe or narrarate your fighting style to gain its benefits.

Offense (Melee) - On Melee Attack you Hit on a 4+ instead of a 5+. | Lose 2000 HP to cancel out any and all negative effects on your fighter.

Examples: Domon charges forward. "This hand of mine glows with an awesome power. It's burning grip tells me to defeat you. Here I go! Shining Finger!!"

After being pinned to a mountain in the Guyana Highlands Argo Gulski rips the arm off of Bolt Gundam to break free and continue his match against Sai Saici's Dragon Gundam.

<u>Defense (Melee)</u> - On Melee <u>Defense</u> you now Block on a 4+ instead of a 5+. Additionally, if you fully Block your opponent in Melee they lose [M-2]

Examples: Master Gundam counters Shining Finger with Darkness Finger. As the energies collide Master Gundam proves stronger, injuring Domon's arm in the process.

Argo Gulski just barely evades the acrobatic attacks of Sai Saici's Dragon Gundam, minimizing his movements he begins wearing down Sai Saici as the fight progresses.

Offense (Shooting) - Target Lock also gives +2 ARM PEN. | Skill Defense against your Shooting Attacks costs 1 additional Momentum.

Examples: Rain realizes she only has one chance to defeat the DG Cell infected Walter Gundam and save Allenby. She aims her Rising Arrow [E] for a point blank shot.

A heavy fog rolls in obscuring the battlefield, Royal Gundam's special sensors are well suited for this environment. He locks on to Shining Gundam and takes aim.

High Mobility - This round gain Move+10". Once per Round, if you are not in engagement range, you may interrupt your opponent and move up to 2d10+5" away.

Examples: The Dragon Gundam uses its superior speed and agility to make hit and run attacks on Shining Gundam then disappearing without a trace.

Shadow Gundam leaps nimbly around from cliptop to clifftop in the Guyana highlands moving too swifly for the Gundam heads or Dark army to intercept him.

Concoct a Clever Plan - Choose one: This round your opponent may not benefit from any Mecha or Pilot Traits OR When attacking gain Tactical Advantage against them.

Examples: Master Asia is antagonizing Domon pushing him over his limit. He floods the cockpit video communication channels while shouting "Get Mad" over and over again.

Rose Gundam unleashes its Bits [E] attacking Shining Gundam throughout the city, one strikes a leg thruster knocking him down and putting him in the grips of the Rose Screamer



Na	me	Туре	Role	Special	Performance	Frame	Points
Shining	Gundam	S.Titan	Melee	Indomitable	6	4	500
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Domon	Kasshu	1	5	Giant	1	1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	12d10	+6	+1	6500
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Martial	Arts [CC]	4	Melee	ATK+1 Hit	Finisher+1	5P	300
			Reroll	l 1s on ATK 8	& DEF		
Beam Saber		1	Melee	-	-	8	300
				-			

Activated Mecha & Pilot Traits								
This Hand of Mine	Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	Trait +V						
Shining Finger Sword	[M-1 & HP-1000] The true super mode activates. For the rest of the Round your Beam Saber deals $\pm 1$ Critical Hit with this unit.	-						
	Passive Mecha & Pilot Traits							
Mobile Trace System	Gain +1 Focus action on your turn.  Permanent -1 Action after failing an Armor Save.	-						
Skilled Martial Artist	Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V						
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I						
Quest for Vengeance	[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						

No	ıme	Туре	Role	Special	Performance	Frame	Points
Shining (F	inal Fight)	S.Titan	Melee	Indomitable	6	4	650
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Domon	Kasshu	1	5	Giant	1	1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	12d10	+6	+1	6500
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Martial	Arts [CC]	4	Melee	ATK+1 Hit	Finisher+1	5P	300
			Rerol	l 1s on ATK 8	& DEF		
Beam Saber		1	Melee	-	-	8	300
				-			



Activated Mecha & Pilot Traits								
Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	Trait +V	This Hand of Mine						
[M-1 & HP-1000] The true super mode activates.  For the rest of the Round deal +1 Critical Hit with this unit.	-	Super Mode Serenity						
Passive Mecha & Pilot Traits								
Gain +2 Focus actions on your turn.	Trait +X	Mobile Trace Mastery						
Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V	Skilled Martial Artist						
Gain [M+2] when this unit activates.	Trait +V	Undisputed King of Hearts						
In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait l	Close Combat Expert						
[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 l	Quest for Vengeance						



No	ame	Туре	Role	Special	Performance	Frame	Points	
Gundam	n Maxter	S.Titan	Melee	Heavy Arms	6	4	500	
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Chibode	e Crocket	1	13	Giant		5	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
16"	13"	2	9	11d10	+4	+1	10000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
KO Pur	nch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300	
	Reroll 1s on ATK							
TL Mag	nums [K]	4	24"	4	RF+4 Hits	2	300	
			Critical	Hits are worth	h 3 Hits			
Cyclone	Punch [K]	2	16"	5	RF+2 Hits	5P	300	
		Push a	target bac	kwards 3" for	r each failed S	Save		
Burning	Punch [K]	2	16"	7	RF+2 Hits	6	200	
	[^	1-1] to Use	e   Enemy t	arget must re	eroll 9s & 10s	on Evade	е	
Machinegu	ın Punch [K]	2	16"	5	RF+5 Hits	2	500	
		[M-2] to	use   Ada	ditional [M-1]	] to Blindside .	Attack		

	Activated Mecha & Pilot Traits							
Mecha Boxing	[HP-3000] Shift the Armor onto your Fists [CC] for added KO Power. For the rest of the Battle Crits are worth 3 Hits for your KO Punch [CC].	-						
Hyper Mode	[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-						
Passive Mecha & Pilot Traits								
Surfboard Entrance	Gain Move+5" & Fly during the first round of battle.	Trait +I						
Mobile Trace System	Gain +1 Focus action on your turn.  Permanent -1 Action after failing an Armor Save.	-						
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I						
Marksman	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I						

No	ame	Туре	Role	Special	Performance	Frame	Points
Rose C	Gundam	S.Titan	Battler	Heavy Arms	6	4	500
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
George	DeSand	-	11	Giant		4	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	10"	2	12	8d10	+3	+1	7900
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Chevali	er Saber	3	Melee	-	-	7	300
			Rerol	l 1s on ATK 8	& DEF		
Shiel	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	Save	
Rose	Bits [E]	2	Sensors	5	-	5	200
		U	ses the Rem	ote Weapon	s rules below		
Rose	Bits [E]	2	Sensors	5	-	5	200
		U	ses the Rem	ote Weapon	s rules below		
Rose S	creamer	3	16"	6	RF+3 Hits	85	-
		Са			arriers] or [M]		
			Act	tivated Mech	a & Pilot Tra	its	
[M-1]	Gain +1 Cr	itical Hit if	Rose Bits i	is used after	Rose Screame	er.	-
[M-1 & HF	?-1000] For t	he rest of	the Round	deal +1 Crit	ical Hit with t	his unit.	-
[M-1] [F	-			Bits, Fangs o	r Wired wea <sub>l</sub> re.	pons.	Trait +V
			Po	assive Mecho	a & Pilot Trait	ls	

Mobile Trace System

Renowned Pilot

Chivalrous

Pilot

Trait I

Pilot

Trait I

Gain +1 Focus action on your turn.

Permanent -1 Action after failing an Armor Save.

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

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

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



No	ame	Туре	Role	Special	Performance	Frame	Points
Dragon	Gundam	S.Titan	Attacker	Indomitable	6	4	500
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Sai S	Saichi	ì	8	Giant	3	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	9	10d10	+7	+1	6500
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Flamet	TL Flamethrower [E]		16"	8 Hits	RF+2 Hits	-	100
		(	Overwatch '	VIII   AOE 1	" Wide Line		
Twin Drag	Twin Dragon Fang [K]		8"	5	RF+3 Hits	2	300
		[/	1-1] This a	ttack Blindsid	es one target		
Feilon	g Flag	2	Melee	ATK+1 Hit	DEF+1 Block	5	300
		Bloc	ks do not s	tack with Shie	elds or Barrier	s	
Killer	Stinger	1	Melee	-	-	4	400
	[M-1] This attack Blindsides one target						
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" for	each failed S	Save	

	Push a target backwards 3" for each failed Save								
	Activated Mecha & Pilot Traits								
Feilong Flag Deception	Once per game your afterimages give you +3 Blocks this turn. Gain [Tactical Advantage] on your next activation.	Trait +V							
Shin Ryuusei Kochouken	[M-3] Once per game your [CC] attack gains +3 Critical Hits & Finisher+3 Afterwards HP is set to 100.	-							
Hyper Mode	[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-							
Passive Mecha & Pilot Traits									
Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-							
Skilled Martial Artist	Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V							
Prodigy	Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II							

Na	ıme	Туре	Role	Special	Performance	Frame	Points
Bolt G	undam	S.Titan	Melee	Heavy Arms	5	5	500
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Argo	Gulskii	1	11	Giant	-1	6	-10
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	11"	2	10	12d10	+2	+2	13500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
KO Pur	KO Punch [CC]		Melee	ATK+1 Hit	Finisher+1	5P	300
			Re	eroll 1s on AT	K		
Graviton	Hammer	3	Melee	ATK+1 Hit	DEF+2 Block	3	400
		Bloc	ks do not s	tack with Shie	elds or Barrier	s	
Swinging H	lammer [K]	5	16"	6	RF+3 Hits	5P	400
		Push a	target back	kwards 3" for	each failed S	Save	
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Activated Mecha & Pilot Traits		
[M-3] Range: 40" Diameter Circle. You may rearrange Terrain. Enemies are knocked back 20" & make two ARM Saves vs PEN 5.	-	Gaia Crusher
[M-1 & HP-1000] Concentrating the Gaia Crusher's energy into its fists  Bolt Gundam gains +5 Blocks in Melee.	-	Zero-Range Gaia Crusher
[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-	Hyper Mode
Passive Mecha & Pilot Traits		
Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 7.	Trait +V	Crushing Strength II
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	Noble Soul



No	ıme	Type Role Special			Performance	Frame	Points
Neros C	Gundam	S.Titan	Interceptor	Assault	6	4	500
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Michelo	Chariot	1	11	Giant	1	2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	12"	2	11	6d10	+7	+	4400
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Beam C	Cannons [E]	2	48"	4	RF-1	5	400
				-			
Satyricon	Satyricon Beam [E]		32"	4	RF+1 Hits	5	200
			(	Overwatch IV	,		
Satyricon	Beam [E]	3	32"	4	RF+1 Hits	5	200
•			(	Overwatch IV	,		
Silver I	Legs [E]	2	32"	3	RF+2 Hits	7	700
			[M-2] to us	e   AOE: 2"	Wide Line		
Kick	[CC]	-	Melee	-	-	5P	300
		Push a	target back	wards 3" for	each failed S	Save	
Killer I	Knuckle	1	Melee	-	-	4	400
		[٨	1-1] This at	tack Blindsid	es one target		

	Mecha & Pilot Traits					
Mobile Trace System	Gain +1 Focus action on your turn.					
Mobile Trace dystem	Permanent -1 Action after failing an Armor Save.					
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I				
Conner's Experi	The treesion and barrage (max o). Reduce Rapid the penames by 1.					
Overconfident	In Rounds $2+$ gain $[M+2]$ on your turn if $HP \ge 50\%$ .	Pilot				
Overconitaent	in kounds 2+ gain [M+2] on your furn if HP >-30%.					



	No	ıme	Туре	Role	Special	Performance	Frame	Points
	Cushing N	Nobile Suit	MS	Sniper		2	1	50
•	Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Controlled by	Ms. Chapman	NET6-MS	1	Giant		2	-4
/	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
<b>'</b> [	20"	8"	1	10	2d10	+3	+0	2100
- 1	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
ĺ	Beam I	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
	Push a target backwards 3" for each failed Save							



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Royal (	Gundam	S.Titan	Sniper	Indomitable	6	4	600
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gentle (	Chapman	-	5	Giant	-1		-12
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
32"	8"	1	13	6d10	+5	+1	5800
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	pons amSniper [E]	EQ 5	Range 48"	Attacks 5	Close Range RF-1	<b>PEN</b> 7	<b>DMG</b> 300
	amSniper [E]	5	48"	5		7	
Custom Bed	amSniper [E]	5	48"	5	RF-1	7	
Custom Bed	amSniper [E]	5 gnore targ -	48" get's Cover Melee	5 bonus   Cri -	RF-1	7 th 3 Hits 5P	300

	Mecha & Pilot Traits	
Mobile Trace Expertise	Gain +2 Focus actions on your turn.	Trait
Mobile Trace Experiise	Permanent -1 Action after failing an Armor Save.	+٧
Inescapable Fog	You and your allies may reroll any Evade dice vs Enemies within your Sensors	Trait
	range.	+XV
Dandana	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot
Deadeye	Precision also lets you may target units engaged in Melee	Trait I

Nai	ne	Туре	Role	Special	Performance	Frame	Points
Tequila C	Gundam	S.Titan	Attacker		6	4	500
Ace I	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Chico Ro	driguez	-	13	Giant	1	2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	12"	1	9	9d10	+7	+0	5800
Wear	ons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam T	rident	5	Melee	ATK+1 Hit	DEF+1 Block	8	300
		Bloc	ks do not s	tack with Shi	elds or Barrier	rs .	
Close Con	nbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" fo	r each failed S	Save	
Spike Lau	ncher [K]	2	16"	7	RF+1 Hit	2	400
		[/	1-1] This a	ttack Blindsid	es one target		
Sombrero \	/ulcans [K]	3	24"	9	RF+5 Hits	-	200
		Overwatch IV					
Sombrero \	/ulcans [K]	3	24"	9	RF+5 Hits	-	200
			(	Overwatch IV	′		
					Mat Tunita		



Over watch 1v		
Mecha & Pilot Traits		
[M-1] Once per game choose a target within 8" to disorient.	Trait	Teguila Vortex
Your next attack against them this turn gains Blindside.	+1	require voriex
Gain +1 Focus action on your turn.		Mobile Trace System
Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat	Trait	Danasantian Attends
those dice as Critical Hits.	+111	Desperation Attack
Ve Sheeting attends increase the horseste Deduce and County by 1 (Mary 2)	Pilot	Elusive
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Trait I	ciusive
In Bounds 21 main [M   2] and the street of HD >= 500/	Pilot	Reckless
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Trait I	кескіеѕѕ

No	ame	Туре	Role	Special	Performance	Frame	Points
Lumber	Gundam	S.Titan	Melee	Heavy Arms	5	4	500
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Andrew	Graham	1	6	Giant		6	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	12"	2	9	11d10	+3	+2	11400
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
KO Pu	nch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300
			Re	eroll 1s on A1	ΓK		
Killer	Axes	2	Melee	ATK+1 Hit	-	4	400
	[M-1] This attack Blindsides one target						
Chai	insaw	1	Melee	-	-	5	300
	Reroll 1s & 2s on DEF						



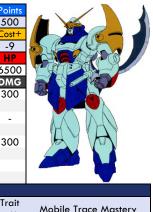
Mecha & Pilot Traits		
At the end of this unit's turn choose an enemy in Melee They make two Armor Saves vs PEN 7.	Trait +V	Crushing Strength II
Gain +2 Focus actions on your turn.  Permanent -1 Action after failing an Armor Save.	Trait +V	Mobile Trace Expertise
f you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits.	Trait +III	Possessed by Revenge
[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	Quest for Vengeance
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I	Headhunter



Na	me	Туре	Role	Special	Performance	Frame	Points		
Pharaoh G	undam IV	S.Titan	Raid	Indomitable	4	4	650		
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Dahal Mı	uhammud	2	5	Giant	-4	7	-5		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
10"	5"	1	10	7d10	+1	+3	14200		
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Fists	[CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" for	r each failed S	ave			
Constrict &	Immobilize	3	Melee	ATK+2 Hits	-	68	-		
		[N	1-1] This a	ttack Blindside	es one target				
Chest B	eam [E]	1	24"	4	RF+2	6	300		
	-			-					
Eye Beams [E]		1	48"	4	RF-2	5	400		
•	-			-					
	Manha O Dilat Tunita								

Mecha & Pilot Traits						
Mobile Trace Mastery	Gain +2 Focus actions on your turn.	Trait +X				
Regeneration X	On this unit's turn regain 1000 HP and repair one Battle Damage.	Trait +X				
Reaper	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)	Pilot Trait II				

No	ıme	Туре	Role	Special	Performance	Frame	Points
Minaret	Gundam	S.Titan	Melee	Indomitable	6	4	500
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Saette Gy	uzelle [DG]	-	5	Giant	1	1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	12d10	+6	+1	6500
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant 9	Scimitar	3	Melee	ATK+2 Hits	Finisher+2	3	300
				-			
Melee SI	hield [S0]	2	-	+1 Block	-	-	-
	С	an only Blo	ock in Enga	gement range	e (Includes Ov	erwatch)	
Smas	h [CC]	-	Melee	-	_	5P	300
		Push a	target back	kwards 3" foi	each failed S	Save	
			-				



Skilled Martial Artist

**Extrasensory Perception** 

Entwined with Tragedy

Elusive

+٧

Trait

+X

Pilot

Trait I Pilot

Trait I

Mecha & Pilot Traits		
Gain +2 Focus actions on your turn.	Trait +X	Mobile Trace Mastery
Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V	Skilled Swordsman
In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit	Pilot Trait II	Merciless Melee



	Name Kowloon Gundam		Туре	Role	Special	Performance	Frame	Points
			S.Titan	Melee	Indomitable	5	5	980
	Ace Pilot		Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Master Asia		2	5	Giant		4	-14
1	Sensors	Move	<b>Actions</b>	Shooting	Melee	Evade d10	ARM Sv	HP
,	10"	14"	1	9	12d10	+5	+2	####
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Martial	Arts [CC]	4	Melee	ATK+1 Hit	Finisher+1	5P	300
				Reroll	l 1s on ATK 8	& DEF		
	Beam (	Cloth [E]	2	16"	5	RF+2 Hits	8	100
			Enen	ny target m	ust reroll 9s 8	& 10s on Evac	łe	
	Entangli	ng Cloth	1	8"	7	-	<b>7</b> S	-
			Ca	n only be b	locked by [Bo	arriers] or [M]	1	
				•	, <u>-</u>			

	Mecha & Pilot Traits	
Choukyuu Haou Den'eidan	If you activate this unit within $8^{\prime\prime}$ of Shining Gundam gain ARM PEN+5 on Crash Through (Full Throttle)	-
Secret Technique!	Once per game your secret technique gives you +3 Blocks this turn. Gain [Tactical Advantage] on your next activation.	Trait +V
This Hand of Mine	Once per game in Round 3+ a [CC] weapon gains: Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	Trait +V
	Passive Mecha & Pilot Traits	
Master of Mobile Suits	Critical Hits give a bonus +1 Hit. Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.	Trait +XV
Mobile Trace Mastery	Gain +2 Focus actions on your turn.	Trait +X
Unmatched Martial Artist	Enemies in Melee have -1 Accuracy to Hit & Block (i.e. 5+ to 6+) Vs this unit.	Trait +X
Astonishing Entrance	On the first turn this unit is attacked gain +1 Block vs each attack action.  Gain Move+5" and Fly in the 1st Round of Battle.	Trait +11
Undefeated of the East	Gain [M+2] when this unit activates.	Trait +V
Close Combat Mastery	In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit	Pilot Trait II

Name	Туре	Role	Special	Performance	Frame	Points	1
Shadow Gundam	S.Titan	Attacker	Indomitable	6	4	1000	. ~
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Schwarz Bruder	1	6	Giant	5	1	-4	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10" 18"	1	9	10d10	+7	+1	6500	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Twin Spiegel Blade	2	Melee	ATK+2 Hits	DEF+1 Block	2	400	
	Bloc	cks do not s	tack with Shie	elds or Barriei	s		
Kick [CC]	-	Melee	-	-	5P	300	
	Push a	target bac	kwards 3" foi	r each failed S	Save		
Spinning Blades [K]	1	16"	5	RF+1 Hit	2	400	
	[٨	1-1] This a	ttack Blindsid	es one target			
Immobilizing Net	3	8"	9	-	7S	-	
	Ca	n only be b	locked by [Bo	arriers] or [M			
		Ac	tivated Mech	ıa & Pilot Tra	its		
[M-3] Spinning like a b	laded top	this unit g	ains +1 Hit in	Melee for e	very 5"		Sturm Und Drang
	mo	oved this tu	rn.			-	Sidili Olid Didlig
Once per game	your afte	rimages gi	ve you +3 B	locks this turn.		Trait	
			your next act			+V	Shadow Duplicates
While outside end			•		n.	Trait	
Enemies cannot targ	•	•				+X	Cloaking
Energies camerrary	CT IIIIS OIIII			& Pilot Trai		- 74	
	Crisiani Lis		nus +1 Hit.	a a i noi mai	3	Trait	
		•		1 Dll		+XV	Master of Mobile Suits
Each 10 you roll	on Evade	or Meiee I	JEF give a be	onus + i biock	•		
G	ain +2 Fo	cus actions	on your turn.			Trait	Mobile Trace Mastery
			•			+X	,
Enemies in Melee hay	re -1 Accu	racy to Hit	(i.e. 5+ to 6	+) against thi	s unit.	Trait	Skilled Martial Artist

Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.

Immune to Blindside

Twice per game gain +3 Blocks this turn. When you attack Level 1-2 Pilots, Captains & Kaiju gain:

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

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

	Na	me	Туре	Role	Special	Performance	Frame	Points
	Zeus G	undam	S.Titan	Attacker	Indomitable	6	4	500
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Marcelo	t Cronos	1	7	Giant	3	4	-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	15"	1	9	10d10	+7	+2	9300
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Bolt of Jud	gement [E]	6	8"	7	RF+4 Hits	7	300
					-			
	Zeus C	Calibur	1	Melee	ATK+1 Hit	Finisher+1	3	400
					-			
	Ramming S	peed [CC]	-	Melee	-	-	-	600
A.				After att	tacking lose 1	000 HP		
		Mech	a & Pilot '	Traits				
Bullrush	When using	High Speed	d Attack a	ny Critical	Hits are inste	ad worth 3 H	lits with	Trait
DOIIIOSII			Close Co	mbat [CC]	Attacks.			+111
Hercules Chariot	[M-1] A i	majestic hors	e mobile s	uit piloted	by a horse of	appears. Mov	ve an	
Hercoles Charlot		c	additional	+5" with F	ull Throttle.			-
Mahila Trasa System		G	ain +1 Fo	cus action o	on your turn.			
Mobile Trace System		Permaner	nt -1 Actio	n after fail	ing an Armor	Save.		-
Stroke of Judgement	+1 to Pre	ecision and B	arrage (A	Nax 3). Re	duce Rapid F	ire penalties	by 1.	Pilot
Shoke of Judgement	Pi	ecision also	lets you m	ay target	units engage	d in Melee.		Trait II

Туре

Name

Viking Gundam

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	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Erik the	· Viking	1	7	Giant	2	4	-3
S PANA	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	13"	1	9	10d10	+7	+2	9300
7 Sylvania	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Har	ooon	2	Melee	ATK+1 Hit	-	4	400
			[٨	۸-1] This a	ttack Blindsid	es one target		
	Longboat	Vulcans [K]	3	24"	9	RF+5 Hits	-	200
				(	Overwatch IV	′		
	Flameth	ower [E]	1	16"	7 Hits	RF+1 Hit	-	100
				Overwatch	VII   AOE 1	" Wide Line		
/ Jak	Missile S	Salvo [X]	1	48"	5	-	3	300
					Single Use			
	Smas	n [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" fo	r each failed S	Save	
		Mech	a & Pilot	Traits				
Viking Longboat	When using	g High Speed	d Attack o	ıny Critical	Hits are inste	ead worth 3 H	lits with	Trait
Viking Longbodi			Close Co	ombat [CC]	Attacks.			+111
Mobile Trace System		G	ain +1 Fo	cus action o	on your turn.			
Mobile Trace System		Permaner	nt -1 Actio	n after fail	ing an Armo	Save.		-
Close Combat Expert	ln :	tha Malaa Cl	ach aain :	±1 H;+ on A	TK and +1 E	Black on DEE		Pilot
Close Collibal Experi		ille Melee Ci	usii guiii	i i illi oli A	ark and + i i	SIOCK OII DEI .		Trait I
Defiant	[M	+1] If you e	ngage or	end your to	ırn 5" closer	to an enemy		Pilot
Denam	All we	apons gain +	-1 HIT this	turn if you	activated d	ue to Return F	ire.	Trait I

S.Titan Attacker Indomitable

Special

Performance Frame Points

6

4

500

Name	Туре	Role	Special	Performance	Frame	Points	<b>*</b>
Mandala Gundam	S.Titan	Melee	Heavy Arms	7	3	500	er i
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Kyral Mekirel	-	9	Giant		3	-7	
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10" 14"	2	10	12d10	+4	+1	5800	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Shakujo Staff	3	Melee		DEF+2 Blocks	_	400	Allowa
	Bloc	cks do not s	tack with Shie	elds or Barriei	rs		2011
Assassin Beam Saber	2	Melee	ATK+1 Hit	Finisher+2	8	200	
			[M-1] to use				
Smash [CC]	-	Melee	-	-	5P	300	
	Push a	target bac	kwards 3" foi	r each failed S	Save		
Burning Wheel [E]	4	16"	8 Hits	RF+2 Hits	-	200	ME OSSIGNOS
	C	Overwatch \	/II   AOE 8"	Wide Circle			
			Mecha & I	Pilot Traits			
[M-1] This unit may	Blindside	on Melee A	ATK with hidd	len beam sab	ers.	Trait +II	Hidden Saber Attack
Enemies in Melee ha	ve -1 Accu	racy to Hit	(i.e. 5+ to 6	+) against thi	s unit.	Trait +V	Skilled Swordsman
Twic		une to Blind ne gain +3	dside Blocks this tu	rn.		Trait +X	Extrasensory Perception
			on your turn. ling an Armoi	r Save.		-	Mobile Trace System
,			Captains & 0-200 Wear			Pilot Trait II	Reaper



Mobile Trace System

Na	me	Type	Role	Special	Performance	Frame	Points
Nether C	Gundam	S.Titan	Firepower	Heavy Arms	4	3	200
Basic Pilot		Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rutger Verhoeven		-	7	Giant	-1	4	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	7"	3	11	4d10	+1	+1	7900
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Nether 1	Typhoon	3	16"	6	RF+3 Hits	9P	200
	Bypass	[Shields]	Push a to	arget backwa	rds 3" for eac	h failed	Save
TL Beam C	Cannons [E]	2	48"	4	RF-1	5	400
				-			
TL Beam C	Cannons [E]	2	48"	4	RF-1	5	400
				-			
Smash	ı [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" for	each failed S	Save	
	Mach	a & Pilot	Traits				

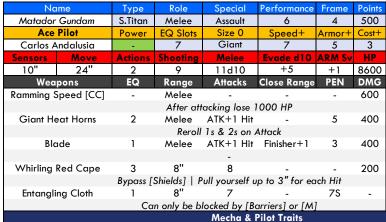
Gain +1 Focus action on your turn.

Permanent -1 Action after failing an Armor Save.



	No	ıme	Type	Role	Special	Performance	Frame	Points
	Mermaid Gundam  Ace Pilot  Hans Holger		S.Titan	Melee	Assault	6	4	500
			Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
			-	8	Giant	3	1	-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	20"	2	9	11d10	+6	+0	3700
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Trident	5	Melee	ATK+1 Hit	DEF+1 Block	8	300
	Blocks do not stack with Shields or Barriers							
•	lmmobil	izing Net	3	8"	9	-	<b>7</b> S	-
			Ca	n only be b	locked by [Bo	arriers] or [M]	1	
	Ramming S	Speed [CC]	-	Melee	-	-	-	600
				After att	acking lose 1	000 HP		

	After attacking lose 1000 HP	
	Mecha & Pilot Traits	
Mobile Trace Mastery	Gain +2 Focus actions on your turn.	Trait
Mobile Trace Mastery	Gain +2 Focus actions on your turn.	+X
Overzealous	[M+2] If you engage or end your turn 5" closer to an enemy	Pilot
Overzedious	All weapons gain +1 HIT this turn if you activated due to Return Fire.	Trait II



Can only be blocked by [Barriers] or [M]		
Mecha & Pilot Traits		
When using High Speed Attack any Critical Hits are instead worth 3 Hits with	Trait	Bullrush
Close Combat [CC] Attacks.	+111	DUITUSTI
Gain +1 Focus action on your turn.		Mobile Trace System
Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
When activated if HP $<$ 50% or [M=0] gain [M+2] OR 2 Focus actions.	Pilot	Honorable
When this unit is destroyed gain [M+3].	Trait I	nonorable
[M+1] If you engage or end your turn 5" closer to an enemy	Pilot	Llas Blandad
All weapons gain +1 HIT this turn if you activated due to Return Fire.	Trait I	Hot Blooded



	Iname		туре	Role	Special	Performance	rrame	Points
	Jester Gundam		S.Titan	Battler	Indomitable	6	4	500
1	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Romario Manini		1	3	Giant	2	4	-7
,	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	14"	1	12	9d10	+6	+2	9300
	Weapons							
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
		pons [CC]	EQ -	Range Melee	Attacks -	Close Range	PEN 5P	<b>DMG</b> 300
			-	Melee	-	Close Range - each failed S	5P	
	Fists		-	Melee target back	-	-	5P	
•	Fists	[CC]	- Push a 3	Melee target back Melee	- kwards 3" for ATK+2 Hits	-	5P Save	

	[M 1] This arrack binasiaes one ranger					
	Mecha & Pilot Traits					
Come Abilian	[M-2] When a target within LOS or Sensors range uses a weapon or ability	Trait				
Copy Ability	you may copy it and add it to your profile.	+٧				
Trickery and Treachery	Once per game roll $1d10$ on a $5+$ gain $+4$ Blocks this turn, otherwise gain $+2$	Trait				
Trickery and Treachery	Blocks.	+111				
Mobile Trace Expertise	Gain +2 Focus actions on your turn.	Trait				
Mobile Trace Experiise	Permanent -1 Action after failing an Armor Save.	+٧				
Ruthless	[M+2] If you engage or end your turn 5" closer to an enemy	Pilot				
Rumless	All weapons gain +1 HIT this turn if you activated due to Return Fire.	Trait II				

Na	me	Туре	Role	Special	Performance	Frame	Points	
Zebra G	Jundam	S.Titan	Melee	Indomitable	7	4	500	1
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	5
Conta	N'Doul	-	3	Giant	4	1	-8	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	2
10"	20"	1	10	13d10	+4	+1	6500	田
Wea	oons	EQ	Range	Attacks	Close Range	PEN	DMG	
Long S	Spear	2	Melee	ATK+2 Hits	DEF+1 Block	2	400	
		Bloc	ks do not s	tack with Shie	elds or Barrier	s		
Shield	l [S2]	1	-	+2 Blocks	-	-	-	
				-				
Smash	ı [CC]	-	Melee	-	-	5P	300	19
		Push a	target back	kwards 3" foi	each failed S	Save		_
				Mecha & F	Pilot Traits			
[M-1] This	unit may Bli	ndside on	Melee ATh	C by attackin	g from mid-a	ir and	Trait	
		using thei	ir Shield as	a decoy.			+11	
Coin +2 Focus actions on your turn								٨
Gain +2 Focus actions on your turn.								^
In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF.							Pilot	С
	It costs an a	dditional	[M-1] to Di	sengage fror	n this unit		Trait II	C
When a	ctivated if H	IP<50% d	or [M=0] g	ain [M+2] O	R 2 Focus acti	ons.	Pilot	

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



Shield Decoy Attack Nobile Trace Mastery ose Combat Mastery Fighting Spirit

Trait I



Name	Туре	Role	Special	Performance	Frame	Points
Neros Gundam	S.Titan	Interceptor	Assault	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Michelo Chariot	1	11	Giant	1	2	-2
Sensors Mov	e Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16" 12"	2	11	6d10	+7	+	4400
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Beam Cannons	[E] 2	48"	4	RF-1	5	400
			-			
Silver Legs [E]	2	32"	3	RF+2 Hits	7	700
		[M-2] to us	e   AOE: 2"	Wide Line		
Satyricon Beam [	E] 3	32"	4	RF+1 Hits	5	200
		(	Overwatch IV	/		
Satyricon Beam [	E] 3	32"	4	RF+1 Hits	5	200
		(	Overwatch IV	/		
Killer Knuckle	1	Melee	-	-	4	400
	[/	M-1] This at	tack Blindsid	es one target		
Kick [CC]	-	Melee	-	-	5P	300
	Push o	target back	wards 3" fo	r each failed S	Save	

			O <sub>1</sub>	erwatch IV			
	Killer Knuckle	1	Melee	-	-	4	400
		[/	M-1] This atto	ick Blindside	s one target		
	Kick [CC]	-	Melee	-	-	5P	300
		Push a	target backw	ards 3" for	each failed S	ave	
	Mech	na & Pilot	Traits				
Spectrum Beam Kick	[M-3] Critical H	lits with Si	ver Legs gair	deal an ac	dditional Hit.		-
Mobile Trace System			ocus action on on after failin	•	Save.		-
Headhunter	•		l 1-2 Pilots, C with DMG 0-2	•			Pilot Trait I
Menacing Visage	Gain [M+1]	or +1 Fo	cus Action wh	en this unit o	activates.		Pilot Trait I





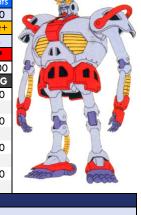
Mecha & Pilot Traits		
If you roll three of a kind (5+ only) with a Close Combat [CC] weapon treat those dice as Critical Hits.	Trait +III	Asura's Wrath
[M-3] Split into separate units and gain +3 Blocks this turn. You also gain Blindside on Melee Counterattack.	-	Separating Machines
Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Elusive
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert



Royal Gundam		S.Titan	Sniper	Indomitable	6	4	500	
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
I	Gentle (	Chapman	-	5	Giant	-1		-12
ı	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	32"	8"	1	13	6d10	+6	+1	5800
I	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
ſ	Custom Bed	amSniper [E]	5	48"	5	RF-1	7	300
ı		I,	gnore targ	get's Cover	bonus   Cri	t Hits are wor	th 3 Hits	
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	kwards 3" foi	each failed S	Save		

	Mecha & Pilot Traits	
Mobile Trace Expertise	Gain +2 Focus actions on your turn.	Trait
Mobile Trace Expertise	Permanent -1 Action after failing an Armor Save.	+٧
Caalina Chas	Your target may not reroll Evade dice and they may not improve their Evade	Trait
Seeking Shot	bonus.	+٧
Dandana	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot
Deadeye	Precision also lets you may target units engaged in Melee	Trait II

Nai	me	Туре	Role	Special	Performance	Frame	Points	ı
Skull G	undam	S.Titan	Firepower	Indomitable	6	4	500	
Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Gala (	Garla	2	8	Giant		4	-4	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	10"	2	12	6d10	+5	+2	9300	
Wear	ons	EQ	Range	Attacks	Close Range	PEN	DMG	ı
Acid J	et [E]	1	8"	4	RF+1 Hit	6	100	l,
		Enen	ny target m	ust reroll 9s	& 10s on Evad	łe		ı
TL Skull B	urner [E]	5	16"	9 Hits	RF+3 Hits	-	300	ı
		[M-1] to	use   Ove	erwatch VIII	AOE 1" Wid	de Line		
Skull Lo	iser [E]	2	16"	4	RF+2 Hits	5	300	
			Critical	Hits are wort	h 3 Hits			
Smash	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	Save		



Mecha & Pilot Traits		
Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
-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	Deadeye



_								
	No	ıme	Туре	Role	Special	Performance	Frame	Points
	Nobel (	Gundam	S.Titan	Melee	Indomitable	6	4	500
	Ace	Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Allenby I	Beardsley	-	6	Giant	1		-9
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	16"	1	9	12d10	+6	+1	5800
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	KO Pur	nch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300
				Re	eroll 1s on AT	K		
	Beam	Ribbon	2	Melee	-	-	6	300
				Rero	II 1s & 2s on	DEF		
	Beam Hul	a Hoop [E]	1	16"	4	RF+1 Hit	8	100
			Enen	ny target m	ust reroll 9s 8	& 10s on Evad	łe	

Activated Mecha & Pilot Traits								
Berserker System	HP<50% or lose [M-3] to go Berserk and gain: Melee ATK+3 Hits. May only use [CC] weapons.	Trait +V						
Hyper Mode	[M-1 & HP-1000] For the rest of the Round deal $\pm 1$ Critical Hit with this unit.	-						
Double Burning Finger	If this unit is paired with Burning Gundam it may also use the "This Hand of Mine" ability in the same Round that Burning Gundam does.	-						
	Passive Mecha & Pilot Traits							
Mobile Trace Expertise	Gain +2 Focus actions on your turn. Permanent -1 Action after failing an Armor Save.	Trait +V						
Skilled Martial Artist	Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V						
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I						
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I						

Na	me	Туре	Role	Special	Performance	Frame	Points
Rising C	Gundam	S.Titan	Sniper	Indomitable	6	4	450
Skille	d Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rain Mi	kamura	1	8	Giant	3		-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
28"	15"	1	13	6d10	+5	+1	5800
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heat N	aginata	4	Melee	-	-	5	300
			Reroll 1	s & 2s on ATI	< & DEF		
Close Cor	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	Save	
Rising Arrow [E]		4	48"	4	RF-2	9	300
			Ignore	target's Cove	r bonus		

MechaStellar VER 9



Mecha & Pilot Traits		
Once per game in Round 3+ a [CC] weapon gains:	Trait	This Hand of Mine
Finisher+3 & Gain +1 ARM PEN for each unblocked Hit.	+V	This mand of Mine
Gain +1 Focus action on your turn.		Malaila Tunas Contain
Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
When this unit activates choose a weapons bonus for this turn:	Pilot	Mechanical Genius
All weapons gain +1 PEN or +100 DMG.	Trait I	Mechanical Genius

	Na	me	Туре	Role	Special	Performance	Frame	Points
	Wing C	Sundam	MS	Sniper	Assault	3	5	500
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Heer	o Yuy	XXXG-01W	6	Giant	1	5	-8
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	20"	12"	2	12	4d10	+1	+3	7100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Buster I	Rifle [E]	4	48"	3	RF+3 Hits	8	700
NAME OF THE PARTY				[M-3] to us	se   AOE: 3"	Wide Line		
	Great Sh	nield [S3]	1	-	+3 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Vulcans & 0	Cannons [K]	-	8"	8	RF+2 Hits	-	100
		[M	2] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot
		Mech	a & Pilot T	Traits				
Neo Bird Mode		Gain Move	±5" & Elv	during the	first round o	f battle		Trait
1460 Bild Mode		Guili Move	J WIIIy	during me	Tirsi Toona C	n banne.		+1
Reckless		In Pounds 3	+ aain [M	+21 on vo	or turn if HP	>-50%		Pilot
Reckless		iii koonas 2	. · gain [//	t i Zj oli yot	DI TOTTI II F	/ - 30 /0.		Trait I

	No	Name		Role	Special	Performance	Frame	Points		
A /	Gundam D	eathscythe	MS	Attacker	Assault	3	5	500		
	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Duo M	axwell	XXXG-01D	8	Giant	3		-9		
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	8"	16"	2	8	8d10	+6	+3	3600		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Beam	Scythe	4	Melee	ATK+1 Hit	Finisher+2	6	300		
					-					
	Melee Shield [S0]		2	-	+1 Block	-	-	-		
	Can only Block in Engagement range (Includes Overwatch)									
	Vulcans & Cannons [K]		-	8"	8	RF+2 Hits	-	100		
		[M	2] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot		
	Buster S	hield [E]	2	16"	5	RF+2 Hits	8	100		
			Enen	ny target m	ust reroll 9s	& 10s on Evad	le			
		Mech	a & Pilot '	Traits						
lammina	While	e outside ene	my Senso	rs gain +2	Block vs eac	h attack actio	n.	Trait		
Jamming	Enemies	cannot targ	et this unit	before its	first activation	on are within	16".	+V		
Elusive	Va Shaati		nrovo tha	banua ta D	adaa and C	Sugard by 1 /A	۱۳۰۰ کا	Pilot		
Elusive	vs Shootii	ig diracks in	ibiove me	DOI SUITO L	ouge and C	Guard by 1 (M	iux 3)	Trait I		

	Name		Type	Role	Special	Performance	Frame	Points
	Gundam Sandrock		MS	Melee	Indomitable	3	5	500
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Quatre R. Winner Sensors Move		XXXG-01SR	6	Giant	-1	5	-10
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	18"	12"	1	8	11d10	+5	+4	9100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Twin He	at Shotel	4	Melee	ATK+1 Hit	Finisher+1	5	300
			Reroll 1s on ATK & DEF					
	Melee Sh	ield [S0]	2	-	+1 Block	-	-	-
		С	an only Blo	ock in Enga	gement range	e (Includes Ov	verwatch)	
	Vulca	ns [K]	-	8"	6	RF+2 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot
		Mech	a & Pilot 1	<b>Traits</b>				
Flash	[^	et within 8".		Trait				
Hasii		Your next a	ttack agai	nst them th	is turn gains l	Blindside.		+1
Tactician	When the R	ound starts ç	jive 2 allie	s within LC	S or Sensors	a Focus actio	on to use	Pilot
raciician	on th	neir next turr	n. Units ar	e capped	at 3 Focus ac	tions per turn		Trait I

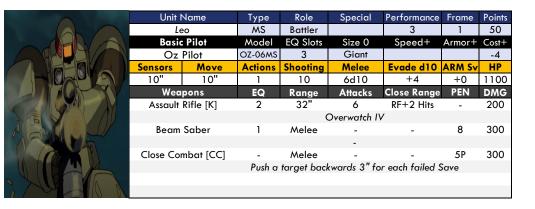
Na	ıme	Type	Role	Special	Performance	Frame	Points	
Gundam F	leavyarms	MS	Firepower	Heavy Arms	3	5	500	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Trowa	Barton	XXXG-01H	15	Giant	-1	5	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	8"	3	11	4d10	+3	+3	8100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Heavy G	atling [K]	4	32"	8	RF+2 Hits	-	200	
			(	Overwatch VI				
Chest Go	atlings [K]	-	8"	7	RF+3 Hits	-	100	
	[M-2	2] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot	
TL Micron	nissiles [X]	2	32"	10	RF+8 Hits	2	100	
	S	ingle Use	Enemy ta	rget must rere	oll 9s & 10s c	n Evade		
TL IDF Miss	iles [X] (3)	6	48"	10	RF-4	2	200	
		Two U	ses   Indire	ct Fire (R:32"	to 40"+Sens	ors)		
Melee Sl	hield [S0]	2	-	+1 Block	-	-	-	
	C	an only Bl	ock in Enga	gement range	e (Includes Ov	erwatch)		
Killer	Knife	1	Melee	-	-	4	400	
		[٨	1-1] This a	ttack Blindside	es one target			
Smasl	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" for	each failed S	Save		
				Mecha & P	Pilot Traits			
	In Davida 2			t :£ LID `	- FO0/		Pilot	Daredevi
	iii kounds 2	+ gain [//	ı+z] on yo	ur turn if HP	-30%		Trait I	Daredevi

The Gundam's on this page share the following traits									
This unit has strongly improved Armor Saves	Trait +IX	Full Gundanium Armor							
Gain $[M+1]$ or $+1$ Focus Action when this unit activates.	Pilot Trait I	Gundam Pilot							

							_	
Na	me	Туре	Role	Special	Performance	Frame	Points	
Shenlong	Gundam	MS	Melee	Indomitable	3	5	500	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Wufei	Chang	XXXG-01S	7	Giant		2	-11	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	14"	1	8	11d10	+5	+4	6600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam	Glaive	4	Melee	-	DEF+1 Block	8	300	
		Bloc	ks do not s	tack with Shie	elds or Barrier	s		
Vulca	ıns [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion]   Requ	vires a Skilled	/ Ace Pi	lot	NIS/LZ
Dragon	Fang [K]	2	8"	5	RF+1 Hit	2	300	
		[/	1-1] This a	ttack Blindsid	es one target			
Flamethr	rower [E]	1	16"	7 Hits	RF+1 Hit	-	100	
		(	Overwatch	VII   AOE 1	" Wide Line			
				Mecha & F	Pilot Traits			
[M-1] This	unit may Blin	dside on 1	Melee ATK	by suddenly	elongating it	s limbs.	Trait +	Sudden Elongation
Gain M	elee+2d10	if your Me	lee stat is	greater than	your Oppone	ents.	Trait +V	Fighting Sight
V	•			Captains & 0-200 Weap			Pilot Trait I	Hunting for a rival

	Unit Name		Туре	Role	Special	Performance	Frame	Points	
	Tallgeese		MS	Battler	Assault	4	4	450	
	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Zechs Merquise		OZ-00MS	6	Giant	5	4	2	
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	12"	20"	2	11	7d10	+6	+1	4600	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Tallgeese D	Oobergun [K]	3	40"	4	RF+1	3	700	
				+1	Hit vs Size 3	3+			
	Melee SI	hield [S0]	2	-	+1 Block	-	-	-	
		С	an only Blo	ock in Enga	gement rang	e (Includes Ov	verwatch)		
	Beam Saber		1	Melee	-	-	8	300	
£ 15.00					-				
	Close Co	mbat [CC]	-	Melee	-	-	5P		
-			Push a	target back	cwards 3" for	r each failed S	Save		
		Mech	a & Pilot T	Traits					
Super Versier		Cain Mayo		during the	first round a	f battle		Trait	
Super Vernier	Gain Move+5" & Fly during the first round of battle.							+1	
The Liebteine Count	Caria [AA   2] and   2 Factor Antique when this work and instance							Pilot	
The Lightning Count		Gain [M+2]	or ±2 Foc	or +2 Focus Actions when this unit			t activates.		

	Vame	Туре	Role	Special	Performance	Frame	Points	
Aries Cor	mmander	MS	Raid		3	1	150	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	DAY /
Lucrezi	ia Noin	OZ-07AMS	3	Giant			-4	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
10"	16"	1	9	5d10	+4	+0	1100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Chain R	Rifle [K]	1	24"	7	RF+3 Hits	-	200	
			(	Overwatch IV	/			
Missile Po	od [X] (2)	2	32"	6	RF+3 Hits	3	200	
				Two Uses				
Ramming S	Speed [CC]	-	Melee	-	-	-	600	
			After att	acking lose 1	000 HP			
				Mecha & I	Pilot Traits			
\/ Cl						٠ ٥٠	Pilot	C 111 1 F:
Vs Shootir	ng affacks in	iprove the	bonus to L	odge and C	Guard by 1 (M	Nax 3)	Trait I	Cool Under Fire
	0 . [1]						Pilot	D I Dil .
'	Gain [M+1]	or +1 Foo	cus Action v	hen this unit	activates.		Trait I	Renowned Pilot



Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points			N
Ar	ies	MS	Raid		3	1	50			11
Basic	Pilot	Model	<b>EQ Slots</b>	Size 0	Speed+	Armor+	Cost+		/	1
Oz	Pilot	OZ-07AMS	3	Giant			-4			
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			1
10"	16"	1	9	5d10	+4	+0	1100			
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
Chain F	Rifle [K]	1	24"	7	RF+3 Hits	-	200			1/
			(	Overwatch IV	/				y Pi	Vi
Missile Po	od [X] (2)	2	32"	6	RF+3 Hits	3	200		Top P	
				Two Uses						
Ramming S	Speed [CC]	-	Melee	-	-	-	600			N
			After att	acking lose 1	1000 HP					-
								19 1		



oints	Frame	Performance	Special	Role	Туре	Name	Unit l
50	1	1		Firepower	MS	igos	Tra
ost+	Armor+	Speed+	Size 0	<b>EQ</b> Slots	Model	c Pilot	Basic
-2	1	1	Giant	3	OZ-07MS	Pilot	Oz
HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
600	+0	+2	2d10	9	2	11"	16"
MG	PEN	Close Range	Attacks	Range	EQ	ipons	Wea
100	-	RF-1	5	48"	2	Cannon [K]	TL Artillery
		"+Sensors)	(R:32" to 40	ndirect Fire	I		
00	6	RF+1 Hits	4	16"	1	Pistol [E]	Beam F
		<b>,</b>	Overwatch IV	(			
00	5P	-	-	Melee	-	h [CC]	Smas
	Save	r each failed S	kwards 3" foi	target back	Push a		



	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points
	Tallge	eese II	MS	Battler	Assault	6	4	650
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Treize Kushrenada		OZ-00MS2	7	Giant	6	4	2
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	22"	2	12	8d10	+7	+1	5100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Tallgeese D	obergun [K]	3	40"	4	RF+1	3	700
				+1	Hit vs Size 3	3+		
	Melee Sl	nield [S0]	2	-	+1 Block	-	-	-
		С	an only Blo	ock in Enga	gement rang	e (Includes Ov	verwatch)	1
	Custom Be	am Saber	2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Cor	nbat [CC]	-	Melee	-	-	5P	
		Push a target backwards 3" for each failed Save						
		Mech	a & Pilot 1	<b>Fraits</b>				
Super Vernier		Gain Move	+5" & Flv	during the	first round o	of battle.		Trait
ooper vermer			Í	-				+1
Master of Mobile Suits				give a bo				Trait
	Each	10 you roll	on Evade	or Melee D	DEF give a bo	onus +1 Block		+XV
Mastermind	When yo	ou activate cl	noose a ba	onus for this	turn: +2 PE	N OR +200 [	DMG.	Pilot
								Trait II

V V	A Taurus may gain o A Virgo II may swap i						
	Weapons	EQ	Range	Attacks	Close Range		DMG
	Hvy Beam Cannon [E]	4	48"	4	RF-1	7	400
				-			
	Beam Saber	1	Melee	-	-	8	300
				-			
	Mobile Dolls used Mobile Dolls can with reduce the Movement	stand hi	gher G Ford	es, to conv	ert a Taurus a	regulai	pilot

40	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points	
	Vir	go	MS	Firepower		7	2	180	
	Basic	Pilot	Model	<b>EQ</b> Slots	Size 0	Speed+	Armor+	Cost+	
	Mobile Doll		OZ-02MD	6	Giant	-2		-7	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	12"	6"	2	12	5d10	+1	+	2600	
A TOPMIN TO	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Hvy Beam	Cannon [E]	4	48"	4	RF-1	7	400	
					-				
	Defensor [S3]		2	-	+3 Blocks	-	-	-	
	[Barrier] Permanent -1 Block vs PEN 8+								
	Close Cor	nbat [CC]	-	Melee	-	-	5P	300	
			Push a	target back	wards 3" fo	r each failed S	Save		
A A									
		Mech	a & Pilot '	Traits					
Mobile Doll Ver1	Gain +1 Hit (+2 Hits with DMG 0-200 Weapons) when shooting a Level 0-1								
WODING DOIL VELL			Basic Pilo	t, Captain,	or Kaiju.			+111	

Ne		Tuna	Role	Cuanial	Performance	Frame	Points	
	me L T	Туре		Special		2	300	P A
	dom Taurus		Interceptor		6			
	Pilot	Model	EQ Slots	Size 0		Armor+		
Lucrez	ia Noin	OZ-12SMS	3	Giant	2	1	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
16"	13"	1	10	5d10	+7	+0	3100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam I	Rifle [E]	1	32"	4	RF+1	6	300	
				-				
Twin Bea	m Sabers	2	Melee	ATK+1 Hit	-	8	300	
				1				
Close Cor	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	wards 3" for	each failed S	Save		
			Ū					
				Mecha & F	Pilot Traits			
) + d +l							Trait	
While	transformed	gain: Mo	ve+10"&1	ly   Melee I	Block (5+ to 9	/+)	+111	Jet Transformation
							Pilot	
Vs Shootii	ng attacks in	prove the	bonus to D	odge and G	Guard by 1 (M	(ax 3)	Trait I	Cool Under Fire
							Pilot	
	Gain [M+1] or +1 Focus Action when this unit activates.							Renowned Pilot

Unit 1	Name	Туре	Role	Special	Performance	Frame	Points	
Tau	ırus	MS	Interceptor		6	1	1 <i>7</i> 0	11
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
C	)z	OZ-12SMS	1	Giant	2		-6	A A A A A A A A A A A A A A A A A A A
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	WALL AND TO
12"	14"	1	10	5d10	+7	+0	1600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam I	Rifle [E]	1	32"	4	RF+1	6	300	Carle In
				-				
Close Cor	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	cwards 3" for	r each failed S	ave		
				Mecha & I	Pilot Traits			
While transformed gain: Move+10" & Fly   Melee Block (5+ to 9+)							Trait +III	Jet Transformation
Gain +1 H	lit (+2 Hits w		0-200 Wed ot, Captain,		shooting a Le	vel 0-1	Trait +III	Mobile Doll Ver1

Unit Name	Туре	Role	Special	Performance	Frame	Points	
Virgo II	MS	Battler		7	2	250	
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Oz Pilot	WF-02MD	8	Giant	3			
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12" 16"	1	12	8d10	+3	+	2600	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam Rifle [E]	1	32"	4	RF+1	6	300	
			-				10
Beam Saber	1	Melee	-	-	8	300	
			-				The state of the s
Defensor II [S3]	5	-	+4 Blocks	-	-	-	
	[Bo	arrier] Perm	ianent -1 Blo	ck vs PEN 8+			
Close Combat [CC]	-	Melee	-	-	5P	300	
	Push a	target back	kwards 3" fo	r each failed S	Save		
			Mecha & I	Pilot Traits			
Gain +1 Hit (+2 with D	MG 0-200	) weapons)	when shooti	ing a Level 1-	2 Pilots,	Trait	Mobile Doll Ver2
	Сар	otains, or Ko	aiju.			+111	Mobile Doll Vel 2

	Lleit I	Name	Туре	Role	Special	Performance	Eramo	Points			
			MS	Melee	Special	6	3	450			
		Mercurius			S: O	_	·				
		Ace Pilot		EQ Slots	Size 0	Speed+	Armor+				
		o Yuy	OZ-13MSX2		Giant		3	2			
	Sensors	Move	Actions	Shooting	Melee	Evade d10					
	16"	14"	1	9	11d10	+6	+1	4600			
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
	Beam	Saber	1	Melee	-	-	8	300			
					-						
	Melee SI	nield [S0]	2	-	+1 Block	-	-	-			
		Can only Block in Engagement range (Includes Overwatch)									
	Defensor III [S3]		8	-	+5 Blocks		- 1	-			
	[Barrier] Permanent -1 Block vs PEN 8+										
	Smash [CC]			Melee	-	-	5P	300			
		Push a target backwards 3" for each failed Save									
	Beam F	Pistol [E]	1	16"	4	RF+1 Hits	6	300			
	200	[_]		Ŭ	000						
		Overwatch IV  Mecha & Pilot Traits									
	This unit		<u> </u>		and an Ally v	vithin Sensors	+10"	Trait			
[Barrier] Cover Ally	11113 01111	•			st of the Rou		. 10	+V			
		ilisie	uu oi iiseii	i ioi ille res	si oi ille kou	iu.					
Reckless		In Rounds 2	2+ gain [ <i>N</i>	1+2] on you	ur turn if HP	>=50%.		Pilot			
			· -					Trait I			
Gundam Pilot	Gain $[M+1]$ or $+1$ Focus Action when this unit activates.							Pilot			
								Trait I			

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Vay	reate	MS	Firepower		5	3	400	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Trowa	Barton	OZ-13MSX1	5	Giant	-1	3	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18"	8"	2	12	5d10	+4	+1	4600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
V Beam (	Cannon [E]	5	56"	3	RF+2 Hits	7	700	
			Ma					
Smas	h [CC]	-	Melee	-	-	5P	300	
				Mecha & I	Pilot Traits			
[Action]	Reduce the A	Vomentum	Cost of on	e of vour we	apons by up	to 3	Trait	Large Energy Collector
[Action]	Reduce IIIe 7	, concinon	C031 01 011	c 01 7001 wc	apons by op	10 0.	+X	Edige Ellergy Collector
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.							Pilot	Gunnery Expert
	ccision and b	a.rage (A	iak oj. Kei	acce Rupiu i	ne penames	~,	Trait I	Johnson, Experi
Gain [M+1] or +1 Focus Action when this unit activates							Pilot	Gundam Pilot
Gain [M+1] or +1 Focus Action when this unit activates.							Trait I	2523 1 1101

You may convert the Mercurius and Vayeate above into Mobile Dolls.		Mecha & Pilot Traits		
Remove the Ace Pilots Heero and Trowa, reduce the cost by 70pts, gain Mobile Doll VER2 shown on the right.		Gain +1 Hit (+2 with DMG 0-200 weapons) when shooting a Level 1-2 Pilots, Trail	tit	Mobile Doll Ver2
		Captains, or Kaiju. +11	Ш	Mobile Doll Verz

[D. 1.16	
[Barrier] Cover Ally	

Tandem Fighter

Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points		
Mercuriu	s Suivant	MS	Melee	Heavy Arms	6	3	500		
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Luna A	rmonia	OZ-13MSX2	23	Giant		3	8		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
18"	14"	2	9	11d10	+5	+1	4600		
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Beam	Saber	1	Melee	-	-	8	300		
				-					
Melee Sl	nield [S0]	2	-	+1 Block	-	-	-		
Can only Block in Engagement range (Includes Overwatch)									
Defenso	or III [S3]	8	-	+5 Blocks	-	-	-		
[Barrier] Permanent -1 Block vs PEN 8+									
Defenso	or III [S3]	8	-	+5 Blocks	-	-	-		
		[Be	arrier] Pern	nanent -1 Blo	ck vs PEN 8+				
lmmobili	zing Net	3	8"	9	-	7S	-		
		Ca	n only be b	locked by [Bo	arriers] or [M]	1			
Smasl	n [CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" foi	each failed S	Save			
Beam F	Pistol [E]	1	16"	4	RF+1 Hits	6	300		
			(	Overwatch IV	•				
Mecha & Pilot Traits									
This unit	This unit may use one of its Shields to defend an Ally within Sensors+10" Trait								

instead of itself for the rest of the Round.

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

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

Unit	Unit Name		Role	Special	Performance	Frame	Points
Vayeate	Suivant	MS	Firepower	Heavy Arms	5	3	400
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Soris A	Armonia	OZ-13MSX1S	10	Giant	-1	3	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
22"	8"	3	12	5d10	+3	+1	4600
Weapons		EQ	Range	Attacks Close Range		PEN	DMG
V Beam Cannon [E]		5	56"	3	RF+2 Hits	7	700
			[M-2] to us	se   AOE: 2"	Wide Line		
V Beam (	Cannon [E]	5	56"	3	RF+2 Hits	7	700
			[M-2] to us	se   AOE: 2"	Wide Line		
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits		
Action] Reduce the Momentum Cost of one of your weapons by up to 3.	Trait +X	Large Energy Collector
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	Tandem Fighter

+٧

Pilot

Trait I



Unit 1	Vame	Type R		Special	Performance	Frame	Points
Lec	Leo-S		Melee		6	1	250
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Roche N	Vattano	DZ-06MS-SS1	2	Giant			-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	8	10d10	+6	+0	1600
Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Cor	nbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	wards 3" for	r each failed S	Save	
Beam F	Beam Rifle [E]		32"	4	RF+1	6	300
				-			

	Mecha & Pilot Traits	
Anti-Beam Cloak	Once per game Block up to 3 Hits from an [E]nergy Shooting Weapon then	Trait
Апті-веат Сюак	the cloak is discarded.	+٧
Close Combat Mastery	In the Melee Clash gain $+2$ Hits on ATK and $+1$ Block on DEF.	Pilot
	It costs an additional [M-1] to Disengage from this unit	Trait II





	/		1
Mecha & Pilot Traits			
While outside enemy Sensors gain +2 Block vs each attack action.	Trait	lammina	
Enemies cannot target this unit before its first activation are within 16".	+V	Jamming	
When you attack Level 1-2 Pilots, Captains & Kaiju gain:	Pilot	Ll a scallacciata ii	
+1 Hit (+2 Hits with DMG 0-200 Weapons)	Trait I	Headhunter	



Machine Cannons

Hot Blooded

	Unit Name		Туре	Role	Special	Performance	Frame	Points
	Lec	o-N	MS	Battler		6	1	200
8)	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
1	Broom	Brooks	OZ-06MS-SN3	4	Giant	2	1	-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	13"	1	11	7d10	+6	+0	2100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
ĺ	Beam Saber		1	Melee	-	-	8	300
	-							
	Helme	t Blade	1	Melee	-	-	4	400
			[/	1-1] This at	ttack Blindsid	les one target		
	Melee Sl	nield [S0]	2	-	+1 Block	-	-	-
		C	an only Blo	ock in Enga	gement rang	e (Includes Ov	erwatch)	
	Close Cor	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	cwards 3" fo	r each failed S	Save	
		Mech	a & Pilot '	Traits				

[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	Unit Name		Role	Special	Performance	Frame	Points
D-Un	it [S]	MS	Raid		1	1	30
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Mobile D	oll (MO-V)	OZ-06MS-D	2	Giant			-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	16"	1	8	4d10	+3	+0	1100
Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
TL Beam (	Cannons [E]	2	48"	48" 4		5	400
				-			
Ramming S	Speed [CC]	-	Melee	-	-	-	600
After attacking lose 1000 HP							



Mecha & Pilot Traits		
Gain +1 Hit (+2 Hits with DMG 0-200 Weapons) when shooting a Level 0-1	Trait	Mobile Doll VER1
Basic Pilot, Captain, or Kajiu.	+111	Mobile Doll VEK

Pilot

Trait I

	No	me	Туре	Role	Special	Performance	Frame	Points	
	Gundam D		MS	Attacker	Assault	7	5	650	
		Pilot	Model	EQ Slots	Size 0		-		
la la			XXXG-01D2			Speed+ 3	Armor+		
		an on		• •	Giant	ŭ	-1	-9	
	Sensors	Move	Actions			Evade d10			
W W Sun fi	10"	16"	2	10	10d10	+8	+3	3600	
		pons	EQ	Range	Attacks	Close Range		DMG	
The state of the s	DSH Bea	m Scythe	6	Melee	ATK+2 Hits	Finisher+2	6	300	
					-				
	Melee Sl	nield [S0]	2	-	+1 Block	-	-	-	
A die		С	an only Blo	ock in Enga	gement rang	e (Includes Ov	verwatch)		
	Super Back	shield [SO]	1	-	+3 Blocks	-	-	-	
				Can only	Block in the	Rear Arc			
	Smasl	1 [CC]	-	Melee	-	-	5P	300	
			Push a target backwards 3" for each failed Save						
	Vulcans &	Cannons [K]	-	8"	8	RF+2 Hits	-	100	
			21 to Use	[Free Ac	tion]   Rea	uires a Skilled	/ Ace Pi	lot	
	Buster S	hield [E]	2	16"	5	RF+2 Hits	8	100	
	200.0. 0				-	& 10s on Evac	-		
		Mech	a & Pilot	<u>,                                     </u>	33. 73. 311 73 0	2 . 00 3/1 2740			
	While				Block vs eac	h attack actio	m	Trait	
Cloaking	While outside enemy Sensors gain +2 Block vs each attack action.  Trait Enemies cannot target this unit before its first activation are within 16". +X								
	Literilles	cumor rarg	CI IIIIS UIIII	Deloie IIS	insi uciivalia	on are within	10.	Pilot	
Death God	When yo	ou activate cl	noose a bo	onus for thi	s turn: +2 PE	N OR +200 [	DMG.		
								Trait II	

	Na	Name		Role	Special	Pertormance	Frame	Points	
	Gundam H	leavyarms	MS	Firepower	Heavy Arms	7	5	670	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
3 /	Trowa	Barton	XXXG-01H2	22	Giant		5		
0 1	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
60	16"	10"	3	13	6d10	+5	+3	8600	
· '1 '9	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Chest Go	atlings [K]	-	8"	7	RF+3 Hits	-	100	
		[M	2] to Use	[Free Ac	tion]   Requ	vires a Skilled	/ Ace Pi	lot	
1/2/ CONNECTION	TL Heavy (	Gatling [K]	5	32"	10	RF+2 Hits	-	200	
	Overwatch IV								
	TL Heavy (	Gatling [K]	5	32"	10	RF+2 Hits	-	200	
1				(	Overwatch IV	′			
THE RESERVE AND ADDRESS OF THE PERSON OF THE	TL Micromis	ssiles [X] (2)	4	32"	10	RF+8 Hits	2	100	
	Two Uses   Enemy target must reroll 9s & 10s on Evade								
	TL IDF Miss	siles [X] (2)	4	48"	10	RF-4	2	200	
		Two Uses   Indirect Fire (R:32" to 40"+Sensors)							
	Melee Sh	nield [S0]	2	-	+1 Block	-	-	-	
			an only Bl	_	gement range	e (Includes Ov	verwatch)		
	Smash	n [CC]	-	Melee	-	-	5P	300	
THE WARRANT TO	Push a target backwards 3" for each failed Save								
		Mech	a & Pilot	Traits					
Daredevil		In Rounds 2	?+ gain [M	1+2] on you	ur turn if HP	>=50%.		Pilot Trait I	
								Pilot	
Gunnery Expert	+1 to Pre	ecision and B	arrage (M	Nax 3). Re	duce Rapid F	ire penalties	by 1.	Trait I	
<u>-                                    </u>	·								

All Gundam's on this page have the following trait

This unit has strongly improved Armor Saves

Full Gundanium Armor

Nar	me	Туре	Role	Special	Performance	Frame	Points	AVAVA 1 TO THE
Gundam S	Sandrock	MS	Melee	Indomitable	7	5	670	
Ace I	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Quatre R	. Winner	XXXG-01SR2	10	Giant		5	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18"	14"	1	10	13d10	+7	+4	9600	A V 20
Weap	ons	EQ	Range	Attacks	Close Range	PEN	DMG	159.19
Twin Hea	ıt Shotel	4	Melee	ATK+1 Hit	Finisher+1	5	300	
			Rerol	l 1s on ATK 8	& DEF			
Melee Sh	ield [S0]	2	-	+1 Block	-	-	-	
	С	an only Blo	ock in Enga	gement range	e (Includes Ov	erwatch)		
Smash	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	Save		
Vulcar	ns [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot	
Beam l	Uzi [E]	2	24"	5	RF+5 Hits	5	200	
			(	Overwatch IV	,			◎貧値エージェンシー・サンライズ
				Mecha & F	Pilot Traits			
Once per o	game Block	up to 3 Hi	ts from an	[E]nergy Sho	oting Weapo	n then	Trait	Anti-Beam Cloak
		the clo	oak is disco	ırded.			+٧	Allii-Dealii Cloak
[M	[M-1] Once per game temporarily blind a target within 8".						Trait	Flash
,	Your next a	ttack agai	nst them th	is turn gains l	Blindside.		+1	i idali
At the star	rt of the Rou	nd give up	to 5 allie	s within LOS	or Sensors ra	nge a	Pilot	Grand Strategist
	Foo	us action t	to use on th	neir next turn.			Trait II	Orana Strategist

Name	Туре	Role	Special	Performance	Frame	Points		
Altron Gundam	MS	Melee	Indomitable	7	5	670		
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Wufei Chang	XXXG-01S2	16	Giant		2	-4		
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
10" 14"	1	10	13d10	+7	+4	7100	VIVE V	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG		
Double Beam Trident	7	Melee	ATK+2 Hits	DEF+1 Block	8	300		
Blocks do not stack with Shields or Barriers								
Smash [CC]	-	Melee	-	-	5P	300		
	Push a	target back	kwards 3" fo	r each failed S	Save			
Vulcans [K]	-	8"	6	RF+2 Hits	-	100		
[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pil								
Twin Dragon Fang [K]	3	8"	5	RF+3 Hits	2	300		
	[/	1-1] This a	ttack Blindsid	les one target				
TL Flamethrower [E]	2	16"	8 Hits	RF+2 Hits	-	100		
	(	Overwatch '	VIII   AOE 1	" Wide Line				
Beam Stinger [E]	2	16"	4	RF+2 Hits	5	300		
		Critical	Hits are wort	h 3 Hits				
			Mecha & I	Pilot Traits				
[M-1] This unit may Blin	dside on /	Melee ATK	by suddenly	elongating it	s limbs.	Trait +11	Sudden Elongation	
Gain Melee+2d10	if your Me	elee stat is	greater than	your Oppon	ents.	Trait +V	Fighting Sight	
In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF.  It costs an additional [M-1] to Disengage from this unit  Close Combat Mastery								

Altron may remove its Beam Stinger for Master of Arms instead.

Trait

+11

Master of Arms

At the end of this unit's turn choose up to two enemies in Melee

They each take 800 DMG.

Trait

+IX

	Na	me	Туре	Role	Special	Performance	Frame	Points			
	Gund		MS	Firepower	Assault	5	4	500			
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
	Garro	d Ran	GX-9900	11	Giant		3	-1			
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
	18"	10"	3	12	5d10	+5	+1	4100			
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
Chan am	GX Shiel	d Rifle [E]	2	40"	4	-	8	300			
					-						
	Gatling V	'ulcans [K]	-	8"	5	RF+3 Hits	-	100			
		[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilo									
	Melee Sl	nield [S0]	2	-	+1 Block	-	-	-			
			•	•	gement rang	e (Includes Ov	verwatch)				
	Satellite Beam Saber		2	Melee	-	-	9	300			
					-						
	Kick	[CC]	-	Melee	-	-	5P	300			
				U		r each failed S					
	Satellite (	Cannon [E]	5	72"	6	RF+5 Hits	10	700			
					de Line   Usc	ıble Round 4+	·   Singl	e Use			
			a & Pilot								
Lunar Microwave Station		•			bonus for th			Trait			
		•			•	t Hit this turn.		+V Pilot			
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].										
		vvhe	n this unit	is destroye	a gain [M+.	5].		Trait I			

KI.		-		C . I	l	-	ъ	
	ime	Туре	Role	Special	Performance		Points	
GX D		MS	Raid	Assault	7	4	500	My My
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Garro	d Ran	GX-9900DV	10	Giant	1	3	-1	
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18"	18"	2	12	8d10	+5	+1	4100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Hvy Beam	M.Gun [E]	5	32"	6	RF+4 Hits	5	300	
				-				
Beam Har	monica [E]	2	40"	4	RF+4	7	300	
				[M-2] to use				
Gatling V	/ulcans [K]	-	8"	5	RF+3 Hits	-	100	
· ·	[M-	11 to Use	[Free Ac	tion]   Reg	uires a Skilled	/ Ace Pi	lot	
Shield	d [S2]	1		+2 Blocks	-	´ -	-	
				-				
Satellite B	eam Saber	2	Melee	-	-	9	300	
		<del>_</del>		-		•		
Kick	[CC]	-	Melee	-	-	5P	300	
		Push a	taraet bacl	kwards 3" foi	r each failed S	Save		
				Mecha & I	Pilot Traits			
When o	activated if H	IP<50% o	r [M=0] a			ons.	Pilot	
. ,	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.  When this unit is destroyed gain [M+3].						Trait I	Kind Hearted
	,,,,,			g [,	-1-			

For +50pts Tiffa rides with Garrod and gains the following ability								
Vision of the Future	Immune to Blindside	Trait						
	Once per game gain +3 Blocks this turn.	+V						

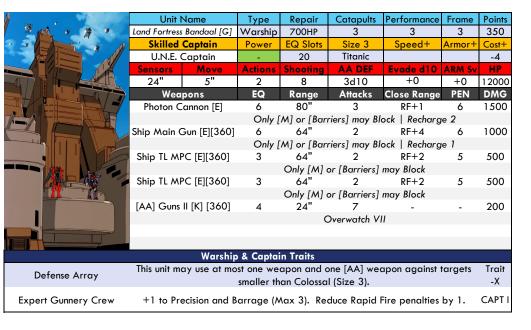
All the Gundam's on this page have Anti-E		
Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating

	ING	me	туре	коїе	Special	Performance	Frame	Points	
	Gundam ,	Airmaster	MS	Interceptor	Assault	5	4	500	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Witz	Sou	GW-9800	7	Giant	3	3	-2	
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	14"	16"	2	11	6d10	+7	+1	4100	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Airmaste	r Rifle [E]	3	32"	4	RF+3	6	300	
					-				
	Airmaste	r Rifle [E]	3	32"	4	RF+3	6	300	
					-				
	Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
					Single Use				
	Vulca	Vulcans [K]		8"	6	RF+2 Hits	-	100	
		[M-1] to Use   [Free Action]   Requires a Skilled / Ace						ilot	
	Kick	[CC]	-	Melee	-	-	5P	300	
	Push a target backwards 3" for each failed Save								
		Mech	na & Pilot	Traits					
Jet Transformation	\\/hile	transformed	l agin. Mo	vo+10" & F	ly   Malaa	Block (5+ to 9	)+1	Trait	
Jet Hanstoffilation	vviiie	ii diisi oi iiie c	guiii. Mo	verio ai	iy   Meice	block (5 + 10 )	<i>(</i> ' )	+111	
Reckless		In Pounds '	2+ agin [A	1+21 on voi	or turn if HP	>=50%		Pilot	
KCCKIC33				- /				Trait I	
Guts	When c	When activated if HP $<$ 50% or [M=0] gain [M+2] OR 2 Focus actions.							
		Who	en this unit	is destroye	d gain [M+3	3].		Trait I	
								Mecho	

No	ıme	Туре	Role	Special	Performance	Frame	Points			
Gundam	Leopard	MS	Firearms	Heavy Arms	5	4	500			
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
Royb	ea Lou	GT-9600	14	Giant	2	4				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	1		
18"	14"	3	12	5d10	+4	+1	6100			
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
Giant B.C	Gatling [E]	6	40"	5	RF+3 Hits	5	200			
			(	Overwatch IV	•			L		
TL Missil	e Pod [X]	2	32"	8	RF+3 Hits	3	200			
Single Use										
Hornet M	Nissiles [X]	3	32"	10	RF+6 Hits	4	100	A		
	5	Single Use	Enemy ta	rget must rer	oll 9s & 10s c	on Evade		13		
Grenade	Gun [X] (2)	2	16"	4	RF+4 Hits	3	200	100		
		Overw	atch IV   T	wo uses (Atta	ck or Overwo	ıtch)		9		
Chest Go	atlings [K]	-	8"	7	RF+3 Hits	-	100			
	[M-	2] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot			
Heat	Knife	1	Melee	-	-	5	300			
			Rero	II 1s & 2s on	DEF					
Close Co	mbat [CC]	-	Melee	-	-	5P	300			
		Push a	target bac	kwards 3" for	each failed S	Save				
				Mecha & F	Pilot Traits					

			_			1_	_	_	
	Unit I	Name	Туре	Repair	Catapults	Performance	Frame	Points	
	Freed	en [G]	Warship	800HP	0	5	2	300	
	Battle-Hard	lened CAPT	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+	
	Jamil	Neate	-	5	Colossal	5	1	-9	
	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
	24"	10"	2	9	4d10	+3	+0	6500	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Ship Artillery [K]		3	48"	5	RF-2	-	600	
	Indirect Fire (R:32" to 40"+Sensors)								
	[AA] Gun	s [K][360]	2	24"	6	-	-	200	
A HE				(	Overwatch V	I			
Chi	Colossal Ram [CC]		-	Melee	-	-	-	1000	
				After att	acking lose 2	2000 HP			
		Warship	& Captai	n Traits					
D ( )	This unit me	ay use at mo	st one we	apon and c	ne [AA] wed	apon against	targets	Trait	
Defense Array			smaller th	an Colossa	l (Size 3).		_	-X	
	When the R	ound starts a	ive 2 allie	s within LC	S or Sensors	a Focus actio	n to use		
Discerning Captain	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.							CAPT I	
	chilichi ilozi ichii chii ca capped di ci occo dellolo per lotti								
Renowned Captain		Gain [M+1] o	r [l+1] or	+1 Action	when this uni	it activates.		CAPT I	

Unit N	ame	Туре	Repair	Catapults	Performance	Frame	Points			
Freeder		Warship		0	5	2	250			
Skilled C		Power	EQ Slots	Size 2	Speed+	Armor+				
Sara T		_	5	Colossal	5	1	-9			
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP			
24"	10"	2	9	4d10	+3	+0	6500			
Weap	ons	EQ	Range	Attacks	Close Range	PEN	DMG			
Ship Artil	lery [K]	3	48"	5	RF-2	-	600			
Indirect Fire (R:32" to 40"+Sensors)										
[AA] Guns	[K][360]	2	24"	6	-	-	200			
			(	Overwatch V	I					
Colossal R	am [CC]	-	Melee	-	-	-	1000			
			After att	acking lose 2	2000 HP			THE PERSON NAMED IN		
			1	Warship & C	aptain Traits					
This unit may	y use at mo	st one we	apon and c	ne [AA] wed	apon against t	targets	Trait	D-1 A		
		smaller th	an Colossa	l (Size 3).			-X	Defense Array		
When	activated	if HP<509	% or [M=0	gain [M+2]	OR 2 actions	i <b>.</b>	C+ DT	S. K. G		
	Whe	n this unit	is destroye	d gain [M+3	3].		CAPT I	Steadfast Crew		
								U=1 0 111		
Afte	After using Ramming Speed the Self Destruct Command deals - "Fly Garrod!"									



Unit Name	Туре	Repair	Catapults	Performance	Frame	Points	
Freeden II [S]	Warship	800HP	2	6	2	400	
<b>Battle-Hardened CAPT</b>	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Sara Tyrell	_	12	Titanic	6	1	-7	
Sensors Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
24" 10"	2	9	4d10	+3	+0	7000	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M]	or [Barriers]	may Block			
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M]	or [Barriers]	may Block			
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		,	or [Barriers]	may Block			
Ship TL MPC [E]	2	64"	2	RF+2	5	500	1/2
			or [Barriers]	may Block			
[AA] Lasers II [E][360]	4	24"	5	-	4	200	7
		(	Overwatch V				
			<u> </u>	aptain Traits			
This unit may use at mo		•		apon against	targets	Trait	Defense Array
		an Colossa			_	-X	,
When the Round starts o						CAPT I	Discerning Captain
on their next turn							<b>3</b> ,
When activated					· .	CAPT I	Steadfast Crew
Whe	n this unit	is destroye	d gain [M+3	5 .			

# If your forces include any MS from Gundam X you may choose the below option as a Commander Trait.

Vultures After one of your MS defeats an enemy MS, if they were within 8" you may take one of their weapons and use it for the rest of the battle.

Faction Commander Trait

	Na	me	Туре	Role	Special	Performance	Frame	Points
	Gundam	Virsago	MS	Battler	Heavy Arms	5	4	500
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Shagi	a Frost	NRX-0013	10	Giant	1	3	-6
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	12"	2	12	8d10	+5	+1	5100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
The state of the s	Beam	Saber	1	Melee	-	-	8	300
					-			
	Claws	[CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" for	each failed S	Save	
	Strike C	laws [K]	2	8"	5	RF+1 Hit	2	300
			[N	1-1] This a	ttack Blindsid	es one target		
	Claw Be	eams [E]	4	32"	4	RF+1 Hits	6	300
					-			
	MegaSonic	Cannon [E]	3	72"	3	RF+3 Hits	8	700
	[M-3]	to use   AO	E: 3" Wid	e Line   Ca	nnot move th	is turn   Req.	2 Action	s
		Mech	a & Pilot T	<b>Traits</b>				
4 :: B		6	c	(E)	Cl \	,		Trait
Anti-Beam Coating		Gain Armo	r Save+2	vs [E]nergy	Shooting W	eapons.		+٧
C. barable at an			lmmu	ne to Blind	lside			Trait
Cyber Newtype		Once	e per gam	e gain +3	Blocks this tur	rn.		+٧
Flancation Claus Barres	[AA 11 Th		Dita alatala	!ala !aa Cla	D	ı target withir	. 1 4 "	Trait
Elongating Claw Beams	[/v\-1] In	is unit gains	biinasiae v	vim its Clav	w beams vs a	i target withir	1 10	+111
Tanadana Etaihtan	When c	ictivated if H	HP<50% c	r [M=0] g	ain [M+2] Ol	R 2 Focus acti	ons.	Pilot
Tandem Fighter		Whe	en this unit	is destroye	ed gain [M+3	3].		Trait I
Cunning Pilot	Vs Shootir	ng attacks im	nprove the	bonus to D	odge and G	ouard by 1 (M	(ax 3)	Pilot Trait I

	Virsago may take the Strike Shooter for +50pts									
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
	Strike Shooter [E]	5	16"	7	RF+1 Hits	6	300			
20	Overwatch IV									

N. 1		-			n (	_	<b>n</b>			
	ime	Туре	Role	Special	Performance		Points			
	Ashtaron	MS		Heavy Arms		4	500			
	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
Olba	Frost	NRX-001 <i>5</i>	9	Giant	1	4	-6			
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
14"	12"	2	9	9d10	+6	+1	6100			
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	The state of the s		
Atomic	Scissors	4	Melee	ATK+1 Hit	-	6	400			
[M-1] This attack Blindsides one target										
Smas	h [CC]	-	Melee	-	-	5P	300			
		Push a	target back	kwards 3" foi	r each failed S	Save				
Beam	Saber	1	Melee	-	-	8	300			
				-						
Claw B	eams [E]	4	32"	4	RF+1 Hits	6	300			
	. ,			-						
Beam V	ulcans [E]	_	8"	3	RF+2 Hits	3	100			
		1] to Use	[Free Ac	tion]   Rea	uires a Skilled					
	[,,,	1 10 000	1 [1100710	Mecha & F		/ /100 / /				
							Trait			
	Gain Armo	r Save+2	vs [E]nergy	y Shooting W	eapons.		+V	Anti-Beam Coating		
		lmmı	ne to Blinc	dside			Trait			
	Once			Blocks this tu	rn		+V	Cyber Newtype		
\A/bila tran			_		(5+ to 8+)	l Doam	Trait			
wille fran	istornied gai		Lose: Bed		(3+10-6+)	Deam	+III	Flying Crab Mode		
\A (!					D 2 F					
vvnen d					R 2 Focus acti	ons.	Pilot	Tandem Fighter		
	vvne	en this unit	is aestroye	ed gain [M+3	5].		Trait I			
	In Rounds 2	+ gain [M	+2] on yo	ur turn if HP	>=50%.		Pilot	Reckless		
		9 [, .		Trait I						

Ashtaron may take the Ashtaron Spear and Beam Crossbow for +50pts											
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
Beam Crossbow [E]	4	24"	4	RF+1 Hits	6	300					
	Critical Hits are worth 3 Hits										
Ashtaron Spear [K]	1	16"	5	RF+2 Hits	7	300					
Single Use											



The below units from the UNE and SRA are presented in pristine condition. If you want to represent the average run down Vulture crew consider applying the Performance Downgrade option from the Wargame rules or stripping the Anti-Beam Coating (-50pts) off of the less resources Vultures.



Unit I	Name	Туре	Role	Special	Performance	Frame	Points
Daug	htress	MS	Battler		5	1	150
Basic	Basic Pilot		EQ Slots	Size 0	Size 0 Speed+		Cost+
UNE or Vi	UNE or Vulture Pilot		3	Giant	1	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	11"	1	11	7d10	+3	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup /	Bullpup M.Gun [K]		24"	7	RF+3 Hits	-	200
			(	Overwatch IV	/		
Shield	d [S2]	1	-	+2 Blocks	-	-	-
				-			
Beam	Saber	1	Melee	-	-	8	300
				-			
Close Co	Close Combat [CC] -		Melee	-	-	5P	300
		Push a	target bac	kwards 3" fo	r each failed S	Save	

Unit	Unit Name		Role	Special	Performance	Frame	Points
Daughtres	s Weapon	MS	Firepower		5	1	150
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
UNE or V	ulture Pilot	DT-6800W	3	Giant	1	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	11"	2	11	4d10	+2	+0	2100
Wea	Weapons		Range	Attacks	Close Range	PEN	DMG
Bullpup /	Bullpup M.Gun [K]		24"	7	RF+3 Hits	-	200
			(	Overwatch IV	′		
Artillery (	Cannon [K]	1	48"	5	RF-2	-	400
		1	ndirect Fire	(R:32" to 40	"+Sensors)		
Shiel	Shield [S2]		-	+2 Blocks	-	-	-
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
		Push a	target back	wards 3" fo	r each failed S	Save	





	Unit Name		Туре	Role	Special	Performance	Frame	Points
	Daughtress Command		MS	Battler		6	1	250
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ſ	UNE or V	ulture Pilot	DT-6800C	3	Giant	2	1	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
ĺ	14"	13"	1	11	7d10	+4	+0	2100
-[	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
I	Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
				(	Overwatch IV	,		
	Shield	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam Saber		1	Melee	-	-	8	300
					-			
١l	Close Combat [CC]		-	Melee	-	-	5P	300
,			Push a	target back	kwards 3" foi	each failed S	Save	

Unit Name	Туре	Role	Special	Performance	Frame	Points
Daughtress Fire Wallaby	MS	Raid		5	2	200
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
UNE or Vulture Pilot	DT-6800HM	3	Giant	3	2	-3
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14" 20"	1	10	6d10	+5	+0	3600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]	1	24"	7	RF+3 Hits	-	200
		(	Overwatch IV	/		
Flamethrower [E]	1	16"	7 Hits	RF+1 Hit	-	100
	(	Overwatch	VII   AOE 1	" Wide Line		
Beam Saber	1	Melee	-	-	8	300
			-			
Close Combat [CC]	-	Melee	-	-	5P	300
	Push a	target back	kwards 3" fo	r each failed S	Save	



Anti-Beam Coating is commo	n in After War Gundam X. All units on this page have Anti-Beam	Coating.
Anti Barro Cantino	Cain A Same 12 [E] Sharatina Wannana	Trait
Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	+V

Skilled & Ace Pilots may swap their primary weapon with a Hyper Bazooka [K]						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700
+1 Hit vs Size 3+						



Unit 1	Name	Туре	Role	Special	Performance	Frame	Points	
Jen	nice	MS	Battler		5	1	150	
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
SRA or Vu	ulture Pilot	RMS-006	2	Giant	2	1	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	13"	1	11	7d10	+5	+0	2100	
Wea	Weapons		Range	Attacks	Close Range	PEN	DMG	
Machine	Machine Gun [K]		24"	7	RF+3 Hits	-	200	
			(	Overwatch IV	,			
Machine C	Cannons [K]	-	8"	8	-	-	100	
	[M-	1] to Use	[Free Ac	tion]   Req	vires a Skilled	/ Ace Pi	lot	
Heat	Hawk	1	Melee	-	-	5	300	
	Reroll 1s & 2s on ATK							
Shoulder T	ackle [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	Save		

Unit 1	Unit Name		Role	Special	Performance	Frame	Points
Sep	tem	MS	Raid		6	2	200
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
SRA or Vu	ulture Pilot	RMS-009	2	Giant	3	1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	21"	1	10	6d10	+6	+0	3100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Ba	zooka [K]	1	32"	4	-	3	700
			+1	Hit vs Size 3	3+		
Machine C	Cannons [K]	-	8"	8	-	-	100
	[M-	1] to Use	[Free Ac	tion]   Requ	vires a Skilled	/ Ace Pi	lot
Heat	Saber	1	Melee	-	-	5	300
	Reroll 1s on ATK & DEF						
Smasl	n [CC]	-	Melee	-	-	5P	300
		Push a	target back	wards 3" for	each failed S	Save	





	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points
Jer	Jenice "Slash Buffalo"		MS	Battler		5	2	250
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Vedob	a Morte	RMS-006	2	Giant	2	2	-5
Se	ensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	18"	12"	1	11	7d10	+5	+0	3600
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
				(	Overwatch IV	<i>'</i>		
Mo	achine C	Cannons [K]	-	8"	8	-	-	100
		[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot
	Heat	Saber	1	Melee	-	-	5	300
	Reroll 1s on ATK & DEF							
	Smasl	n [CC]	-	Melee	-	-	5P	300
			Push a	target back	cwards 3" for	r each failed S	Save	

Unit 1	Unit Name		Role	Special	Performance	Frame	Points
Septem	Custom	MS	Raid		6	2	250
Skilled	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rosa I	ntenso	RMS-009	3	Giant	3	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	21"	1	10	6d10	+5	+0	3100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
			(	Overwatch IV	/		
Machine C	annons [K]	-	8"	8	-	-	100
	[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot
Heat l	ancer	2	Melee	ATK+1 Hit	-	5	400
			Reroll	1s & 2s on A	Attack		
Smash [CC]		-	Melee	-	-	5P	300
		Push a	target back	kwards 3" fo	r each failed S	Save	





•	Unit 1	Name	Туре	Role	Special	Performance	Frame	Points
	Oct	ape	MS	Battler		6	3	250
	Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ſ	SRA	Pilot	RMS-006	3	Giant	2		-8
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	14"	1	12	8d10	+6	+0	3100
- [	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
ĺ	Hi-Power	B.Rifle [E]	2	32"	4	RF+1	7	300
					-			
	Gatling V	/ulcans [K]	-	8"	5	RF+3 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Req	vires a Skilled	/ Ace Pi	lot
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	wards 3" for	each failed S	Save	

Unit Name		Туре	Role	Special	Performance	Frame	Points
Octape	Custom	MS	Battler		6	3	250
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Vultur	e Pilot	RMS-009	2	Giant	2	1	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	14"	1	12	8d10	+6	+0	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
			(	Overwatch I	V		
Gatling V	'ulcans [K]	-	8"	5	RF+3 Hits	-	100
	[M-	1] to Use	[Free Ac	tion]   Red	quires a Skilled	/ Ace Pi	ilot
Beam	Saber	1	Melee	-	-	8	300
				-			
Smasl	h [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" fo	or each failed S	Save	

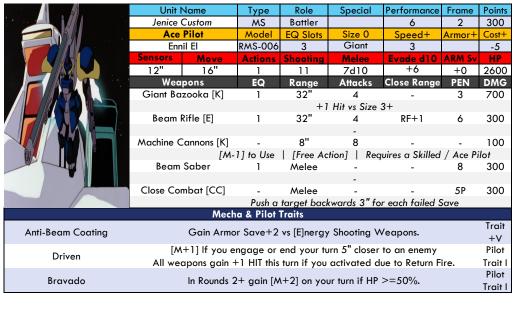


Anti-Beam Coating is common	n in After War Gundam X. All units on this page have Anti-Beam	Coating.
Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait
ŭ		+V

Skilled & Ace Pilots me	ay swap	their prima	ıry weapon	with a Giant	Bazook	a [K]2			
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
Giant Bazooka [K]	1	32"	4	-	3	700			
	+1 Hit vs Size 3+								

a / hadde	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points		
	Ber	igo	MS	Interceptor	Assault	6	4	750		
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Carris I	Vautilus	RMSN-008	7	Giant	3	-1	-6		
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	32"	16"	2	11	6d10	+8	+0	2100		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Bits	[E]	2	Sensors	5	-	5	200		
				Uses the I	sycommu ru	les below				
	Bits	; [E]	2	Sensors	5	-	5	200		
				Uses the I	sycommu ru	les below				
	TL MI	PC [E]	2	24"	4	RF+3	6	300		
					-					
	Beam	Saber	1	Melee	-	-	8	300		
					-					
	Close Cor	nbat [CC]	-	Melee	-	-	5P	300		
The second secon			Push a	target back	wards 3" for	r each failed S	Save			
		Mech	na & Pilot'	Traits						
Anti-Beam Coating		Gain Arma	or Savo+2	vs [E]norav	Shooting W	/oanons		Trait		
Allii-Bealli Coalling		Guill Alliic	JI JUVE I Z	vs [L]lielgy	Shooning vv	eupons.		+٧		
Psycommu	[M-1] [Fre	e Action] Mo	ake an All	Ranged Att	ack with Bits	, Funnels or a	Wire-	Trait		
rsycominu	G	uided weap	ons they g	ain Blindsic	de but must li	ndirect Fire.		+V		
Code an Navotona a III			Imm	ne to Blind	side			Trait		
Cyber Newtype III	Three times per game gain +3 Blocks this turn.						+XV			
MAZARI Taritarah	Gain $[M+1]$ or $+1$ Focus Action when this unit activates.							Pilot		
Well Trained		Gain [M+1]	or + 1 Foo	us Action w	nen this unit	activates.		Trait I		
0 (1)			<b>.</b>	01		~ - 500/		Pilot		
Overconfident		in Rounds 2	In Rounds $2+$ gain $[M+2]$ on your turn if $HP \ge 50\%$ .							

	11/19	Points	Frame	Performance	Special	Role	Туре	Name	Unit 1
	RLO	150	2	6		Interceptor	MS	olar Bear"	Juracg "Po
		Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	Pilot	Basic
2000		-5	-1	4	Giant	3	RMS-007	ern SRA	Fort Sev
		HP //	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	ensors
Red.		2100	+0	+7	5d10	10	1	18"	12"
		DMG	PEN	Close Range	Attacks	Range	EQ	pons	Wea
	W. W.	200	5	RF+5 Hits	5	24"	2	Uzi [E]	Beam
		-		,	Overwatch IV				
		300	8	-	-	Melee	1	Saber	Beam
NAME OF THE PARTY					-				
4		300	5P	-	-	Melee	-	[CC]	Kick
			ave	each failed S	wards 3" for	target back	Push a		
				Pilot Traits	Mecha & I				
	A D	Trait			Charles VA	. [[]		C	
Coaring	Anti-Beam	+V		eapons.	Shooting W	vs [E]nergy	r save+2	Gain Armo	
al Eutonomaa	Snowboard	Trait		f    -	finat natural a	ماله بماليناه	E" 0 El.	C :	
a entrance	Snowboard	+1		т ратте.	first round o	auring the	TO & FIY	Gain Move	



ie Traine Toinis	Traine Tolli	11011	1 CITOI Mance	opeciai	K	1/20	101110	• • • • • • • • • • • • • • • • • • • •
2 300	2 300	2	6		Raid	MS	Vise Wallaby	Daughtress V
Armor+ Cost+	Armor+ Cost-	Armo	Speed+	Size 0	EQ Slots	Model	d Pilot	Skilled
2 -3	2 -3	2	4	Giant	2	DT-6800HMC	nil El	Enn
ARM Sv HP	ARM Sv HP	ARM	Evade d10	Melee	Shooting	Actions	Move	Sensors
+0 3600	+0 3600	+0	+6	6d10	10	1	22"	18"
e PEN DMG	PEN DMC	PEN	Close Range	Attacks	Range	EQ	pons	Wea
- 200	- 200	-	RF+3 Hits	7	24"	1	M.Gun [K]	Bullpup A
			/	Overwatch IV	(			
8 300	8 300	8	-	-	Melee	1	Saber	Beam
				-				
5P 300	5P 300	5P	-	-	Melee	-	mbat [CC]	Close Cor
Save	ave	Save	r each failed S	kwards 3" fo	target back	Push a		
					_			
			Pilot Traits	Mecha & I				
Trait +V Anti-Beam Coating			/eapons.	Shooting W	vs [E]nergy	r Save+2	Gain Armo	
Pilot Bravado	Pilot		>=50%	ur turn if HP	\+21 on voi	2+ aain [M	In Rounds 2	

Special Performance Frame Points

Unit Name

	Unit I	Vame	Туре	Role	Special	Performance	Frame	Points
	White	e Doll	MS	Interceptor	Assault	8	5	750
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Loran	Cehak	System-∀99	15	Giant	4	-3	-8
(6.7)	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	24"	18"	2	12	7d10	+7	+0	3100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Turn A Bed	am Rifle [E]	6	48"	5	RF+1	7	300
		٨	Nax Outpu	ıt - Gain +3	Shots but th	e weapon is a	lestroyed	
	Hyper Ho	ımmers [K]	4	16"	6	RF+3 Hits	5P	400
			Push a	target back	kwards 3" foi	r each failed S	Save	
	Shield	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Turn A Be	am Sabers	4	Melee	ATK+2 Hits	-	8	300
					-			
SO/MAN AND AND AND AND AND AND AND AND AND A	Close Co	mbat [CC]	-	Melee			5P	300
					cwards 3" foi	r each failed S	Save	
		Mech	a & Pilot	Traits				
Nano Armor & Self-Repair		[M-1] R	egain 500	OHP at the e	end of the Ro	ound.		-
Catalan Baran Calana	Once per g	ame roll 1d	10 on a 5-	+ gain +4 l	Blocks this tu	rn, otherwise	gain +2	Trait
Spinning Beam Sabers				Blocks.				+111
Correct Contury Lestach			Critical Hit	s give a bo	nus +1 Hit.			Trait
Correct Century Lostech	Each	10 you roll	on Evade	DEF give a bo	onus +1 Block		+XV	
∀ I-Field [Barrier]	,						Trait	
v i-rieia [bairier]	, , , , , , , , , , , , , , , , , , , ,							+٧
Unwavering Loyalty	When o	activated if H	HP<50% c	or [M=0] go	ain [M+2] O	R 2 Focus acti	ions.	Pilot
Gliwavering Loyalty		Whe	n this unit	is destroye	d gain [M+3	3].		Trait I

	Turn A (	Turn A Gundam		Interceptor	Assault	10	5	1000
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Loran	Cehak	System-∀99	18	Giant	4	-3	-7
	Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	24"	18"	2	13	8d10	+10	+0	3600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Turn A Bed	am Rifle [E]	6	48"	5	RF+1	7	300
		٨	Nax Outpu	ıt - Gain +3	Shots but th	ne weapon is c	lestroyed	
	Torso Beam Shotgun [E]		4	24"	7	RF+1 Hits	5	300
				Overwa	tch IV   Sir	igle Use		
	Hyper Hammers [K]		4	16"	6	RF+3 Hits	5P	400
			Push a	target back	kwards 3" fo	r each failed S	Save	
	Turn A Be	am Sabers	4	Melee	ATK+2 Hits	-	8	300
					-			
	Close Cor	nbat [CC]	-	Melee		-	5P	300
					cwards 3" fo	r each failed S	Save	
		Mech	a & Pilot	Traits				
This unit has all the	traits listed o	on the Turn A	Gundam	profile abo	ove and thes	e three traits	below.	
Moonlight Butterfly			-	-	•	er attack actional of this units		Trait +XV
Teleport		e per game	this unit te	leports. Re	deploy this	unit anywhere		-
Merciful	battlefield that is 16+ inches away from enemy units.  In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.						Pilot Trait I	

Туре

Role

Special

Performance Frame Points

Unit Name

Unit No	ame	Туре	Role	Special	Performance	Frame	Points	
Turn X Gu	ındam	MS	Battler	Heavy Arms	10	5	1000	
Ace Pi	lot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Gym Ghir	ngham	ConceptX 612	20	Giant	3	-3	-11	
Sensors	Fly	Actions	Shooting	Melee		ARM Sv	HP	1 × 1/1 / 20 / 10 / 10 / 10 / 10 / 10 / 10
28"	16"	2	14	10d10	+8	+0	4600	
Weapo		EQ	Range	Attacks	Close Range		DMG	
Turn X MI	PC [E]	6	24"	7	RF+5 Hits	7	200	
				Overwatch IV				
Wired Clo	aws [K]	4	24"	5	RF+3 Hits	2	400	The Later Holling Control of the Con
			•		u rules below			
∀ All Range	ATK [E]	6	Sensors	7	<del>.</del>	7	200	
				Psycommu rul	les below			Manager Manager
Turn X Shinin	ng Finger	4	Melee	ATK+1 Hit	-	10	300	
				-				
Close Comb	oat [CC]		Melee	-	-	5P	300	
		Push a	target bac		each failed S	ave		
				Mecha & F	rilot Traits			
	[M-1] R	egain 500	HP at the	end of the Ro	ound.		-	Nano Armor & Self-Repair
[M-		•		gain +3 Bloc elee Counter			-	Separating Machines
Fach 1	C	Critical Hits	give a bo	nus +1 Hit.	onus +1 Block		Trait +XV	Correct Century Lostech
Optional	: Block 5 [E	nergy sho	ots vs each	•	n then roll a d		Trait +V	∀ I-Field [Barrier]
		_	-	•	er attack actional of this units		Trait +XV	Moonlight Butterfly
[M-1] [Free .	Action] Ma	ıke an All	Ranged At		, Funnels or a		Trait +V	Psycommu
		, ,			t succeeds ag	ainst	· V	
Once per	game gan		ning Stun D		i socceeus ag	unisi	-	Power Drainer
WI	•			Captains & 0-200 Wear	. •		Pilot Trait II	Warmonger
			5,,,,0					

Unit Manage	Т	D-I-	C.,!l	Df	Г	Points			
Unit Name	Туре	Role	Special	Performance	Frame				
Bandit	MS	Interceptor	Assault	10	3	500			
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
Merrybell Gadget	G-M1F	12	Giant	3	1	-1			
Sensors Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
18" 16"	2	13	8d10	+9	+0	3600			
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
Electro Stunner	7	24"	8	RF+4 Hits	88	-			
	Ca	n only be bl	ocked by [Bo	arriers] or [M]	1				
Wired Claws [K]	4	24"	5	RF+3 Hits	2	400			
	U:	ses the (Quo	ısi-)Psycomm	u rules below					
TL MPC [E]	2	24"	4	RF+3	6	300			
			-						
Beam Saber	1	Melee	-	-	8	300			
			-						
Close Combat [CC]	-	Melee	-	-	5P	300			
	Push a	target back	wards 3" for	r each failed S	Save				
Mecha & Pilot Traits									



#### Mecha & Pilot Traits

[M-1] Regain 500HP at the end of the Round.

- Nano Armor & Self-Repair

[M-1 per Copy] For this Round each copy unit (i.e. G-Bit, Bandit, etc.) with a

basic pilot gains the Pilot Traits of the leader.

When you attack Level 1-2 Pilots, Captains & Kaiju gain: Pilot
+2 Hits (+4 Hits with DMG 0-200 Weapons) Trait II

Flash System
Warmonger

	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points		
	Каро	ol [A]	MS	Raid		6	1	250		
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Sochie	Heim	AMX-109	9	Giant	1	1	2		
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	14"	1 <i>7</i> "	1	10	6d10	+6	+0	2100		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	TL Hand	lguns [K]	2	16"	4	RF+4 Hits	2	300		
				Critical	Hits are wor	th 3 Hits				
	TL Missile Pod [X] (2)		4	32"	8	RF+3 Hits	3	200		
	Two Uses									
	Mega Part	icle Gun [E]	1	24"	4	RF+2	6	300		
					-					
	Iron	Nail	1	Melee	-	-	4	400		
			[^	1-1] This at	ttack Blindsic	les one target				
	Close Cor	mbat [CC]	-	Melee	-	-	5P	300		
			Push a	target back	kwards 3" fo	r each failed S	Save			
	Mecha & Pilot Traits									
Bravado		In Doumds 1	)()	1±21 an va	.r. turm :t ⊔D	>-500/		Pilot		
Bravado In Rounds 2+ gain [M+2] on your turn i				UT TUTH IT HP	∕-50%.		Trait I			

Unit	Name	Туре	Role	Special	Performance	Frame	Points		
Corrin's K	(apool [A]	MS	Raid		6	1	300		711
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	A	
Corrin	Nander	AMX-109	8	Giant	2	1	2	7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
14"	19"	1	10	6d10	+6	+0	2100	1	TOS.
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	100	
Rocket I	Punch [K]	1	16"	5	RF+1 Hit	2	400		
		[N	1-1] This at	ttack Blindsid	es one target			11. 1. 1	
TL Missile	Pod [X] (2)	4	32"	8	RF+3 Hits	3	200		
				Two Uses				1 1	M
Mega Part	ticle Gun [E]	1	24"	4	RF+2	6	300		M. A. K.
				-				Ø .	A COM
Minch	hi Drill	2	Melee	ATK+1 Hit	-	5	400	672	J W - W
			Reroll	1s & 2s on A	Attack				1. 1
Close Co	mbat [CC]	-	Melee	-	-	5P	300	- 1	
		Push a	target back	kwards 3" foi	each failed S	ave			
				Mecha & F	Pilot Traits				
[M	\+2] If you e	ngage or	end your tu	ırn 5" closer	to an enemy		Pilot	D	· D
All we	apons gain +	-1 HIT this	turn if you	activated du	e to Return F	ire.	Trait II	burni	ing Passio

	Unit Name   Type   Role   Special   Performance   Frame					Points		
	Borjo	arnon	MS	Battler		6	1	250
The second second	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Gavane	Gooney	MS-06	3	Giant	2	2	-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12" 12"		1	11	7d10	+6	+0	2600
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
				(	Overwatch IV	/		
	Giant Bazooka [K]		1	32"	4	-	3	700
				+1	Hit vs Size	3+		
	Heat	Hawk	1	Melee	-	-	5	300
		Reroll 1s & 2s on ATK						
	Shoulder T	ackle [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" fo	r each failed S	Save	
		Mech	a & Pilot	Traits				
Reckless		In Pounds 3	)_ ~~:~ [A	1±21 an va	or turn if HP	>-500/		Pilot
Reckiess		iii koonas 2	. · gaiii [/v	( ) Z] OII you	)	×=30 /6.		Trait I
Totatiaiana	When the R	ound starts o	give 2 allie	es within LO	S or Sensors	a Focus actio	n to use	Pilot
Tactician	on their next turn. Units are capped at 3 Focus actions pe					ctions per turn		Trait I

Unit Name	Туре	Role	Special	Performance	Frame	Points	
Borjarnon	MS	Battler		6	1	200	
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Luzianna Militia	MS-06	3	Giant	2	2	-2	A PAR OF ARE
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	ZI MAYALIY WATI
12" 12"	1	11	7d10	+6	+0	2600	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200	
		(	Overwatch IV	/			JAN HAS ILLA
Giant Bazooka [K]	1	32"	4	-	3	700	
		+1	Hit vs Size	3+			
Heat Hawk	1	Melee	-	-	5	300	
		Rero	ll 1s & 2s on	ATK			
Shoulder Tackle [CC]	-	Melee	-	-	5P	300	
	Push a	target back	kwards 3" fo	r each failed S	Save		
			Mecha & I	Pilot Traits			
In Rounds 2	2+ gain [N	\+2] on you	ur turn if HP	>=50%.		Pilot	Reckless
		- '				Trait I	

	Unit I	Vame	Туре	Role	Special	Performance	Frame	Points
	Wadom		MS	Firepower	Heavy Arms	8	2	300
	Skilled Pilot		Model	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Poe	Aijee	AMX-109	8	Massive	1		-10
MAY BOX TO A	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	12"	3	12	5d10	+5	+0	4100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Antiship	MPC [E]	4	48"	5	RF-2	5	400
AND STATE OF THE S			[M-1] to u	ıse   +1 Hi	t vs Size 3+	+2 PEN vs :		
	TL Missile	Salvo [X]	2	48"	7	-	3	300
and the second					Single Use			
	TL Missile	Pod [X]	2	32"	8	RF+3 Hits	3	200
	Single Use							
	Vulcans [K]		-	8"	6	RF+2 Hits	-	100
	[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pilo							
	Massive S	mash [CC]	-	Melee	-	-	7P	300
		Mech	ıa & Pilot'	Traits				
Nano Armor & Self-Repair		[M-1] F	Regain 500	OHP at the	end of the Ro	ound.		-
Reckless	In Rounds $2+$ gain [M+2] on your turn if HP $>=50\%$ .							Pilot Trait I

Unit 1	Name	Туре	Role	Special	Performance	Frame	Points			
Goo	lwin	MS	Firepower		5	1	100			
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
Bruno 8	k Јасор	NRS-P701R	2	Giant	-2	-1	-10			
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		- SV//	
24"	6"	2	11	4d10	+3	+0	1100		- AU	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
Artillery C	Cannon [K]	1	48"	5	RF-2	-	400			V
		1	ndirect Fire	(R:32" to 40	"+Sensors)					
Heat	Hawk	1	Melee	-	-	5	300			
			Rero	II 1s & 2s on	ATK					
Close Cor	nbat [CC]	-	Melee	-	-	5P	300			
		Push a	target back	kwards 3" foi	r each failed S	Save				
			-							Z
										J ( )
								7		

00003	Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points
MANY AND	Gold	Sumo	MS	Interceptor		8	3	500
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
NOTE OF THE PROPERTY OF THE PR	Harry	/ Ord	MRC-F20	18	Giant	2	-2	3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	24"	14"	1	12	7d10	+8	+0	2600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Sumo Bec	m Gun [E]	5	24"	4	RF+1 Hits	7	300
				Critical	Hits are wort	h 3 Hits		
	l-Field	Banker	3	16"	6	RF+3 Hits	88	-
			Can only be blocked by [Barriers] or [M]					
	S. I-Field [S	0] [Barrier]	4	-	+3 Blocks	-	-	-
	Only Blo	cks [E]nergy	Shots   L	ose Pilot Tı	aits this gam	e for +5 Bloc	ks this Tu	ırn.
	Fan Shi	eld [S0]	4	-	+1 Block	-	-	-
					-			
	Hea	t Fan	2	Melee	ATK+1 Hit	-	5	300
100				Rero	II 1s & 2s on	DEF		
All see state of	Close Cor	nbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	cwards 3" for	r each failed S	Save	
		Mech	a & Pilot '	Traits				
Cool Under Fire	Va Shaatii		unvava tha	banus ta D	adaa aad C	Guard by 1 (N	(av. 2)	Pilot
Cool Olider Fire	VS 31100111	ig arracks in	iprove ine	DOILOS TO L	oage and C	outa by I (N	iax 3)	Trait I
VAZ III Toodoo al		C [A4   1]	1 5		La calle de la cal			Pilot
Well Trained		Gain [M+1]	or +1 Foo	us Action w	hen this unit	activates.		Trait I

Unit Name	Туре	Role	Special	Pertormance	Frame	Points	Varianti,		
Sumo	MS	Interceptor		8	3	450	CONDIN		
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
Poe Aijee	MRC-F20	18	Giant	2	-2	3			
Sensors Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
24" 14"	1	12	7d10	+8	+0	2600			
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
Sumo Beam Gun [l	<b>∃</b> ] 5	24"	4	RF+1 Hits	7	300			
		Critical	Hits are wort	h 3 Hits					
I-Field Banker	3	16"	6	RF+3 Hits	88	-			
Can only be blocked by [Barriers] or [M]									
S. I-Field [S0] [Barri	er] 4	-	+3 Blocks	-	-	-			
Only Blocks [E]ne	ergy Shots   I	Lose Pilot Tr	aits this gam	e for +5 Bloc	ks this Tu	rn.	4		
Fan Shield [S0]	4	-	+1 Block	-	-	-			
			-						
Heat Fan	2	Melee	ATK+1 Hit	-	5	300			
		Rero	II 1s & 2s on	DEF					
Close Combat [CC	] -	Melee	-	-	5P	300			
	Push a	target back	kwards 3" foi	r each failed S	Save				
			Mecha & I	Pilot Traits					
[M+1] If yo	ou engage or	end your tu	ırn 5" closer	to an enemy	·	Pilot	D. C		
All weapons go		•		•	ire.	Trait I	Defiant		
		•							

The Sumo Units may take two pistols for +10pts.									
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
TL Sumo Beam Gun [E]	6	24"	4	RF+2 Hits	7	300			
	Critical Hits are worth 3 Hits								
The Sumo Units gain Fly and Move+2 for +20pts.									



Mobile Trace System

Unit N	lame	Туре	Role	Special	Performance	Frame	Points
Mah	iroo	MS	Attacker		8	1	200
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Ghingham Faction		G-838	4	Giant	3		-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	16"	1	9	9d10	+6	+0	2100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Shield	I [S2]	1	-	+2 Blocks	-	-	-
				-			
Beam (	Gun [E]	1	24"	4	RF+2	6	300
				-			
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200
				Single Use			
Bla	de	1	Melee	ATK+1 Hit	Finisher+1	3	400
				-			
Close Con	nbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	Gave	
	Mech	a & Pilot T	Traits				

Gain +1 Focus action on your turn.

Permanent -1 Action after failing an Armor Save.

Unit Name Туре Role Special Performance Frame Points Muttowoooo MS Attacker 4 300 **Basic Pilot** Model **EQ Slots** Size 0 Speed+ Armor-Cost+ MRC-F31 Giant Dianna Counter -6 Evade d10 ARM Sv Move Actions | Shooting Melee 3600 10" 16" 10d10 +0 10 Weapons EQ Attacks Close Range Range DMG Melee ATK+2 Hits 300 Twin Heat Swords 5 Reroll 1s on ATK & DEF Close Combat [CC] Melee 5P 300 Push a target backwards 3" for each failed Save TL MPC [E] RF+3 300



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



	Unit 1	Name	Туре	Role	Special	Performance	Frame	Points
	Eagail		MS	Attacker		7	3	300
	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
1	Corrin Nander		TAF-M9	2	Giant	3	-1	-9
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	16"	1	10	10d10	+7	+0	2600
- 1	Was	pons	EQ	Range	Attacks	Close Range	PEN	DMG
- 1	wea	polis	2	Kange	Anacks	Close Range	PEIN	DMG
		ni Drill	2	Melee	ATK+1 Hit	-	5	400
		<u> </u>		Melee		-		_
	Minch	<u> </u>		Melee	ATK+1 Hit	-		_
	Minch	ni Drill	2	Melee Reroll Melee	ATK+1 Hit 1s & 2s on A	-	5 5P	400
	Minch	ni Drill	2	Melee Reroll Melee	ATK+1 Hit 1s & 2s on A	- Attack -	5 5P	400

Mecha & Pilot Traits									
Sudden Elongation	[M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs.	Trait +11							
Burning Passion	[M+2] If you engage or end your turn 5" closer to an enemy	Pilot Trait II							

Unit Name		Туре	Role	Special	Performance	Frame	Points	
Zss	san	MS	Firepower	Heavy Arms	5	1	200	1
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Ghingha	m Faction	G-M2F	6	Giant	3	-1	-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
20"	16"	3	11	4d10	+3	+0	1100	1
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	6
Missile S	Salvo [X]	1	48"	5	-	3	300	
	Single Use							ľ
TL Missile	e Pod [X]	2	32"	8	RF+3 Hits	3	200	
				Single Use				
TL Micron	nissiles [X]	2	32"	10	RF+8 Hits	2	100	
		Single Use	Enemy ta	rget must rer	oll 9s & 10s c	n Evade		
Spinning	Blades [K]	1	16"	5	RF+1 Hit	2	400	
		[٨	1-1] This a	ttack Blindsid	es one target			
Close Cor	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	r each failed S	Save		



Mecha & Pilot Traits		
[M-1 per Copy] For this Round each copy unit (i.e. G-Bit, Bandit, etc.) with a basic pilot gains the Pilot Traits of the leader.	-	Flash System
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait l	Gunnery Expert



ſ	Unit 1	Name	Туре	Repair	Catapults	Performance	Frame	Points	
ı		Battleship	Warship		2	8	3	750	
ľ	Basic Captain Dianna Counter		Power	EQ Slots	Size 3	Speed+	Armor+		
ľ			1	24	Titanic	2	5	-2	
	Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
ı	36"	4"	2	10	5d10	+2	+1	16000	
ı	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ī	Long Rang	ge MPC [E]	5	80"	3	RF+1	5	500	
				Only [M] or [Barriers] may Block					
١	Triple MP	C [E] [360]	5	64"	3	RF+3	5	500	
				Only [M]	or [Barriers]	may Block			
7	Triple MP	C [E] [360]	5	64"	3	RF+3	5	500	
				Only [M]	or [Barriers]	may Block			
	Ship Bed	am Cutter	8	Melee	-	DEF+1 Block	8	500	
					-				
	[AA] Gun	s [K][360]	2	24"	6	-	-	200	
				(	Overwatch V	1			

<b>V</b> V	Overwatch VI				
	Warship & Captain Traits				
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets	Trait			
	smaller than Colossal (Size 3).	-X			
Minovsky Craft	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit.	Trait			
	[Space] Evade+1. Full Throttle instead gives Move+5"	+V			
I-Field [Barrier]	Block 7 [E] shots vs each attack action then total the ARM PEN of those shots.	Trait			
	If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.	+XX			

Unit Name	Туре	Repair	Catapults	Performance	Frame	Points
Soleil Battleship	Warship	1000HP	4	8	3	1000
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Dianna Soreil	3	21	Titanic	2	5	8
Sensors Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
48" 4"	2	10	5d10	+2	+1	16000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Long Range MPC [E	5	80"	3	RF+1	5	500
Only [M] or [Barriers] may Block						
Triple MPC [E] [360	)] 5	64"	3	RF+3	5	500
Only [M] or [Barriers] may Block						
Triple MPC [E] [360	)] 5	64"	3	RF+3	5	500
Only [M] or [Barriers] may Block						
Ship Beam Cutter	8	Melee	-	DEF+1 Block	8	500
			-			
[AA] Guns [K][360]	] 2	24"	6	-	-	200
Overwatch VI						



Overwalch vi						
Warship & Captain Traits						
This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array				
[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V	Minovsky Craft				
Block 7 [E] shots vs each attack action then total the ARM PEN of those shots. If the sum of $[7 - \text{Current Round}] \text{d} 10 < \text{Total ARM PEN disable the Field.}$	Trait +XX	I-Field [Barrier]				
When activated if HP $<$ 50% or [M=0] gain [M+2] OR 2 actions. When this unit is destroyed gain [M+3].	CAPT I	Devoted Captain				