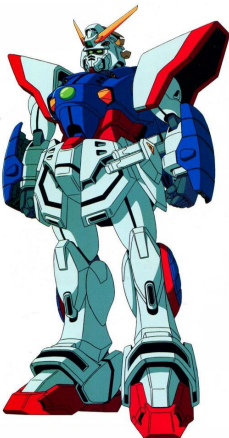
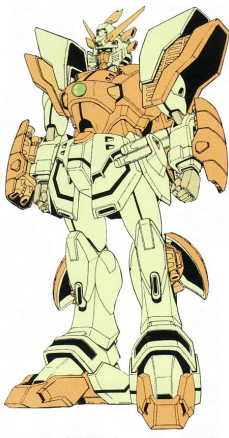


GUNDAM FIGHT, READY, GO! [OPTIONAL MODULE]
CHANGES FROM THE CORE RULES
<p>Battles will be 1-on-1 or 2-on-2. You may not use Commander Traits or Strategic Commands. Use Alternate Deployment Rules Battles continue past Round 5</p> <p>Earth is the Ring! Setup terrain to represent iconic Earth locations. Gain [M+1] each time you destroy terrain. Push/Pull Weapons gain ARM PEN+2P</p>
ADDITIONAL RULES
<p>Article 1 of the Gundam Fight International Regulations. A unit whose head section has been destroyed is disqualified.</p> <p>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.</p> <p>Article 2 of the Gundam Fight International Regulations. A Gundam Fighter must never aim at the cockpit of an opponent's Gundam.</p> <p>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.</p> <p>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.</p> <p>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.</p>
FIGHTING STYLES
<p>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.</p> <p>G Gundam is at its best with over the top action, events, strategy, deceptions and dialogue during the fight. You must describe or narrate your fighting style to gain its benefits.</p>
<p><u>Offense (Melee)</u> - 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.</p> <p>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!!"</p> <p>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.</p> <p><u>Defense (Melee)</u> - On Melee Defense you now Block on a 4+ instead of a 5+. Additionally, if you fully Block your opponent in Melee they lose [M-2]</p> <p>Examples: Master Gundam counters Shining Finger with Darkness Finger. As the energies collide Master Gundam proves stronger, injuring Domon's arm in the process.</p> <p>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.</p> <p><u>Offense (Shooting)</u> - Target Lock also gives +2 ARM PEN. Skill Defense against your Shooting Attacks costs 1 additional Momentum.</p> <p>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.</p> <p>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.</p> <p><u>High Mobility</u> - 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.</p> <p>Examples: The Dragon Gundam uses its superior speed and agility to make hit and run attacks on Shining Gundam then disappearing without a trace.</p> <p>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.</p> <p><u>Concoct a Clever Plan</u> - Choose one: This round your opponent may not benefit from any Mecha or Pilot Traits OR When attacking gain Tactical Advantage against them.</p> <p>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.</p> <p>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</p>



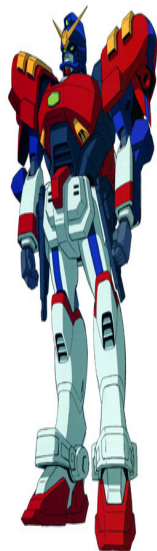
Name		Type	Role	Special	Performance	Frame	Points
Shining Gundam		S.Titan	Melee	Indomitable	6	4	500
Ace Pilot		Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Domon Kasshu		1	5	Giant	1	1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	12d10	+6	+1	6500
Weapons		EQ	Range	Attacks	Close Range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



Name		Type	Role	Special	Performance	Frame	Points
Shining (Final 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Martial Arts [CC]		4	Melee	ATK+1 Hit	Finisher+1	5P	300
Reroll 1s on ATK & 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 I	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 I	Quest for Vengeance



Name		Type	Role	Special	Performance	Frame	Points
Gundam Maxter		S.Titan	Melee	Heavy Arms	6	4	500
Ace Pilot		Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Chibodee Crocket		1	13	Giant		5	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	13"	2	9	11d10	+4	+1	10000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
KO Punch [CC]		3	Melee	ATK+1 Hit	Finisher+1	5P	300
Reroll 1s on ATK							
TL Magnums [K]		4	24"	4	RF+4 Hits	2	300
Critical Hits are worth 3 Hits							
Cyclone Punch [K]		2	16"	5	RF+2 Hits	5P	300
Push a target backwards 3" for each failed Save							
Burning Punch [K]		2	16"	7	RF+2 Hits	6	200
[M-1] to Use Enemy target must reroll 9s & 10s on Evade							
Machinegun Punch [K]		2	16"	5	RF+5 Hits	2	500
[M-2] to use Additional [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 +1
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

Name		Type	Role	Special	Performance	Frame	Points
Rose 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Chevalier Saber		3	Melee	-	-	7	300
Reroll 1s on ATK & DEF							
Shield [S2]		1	-	+2 Blocks	-	-	-
-							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Rose Bits [E]		2	Sensors	5	-	5	200
Uses the Remote Weapons rules below							
Rose Bits [E]		2	Sensors	5	-	5	200
Uses the Remote Weapons rules below							
Rose Screamer		3	16"	6	RF+3 Hits	8S	-
Can only be blocked by [Barriers] or [M]							

Activated Mecha & Pilot Traits

[M-1] Gain +1 Critical Hit if Rose Bits is used after Rose Screamer.	-	Rose Hurricane
[M-1 & HP-1000] For the rest of the Round deal +1 Critical Hit with this unit.	-	Hyper Mode
[M-1] [Free Action] Attack with Gunpods, Bits, Fangs or Wired weapons. They gain Blindside but must Indirect Fire.	Trait +V	Remote Weapons

Passive Mecha & Pilot Traits

Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Renowned Pilot
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	Chivalrous





Name		Type	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 Saichi		-	8	Giant	3	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	15"	1	9	10d10	+7	+1	6500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Flamethrower [E]		2	16"	8 Hits	RF+2 Hits	-	100
Overwatch VIII AOE 1" Wide Line							
Twin Dragon Fang [K]		3	8"	5	RF+3 Hits	2	300
[M-1] This attack Blindsides one target							
Feilong Flag		2	Melee	ATK+1 Hit DEF+1 Block	5	300	
Blocks do not stack with Shields or Barriers							
Killer Stinger		1	Melee	-	-	4	400
[M-1] This attack Blindsides one target							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

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

Name		Type	Role	Special	Performance	Frame	Points
Bolt Gundam		S.Titan	Melee	Heavy Arms	5	5	500
Ace Pilot		Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Argo Gulsii		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 Punch [CC]		3	Melee	ATK+1 Hit	Finisher+1	5P	300
Reroll 1s on ATK							
Graviton Hammer		3	Melee	ATK+1 Hit DEF+2 Block	3	400	
Blocks do not stack with Shields or Barriers							
Swinging Hammer [K]		5	16"	6	RF+3 Hits	5P	400
Push a target backwards 3" for each failed Save							

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





Name		Type	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	Move	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
Satyricon Beam [E]		3	32"	4	RF+1 Hits	5	200
Satyricon Beam [E]		3	32"	4	RF+1 Hits	5	200
Silver Legs [E]		2	32"	3	RF+2 Hits	7	700
[M-2] to use AOE: 2" Wide Line							
Kick [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Killer Knuckle		1	Melee	-	-	4	400
[M-1] This attack blindsides one target							

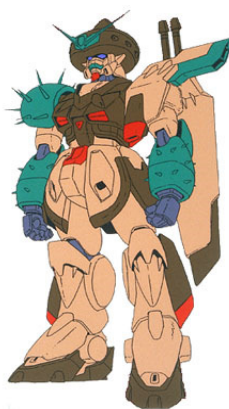
Mecha & Pilot Traits

Mobile Trace System	Gain +1 Focus action on your turn. 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
Overconfident	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points	
Tequila Gundam	S.Titan	Attacker		6	4	500	
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Chico Rodriguez	-	13	Giant	1	2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
20"	12"	1	9	9d10	+7	+0	5800
Weapons		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							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Spike Launcher [K]		2	16"	7	RF+1 Hit	2	400
[M-1] This attack Blindsides one target							
Sombrero Vulcans [K]		3	24"	9	RF+5 Hits	-	200
Overwatch IV							
Sombrero Vulcans [K]		3	24"	9	RF+5 Hits	-	200
Overwatch IV							

Mecha & Pilot Traits

[M-1] Once per game choose a target within 8" to disorient. Your next attack against them this turn gains Blindsight.	Trait +I	Tequila Vortex
Gain +1 Focus action on your turn. 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 those dice as Critical Hits.	Trait +III	Desperation Attack
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Elusive
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless



Name		Type	Role	Special	Performance	Frame	Points
Cushing Mobile 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
20"	8"	1	10	2d10	+3	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Push a target backwards 3" for each failed Save



Name		Type	Role	Special	Performance	Frame	Points
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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Custom BeamSniper [E]		5	48"	5	RF-1	7	300
Ignore target's Cover bonus Crit Hits are worth 3 Hits							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Ignore target's Cover bonus | Crit Hits are worth 3 Hits

Push a target backwards 3" for each failed Save

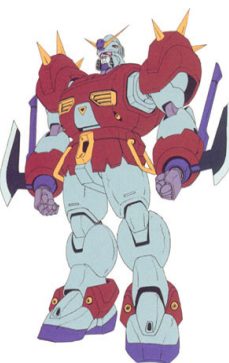
Mecha & Pilot Traits

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

Name		Type	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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
KO Punch [CC]		3	Melee	ATK+1 Hit	Finisher+1	5P	300
Reroll 1s on ATK							
Killer Axes		2	Melee	ATK+1 Hit	-	4	400
[M-1] This attack blindsides one target							
Chainsaw		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
If 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





Name	Type	Role	Special	Performance	Frame	Points
Pharaoh Gundam IV	S.Titan	Raid	Indomitable	4	4	650
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Dahal Muhammad	2	5	Giant	-4	7	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	5"	1	10	7d10	+1	+3
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Fists [CC]	-	Melee	-	-	5P	300
Constrict & Immobilize	3	Melee	ATK+2 Hits	-	6S	-
			[M-1] This attack Blindsides one target			
Chest Beam [E]	1	24"	4	RF+2	6	300
			-			
Eye Beams [E]	1	48"	4	RF-2	5	400
			-			

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



Name	Type	Role	Special	Performance	Frame	Points
Kowloon Gundam	S.Titan	Melee	Indomitable	5	5	980
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Master Asia	2	5	Giant	4	-14	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	14"	1	9	12d10	+5	+2
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Marital Arts [CC]	4	Melee	ATK+1 Hit	Finisher+1	5P	300
			Reroll 1s on ATK & DEF			
Beam Cloth [E]	2	16"	5	RF+2 Hits	8	100
			Enemy target must reroll 9s & 10s on Evade			
Entangling Cloth	1	8"	7	-	7S	-
			Can only be blocked by [Barriers] or [M]			

Mecha & Pilot Traits

Choukyuu Haou Den'eidan	If you activate this unit within 8" 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

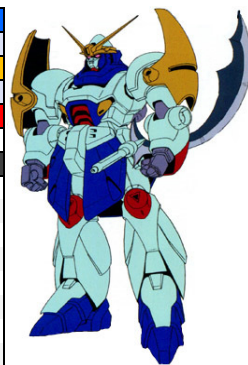
Passive Mecha & Pilot Traits

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 +II
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	Type	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 Gyuzelle [DG]	-	5	Giant	1	1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	16"	1	9	12d10	+6	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Scimitar	3	Melee	ATK+2 Hits	Finisher+2	3	300
Melee Shield [S0]	2	-	+1 Block	-	-	-
			Can only Block in Engagement range (Includes Overwatch)			
Smash [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

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	Type	Role	Special	Performance	Frame	Points
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
10"	18"	1	9	10d10	+7	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Twin Spiegel Blade	2	Melee	ATK+2 Hits	DEF+1 Block	2	400
			Blocks do not stack with Shields or Barriers			
Kick [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			
Spinning Blades [K]	1	16"	5	RF+1 Hit	2	400
			[M-1] This attack Blindsides one target			
Immobilizing Net	3	8"	9	-	7S	-
			Can only be blocked by [Barriers] or [M]			

Activated Mecha & Pilot Traits

[M-3] Spinning like a bladed top this unit gains +1 Hit in Melee for every 5" moved this turn.	-	Sturm Und Drang
Once per game your afterimages give you +3 Blocks this turn. Gain [Tactical Advantage] on your next activation.	Trait +V	Shadow Duplicates
While outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16".	Trait +X	Cloaking

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	Master of Mobile Suits
Mobile Trace Mastery	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
Immune to Blindside		Trait +X	Extrasensory Perception
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)		Pilot Trait I	Entwined with Tragedy
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)		Pilot Trait I	Elusive





Name	Type	Role	Special	Performance	Frame	Points
Zeus Gundam	S.Titan	Attacker	Indomitable	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Marcelot Cronos	1	7	Giant	3	4	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	15"	1	9	10d10	+7	+2
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Bolt of Judgement [E]	6	8"	7	RF+4 Hits	7	300
Zeus Calibur	1	Melee	ATK+1 Hit	Finisher+1	3	400
Ramming Speed [CC]	-	Melee	-	-	-	600

Mecha & Pilot Traits

Bullrush	When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks.	Trait +III
Hercules Chariot	[M-1] A majestic horse mobile suit piloted by a horse appears. Move an additional +5" with Full Throttle.	-
Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-
Stroke of Judgement	+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



Name	Type	Role	Special	Performance	Frame	Points
Viking Gundam	S.Titan	Attacker	Indomitable	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Erik the Viking	1	7	Giant	2	4	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	13"	1	9	10d10	+7	+2
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Harpoon	2	Melee	ATK+1 Hit	-	4	400
Longboat Vulcans [K]	3	24"	9	RF+5 Hits	-	200
Flamethrower [E]	1	16"	7 Hits	RF+1 Hit	-	100
Missile Salvo [X]	1	48"	5	-	3	300
Smash [CC]	-	Melee	-	-	5P	300

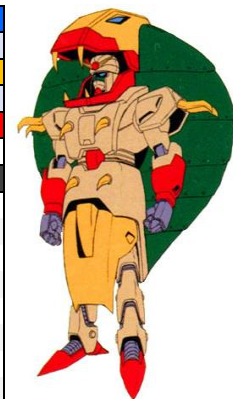
Mecha & Pilot Traits

Viking Longboat	When using High Speed Attack any Critical Hits are instead worth 3 Hits with Close Combat [CC] Attacks.	Trait +III
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
Defiant	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points
Cobra Gundam	S.Titan	Attacker	Assault	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Chandra Shijema	-	7	Giant	5	3	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	18"	2	9	9d10	+7	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Flamethrower [E]	2	16"	8 Hits	RF+2 Hits	-	100
Constrict & Immobilize	3	Melee	ATK+2 Hits	-	6S	-
Assassin Beam Saber	2	Melee	ATK+1 Hit	Finisher+2	8	200
Smash [CC]	-	Melee	-	-	5P	300

Mecha & Pilot Traits

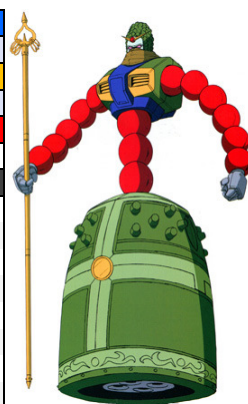
[M-1] The mecha suddenly decouples. Gain Blindside on Melee ATK.	Trait +II	Sudden Decoupling
Gain +2 Focus actions on your turn. Permanent -1 Action after failing an Armor Save.	Trait +V	Mobile Trace Expertise
Once per Round gain both Guard & Dodge or Guard & Counter. When this unit activates if there are no allies within 16" gain [M+1]	Pilot Trait II	Solo Operative

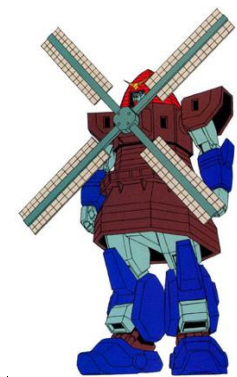


Name	Type	Role	Special	Performance	Frame	Points
Mandala Gundam	S.Titan	Melee	Heavy Arms	7	3	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kyral Mekirel	-	9	Giant	3	3	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	14"	2	10	12d10	+4	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Shakujo Staff	3	Melee	ATK+1 Hit	DEF+2 Blocks	2	400
Assassin Beam Saber	2	Melee	ATK+1 Hit	Finisher+2	8	200
Smash [CC]	-	Melee	-	-	5P	300
Burning Wheel [E]	4	16"	8 Hits	RF+2 Hits	-	200

Mecha & Pilot Traits

[M-1] This unit may Blindside on Melee ATK with hidden beam sabers.	Trait +II	Hidden Saber Attack
Enemies in Melee have -1 Accuracy to Hit (i.e. 5+ to 6+) against this unit.	Trait +V	Skilled Swordsman
Immune to Blindside Twice per game gain +3 Blocks this turn.	Trait +X	Extrasensory Perception
Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)	Pilot Trait II	Reaper





Name	Type	Role	Special	Performance	Frame	Points
Nether 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
14"	7"	3	11	4d10	+1	7900
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Nether Typhoon	3	16"	6	RF+3 Hits	9P	200
Bypass [Shields] Push a target backwards 3" for each failed Save						
TL Beam Cannons [E]	2	48"	4	RF-1	5	400
TL Beam Cannons [E]	2	48"	4	RF-1	5	400
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Mobile Trace System

Gain +1 Focus action on your turn.
Permanent -1 Action after failing an Armor Save.

-



Name	Type	Role	Special	Performance	Frame	Points
Mermaid Gundam	S.Titan	Melee	Assault	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Hans Holger	-	8	Giant	3	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	20"	2	9	11d10	+6	3700
Weapons	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						
Immobilizing Net	3	8"	9	-	7S	-
Can only be blocked by [Barriers] or [M]						
Ramming Speed [CC]	-	Melee	-	-	-	600
After attacking lose 1000 HP						

Mecha & Pilot Traits

Mobile Trace Mastery

Gain +2 Focus actions on your turn.

Trait
+X

Overzealous

[M+2] 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 II



Name	Type	Role	Special	Performance	Frame	Points
Jester Gundam	S.Titan	Battler	Indomitable	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Romario Manini	-	3	Giant	2	4	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	14"	1	12	9d10	+6	9300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Fists [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Constrict & Immobilize	3	Melee	ATK+2 Hits	-	6S	-
[M-1] This attack Blindsides one target						

Mecha & Pilot Traits

Copy Ability

[M-2] When a target within LOS or Sensors range uses a weapon or ability you may copy it and add it to your profile.

Trait
+V

Trickery and Treachery

Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.

Trait
+III

Mobile Trace Expertise

Gain +2 Focus actions on your turn.

Trait
+V

Ruthless

Permanent -1 Action after failing an Armor Save.
[M+2] 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 II

Name	Type	Role	Special	Performance	Frame	Points
Matador Gundam	S.Titan	Melee	Assault	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Carlos Andalusia	-	7	Giant	7	5	3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	24"	2	9	11d10	+5	8600
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Ramming Speed [CC]	-	Melee	-	-	-	600
After attacking lose 1000 HP						
Giant Heat Horns	2	Melee	ATK+1 Hit	-	5	400
Reroll 1s & 2s on Attack						
Blade	1	Melee	ATK+1 Hit	Finisher+1	3	400
Whirling Red Cape	3	8"	8	-	-	200
Bypass [Shields] Pull yourself up to 3" for each Hit						
Entangling Cloth	1	8"	7	-	7S	-
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 Close Combat [CC] Attacks.

Trait
+III

Bullrush

Gain +1 Focus action on your turn.

-

Mobile Trace System

Permanent -1 Action after failing an Armor Save.

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

Pilot
Trait I

Honorable

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

[M+1] If you engage or end your turn 5" closer to an enemy

Pilot
Trait I

Hot Blooded

All weapons gain +1 HIT this turn if you activated due to Return Fire.

Name	Type	Role	Special	Performance	Frame	Points
Zebra Gundam	S.Titan	Melee	Indomitable	7	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Conta N'Doul	-	3	Giant	4	1	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	20"	1	10	13d10	+4	6500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Long Spear	2	Melee	ATK+2 Hits DEF+1 Block	2	400	
Blocks do not stack with Shields or Barriers						
Shield [S2]	1	-	+2 Blocks	-	-	-
-						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

[M-1] This unit may Blindside on Melee ATK by attacking from mid-air and using their Shield as a decoy.

Trait
+II

Shield Decoy Attack

Gain +2 Focus actions on your turn.

Trait
+X

Mobile Trace Mastery

In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF.

Pilot

Close Combat Mastery

It costs an additional [M-1] to Disengage from this unit

Trait II

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

Pilot

Fighting Spirit

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

Trait I





Name	Type	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	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
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
Satyricon Beam [E]	3	32"	4	RF+1 Hits	5	200
Satyricon Beam [E]	3	32"	4	RF+1 Hits	5	200
Killer Knuckle	1	Melee	-	-	4	400
Kick [CC]	-	Melee	-	-	5P	300

Mecha & Pilot Traits

Spectrum Beam Kick	[M-3] Critical Hits with Silver Legs gain deal an additional Hit.	-
Mobile Trace System	Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-
Headhunter	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
Menacing Visage	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points
Asura Gundam	S.Titan	Sniper	Heavy Arms	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Russets Daggots	2	6	Giant	3	1	-11
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
24"	15"	2	13	5d10	+4	5100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Missile Salvo [X] (2)	2	48"	5	-	3	300
Lotus Lightning [E]	3	32"	4	RF+2	7	300
Immobilizing Attack	1	Melee	ATK+1 Hit	-	5S	-
Fists [CC]	-	Melee	-	-	5P	300

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



Name	Type	Role	Special	Performance	Frame	Points
Royal Gundam	S.Titan	Sniper	Indomitable	6	4	500
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
32"	8"	1	13	6d10	+6	5800
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Custom BeamSniper [E]	5	48"	5	RF-1	7	300
Close Combat [CC]	-	Melee	-	-	5P	300

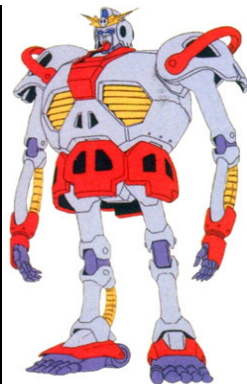
Mecha & Pilot Traits

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

Name	Type	Role	Special	Performance	Frame	Points
Skull Gundam	S.Titan	Firepower	Indomitable	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gala Garla	2	8	Giant	-	4	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	10"	2	12	6d10	+5	9300
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Acid Jet [E]	1	8"	4	RF+1 Hit	6	100
TL Skull Burner [E]	5	16"	9 Hits	RF+3 Hits	-	300
Skull Laser [E]	2	16"	4	RF+2 Hits	5	300
Smash [CC]	-	Melee	-	-	5P	300

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





Name	Type	Role	Special	Performance	Frame	Points
<i>Nobel Gundam</i>	S.Titan	Melee	Indomitable	6	4	500
Ace Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Allenby Beardsley	-	6	Giant	1		-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	16"	1	9	12d10	+6	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
KO Punch [CC]	3	Melee	ATK+1 Hit	Finisher+1	5P	300
			<i>Reroll 1s on ATK</i>			
Beam Ribbon	2	Melee	-	-	6	300
			<i>Reroll 1s & 2s on DEF</i>			
Beam Hula Hoop [E]	1	16"	4	RF+1 Hit	8	100
			<i>Enemy target must reroll 9s & 10s on Evade</i>			

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 +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

Name	Type	Role	Special	Performance	Frame	Points
<i>Rising Gundam</i>	S.Titan	Sniper	Indomitable	6	4	450
Skilled Pilot	Power	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rain Mikamura	-	8	Giant	3		-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
28"	15"	1	13	6d10	+5	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Heat Naginata	4	Melee	-	-	5	300
			<i>Reroll 1s & 2s on ATK & DEF</i>			
Close Combat [CC]	-	Melee	-	-	5P	300
			<i>Push a target backwards 3" for each failed Save</i>			
Rising Arrow [E]	4	48"	4	RF-2	9	300
			<i>Ignore target's Cover bonus</i>			

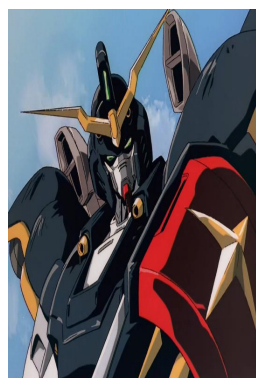
Mecha & Pilot Traits

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
Gain +1 Focus action on your turn. Permanent -1 Action after failing an Armor Save.	-	Mobile Trace System
When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I	Mechanical Genius





Name	Type	Role	Special	Performance	Frame	Points
Wing Gundam	MS	Sniper	Assault	3	5	500
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Heero 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
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Buster Rifle [E]	4	48"	3	RF+3 Hits	8	700
[M-3] to use AOE: 3" Wide Line						
Great Shield [S3]	1	-	+3 Blocks	-	-	-
Beam Saber	1	Melee	-	-	8	300
Vulcans & Cannons [K]	-	8"	8	RF+2 Hits	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot						
Mecha & Pilot Traits						
Neo Bird Mode	Gain Move+5" & Fly during the first round of battle.					Trait +1
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.					Pilot Trait I

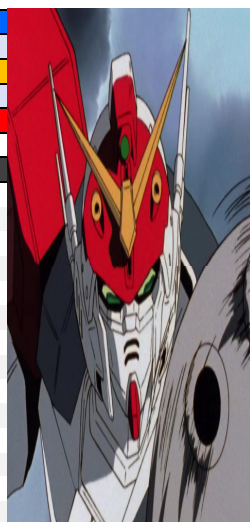


Name	Type	Role	Special	Performance	Frame	Points
Gundam Deathscythe	MS	Attacker	Assault	3	5	500
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Duo Maxwell	XXXG-01D	8	Giant	3	-	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv HP
8"	16"	2	8	8d10	+6	+3 3600
Weapons	EQ	Range	Attacks	Close Range	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 Action] Requires a Skilled / Ace Pilot						
Buster Shield [E]	2	16"	5	RF+2 Hits	8	100
Enemy target must reroll 9s & 10s on Evade						
Mecha & Pilot Traits						
Jamming	While outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16".					Trait +V
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)					Pilot 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	XXXG-01SR	6	Giant	-1	5	-10
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv HP
18"	12"	1	8	11d10	+5	+4 9100
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Twin Heat Shotel	4	Melee	ATK+1 Hit	Finisher+1	5	300
Reroll 1s on ATK & DEF						
Melee Shield [S0]	2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Mecha & Pilot Traits						
Flash	[M-1] Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindsight.					Trait +I
Tactician	When the Round starts give 2 allies within LOS or Sensors a Focus action to use on their next turn. Units are capped at 3 Focus actions per turn.					Pilot Trait I

Name	Type	Role	Special	Performance	Frame	Points
Gundam Heavyarms	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
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Heavy Gatling [K]	4	32"	8	RF+2 Hits	-	200
Overwatch VI						
Chest Gatlings [K]	-	8"	7	RF+3 Hits	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot						
TL Micromissiles [X]	2	32"	10	RF+8 Hits	2	100
Single Use Enemy target must reroll 9s & 10s on Evade						
TL IDF Missiles [X] (3)	6	48"	10	RF-4	2	200
Two Uses Indirect Fire (R:32" to 40"+Sensors)						
Melee Shield [S0]	2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)						
Killer Knife	1	Melee	-	-	4	400
[M-1] This attack Blindsides one target						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Mecha & Pilot Traits						




In Rounds 2+ gain [M+2] on your turn if HP >=50%.					Pilot Trait I	Daredevil
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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

Name	Type	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
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Glaive	4	Melee	-	DEF+1 Block	8	300
Blocks do not stack with Shields or Barriers						
Vulcans [K]	-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Dragon Fang [K]	2	8"	5	RF+1 Hit	2	300
[M-1] This attack Blindsides one target						
Flamethrower [E]	1	16"	7 Hits	RF+1 Hit	-	100
Overwatch VII AOE 1" Wide Line						
Mecha & Pilot Traits						




[M-1] This unit may Blindsight on Melee ATK by suddenly elongating its limbs.					Trait +II	Sudden Elongation
Gain Melee+2d10 if your Melee stat is greater than your Opponents.					Trait +V	Fighting Sight
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)					Pilot Trait I	Hunting for a rival

	Unit Name		Type	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
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Tallgeese Dobergun [K]		3	40"	4	RF+1	3	700
	+1 Hit vs Size 3+							
	Melee Shield [S0]		2	-	+1 Block	-	-	-
	Can only Block in Engagement range (Includes Overwatch)							
	Beam Saber		1	Melee	-	-	8	300
					-			
	Close Combat [CC]		-	Melee	-	-	5P	
	Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits								
Super Vernier		Gain Move+5" & Fly during the first round of battle.						Trait +1
The Lightning Count		Gain [M+2] or +2 Focus Actions when this unit activates.						Pilot Trait II

Unit Name		Type	Role	Special	Performance	Frame	Points
Aries Commander		MS	Raid		3	1	150
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Lucrezia Noin		OZ-07AMS	3	Giant			-4
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	5d10	+4	+0	1100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Chain Rifle [K]		1	24"	7	RF+3 Hits	-	200
Missile Pod [X] (2)		2	32"	6	RF+3 Hits	3	200
Ramming Speed [CC]		-	Melee	-	-	-	600
<div>Overwatch IV</div> <div>Two Uses</div> <div>After attacking lose 1000 HP</div>							
<div>Mecha & Pilot Traits</div> <div> <div> <div>Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)</div> <div>Pilot Trait I</div> </div> <div>Cool Under Fire</div> </div> <div> <div>Gain [M+1] or +1 Focus Action when this unit activates.</div> <div>Pilot Trait I</div> </div> <div>Renowned Pilot</div>							

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Unit Name		Type	Role	Special	Performance	Frame	Points
Aries		MS	Raid		3	1	50
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Oz Pilot		OZ-07AMS	3	Giant			-4
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	9	5d10	+4	+0	1100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Chain Rifle [K]		1	24"	7	RF+3 Hits	-	200
Missile Pod [X] (2)		2	32"	6	RF+3 Hits	3	200
Ramming Speed [CC]		-	Melee	-	-	-	600
After attacking lose 1000 HP							

	Alternate weapon options for the Leo. The Beam Rifle options are 10pts cheaper						
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
	Shorty Beam Rifle [E]	1	24"	4	RF+2	6	300
				-			
	Beam Rifle [E]	1	32"	4	RF+1	6	300
				-			
	Dobergun [K]	2	40"	4	-	3	700
				+1 Hit vs Size 3+			
	The Melee Shield [S0] is +20pts. The Leo Commander TL Cannons are +20pts.						
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
	Melee Shield [S0]	2	-	+1 Block	-	-	-
	Can only Block in Engagement range (Includes Overwatch)						
	TL S. Beam Cannons [E]	2	16"	5	RF+1 Hits	5	300
Overwatch IV							
You can give a Leo +2 Move for +10pts but only once. Gain Fly for +10pts.							

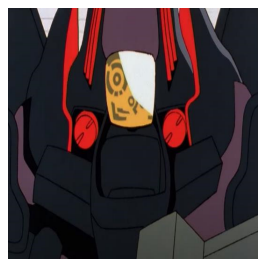
Unit Name		Type	Role	Special	Performance	Frame	Points
Tragos		MS	Firepower		1	1	50
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Oz Pilot		OZ-07MS	3	Giant	1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	11"	2	9	2d10	+2	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Artillery Cannon [K]		2	48"	5	RF-1	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Beam Pistol [E]		1	16"	4	RF+1 Hits	6	300
Overwatch IV							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
Tallgeese 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Tallgeese Dobergun [K]		3	40"	4	RF+1	3	700
+1 Hit vs Size 3+							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Custom Beam Saber		2	Melee	ATK+1 Hit	-	8	300
-							
Close Combat [CC]		-	Melee	-	-	5P	
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Super Vernier	Gain Move+5" & Fly during the first round of battle.	Trait +I
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
Mastermind	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II



A Taurus may gain a Hvy Beam Cannon (+30pts) or a Beam Saber (+10pts) A Virgo II may swap it's Beam Rifle and saber for a Hvy Beam Cannon (+20pts)						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hvy Beam Cannon [E]	4	48"	4	RF-1	7	400
			-			
Beam Saber	1	Melee	-	-	8	300
			-			
Mobile Dolls used by White Fang may use Mobile Doll Ver1 or Ver2 OS. Mobile Dolls can withstand higher G Forces, to convert a Taurus a regular pilot reduce the Movement by 4", remove the Mobile Doll Trait. The cost is 130pts.						



Unit Name		Type	Role	Special	Performance	Frame	Points
Virgo		MS	Firepower		7	2	180
Basic Pilot		Model	EQ 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
Weapons		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 Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Mobile Doll Ver1	Gain +1 Hit (+2 Hits with DMG 0-200 Weapons) when shooting a Level 0-1 Basic Pilot, Captain, or Kaiju.	Trait +III
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Name		Type	Role	Special	Performance	Frame	Points
Sanc Kingdom Taurus		MS	Interceptor		6	2	300
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Lucrezia 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
-							
Twin Beam Sabers		2	Melee	ATK+1 Hit	-	8	300
1							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III	Jet Transformation
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I	Cool Under Fire
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Renowned Pilot



Unit Name		Type	Role	Special	Performance	Frame	Points
Taurus		MS	Interceptor		6	1	170
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Oz		OZ-12SMS	1	Giant	2		-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	10	5d10	+7	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

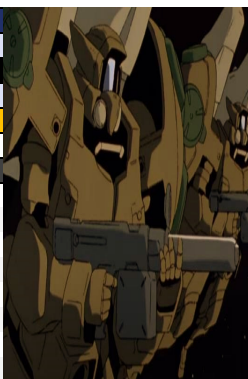
While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)	Trait +III	Jet Transformation
Gain +1 Hit (+2 Hits with DMG 0-200 Weapons) when shooting a Level 0-1 Basic Pilot, Captain, or Kaiju.	Trait +III	Mobile Doll Ver1



Unit Name		Type	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
-							
Beam Saber		1	Melee	-	-	8	300
-							
Defensor II [S3]		5	-	+4 Blocks	-	-	-
[Barrier] Permanent -1 Block vs PEN 8+							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Gain +1 Hit (+2 with DMG 0-200 weapons) when shooting a Level 1-2 Pilots, Captains, or Kaiju.	Trait +III	Mobile Doll Ver2
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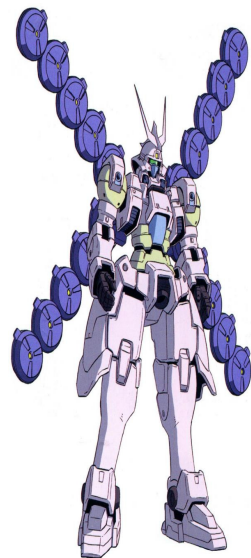


Unit Name		Type	Role	Special	Performance	Frame	Points
Mercurius		MS	Melee		6	3	450
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Heero Yuy		OZ-13MSX2	12	Giant		3	2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM 5v	HP
16"	14"	1	9	11d10	+6	+1	4600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Saber		1	Melee	-	-	8	300
				-			
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Defensor III [S3]		8	-	+5 Blocks	-	-	-
[Barrier] Permanent -1 Block vs PEN 8+							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Beam Pistol [E]		1	16"	4	RF+1 Hits	6	300
Overwatch IV							

Mecha & Pilot Traits		
[Barrier] Cover Ally	This unit may use one of its Shields to defend an Ally within Sensors+10" instead of itself for the rest of the Round.	Trait +V
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I
Gundam Pilot	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

You may convert the Mercurius and Vayeate above into Mobile Dolls.

Remove the Ace Pilots Heero and Trowa, reduce the cost by 70pts, gain Mobile Doll VER2 shown on the right.

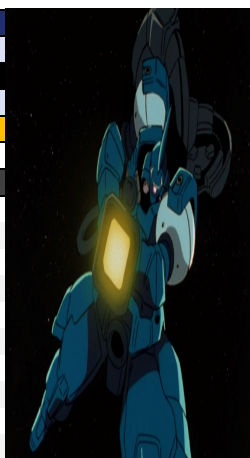


Unit Name		Type	Role	Special	Performance	Frame	Points
Mercurius Suivant		MS	Melee	Heavy Arms	6	3	500
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Luna Armonia		OZ-13MSX2	23	Giant		3	8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	14"	2	9	11d10	+5	+1	4600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Saber		1	Melee	-	-	8	300
-							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Defensor III [S3]		8	-	+5 Blocks	-	-	-
[Barrier] Permanent -1 Block vs PEN 8+							
Defensor III [S3]		8	-	+5 Blocks	-	-	-
[Barrier] Permanent -1 Block vs PEN 8+							
Immobilizing Net		3	8"	9	-	7S	-
Can only be blocked by [Barriers] or [M]							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Beam Pistol [E]		1	16"	4	RF+1 Hits	6	300
Overwatch IV							

Mecha & Pilot Traits		
[Barrier] Cover Ally	This unit may use one of its Shields to defend an Ally within Sensors+10" instead of itself for the rest of the round.	Trait +V
Tandem Fighter	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Vayeate	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
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
V Beam Cannon [E]	5	56"	3	RF+2 Hits	7	700
<i>[M-2] to use AOE: 2" Wide Line</i>						
Smash [CC]	-	Melee	-	-	5P	300
<i>Push a target backwards 3" for each failed Save</i>						

Mecha & Pilot Traits		
[Action] Reduce the Momentum Cost of one of your weapons by up to 3.	Trait +X	Large Energy Collector
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Gundam Pilot



Mecha & Pilot Traits		
Gain +1 Hit (+2 with DMG 0-200 weapons) when shooting a Level 1-2 Pilots, Captains, or Kaiju.	Trait +III	Mobile Doll Ver2

Unit Name		Type	Role	Special	Performance	Frame	Points
Vayate Suivant		MS	Firepower	Heavy Arms	5	3	400
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Sorix Armonia		OZ-13MSX13	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 use AOE: 2" Wide Line					
V Beam Cannon [E]		5	56"	3	RF+2 Hits	7	700
		[M-2] to use 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





Unit Name		Type	Role	Special	Performance	Frame	Points
Leo-S		MS	Melee		6	1	250
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Roche Nattano		OZ-06MS-SS	2	Giant			-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	8	10d10	+6	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Saber		1	Melee	-	-	8	300
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save					
Beam Rifle [E]		1	32"	4	RF+1	6	300
				-			

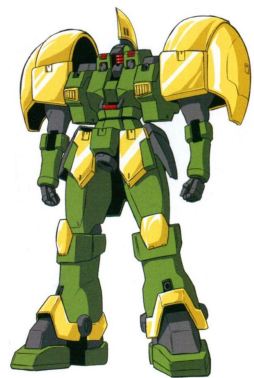
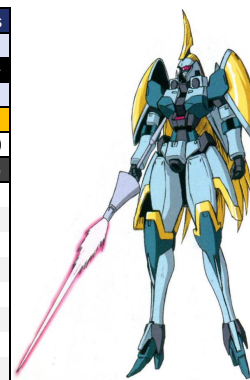
Mecha & Pilot Traits

Anti-Beam Cloak	Once per game Block up to 3 Hits from an [E]nergy Shooting Weapon then the cloak is discarded.	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

Unit Name		Type	Role	Special	Performance	Frame	Points
Leo-R		MS	Attacker		6	1	250
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Kratz Silvy		OZ-06MS-SR2	5	Giant	3		-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	1	8	8d10	+7	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Lance		4	Melee	ATK+1 Hit	-	7	400
Reroll 1s & 2s on Attack							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Beam Cannon [E]		1	48"	4	RF-2	5	400
-							

Mecha & Pilot Traits

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



Unit Name		Type	Role	Special	Performance	Frame	Points
Leo-N		MS	Battler		6	1	200
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Saber		1	Melee	-	-	8	300
Helmet Blade		1	Melee	-	-	4	400
[M-1] This attack Blindsides one target							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

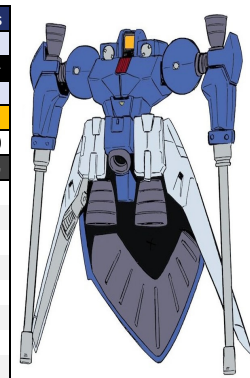
Mecha & Pilot Traits

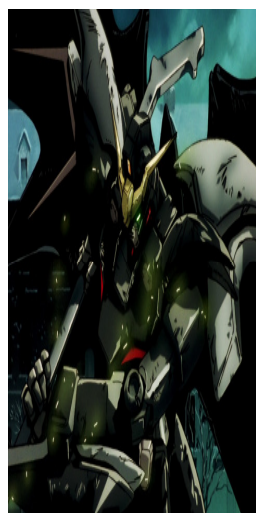
Machine Cannons		
Hot Blooded	[M+1] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
D-Unit [S]		MS	Raid		1	1	30
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Mobile Doll (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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Beam Cannons [E]		2	48"	4	RF-1	5	400
Ramming 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 Basic Pilot, Captain, or Kaiju.	Trait +III	Mobile Doll VER1
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Name		Type	Role	Special	Performance	Frame	Points
Gundam Deathscythe		MS	Attacker	Assault	7	5	650
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Duo Maxwell		XXXG-01D2	11	Giant	3	-1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	16"	2	10	10d10	+8	+3	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
DSH Beam Scythe		6	Melee	ATK+2 Hits	Finisher+2	6	300
-							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Super Backshield [S0]		1	-	+3 Blocks	-	-	-
Can only Block in the Rear Arc							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Vulcans & Cannons [K]		-	8"	8	RF+2 Hits	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
Buster Shield [E]		2	16"	5	RF+2 Hits	8	100
Enemy target must reroll 9s & 10s on Evade							

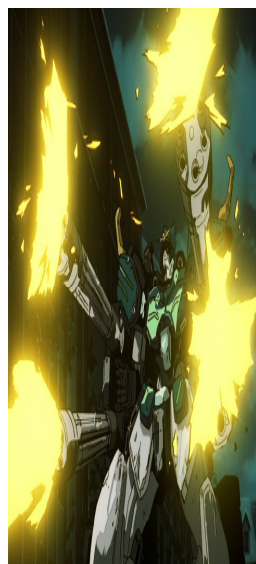
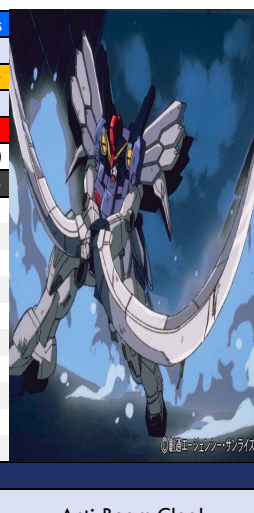
Mecha & Pilot Traits

Cloaking	While outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16".	Trait +X
Death God	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II

Name		Type	Role	Special	Performance	Frame	Points
Gundam Sandrock		MS	Melee	Indomitable	7	5	670
Ace 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Twin Heat Shotel		4	Melee	ATK+1 Hit	Finisher+1	5	300
Reroll 1s on ATK & DEF							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Uzi [E]		2	24"	5	RF+5 Hits	5	200
Overwatch IV							

Mecha & Pilot Traits

Once per game Block up to 3 Hits from an [E]nergy Shooting Weapon then the cloak is discarded.	Trait +V	Anti-Beam Cloak
[M-1] Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindside.	Trait +I	Flash
At the start of the Round give up to 5 allies within LOS or Sensors range a Focus action to use on their next turn.	Pilot Trait II	Grand Strategist



Name		Type	Role	Special	Performance	Frame	Points
Gundam Heavyarms		MS	Firepower	Heavy Arms	7	5	670
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Trowa Barton		XXXG-01H2	22	Giant		5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	10"	3	13	6d10	+5	+3	8600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Chest Gatlings [K]		-	8"	7	RF+3 Hits	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
TL Heavy Gatling [K]		5	32"	10	RF+2 Hits	-	200
Overwatch IV							
TL Heavy Gatling [K]		5	32"	10	RF+2 Hits	-	200
Overwatch IV							
TL Micromissiles [X] (2)		4	32"	10	RF+8 Hits	2	100
Two Uses Enemy target must reroll 9s & 10s on Evade							
TL IDF Missiles [X] (2)		4	48"	10	RF-4	2	200
Two Uses Indirect Fire (R:32" to 40"+Sensors)							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Daredevil	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I
Gunnery Expert	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I

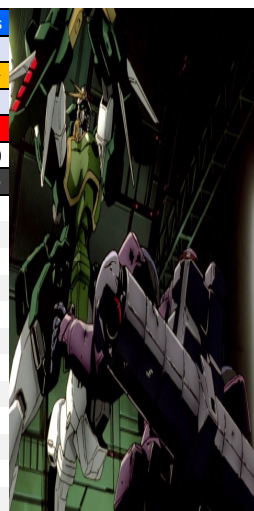
All Gundam's on this page have the following trait

Full Gundanium Armor	This unit has strongly improved Armor Saves	Trait +IX
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Name		Type	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
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 backwards 3" for each failed Save							
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Twin Dragon Fang [K]		3	8"	5	RF+3 Hits	2	300
[M-1] This attack Blindsides 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 worth 3 Hits							

Mecha & Pilot Traits

[M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs.	Trait +II	Sudden Elongation
Gain Melee+2d10 if your Melee stat is greater than your Opponents.	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	Pilot Trait II	Close Combat Mastery



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

At the end of this unit's turn choose up to two enemies in Melee. They each take 800 DMG.	Trait +II	Master of Arms
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Name		Type	Role	Special	Performance	Frame	Points
Gundam X		MS	Firepower	Assault	5	4	500
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Garrod 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
GX Shield Rifle [E]		2	40"	4	-	8	300
				-			
Gatling Vulcans [K]		-	8"	5	RF+3 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Satellite Beam Saber		2	Melee	-	-	9	300
				-			
Kick [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Satellite Cannon [E]		5	72"	6	RF+5 Hits	10	700
[M-5] to use AOE: 5" Wide Line Usable Round 4+ Single Use							
Mecha & Pilot Traits							
Starting in Round 5 choose a bonus for this unit:							Trait
Weapons cost [M-0] OR all attacks gain +1 Crit Hit this turn.							+V
When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.							Pilot
When this unit is destroyed gain [M+3].							Trait I

Name		Type	Role	Special	Performance	Frame	Points
GX Divider		MS	Raid	Assault	7	4	500
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Garrod 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hvy Beam M.Gun [E]		5	32"	6	RF+4 Hits	5	300
Beam Harmonica [E]		2	40"	4	RF+4	7	300
[M-2] to use							
Gatling Vulcans [K]		-	8"	5	RF+3 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
Satellite Beam Saber		2	Melee	-	-	9	300
Kick [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.							Pilot
When this unit is destroyed gain [M+3].							Trait I
Kind Hearted							



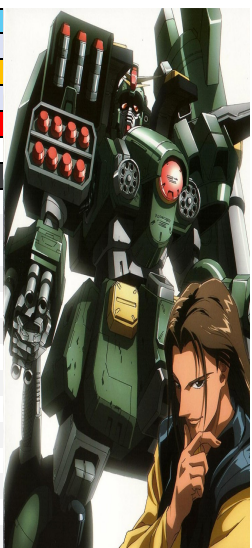
For +50pts Tiffa rides with Garrod and gains the following ability		
Vision of the Future		Trait
Immune to Blindside		+V
Once per game gain +3 Blocks this turn.		

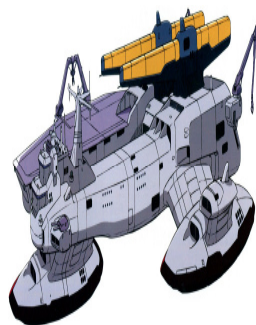
All the Gundam's on this page have Anti-Beam Coating		
Gain Armor Save+2 vs [E]nergy Shooting Weapons.		Trait
		+V
		Anti-Beam Coating



Name		Type	Role	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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Airmaster Rifle [E]		3	32"	4	RF+3	6	300
				-			
Airmaster Rifle [E]		3	32"	4	RF+3	6	300
				-			
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
				Single Use			
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
		[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot					
Kick [CC]		-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save					
Mecha & Pilot Traits							
While transformed gain: Move+10" & Fly Melee Block (5+ to 9+)							Trait +III
In Rounds 2+ gain [M+2] on your turn if HP >=50%.							Pilot Trait I
When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.							Pilot Trait I
When this unit is destroyed gain [M+3].							Trait I

Name		Type	Role	Special	Performance	Frame	Points
Gundam Leopard		MS	Firearms	Heavy Arms	5	4	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Roybea Lou		GT-9600	14	Giant	2	4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	14"	3	12	5d10	+4	+1	6100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant B.Gatling [E]		6	40"	5	RF+3 Hits	5	200
Overwatch IV							
TL Missile Pod [X]		2	32"	8	RF+3 Hits	3	200
Single Use							
Hornet Missiles [X]		3	32"	10	RF+6 Hits	4	100
Single Use Enemy target must reroll 9s & 10s on Evade							
Grenade Gun [X] (2)		2	16"	4	RF+4 Hits	3	200
Overwatch IV Two uses (Attack or Overwatch)							
Chest Gatlings [K]		-	8"	7	RF+3 Hits	-	100
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
Heat Knife		1	Melee	-	-	5	300
Reroll 1s & 2s on DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)							Pilot Trait I
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.							Pilot Trait I

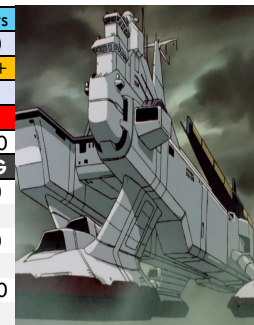




Unit Name		Type	Repair	Catapults	Performance	Frame	Points
Freedeen [G]		Warship	800HP	0	5	2	300
Battle-Hardened CAPT		Power	EQ Slots	Size 2	Speed+	Armor+	Cost+
Jamil Neate		-	5	Colossal	5	1	-9
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	10"	2	9	4d10	+3	+0	6500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship Artillery [K]		3	48"	5	RF-2	-	600
Indirect Fire (R:32" to 40"+Sensors)							
[AA] Guns [K][360]		2	24"	6	-	-	200
Overwatch VI							
Colossal Ram [CC]		-	Melee	-	-	-	1000
After attacking lose 2000 HP							

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
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
Renowned Captain	Gain [M+1] or [I+1] or +1 Action when this unit activates.	CAPT I



Unit Name		Type	Repair	Catapults	Performance	Frame	Points
Freedeen [G]		Warship	800HP	0	5	2	250
Skilled Captain		Power	EQ Slots	Size 2	Speed+	Armor+	Cost+
Sara Tyrell		-	5	Colossal	5	1	-9
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	10"	2	9	4d10	+3	+0	6500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship Artillery [K]		3	48"	5	RF-2	-	600
Indirect Fire (R:32" to 40"+Sensors)							
[AA] Guns [K][360]		2	24"	6	-	-	200
Overwatch VI							
Colossal Ram [CC]		-	Melee	-	-	-	1000
After attacking lose 2000 HP							

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
When activated if HP<50% or [M=0] gain [M+2] OR 2 actions. When this unit is destroyed gain [M+3].	CAPT I	Steadfast Crew
After using Ramming Speed the Self Destruct Command deals	-	"Fly Garrod!"



Unit Name		Type	Repair	Catapults	Performance	Frame	Points
Land Fortress Bandoal [G]		Warship	700HP	3	3	3	350
Skilled Captain		Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
U.N.E. Captain		-	20	Titanic			-4
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	5"	2	8	3d10	+0	+0	12000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Photon Cannon [E]		6	80"	3	RF+1	6	1500
Only [M] or [Barriers] may Block Recharge 2							
Ship Main Gun [E][360]		6	64"	2	RF+4	6	1000
Only [M] or [Barriers] may Block Recharge 1							
Ship TL MPC [E][360]		3	64"	2	RF+2	5	500
Only [M] or [Barriers] may Block							
Ship TL MPC [E][360]		3	64"	2	RF+2	5	500
Only [M] or [Barriers] may Block							
[AA] Guns II [K] [360]		4	24"	7	-	-	200
Overwatch VII							

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Expert Gunnery Crew	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	CAPT I



Unit Name		Type	Repair	Catapults	Performance	Frame	Points
Freedeen II [S]		Warship	800HP	2	6	2	400
Battle-Hardened CAPT		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
Only [M] or [Barriers] may Block							
Ship TL MPC [E]		2	64"	2	RF+2	5	500
Only [M] or [Barriers] may Block							
[AA] Lasers II [E][360]		4	24"	5	-	4	200
Overwatch V							

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
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. When activated if HP<50% or [M=0] gain [M+2] OR 2 actions. When this unit is destroyed gain [M+3].	CAPT I	Discerning Captain
	CAPT I	Steadfast Crew

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
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Name		Type	Role	Special	Performance	Frame	Points
Gundam Virsago		MS	Battler	Heavy Arms	5	4	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Shagia 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Saber		1	Melee	-	-	8	300
Claws [CC]		-	Melee	-	-	5P	300
Strike Claws [K]		2	8"	5	RF+1 Hit	2	300
Claw Beams [E]		4	32"	4	RF+1 Hits	6	300
MegaSonic Cannon [E]		3	72"	3	RF+3 Hits	8	700
[M-3] to use AOE: 3" Wide Line Cannot move this turn Req. 2 Actions							

Mecha & Pilot Traits		
Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V
Cyber Newtype	Immune to Blindside Once per game gain +3 Blocks this turn.	Trait +V
Elongating Claw Beams	[M-1] This unit gains Blindside with its Claw Beams vs a target within 16"	Trait +III
Tandem Fighter	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
Cunning Pilot	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 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
Overwatch IV						

Name		Type	Role	Special	Performance	Frame	Points
Gundam Ashtaron		MS	Attacker	Heavy Arms	5	4	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Olba Frost		NRX-0015	9	Giant	1	4	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	2	9	9d10	+6	+1	6100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Atomic Scissors		4	Melee	ATK+1 Hit	-	6	400
Smash [CC]		-	Melee	-	-	5P	300
Beam Saber		1	Melee	-	-	8	300
Claw Beams [E]		4	32"	4	RF+1 Hits	6	300
Beam Vulcans [E]		-	8"	3	RF+2 Hits	3	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							

Mecha & Pilot Traits		
Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating
Immune to Blindside Once per game gain +3 Blocks this turn.	Trait +V	Cyber Newtype
While transformed gain: Move+10" & Fly Melee Block (5+ to 8+) Beam Vulcans Lose: Beam Saber	Trait +III	Flying Crab Mode
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
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless



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 Name		Type	Role	Special	Performance	Frame	Points
Daughtress		MS	Battler		5	1	150
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
UNE or Vulture Pilot		DT-6800A	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 M.Gun [K]		1	24"	7	RF+3 Hits	-	200
Shield [S2]		1	-	Overwatch IV +2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Daughtress Weapon		MS	Firepower		5	1	150
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
UNE or Vulture 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
Overwatch IV							
Artillery Cannon [K]		1	48"	5	RF-2	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Shield [S2]		1	-	+2 Blocks	-	-	-
-							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Daughtress Command		MS	Battler		6	1	250
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
UNE or Vulture Pilot		DT-6800C	3	Giant	2	1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	13"	1	11	7d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
Shield [S2]		1	-	Overwatch IV +2 Blocks	-	-	-
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

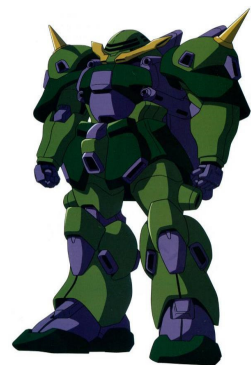
Unit Name		Type	Role	Special	Performance	Frame	Points
Daughtress Fire Wallaby		MS	Raid		5	2	200
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
UNE or Vulture Pilot		DT-6800HM	3	Giant	3	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	20"	1	10	6d10	+5	+0	3600
Weapons		EQ	Range	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 backwards 3" for each failed Save							

Anti-Beam Coating is common in After War Gundam X. All units on this page have Anti-Beam Coating.

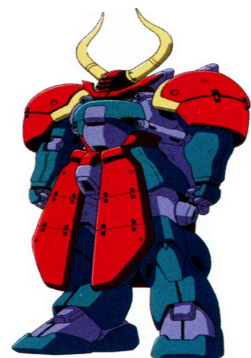
Anti-Beam Coating Gain Armor Save+2 vs [E]nergy Shooting Weapons. Trait +V

Skilled & Ace Pilots may swap their primary weapon with a Hyper Bazooka [K]

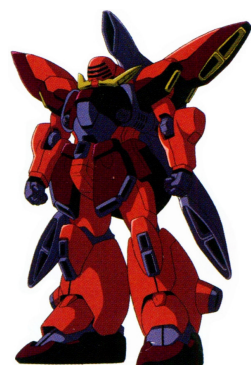
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hyper Bazooka [K]	1	32"	4	-	3	700
+1 Hit vs Size 3+						



Unit Name	Type	Role	Special	Performance	Frame	Points
Jenice	MS	Battler		5	1	150
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
SRA or Vulture Pilot	RMS-006	2	Giant	2	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	13"	1	11	7d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Machine Cannons [K]	-	8"	8	-	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Heat Hawk	1	Melee	-	-	5	300
Reroll 1s & 2s on ATK						
Shoulder Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



Unit Name	Type	Role	Special	Performance	Frame	Points
Jenice "Slash Buffalo"	MS	Battler		5	2	250
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Vedoba Morte	RMS-006	2	Giant	2	2	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
18"	12"	1	11	7d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Machine Cannons [K]	-	8"	8	-	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Heat Saber	1	Melee	-	-	5	300
Reroll 1s on ATK & DEF						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



Unit Name	Type	Role	Special	Performance	Frame	Points
Octape	MS	Battler		6	3	250
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
SRA Pilot	RMS-006	3	Giant	2	1	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	14"	1	12	8d10	+6	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Hi-Power B.Rifle [E]	2	32"	4	RF+1	7	300
Overwatch IV						
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Beam Saber	1	Melee	-	-	8	300
Reroll 1s on ATK & DEF						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Anti-Beam Coating is common 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
+V

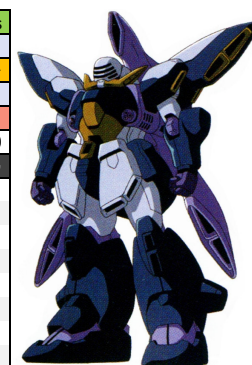
Unit Name	Type	Role	Special	Performance	Frame	Points
Septem	MS	Raid		6	2	200
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
SRA or Vulture Pilot	RMS-009	2	Giant	3	1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	21"	1	10	6d10	+6	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]	1	32"	4	-	3	700
+1 Hit vs Size 3+						
Machine Cannons [K]	-	8"	8	-	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Heat Saber	1	Melee	-	-	5	300
Reroll 1s on ATK & DEF						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



Unit Name	Type	Role	Special	Performance	Frame	Points
Septem Custom	MS	Raid		6	2	250
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Rosa Intenso	RMS-009	3	Giant	3	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	21"	1	10	6d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Machine Cannons [K]	-	8"	8	-	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Heat Lancer	2	Melee	ATK+1 Hit	-	5	400
Reroll 1s & 2s on Attack						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



Unit Name	Type	Role	Special	Performance	Frame	Points
Octape Custom	MS	Battler		6	3	250
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Vulture Pilot	RMS-009	2	Giant	2	1	-8
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	14"	1	12	8d10	+6	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Beam Saber	1	Melee	-	-	8	300
Reroll 1s on ATK & DEF						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



Skilled & Ace Pilots may swap their primary weapon with a Giant Bazooka [K]2

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]	1	32"	4	-	3	700
+1 Hit vs Size 3+						



Unit Name	Type	Role	Special	Performance	Frame	Points	
Bertigo	MS	Interceptor	Assault	6	4	750	
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Carris Nautilus	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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bits [E]		2	Sensors	5	-	5	200
		Uses the Psycommu rules below					
Bits [E]		2	Sensors	5	-	5	200
		Uses the Psycommu 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 backwards 3" for each failed Save							

Push a target backwards 3" for each failed Save

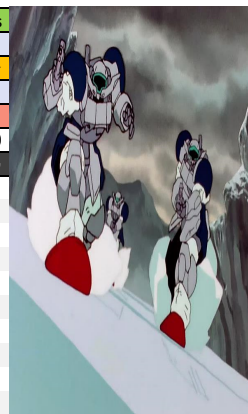
Mecha & Pilot Traits

Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V
Psycommu	[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.	Trait +V
Cyber Newtype III	Immune to Blindside Three times per game gain +3 Blocks this turn.	Trait +XV
Well Trained	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
Overconfident	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Juracg "Polar Bear"		MS	Interceptor		6	2	150
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Fort Severn SRA		RMS-007	3	Giant	4	-1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	18"	1	10	5d10	+7	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Uzi [E]		2	24"	5	RF+5 Hits	5	200
Beam Saber		1	Melee	-	-	8	300
Kick [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating
Gain Move+5" & Fly during the first round of battle.	Trait +I	Snowboard Entrance



Unit Name		Type	Role	Special	Performance	Frame	Points
Jenice Custom		MS	Battler		6	2	300
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Ennil El		RMS-006	3	Giant	3		-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	16"	1	11	7d10	+6	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]		1	32"	4	-	3	700
Beam Rifle [E]		1	32"	4	RF+1	6	300
Machine Cannons [K]		-	8"	8	-	-	100
[M-1] to Use [Free Action]		Requires a Skilled / Ace Pilot					
Beam Saber		1	Melee	-	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Push a target backwards 3" for each failed Save

Mecha & Pilot Traits

Anti-Beam Coating	Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V
Driven	[M+1] If you engage or end your turn 5" closer to an enemy	Pilot
Bravado	All weapons gain +1 HIT this turn if you activated due to Return Fire.	Trait I
	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Daughtress Wise Wallaby		MS	Raid		6	2	300
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Ennil El		DT-6800HMC	2	Giant	4	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	22"	1	10	6d10	+6	+0	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Bullpup M.Gun [K]		1	24"	7	RF+3 Hits	-	200
				Overwatch IV			
Beam Saber		1	Melee	-	-	8	300
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Push a target backwards 3" for each failed Save

Mecha & Pilot Traits

Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Bravado





Unit Name		Type	Role	Special	Performance	Frame	Points
White Doll		MS	Interceptor	Assault	8	5	750
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Loran Cehak		System-V99	15	Giant	4	-3	-8
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	18"	2	12	7d10	+7	+0	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Turn A Beam Rifle [E]		6	48"	5	RF+1	7	300
Max Output - Gain +3 Shots but the weapon is destroyed							
Hyper Hammers [K]		4	16"	6	RF+3 Hits	5P	400
Push a target backwards 3" for each failed Save							
Shield [S2]		1	-	+2 Blocks	-	-	-
Turn A Beam Sabers		4	Melee	ATK+2 Hits	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Nano Armor & Self-Repair	[M-1] Regain 500HP at the end of the Round.	-
Spinning Beam Sabers	Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.	Trait +III
Correct Century Lostech	Critical Hits give a bonus +1 Hit.	Trait +XV
Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.		
Optional: Block 5 [E]nergy shots vs each attack action then roll a d10.		Trait +V
On a [1-4] disable all Pilot Traits and this trait for the battle.		
Unwavering Loyalty	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.	Pilot Trait I
	When this unit is destroyed gain [M+3].	



Unit Name		Type	Role	Special	Performance	Frame	Points
Turn A Gundam		MS	Interceptor	Assault	10	5	1000
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Loran Cehak		System-V99	18	Giant	4	-3	-7
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	18"	2	13	8d10	+10	+0	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Turn A Beam Rifle [E]		6	48"	5	RF+1	7	300
Max Output - Gain +3 Shots but the weapon is destroyed							
Torso Beam Shotgun [E]		4	24"	7	RF+1 Hits	5	300
Overwatch IV Single Use							
Hyper Hammers [K]		4	16"	6	RF+3 Hits	5P	400
Push a target backwards 3" for each failed Save							
Turn A Beam Sabers		4	Melee	ATK+2 Hits	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

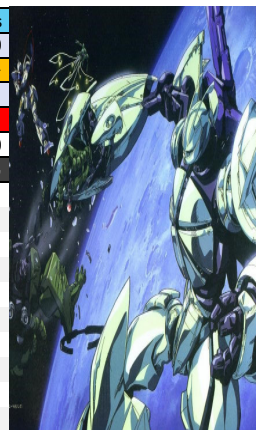
Mecha & Pilot Traits

This unit has all the traits listed on the Turn A Gundam profile above and these three traits below.		
Moonlight Butterfly	Activate in Round 4+ for [M-7]. Gain +3 Blocks per attack action.	Trait +XV
	Ally and enemy units within 16" lose 2000HP at the end of this unit's turn.	
Teleport	[M-2] Once per game this unit teleports. Redeploy this unit anywhere on the battlefield that is 16+ inches away from enemy units.	-
Merciful	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Turn X Gundam		MS	Battler	Heavy Arms	10	5	1000
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gym Ghingham		ConceptX 612	20	Giant	3	-3	-11
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
28"	16"	2	14	10d10	+8	+0	4600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Turn X MPC [E]		6	24"	7	RF+5 Hits	7	200
Overwatch IV							
Wired Claws [K]		4	24"	5	RF+3 Hits	2	400
Uses the (Quasi-)Psycommu rules below							
V All Range ATK [E]		6	Sensors	7	-	7	200
Uses the Psycommu rules below							
Turn X Shining Finger		4	Melee	ATK+1 Hit	-	10	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

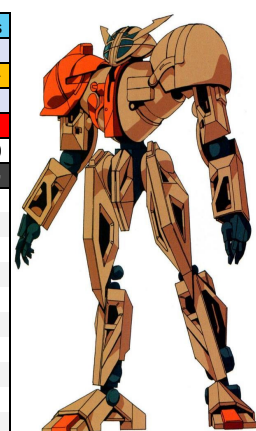
[M-1] Regain 500HP at the end of the Round.	-	Nano Armor & Self-Repair
[M-3] Split into separate units and gain +3 Blocks this turn.	-	Separating Machines
You also gain Blindside on Melee Counterattack.		
Critical Hits give a bonus +1 Hit.	Trait +XV	Correct Century Lostech
Each 10 you roll on Evade or Melee DEF give a bonus +1 Block.		
Optional: Block 5 [E]nergy shots vs each attack action then roll a d10.	Trait +V	V I-Field [Barrier]
On a [1-4] disable all Pilot Traits and this trait for the battle.		
Activate in Round 4+ for [M-7]. Gain +3 Blocks per attack action.	Trait +XV	Moonlight Butterfly
Ally and enemy units within 16" lose 2000HP at the end of this unit's turn.		
[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.	Trait +V	Psycommu
Once per game gain [M+1] for each Armor Save that succeeds against incoming Stun DMG.	-	Power Drainer
When you attack Level 1-2 Pilots, Captains & Kaiju gain: +2 Hits (+4 Hits with DMG 0-200 Weapons)	Pilot Trait II	Warmonger

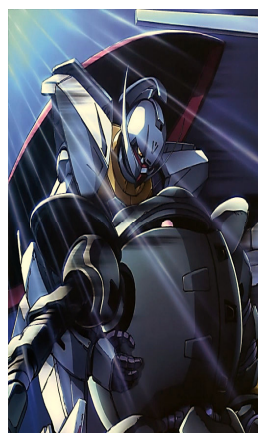


Unit Name		Type	Role	Special	Performance	Frame	Points
Bandit		MS	Interceptor	Assault	10	3	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Merrybell Gadget		G-M1F	12	Giant	3	1	-1
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	16"	2	13	8d10	+9	+0	3600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Electro Stunner		7	24"	8	RF+4 Hits	8S	-
Can only be blocked by [Barriers] or [M]							
Wired Claws [K]		4	24"	5	RF+3 Hits	2	400
Uses the (Quasi-)Psycommu 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 backwards 3" for each failed Save							

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





Unit Name	Type	Role	Special	Performance	Frame	Points
Kapool [A]	MS	Raid		6	1	250
Skilled 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
14"	17"	1	10	6d10	+6	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Handguns [K]	2	16"	4	RF+4 Hits	2	300
Critical Hits are worth 3 Hits						
TL Missile Pod [X] (2)	4	32"	8	RF+3 Hits	3	200
Two Uses						
Mega Particle Gun [E]	1	24"	4	RF+2	6	300
Iron Nail	1	Melee	-	-	4	400
[M-1] This attack Blindsides one target						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Bravado

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

Pilot
Trait I

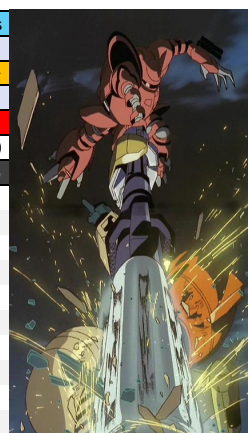
Unit Name	Type	Role	Special	Performance	Frame	Points
Corrin's Kapool [A]	MS	Raid		6	1	300
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Corrin Nander	AMX-109	8	Giant	2	1	2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
14"	19"	1	10	6d10	+6	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Rocket Punch [K]	1	16"	5	RF+1 Hit	2	400
[M-1] This attack Blindsides one target						
TL Missile Pod [X] (2)	4	32"	8	RF+3 Hits	3	200
Two Uses						
Mega Particle Gun [E]	1	24"	4	RF+2	6	300
Minchi Drill	2	Melee	ATK+1 Hit	-	5	400
Reroll 1s & 2s on Attack						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

[M+2] 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 II

Burning Passion



Unit Name	Type	Role	Special	Performance	Frame	Points
Borjarnon	MS	Battler		6	1	250
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
12"	12"	1	11	7d10	+6	+0
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 Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Reckless

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

Pilot
Trait I

Tactician

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

Pilot
Trait I

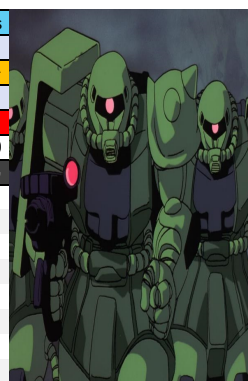
Unit Name	Type	Role	Special	Performance	Frame	Points
Borjarnon	MS	Battler		6	1	200
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Luzianna Militia	MS-06	3	Giant	2	2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	12"	1	11	7d10	+6	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Machine 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 Tackle [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

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

Pilot
Trait I

Reckless

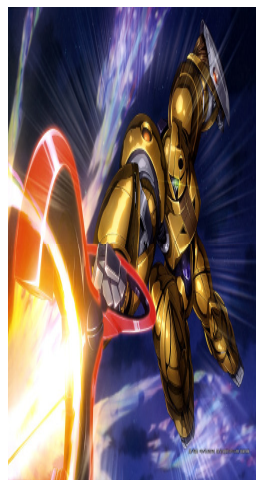




Unit Name	Type	Role	Special	Performance	Frame	Points
Wadom	MS	Firepower	Heavy Arms	8	2	300
Skilled Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+
Poe Aijee	AMX-109	8	Massive	1		-10
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
16"	12"	3	12	5d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Antiship MPC [E]	4	48"	5	RF-2	5	400
[M-1] to use +1 Hit vs Size 3+ +2 PEN vs Size 3+						
TL Missile Salvo [X]	2	48"	7	-	3	300
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 Pilot						
Massive Smash [CC]	-	Melee	-	-	7P	300

Mecha & Pilot Traits

Nano Armor & Self-Repair	[M-1] Regain 500HP at the end of the Round.	-
Reckless	In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points
Gold Sumo	MS	Interceptor		8	3	500
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Harry Ord	MRC-F20	18	Giant	2	-2	3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
24"	14"	1	12	7d10	+8	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Sumo Beam Gun [E]	5	24"	4	RF+1 Hits	7	300
Critical Hits are worth 3 Hits						
I-Field Banker	3	16"	6	RF+3 Hits	8S	-
Can only be blocked by [Barriers] or [M]						
S. I-Field [SO] [Barrier]	4	-	+3 Blocks	-	-	-
Only Blocks [E]nergy Shots Lose Pilot Traits this game for +5 Blocks this Turn.						
Fan Shield [SO]	4	-	+1 Block	-	-	-
-						
Heat Fan	2	Melee	ATK+1 Hit	-	5	300
Reroll 1s & 2s on DEF						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Cool Under Fire	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I
Well Trained	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

Unit Name	Type	Role	Special	Performance	Frame	Points
Godwin	MS	Firepower		5	1	100
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Bruno & Jacop	NRS-P701R	2	Giant	-2	-1	-10
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
24"	6"	2	11	4d10	+3	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Artillery Cannon [K]	1	48"	5	RF-2	-	400
Indirect Fire (R:32" to 40"+Sensors)						
Heat Hawk	1	Melee	-	-	5	300
Reroll 1s & 2s on ATK						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



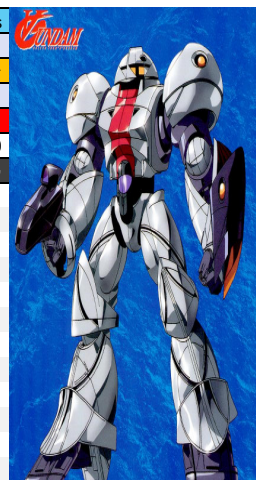
Unit Name	Type	Role	Special	Performance	Frame	Points
Sumo	MS	Interceptor		8	3	450
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Poe Aijee	MRC-F20	18	Giant	2	-2	3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
24"	14"	1	12	7d10	+8	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Sumo Beam Gun [E]	5	24"	4	RF+1 Hits	7	300
Critical Hits are worth 3 Hits						
I-Field Banker	3	16"	6	RF+3 Hits	8S	-
Can only be blocked by [Barriers] or [M]						
S. I-Field [SO] [Barrier]	4	-	+3 Blocks	-	-	-
Only Blocks [E]nergy Shots Lose Pilot Traits this game for +5 Blocks this Turn.						
Fan Shield [SO]	4	-	+1 Block	-	-	-
-						
Heat Fan	2	Melee	ATK+1 Hit	-	5	300
Reroll 1s & 2s on DEF						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

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

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.						





Unit Name	Type	Role	Special	Performance	Frame	Points
Mahi-roo	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
16"	16"	1	9	9d10	+6	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Shield [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
Blade	1	Melee	ATK+1 Hit	Finisher+1	3	400
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Mobile Trace System

Gain +1 Focus action on your turn.
Permanent -1 Action after failing an Armor Save.

-



Unit Name	Type	Role	Special	Performance	Frame	Points
Eagail	MS	Attacker		7	3	300
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Corrin Nander	TAF-M9	2	Giant	3	-1	-9
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	16"	1	10	10d10	+7	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Minchi Drill	2	Melee	ATK+1 Hit	-	5	400
Close Combat [CC]	-	Melee	-	-	5P	300
Reroll 1s & 2s on Attack Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Sudden Elongation

[M-1] This unit may Blindside on Melee ATK by suddenly elongating its limbs.

Trait +II

Burning Passion

[M+2] 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 II

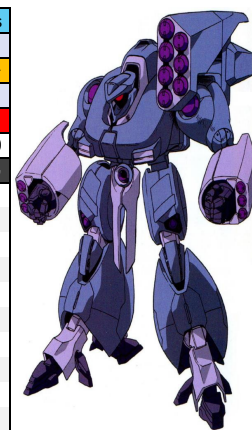
Unit Name	Type	Role	Special	Performance	Frame	Points
Muttwooooo	MS	Attacker		7	4	300
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Dianna Counter	MRC-F31	6	Giant	3		-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	16"	1	10	10d10	+8	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Twin Heat Swords	4	Melee	ATK+2 Hits	-	5	300
Close Combat [CC]	-	Melee	-	-	5P	300
TL MPC [E]	2	24"	4	RF+3	6	300
Reroll 1s on ATK & DEF Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

While transformed gain: Move+10" & Fly | Melee Block (5+ to 9+)

Trait +III

Jet Transformation



Unit Name	Type	Role	Special	Performance	Frame	Points
Zssan	MS	Firepower	Heavy Arms	5	1	200
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Ghingham Faction	G-M2F	6	Giant	3	-1	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
20"	16"	3	11	4d10	+3	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Missile Salvo [X]	1	48"	5	-	3	300
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200
TL Micromissiles [X]	2	32"	10	RF+8 Hits	2	100
Spinning Blades [K]	1	16"	5	RF+1 Hit	2	400
Close Combat [CC]	-	Melee	-	-	5P	300
Single Use Enemy target must reroll 9s & 10s on Evade [M-1] This attack Blindsides one target Push a target backwards 3" for each failed 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.

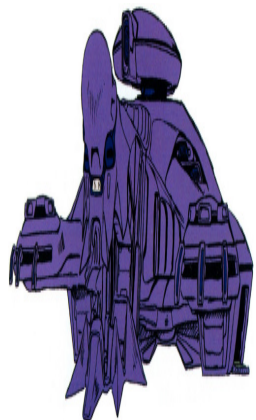
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Flash System

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

Pilot Trait I

Gunnery Expert



Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Almaiya Battleship	Warship	500HP	2	8	3	750
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Dianna Counter	1	24	Titanic	2	5	-2
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv
36"	4"	2	10	5d10	+2	+1
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						

Warship & Captain Traits

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

Unit Name	Type	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
48"	4"	2	10	5d10	+2	+1
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						

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 - Current Round]d10 < 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

