

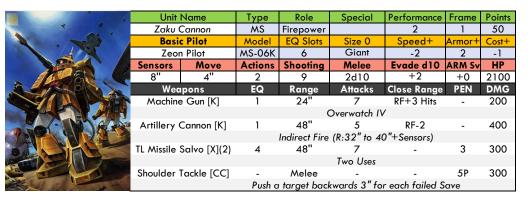
Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Zai	ku II	MS	Battler		2	1	30	
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Pilot		MS-06F/J	2	Giant		2	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	8"	1	9	5d10	+4	+0	2100	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200	
			(	Overwatch IV	,			
Heat	Hawk	1	Melee	-	-	5	300	
		Reroll 1s & 2s on ATK						
Shoulder Tackle [CC]		-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
			<u>-</u>					

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Zaku I Sniper		MS	Sniper		1	1	30
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	MS-05L	2	Giant	-2	1	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
26"	5"	1	10	2d10	+1	+0	1600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Long Bear	n Sniper [E]	2	48"	4	RF-2	6	300
		Ignore tar	get's Cover	bonus   Cri	t Hits are wort	h 3 Hits	
Close Co	mbat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
			-				



	Unit Name		Туре	Role	Special	Performance	Frame	Points
		ommander	MS	Battler	Special	2	1	90
	Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeon Pilot		MS-06S	2	Giant	1	2	-2
JE SA	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	10"	1	9	5d10	+4	+0	2100
The state of the s	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
THE PARTY OF THE P				(	Overwatch IV	/		
	Heat Hawk		1	Melee	-	-	5	300
			Reroll 1s & 2s on ATK					
	Shoulder 1	「ackle [CC]	-	Melee	-	-	5P	300
	Push a target backwards 3" for each failed Save							
THEORET !								
		Mecl	ha & Pilot	Traits				
Seasoned Veteran		Gain [M+1]	lor +1 Fo	cus Action w	hen this unit	activates		Pilot
Jedsoned Velerali		Cuiii [M 1 1]	01 1110	CO3 ACTION W	viien iilis oilii	activates.		Trait I

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
Black Tri-S	tars Zaku II	MS	Battler		2	1	90	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Gaia / Ma	sh / Ortega	MS-06S	2	Giant	1	2	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	19 The Killian
8"	10"	1	9	5d10	+4	+0	2100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200	
			(	Overwatch IV	/			
Heat	Hawk	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	ATK			
Shoulder 1	「ackle [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
	Gain [M+1]	or +1 Fo	cus Action v	hen this unit	activates.		Pilot	Black Tri-Stars
	· · · · · ·						Trait I	2133331100000



Unit	Name	Туре	Role	Special	Performance	Frame	Points
Zaku Ha	lf Cannon	MS	Firepower		2	1	70
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	MS-06JK	8	Giant	-2	2	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	4"	2	9	2d10	+2	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
			(	Overwatch IV	,		
Gatling	Gun [K]	3	32"	7	RF+3 Hits	-	200
			(	Overwatch IV	,		
TL Missile Salvo [X](2)		4	48"	7	_	3	300
				Two Uses			
Shoulder	Tackle [CC]	-	Melee	-	_	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	



Alt. MS-06F/S weapons. Bazooka or AS Rifle require a Skilled or Ace Pilot.									
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG			
Artillery Cannon [K]	1	48"	5	RF-2	-	400			
Indirect Fire (R:32" to 40"+Sensors)									
Giant Bazooka [K]	1	32"	4	-	3	700			
		+1 Hit vs Size 3+							
Antiship Rifle [K]	1	48"	4	RF-2	2	400			
	+	1 Hit vs Size	3+   +2 P	EN vs Size 3+					

For +20pts any Zaku gains TL Missile Pod [X], for +10pts a Knuckle Shield [S0].								
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG		
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200		
			Single Use					
Knuckle Shield [S0]	1	-	+1 Block	-	-	-		
	C	an only Blo	ck DMG 300	or less Shots				

Unit Name Type Role Special Performance Fi	rame	Points							
Char's Zaku II MS Battler 2	1	200							
Ace Pilot Model EQ Slots Size 0 Speed+ Ar	rmor+	Cost+							
Char Aznable MS-06S 2 Giant 2	2	-1							
Sensors Move Actions Shooting Melee Evade d10 A	RM Sv	HP							
8" 12" 1 9 5d10 +4	+0	2100							
Weapons EQ Range Attacks Close Range	PEN	DMG							
Machine Gun [K] 1 24" 7 RF+3 Hits	-	200							
Overwatch IV	Overwatch IV								
Heat Hawk 1 Melee	5	300							
Reroll 1s & 2s on ATK	Reroll 1s & 2s on ATK								
Shoulder Tackle [CC] - Melee	5P	300							
Push a target backwards 3" for each failed Sav	Push a target backwards 3" for each failed Save								
Mecha & Pilot Traits	Mecha & Pilot Traits								
Immune to Blindside		Trait							
Newtype I  NT Flash: Once per game gain +3 Blocks this turn.		+٧							
Fluiting Va Shaaking attends in a read have to Dadge and County by 1 (Man	2\	Pilot							
Elusive Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max	х э)	Trait I							

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Char's	Zaku II	MS	Battler		2	1	250	Ab L
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Char /	Aznable	MS-06S	2	Giant	2	2	-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	12"	1	9	5d10	+4	+0	2100	
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Bo	azooka [K]	1	32"	4	-	3	700	
			+1	Hit vs Size	3+			
Heat	Hawk	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	ATK			
Kick	[CC]	-	Melee	-	-	5P	300	- Sec.   1/2
		Push a	target back	kwards 3" fo	r each failed S	ave		
			Ū					
				Mecha &	Pilot Traits			
		lmm	une to Blind	lside			Trait	<b>N.</b> 11
	NT Flash:	Twice per	game gair	+3 Blocks t	his turn.		+X	Newtype II
[٨	Λ+1] If you e						Pilot	0 . ( ) (
_			-		ue to Return Fi	re.	Trait I	Quest for Vengeance
			•				Pilot	
	Gain [M+1]	or + I Fo	cus Action v	hen this unit	activates.		Trait I	The Red Comet



The Red Comet

F	Unit	Name	Туре	Role	Special	Performance	Frame	Points
111	Dozle's	Zaku II	MS	Melee	+5	2	1	100
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Dozle	e Zabi	MS-06F	2	Giant	-1	2	-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	10"	1	6	8d10	+4	+0	2100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	wea	ipons	EW	Kange	Allucks	Close Rulige	FEIN	
		eat Hawk	2	Melee	ATK+1 Hit	-	5	300
				Melee		-		
	Large H			Melee	ATK+1 Hit	-		
	Large H	eat Hawk	2	Melee Rero Melee	ATK+1 Hit II 1s & 2s on -	-	5 5P	300
	Large H	eat Hawk	2	Melee Rero Melee	ATK+1 Hit II 1s & 2s on -	ATK	5 5P	300

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

Mecha & Pilot Traits						
Ceremonial Unit	Gain [M+1] at the end of each round if this unit is your Commander.	Trait +III				
Reckless	In Rounds 2+ gain [M+2] on your turn if HP $\geq$ =50%.	Pilot Trait I				

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Matsunag	a's Zaku II	MS	Battler		2	1	100	
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Shin Matsunaga		MS-06FS	3	Giant	1	2	-1	ĺ
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	10"	1	9	5d10	+4	+0	2100	
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	ı
Large Heat Hawk		2	Melee	ATK+1 Hit	-	5	300	- 4
			Rero	II 1s & 2s on	ATK			
Shoulder	Tackle [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
Giant Ba	ızooka [K]	1	32"	4	-	3	700	
			+ 1	Hit vs Size 3	3+			
Vulce	ans [K]	-	8"	6	RF+2 Hits	-		
	[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot	ĺ
				Mecha &	Pilot Traits			
Vs Shoot	ina attacks ir	norove the	bonus to F	odae and C	ard by 1 (M	ax 3)	Pilot	



MS-06FS

media a i noi mans
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Mc

Nax 3)

Allies gain +1 Shooting Accuracy against them this Round.

Elusive

Trait I



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Recor	n Zaku	MS	Sniper		2	1	60
	Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeor	n Pilot	MS-06E	2	Giant		1	-4
-	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	20"	9"	1	10	2d10	+3	+0	1600
	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Long Barre	I M.Gun [K]	2	40"	6	RF+2 Hits	-	200
					-			
	Fists [CC]		-	Melee	-	-	5P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	

	Mecha & Pilot Traits	
Camera Gun	Range:(Sensors+12") Choose an enemy in LOS	Trait
Camera Gun	Allies gain +1 Shooting Accuracy against them this Round.	+1

Unit	Name	Туре	Role	Special	Performance	Frame	Points	MS-0
Zaku Flipper		MS	Sniper		2	1	80	
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	80 CO C C
Zeon Pilot		MS-06E-3	1	Giant		1	-5	45y 40
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
24"	9"	1	10	2d10	+3	+0	1600	
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	
Hyper Bo	zooka [K]	1	32"	4	-	3	700	
			+1	Hit vs Size 3	3+			Jan San San San San San San San San San S
Fists	[CC]	-	Melee	-	-	5P	300	777
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
This unit c	annot be tar	geted unti	l its first act	ivation unles	s the enemy is	within	Trait	Stealth
			16".				+1	Steam
	Range:(	Sensors+1	2") Choose	e an enemy i	n LOS		Trait	C
								Camera Gun

Pilot

Trait I

n la	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
A LAND	Zudah		MS	Raid		3	1	110	
	Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Zeor	Pilot	EMS-10	5	Giant	1		-1	
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8"	18"	1	9	5d10	+4	+0	1100	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
TV/BIN	Giant Ba	zooka [K]	1	32"	4	-	3	700	
				+1 Hit vs Size 3+					
	Sturm Faust Salvo [X]		2	24"	4	RF+4 Hits	3	200	
			Overw	atch IV   Sii	ngle use (Att	ack or Overwo	atch)		
	Knuckle S	hield [S0]	1	-	+1 Block	-	-	-	
		Can only Block DMG 300 or less Shots							
	Heat	Hawk	1	Melee	-	-	5	300	
10	Reroll 1s & 2s on ATK								
	Close Co	mbat [CC]	-	Melee	-	-	5P		
					cwards 3" foi	r each failed S	ave		
		Mec	na & Pilot	Traits					
Saturn Engine	There is a	1/10 chanc	ce this unit will explode after performing a Full Throttle action.						
Elusive	Vs Shooti	ng attacks ir	mprove the bonus to Dodge and Guard by 1 (Max 3)						

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
Hunter in Bl	lack Clothes	MS	Raid		3	1	160	
	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
LCDR W	/olfgang	EMS-10	5	Giant	1		-1	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	18"	1	9	5d10	+4	+0	1100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Antiship	Rifle [K]	1	48"	4	RF-2	2	400	
		+	1 Hit vs Size	3+   +2 PE	EN vs Size 3+			
Sturm Faus	st Salvo [X]	2	24"	4	RF+4 Hits	3	200	
		Overw	atch IV   Si	ngle use (Atte	ack or Overwo	itch)		
Knuckle S	Shield [S0]	1	-	+1 Block	-	-	-	
		C	an only Blo	ck DMG 300	or less Shots			
Heat	Hawk	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	ATK			
Close Co	mbat [CC]	-	Melee	-	-	5P		
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
There is a	1/10 chanc	e this unit	will explode action.	e after perfo	orming a Full T	hrottle	Trait -l	Saturn Engine
Vs Shooti	ing attacks in	mprove the	bonus to D	odge and G	Guard by 1 (M	ax 3)	Pilot Trait l	Elusive
	Gain [M+1]	or +1 Fo	cus Action v	hen this unit	activates.		Pilot Trait l	Practiced Professiona

	Unit Name		Туре	Role	Special	Performance	Frame	Points		
	Zυ	dah	MS	Raid		3	1	60		
	Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
	Zeor	n Pilot	EMS-10	5	Giant	1		-1		
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
	8"	18"	1	9	5d10	+4	+0	1100		
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG		
	Machine Gun [K]		1	24"	7	RF+3 Hits	-	200		
	Overwatch IV									
	Sturm Faust Salvo [X]		2	24"	4	RF+4 Hits	3	200		
	Overwatch IV   Single use (Attack or Overwatch)									
	Knuckle Shield [S0]		1	-	+1 Block	-	-	-		
	Can only Block DMG 300 or less Shots									
	Heat	Hawk	1	Melee	-	-	5	300		
	Reroll 1s & 2s on ATK									
	Close Co	mbat [CC]	-	Melee	-	-	5P			
	Push a target backwards 3" for each failed Save									
	Mecl									
Saturn Engine	There is a 1/10 chance this unit will explode after performing a Full Throttle action.									

Unit No	ame	Туре	Role	Special	Performance	Frame	Points	
GM Can	nouf	MS	Battler		2	1	60	
Basic P	Basic Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon Sab	oteur	"RGM-79"	4	Giant		1	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	4
8"	9"	1	9	5d10	+2	+0	1600	
Weapo	ons	EQ	Range	Attacks	Close Range	PEN	DMG	V (V
Antiship Ri	ifle [K]	1	48"	4	RF-2	2	400	NAME OF THE PARTY
		+	1 Hit vs Size	3+   +2 PE	N vs Size 3+			24
Shield [	[S2]	1	-	+2 Blocks	-	-	-	
				-				
Heat Ho	awk	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	ATK			
Chain M	۸ine	1	Melee	ATK+2 Hits	-	2	600	
			Single Us	e   +1 Hit vs	Size 3+			
Fists [C	[C]	-	Melee	-	-	5P		
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha & l	Pilot Traits			
Cannot be t	argeted u	ntil your fi	rst activatio	on unless the	enemy is withi	n 16".	Trait	Stealth Ambusher
Gain [Ta	ictical Adv	antage] o	n your first	attack vs a t	arget within 2	4".	+11	Siediii Ambusher

	11.5	NI	Ŧ	D.I.	C . I	D (	F	D			
Man .		Name	Туре	Role	Special	Performance	Frame	Points			
	Zaku Dese	rt Type [G]	MS	Battler		3	1	170			
7 7 1	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			
	Maj Roy (	Greenwood	MS-06D	3	Giant		2	-2			
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
186	10"	8"	1	10	6d10	+4	+0	2100			
	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
	Machine Gun [K]		1	24"	7	RF+3 Hits	-	200			
		Overwatch IV									
	Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200			
	Single Use										
	Heat Hawk		1	Melee	-	-	5	300			
1			Reroll 1s & 2s on ATK								
N MANAGER	Shoulder	Tackle [CC]	-	Melee	-	-	5P	300			
			Push a	target back	kwards 3" foi	r each failed S	ave				
		Mec	na & Pilot	Traits							
Mastermind	\\/hon \	ou activato e	hooro a h	onus for this	turn. ±2 DE	N OR +200 D	MG.	Pilot			
Masiermina	vvnen y	oo aciivale c	noose a b	OHOS TOT THE	5 10111: TZ FE	IN OK FZ00 L	mG.	Trait II			

Mecha & Pilot Traits

Mecha & Pilot Traits

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Zaku	II F2	MS	Battler		4	1	140	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Dela	z Fleet	MS-06F2	2	Giant	1	2	-2	The state of the s
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	10"	1	10	6d10	+5	+0	2100	ALCOHOLD NO DOME
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	The same of the sa
Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200	
			(	Overwatch IV	,			
Shoulder 1	Tackle [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
Heat	Hawk	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	ATK			
								A OV
								The state of the s
								of sent to
								1
				Mecha & l	Pilot Traits			,
	Practiced Professional							

Performance Frame

Speed+

**Points** 

100

Trait

+1

Fuel Hungry

Armor+ Cost+



**Cunning Pilot** 

1	Unit	Name	Туре	Role	Special	Performance	Frame	Points
, [	Zaku Dese	rt Type [G]	MS	Battler		3	1	120
	Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ĺ	Carac	al Team	MS-06D	3	Giant		2	-2
ĺ	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
ĺ	10"	8"	1	10	6d10	+4	+0	2100
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Missile P	od [X] (2)	2	32"	6	RF+3 Hits	3	200
					Two Uses			
	Heat	Hawk	1	Melee	-	-	5	300
				Rero	II 1s & 2s on	ATK		
	Shoulder Tackle [CC]		-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	r each failed S	ave	

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

	2	2	1	Giant	2	MS-06FZ	n Pilot	Zeoi
- Holes	Р	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	00	+0	+5	6d10	10	1	10"	8"
The same	ΛG	PEN	Close Range	Attacks	Range	EQ	ipons	Wed
	00	-	RF+3 Hits	7	24"	1	e Gun [K]	Machine
-0			′	Overwatch IV	(			
	00	5	-	-	Melee	1	Hawk	Heat
100			ATK	II 1s & 2s on	Rero			
	00	5P	-	-	Melee	-	Tackle [CC]	Shoulder
<b>E</b>		ave	r each failed S	kwards 3" fo	target back	Push o		
i lu								
			Pilot Traits	Mecha &				

Special

Size 0

Role

Battler

EQ Slots

You may move an additional +5" with Full Throttle.

You may not use Full Throttle after Round 3.

Туре

MS

Model



Tactician

120
Cost+
-2
HP
2100
DMG
200
300
300

When the Round starts give 2 allies within LOS or Sensors a Focus action to use Pilot

on their next turn. Units are capped at 3 Focus actions per turn.

The Zaku's on this page may swap a Missile Pod [X] to								
Weapons	EQ	Range Attacks		Close Range	PEN	DMG		
Artillery Cannon [K]	1	48"	5	RF-2	-	400		
		Indirect Fire	(R:32" to 40	0"+Sensors)				
Giant Bazooka [K]	1	32"	4	-	3	700		
+1 Hit vs Size 3+								
For +20pts the Zak	u II F2 or	FZ equip tl	he MMP-80	and a Grenad	e launc	her.		
MMP-80 M.Gun [K]	2	24"	7	RF+5 Hits	-	200		
		(	Overwatch IV	/				
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200		
	Overw	atch IV   Si	ngle use (Att	ack or Overwa	tch)			

The Zaku's on thi	s page m	ay take on	e of these o	otions for +20	pts eac	h.
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Sturm Faust Salvo [X]	2	24"	4	RF+4 Hits	3	200
	Overw	atch IV   Si	ngle use (Att	ack or Overwa	tch)	
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200
			Single Use			

Trait I

Pilot

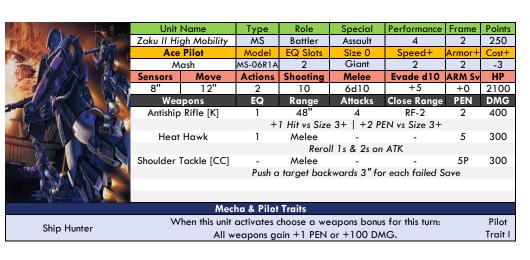
Unit Name

Zaku II FZ

**Basic Pilot** 

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
	Zaku II High Mobility		MS	Battler	Assault	4	2	250	
	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
A CONTRACTOR OF THE PARTY OF TH	Gaia		MS-06R1A	2	Giant	2	2	-3	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8"	12"	2	10	6d10	+5	+0	2100	
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	
The second second	Giant Bazooka [K]		1	32"	4	-	3	700	
	Heat Hawk		+1 Hit vs Size 3+						
			1	Melee	-	-	5	300	
	Reroll 1s & 2s on ATK								
	Shoulder Tackle [CC]		-	Melee	-	-	5P	300	
	Push a target backwards 3" for each failed Save								
				_					
		Mec	ha & Pilot	Traits					
Totalista	When the Round starts give 2 allies within LOS or Sensors a Focus action to use						Pilot		
Tactician								Trait I	

Unit N	Vame	Туре	Role	Special	Performance	Frame	Points	d De
Zaku II Hig	gh Mobility	MS	Battler	Assault	4	2	250	156
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Anave	l Gato	MS-06R1A	2	Giant	2	2	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	12"	2	10	6d10	+5	+0	2100	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Ba	zooka [K]	1	32"	4	-	3	700	
			+1	Hit vs Size 3	3+			
Heat	Hawk	1	Melee	-	-	5	300	
			Rero	ll 1s & 2s on	ATK			
Shoulder T	ackle [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
								MS-06R-1A ZAKU HIGH MOBILITY TYPE GATO'S CUSTOM
				Mecha &	Pilot Traits			
[M	+1] If you e	engage or	end your tu		to an enemy		Pilot	ъ.
A 11		L 1 LUT ALS	<u>.</u> .		D., F		Turnia I	Driven



Ace Pilot         Model         EQ Slots         Size 0         Speed+         Armor+         C           Shin Matsunaga         MS-06R1A         3         Giant         2         1           Sensors         Move         Actions         Shooting         Melee         Evade d10         ARM Sv           8"         13"         2         10         6d10         +5         +0         1           Weapons         EQ         Range         Attacks         Close Range         PEN         D           Machine Gun [K]         1         24"         7         RF+3 Hits         -         2           Overwatch IV         1         24"         7         RF+3 Hits         -         2	250 Cost+	2	4		Role	Туре	Unit Name		
Shin Matsunaga			4	Assault	Battler	MS	gh Mobility	Zaku II Hi	
Sensors         Move         Actions         Shooting         Melee         Evade d10         ARM SV           8"         13"         2         10         6d10         +5         +0         1           Weapons         EQ         Range         Attacks         Close Range         PEN         D           Machine Gun [K]         1         24"         7         RF+3 Hits         -         2           Overwatch IV	-3	Armor+	Speed+	Size 0	EQ Slots	Model	Pilot	Ace	
8"         13"         2         10         6d10         +5         +0         1           Weapons         EQ         Range         Attacks         Close Range         PEN         D           Machine Gun [K]         1         24"         7         RF+3 Hits         -         2           Overwatch IV		1	2	Giant	AS-06R1A 3		atsunaga	Shin Mo	
Weapons         EQ         Range         Attacks         Close Range         PEN         D           Machine Gun [K]         1         24"         7         RF+3 Hits         -         2           Overwatch IV	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors	
Machine Gun [K] 1 24" 7 RF+3 Hits - 2 Overwatch IV	1600	+0	+5	6d10	10	2	13"	8"	
Overwatch IV	DMG	PEN	Close Range	Attacks	Range	EQ	Weapons		
	200	-	RF+3 Hits	7	24"	1	Machine Gun [K]		
Large Heat Hawk 2 Melee ATK+1 Hit - 5			,	Overwatch IV	(				
	300	5	-	ATK+1 Hit	Melee	2	Large Heat Hawk		
Reroll 1s & 2s on ATK		Reroll 1s & 2s on ATK							
Shoulder Tackle [CC] - Melee 5P 3	300	5P	-	-	Melee	-	Tackle [CC]	Shoulder	
Push a target backwards 3" for each failed Save	300	ave	each failed S	kwards 3" foi	target back	Push a			
- 	300	a r c			-				

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



						_	
.,						_	
Vs Shooting attacks improve the bonus to Dodg	je	and	d Gu	ard l	οу	1	(M

		MATSUNAGA'S CUSTOM	
Mecha & Pilot Traits			
odge and Guard by 1 (Max 3)	Pilot Trait I	EI	usive

Trait I

11 0 0 1 1 1	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Zaku II Hi	gh Mobility	MS	Battler	Assault	4	2	250
	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Ortega /		MS-06R1A	2	Giant	2	2	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	12"	2	10	6d10	+5	+0	2100
A STATE OF THE PARTY OF THE PAR	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
S EN COR	Heat Bardiche		2	Melee	ATK+1 Hit	-	5	300
				Rero	II 1s & 2s on	DEF		
	Shoulder 1	Tackle [CC]	-	Melee	-	-	5P	300
10			Push a	target back	kwards 3" foi	each failed S	ave	
				_				
		Mec	ha & Pilot	Traits				
					TIC   1   1   1	L L DEE		Pilot
Close Combat Expert	In	the Melee C	lash gain	+ I Hit on A	TK and $+1$ $E$	lock on DEF.		Trait I

nts	Points	Frame	Performance	Special	Role	Туре	Name	Unit	
0	250	2	4	Assault	MS Battler		gh Mobility	Zaku II Hi	
t+	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	Pilot	Ace	
3	-3	1	3	Giant	2	MS-06R2	Ridden	Johnny	
P	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors	
00	1600	+0	+5	6d10	10	2	15"	8"	
G	DMG	PEN	Close Range	Attacks	Range	EQ	ipons	Wed	
0	700	3	-	4	32"	1	zooka [K]	Giant Bo	
			3+	Hit vs Size S	+1				
0	300	5	-	-	Melee	1	Hawk	Heat	
0	300	5P	-	-	Melee	-	Tackle [CC]	Shoulder	
		ave	r each failed S	kwards 3" foi	target back	Push a			
					_				

MS-OGR-2 LIABING MILLET 177 LIABING MILLET 177 LIABING MILLET 177
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Mecha & Pilot Traits		
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait l	Elusive

The Zaku II High Mobility Types on this page all share these Traits.

You may move an additional +5" with Full Throttle. You may not use Full Throttle after Round 3.

Trait I

Trait +I Pilot Trait I

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points
	Dom / R	Rick Dom	MS	Raid		3	2	80
-09	Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeon Pilot		MS-09/R	2	Giant	1	2	-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10/1-2	8"	16"	1	9	5d10	+4	+0	3100
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Giant Ba	zooka [K]	1	32"	4	-	3	700
7-3				+1	Hit vs Size	3+		
	Heat Saber		1	Melee	-	-	5	300
				Reroll	l 1s on ATK &	& DEF		
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Rick I	Rick Dom II		Raid		4	2	110
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	MS-09/R	2	Giant	1	2	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	16"	1	9	5d10	+5	+0	3100
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bo	ızooka [K]	1	32"	4	-	3	700
			+ 1	Hit vs Size S	3+		
Heat	Saber	1	Melee	-	-	5	300
			Reroll	l 1s on ATK 8	& DEF		
Close Co	Close Combat [CC]		Melee	-	_	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	



Trait +I

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
	Do	om	MS	Raid		3	2	180	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Gaia Sensors Move		MS-09	2	Giant	1	2	-4	
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8"	16"	1	9	5d10	+4	+0	3100	
	Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
	Giant Ba	zooka [K]	1	32"	4	-	3	700	
			+1 Hit vs Size 3+						
	Heat	Saber	1	Melee	-	-	5	300	
		Reroll 1s on ATK & DEF							
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" foi	each failed S	ave		
		Mec	ha & Pilot	Traits					
Black Tri-Stars		Cain [AA±1]	lar ±1 Ea	aus Astion v	chan this unit	activates		Pilot	
black III-Slats		Guiii [M+1]	J 01 - 1 F0	COS ACTION V	vhen this unit	activates.		Trait I	
Tactician	When the R	Cound starts	give 2 alli	es within LC	OS or Sensors	a Focus actio	n to use	Pilot	
raciicidii	on t	heir next tur	n. Units a	re capped	at 3 Focus ac	tions per turn.	•	Trait I	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
D	om	MS	Raid		3	2	180	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Mash /	Ortega	MS-09R	2	Giant	1	2	-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	16"	1	9	5d10	+4	+0	3100	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Giant Bo	ızooka [K]	1	32"	4	-	3	700	
			+1	Hit vs Size 3	3+			
Heat	Saber	1	Melee	-	-	5	300	
			Reroll	1s on ATK &	& DEF			
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		0-00
				Mecha &	Pilot Traits			
	Gain [M+1]	or +1 Fo	cus Action w	hen this unit	activates.		Pilot Trait I	Black Tri-Stars
	When you attack Level 1-2 Pilots, Captains & Kaiju gain:							Headhunter
	+1 Hit	(+2 Hits	with DMG (	)-200 Weap	ons)		Trait I	neaanunter

	Unit Name		Туре	Role	Special	Performance	Frame	Points
	Gato's R	Rick Dom	MS	Raid		4	2	230
XXX XX	Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Anavel Gato		MS-09R	4	Giant	1	2	-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	16"	1	9	5d10	+5	+0	3100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam Ba	ızooka [E]	3	32"	4	-	5	700
			+1 Hit vs Size 3			3+		
	Heat	Saber	1	Melee	-	-	5	300
			Reroll 1s on ATK & DEF					
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
The state of the s			Push a target backwards 3" for each failed Save					
NET Y								
	Mecha & Pilot Traits							
The Nightmare of Solomon	n Gain [M+2] or +2 Focus Actions when this unit activates.						Pilot	
The raighilliare of Solomon		Odin [M + 2]	01 12100	LUS ACTIONS V	ALICH HIIS OHII	uciivales.		Trait II

Flash

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Rick Dom	Elite Guard	MS	Raid		4	2	200	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Vanessa	Vermillion	MS-09R	6	Giant	1	2		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	16"	1	9	5d10	+4	+0	3100	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Heat	Lancer	2	Melee	ATK+1 Hit	-	5	400	
			Reroll	1s & 2s on A	Attack			
Melee S	hield [S0]	2	-	+1 Block	-	-	-	
			lock in Enga	gement rang	e (Includes Ov	erwatch)		
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
MMP-80	M.Gun [K]	2	24"	7	RF+5 Hits	-	200	
			(	Overwatch IV	1			17 17 1
				Mecha &	Pilot Traits			
	Gain [M+1]	or +1 Fo	cus Action v	vhen this unit	activates.		Pilot Trait l	Practiced Professional

## The Dom's on this page all share these Traits.

[M-1] Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindside.

A (Rick) Dom may take a Machine Gun for +10pts

A Rick Dom II may take a Raketen Bazo

 A (Rick) Dom may take a Machine Gun for +10pts

 Weapons
 EQ
 Range
 Attacks
 Close Range
 PEN
 DMG

 Machine Gun [K]
 1
 24"
 7
 RF+3 Hits
 200

 Overwatch IV

A Rick Doi	A Rick Dom II may take a Raketen Bazooka [K] for +10pts										
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG					
Raketen Bazooka [K]	2	32"	4	-	3	900					
		+1	Hit vs Size	3+							

MechaStellar VER 9

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
<b>-</b> 1	Dom Tropic	cal Type [G]	MS	Raid		3	2	200
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Major Roy	Greenwood	YMS-09D	2	Giant	1	2	-4
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	16"	1	9	5d10	+4	+0	3100
	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Giant Bazooka [K]		1	32"	4	-	3	700
				+1	Hit vs Size 3	3+		
	Heat Saber		1	Melee	-	-	5	300
				Reroll	1s on ATK &	& DEF		
VMS-09D	Close Co	mbat [CC]	-	Melee	-	-	5P	300
DOM TROPICAL TEST TYPE			Push a	target back	wards 3" for	r each failed S	ave	
		Mecl	ha & Pilot	Traits				
Flash	[/	M-1] Once p	er game t	emporarily	blind a targ	et within 8".		Trait
i iusii		Your next o	ıttack aga	inst them thi	s turn gains	Blindside.		+1
Mastermind	ermind When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.					MC.	Pilot	
Musicillina	vvnen y	oo aciiyale c	noose a b	OHOS TOT THIS	10111: TZ FE	14 OK 7200 D	w.G.	Trait II

Frame Points YMS-	Frame	Performance	Special	Role	Туре	Name	Unit I	
2 170 and the state of the stat	2	3		Raid	MS	eed Type [G]	Dom Hi-Spe	
Armor+ Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	d Pilot	Skille	
2 -2	2	2	Giant	3	YMS-09J	n Pilot	Zeon	
ARM Sv HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors	
+0 3100	+0	+4	5d10	9	1	18"	12"	
PEN DMG	PEN	Close Range	Attacks	Range	EQ	ipons	Wea	
3 700	3	-	4	32"	1	zooka [K]	Giant Ba	
		3+	Hit vs Size 3	+ 1				
5 300	5	-	ATK+1 Hit	Melee	2	ardiche	Heat B	
		DEF	ll 1s & 2s on	Rero				
5P 300	5P	-	-	Melee	-	mbat [CC]	Close Co	
ave	ave	each failed S	kwards 3" for	target back	Push a			
		Pilot Traits	Mecha & I					
Trait		et within 8".	blind a targe	emporarily	er game t	M-1] Once p	[/	
+I Flash		Blindside.	Your next attack against them this turn gains Blindside.					
Pilot Reckless		>= 500/	In Rounds $2+$ gain [M+2] on your turn if HP $\geq 50\%$ .					
Trait I Reckless		/-30%.	JE TUEN IT MP	n⊤∠j on yo	z⊤ gain [/	in kounds 2		

	Oilli i	Name	Туре	Role	Special	Performance	Frame	Points
	Dom Tro	pen [G]	MS	Raid		4	2	210
	Skille	Skilled Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+
The state of the s	Delaz Fleet		MS-09F	5	Giant	1	2	-1
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
Company of the Compan	14"	16"	1	9	5d10	+5	+0	3100
AN AS AS	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Raketen B	azooka [K]	2	32"	4	-	3	900
		+1 Hit vs Size 3+						
	MMP-80	M.Gun [K]	2	24"	7	RF+5 Hits	-	200
		Overwatch IV						
	Heat	Saber	1	Melee	-	-	5	300
				Reroll	l 1s on ATK 8	& DEF		
The same of the sa	Close Co	mbat [CC]	-	Melee	-	-	5P	300
300			Push a	target back	kwards 3" foi	r each failed S	ave	
		Mec	na & Pilot	Traits				
Seasoned Veteran		Gain [M±1]	or ±1 Fo	cus Action w	hen this unit	activatos	·	Pilot
Seasoned Veleran		Guiii [M+1]	01 11 10	cos Action w	men mis omi	activates.		Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Dom Ca	nnon [G]	MS	Raid		4	2	210	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeor	n Pilot	MS-09K-2	3	Giant	1	2	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18"	16"	1	9	5d10	+5	+0	3100	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	J CA
TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400	
			Indirect Fire	(R:32" to 40	"+Sensors)			
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
				Single Use				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
⊥1 to De	racisian and l		May 2\ Da	dues Danid E	ire penalties l	hv. 1	Pilot	Cunnary Eymart
T1 10 F1	ecision and i	barrage (/	wax s). ke	авсе каріа і	Tre penames i	by i.	Trait I	Gunnery Expert



Trait II

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
2007	Gou	f [G]	MS	Attacker		3	2	100	
The same of the sa	Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Zeon	Pilot	MS-07B	5	Giant	2	1	-1	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8"	13"	1	7	7d10	+3	+0	2600	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Heat	Sword	2	Melee	ATK+1 Hit	-	5	300	
	Reroll 1s on ATK & DEF								
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-	
	1				-				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
	Push a target backwards 3" for each failed Save								
N CONTRACTOR OF THE CONTRACTOR	Heat V	Vhip [K]	1	8"	6	RF+1 Hit	4	100	
			Enei	ny target m	ust reroll 9s	& 10s on Evad	le		
	Arc	Wire	1	´ 8"	7	-	7S	-	
			Co	in only be b	locked by [Bo	arriers] or [M]			
	Hand Vu	ılcans [K]	-	é"	4	RF+4 Hits	-	100	
		[M	-1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	A T
Gouf Whi	te Rose [G]	MS	Attacker		4	2	240	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Lance (	Garfield	MS-07B-3	6	Giant	2	1		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	13"	1	7	7d10	+6	+0	2600	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Twin He	at Swords	4	Melee	ATK+2 Hits	-	5	300	
			Rerol	l 1s on ATK 8	& DEF			
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		
Rocket	Anchor	1	8"	8	-	-	-	
		Bypass [	Shields]   P	ull yourself u	p to 3" for ea	ch Hit		
Arc	Wire	1	8"	7	-	7S	-	
		Co	ın only be b	locked by [Bo	arriers] or [M]			
					Pilot Traits			
ln	the Melee C	lash gain -	+2 Hits on A	ATK and +1 I	Block on DEF.		Pilot	
		•		sengage fror			Trait II	Combat Instructo
			. ,	J. J				

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
THE RESERVE AND ADDRESS OF THE PARTY.	Ramba Rai	l's Gouf [G]	MS	Attacker		3	2	200
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Raml	Ramba Ral M		5	Giant	2	1	-1
(100)	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	13"	1	7	7d10	+3	+0	2600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Heat	Sword	2	Melee	ATK+1 Hit	-	5	300
000				Reroll	l 1s on ATK &	& DEF		
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
(3)			Push a	target back	kwards 3" foi	r each failed S	ave	
	Heat V	Vhip [K]	1	8"	6	RF+1 Hit	4	100
			Enei	ny target m	ust reroll 9s	& 10s on Evad	le	
	Arc	Wire	1	8"	7	-	7S	-
			Co	ın only be bi	locked by [Bo	arriers] or [M]		
A CONTRACTOR OF THE CONTRACTOR	Hand V	ulcans [K]	-	é"	4	RF+4 Hits	-	100
		[M-	11 to Use	[Free Ac	tion]   Reg	uires a Skilled	/ Ace Pi	lot
			ha & Pilot					
F		When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot
Entwined with Tragedy		+1 Hi	t (+2 Hits	with DMG	)-200 Weap	ons)		Trait I
			•		•	•		Pilot
Renowned Pilot		Gain [M+1]	or + I Fo	cus Action w	hen this unit	activates.		Trait I

Unit No	ame	Туре	Role	Special	Performance	Frame	Points		A	100
Gouf Cust	om [G]	MS	Attacker		4	2	260	10.00	A Comment	
Ace P	ilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	246	A	
Norris Po	ıckard	MS-07B-3	8	Giant	2	1	2	-	72	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		18 L	2-
8"	13"	1	7	7d10	+4	+0	2600			1
Weap	ons	EQ	Range	Attacks	Close Range	PEN	DMG			
Heat Sv	word	2	Melee	ATK+1 Hit	-	5	300	A. 1	MA	
			Rerol	l 1s on ATK	& DEF				100	
Shield	[S2]	1	-	+2 Blocks	-	-	-	18		200
				-					FILM	
Close Coml	bat [CC]	-	Melee	-	-	5P	300	S. T.		
		Push a	target bac	kwards 3" fo	r each failed S	ave				
Rocket A	nchor	1	8"	8	-	-	-		K	
		Bypass [	Shields]   F	Pull yourself u	up to 3" for ea	ch Hit				
Arc W	/ire	1	8"	7	-	<b>7</b> S	-		7	
		Ca	n only be b	locked by [B	arriers] or [M]			100		
Gatling Vu	lcans [K]	-	<b>8</b> "	5	RF+3 Hits	-	100			
	[M	-1] to Use	[Free Ad	tion]   Req	uires a Skilled	/ Ace Pi	lot			
Shield Ga		3	32"	7	RF+3 Hits	-	200	CX.		
				Overwatch I\	/			JAN.		
					Pilot Traits					
Once	per Round	gain both	Guard & D	odge or Gu	ard & Counter		Pilot		. ,	
When t	his unit act	tivates if th	ere are no	allies within	16" gain [M+	1]	Trait II		Lone \	vv olt



Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gouf Flig	ht Test [G]	MS	Raid		3	2	120
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-07H	5	Giant	2		-2
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	20"	1	9	5d10	+4	+0	2100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bo	zooka [K]	1	32"	4	-	3	700
			+1	Hit vs Size	3+		
TL Missile	Pod [X] (2)	4	32"	8	RF+3 Hits	3	200
				Two Uses			
Twin Hand	Vulcans [K]	-	8"	5	RF+5 Hits	-	100
	[M-	2] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" fo	r each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
GouF Fligl	nt Type [G]	MS	Raid		4	2	190	
Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	1
Zeor	n Pilot	MS-07H-8	6	Giant	3			ľ
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	í
16"	22"	1	9	5d10	+3	+0	2100	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	L
Shield G	atling [K]	3	32"	7	RF+3 Hits	-	200	4
			(	Overwatch IV	′			
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	
				-				
Heat	Sword	2	Melee	ATK+1 Hit	-	5	300	
			Reroll	l 1s on ATK 8	& DEF			
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		





Stealth

Elusive

Unit	Name	Туре	Role	Special	Performance	Frame	Points		
Efreet		MS Melee 4		4	2	180			
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Henry	Boone	MS-08TX	3	Giant	1	2	-3		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
10"	14"	1	7	9d10	+5	+0	3100		
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
Heat	Sword	2	Melee	ATK+1 Hit	-	5	300		
			Reroll	1s on ATK 8	& DEF				
Shoulder 1	「ackle [CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" foi	each failed S	ave			
Shoto	jun [K]	1	16"	5	RF+5 Hits	-	200		
Overwatch III Hits									
Mecha & Pilot Traits									
This unit co	annot be tar	geted unti	l its first act	ivation unless	the enemy is	within	Trait		

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	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Efree	t (DS)	MS	Melee		4	2	180
ĺ	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
ſ	Doug	Schneid	MS-08TX	3	Giant	1	2	-3
ĺ	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
ĺ	10"	14"	1	7	9d10	+5	+0	3100
ı	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Heat B	Bardiche	2	Melee	ATK+1 Hit	-	5	300
				Rero	II 1s & 2s on	DEF		
L	Shoulder	Tackle [CC]	-	Melee	-	-	5P	300
è			Push a	target back	kwards 3" foi	each failed S	ave	
2	Gatling \	√ulcans [K]	-	8"	5	RF+3 Hits	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot
	Shoto	gun [K]	1	16"	5	RF+5 Hits	-	200
				Ov	erwatch III H	its		
		Mec	ha & Pilot	Traits				

This unit cannot be targeted until its first activation unless the enemy is within

 $$16^{\prime\prime}$.$  When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions.

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

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



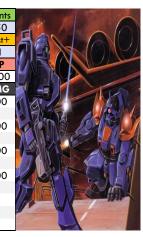
Jamming
Overzealous

Stealth

Idealist

	Unit	Name	lype	Role	Special	Pertormance	Frame	Points	
	Efreet	Nacht	MS	Melee	+5	5	2	320	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Erik l	Blanke	MS-08TX/N	5	Giant	2	2	-2	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	16"	16"	1	8	10d10	+5	+0	3600	
	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Twin Co	old Blade	3	Melee	ATK+2 Hits	-	5\$	300	
				Armor S	aves deal Stu	ın DMG			
	Shoulder	Tackle [CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" foi	each failed S	ave		
	Gatling \	√ulcans [K]	-	8"	5	RF+3 Hits	-	100	
		[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot	
`	Cold	Kunai	2	16"	7	RF+4 Hits	68	-	
1	Can only be blocked by [Barriers] or [M]								
	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".								
	[٨	۸+2] If you e	engage or	end your to	ırn 5" closer	to an enemy		Pilot	
	All we	apons gain ·	+1 HIT this	s turn if you	activated du	e to Return Fi	re.	Trait II	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Efreet	Custom	MS	Melee		5	2	350
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Nimbus	Schterzen	MS-08TX/Ex	7	Giant	1	2	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	14"	1	8	10d10	+5	+0	3600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Twin He	at Swords	4	Melee	ATK+2 Hits	-	5	300
			Reroll	l 1s on ATK &	DEF		
Shoulder	Tackle [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" for	each failed S	ave	
Grenade I	Launcher [X]	1	16"	4	RF+4 Hits	3	200
		Overw	atch IV   Si	ngle use (Atto	ack or Overwo	atch)	
TL Micro	nissiles [X]	2	32"	10	RF+8 Hits	2	100
		Single Use	Enemy ta	rget must rere	oll 9s & 10s o	n Evade	



The Efreet Custom & Blue Destiny Unit 02 both have these	Mecha & P	Pilot Traits
With glowing eyes the machine begins to move on its own.	Trait	Spirit in the Machine
Once per game gain +3 Blocks for the rest of the turn.	+	Spirit in the Machine
If the Enemy has an EXAM unit or after using Spirit in the Machine gain:	Trait	Exam System
+1 Block versus each enemy attack action.	+V	Exam System
While EXAM is active Newtypes must spend [M-1] to use their Block ability.	-	Newtype Miasma
In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF.	Pilot	Merciless Melee
It costs an additional [M-1] to Disengage from this unit	Trait II	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	5		
Blue Desti	ny Unit 02	MS	Battler	Indomitable	5	3	380			
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+			1
Nimbus	Schterzen	RX-79BD-2	4	Giant	1	1	-7		75	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP			
14"	12"	1	12	9d10	+3	+1	4600		The state of the s	LA
Wed	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	A Ro		
Twin Bec	ım Sabers	2	Melee	ATK+1 Hit	-	8	300	74	1	TA.
				-					- Oak	No.
Shiel	d [S2]	1	-	+2 Blocks	-	-	-			
				-				VI TALL	(5)/10	2
Close Co	mbat [CC]	-	Melee	-	-	5P	300		III IT	- All
		Push a	target back	kwards 3" for	each failed S	ave			ENIL!	A P
Vulcans &	Cannons [K]	-	8"	8	RF+2 Hits	-	100		11/15	
	[M-	2] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot			14
Beam	Rifle [E]	1	32"	4	RF+1	6		No. of the second		11/1
				-						1,



Pilot

Trait I

Trait

Pilot

Trait I

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	G)	/an	MS	Melee		4	3	250
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	M'Quve		YMS-15	6	Giant	1	-1	-5
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	16"	1	8	10d10	+5	+0	2100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Chevali	er Saber	3	Melee	-	-	7	300
				Reroll	l 1s on ATK &	& DEF		
	Melee S	hield [S0]	2	-	+1 Block	-	-	-
		(	Can only B	lock in Enga	gement rang	e (Includes Ov	erwatch)	
	Needle A	Aissiles [X]	1	8"	8	RF+8 Hits	2	100
				Single Use	Overwate	ch VIII Hits		
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	
		Mec	ha & Pilot	Traits				
The Entire Battlefield is a	5 Uses. Activate after an enemy movement. Roll a d10, on a 5+ they must							Trait
Trap	spend 1 Momentum or take 1000 DMG.							+V
Class Combat Evnort	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.							
Close Combat Expert	ın	me melee C	lasn gain	⊤i⊓if on A	ik ana +i t	SIOCK ON DEF.		Trait I

Unit 1	Name	Туре	Role	Special	Performance	Frame	Points		
Gyan (	Cannon	MS	Battler		4	3	250		
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Thoma	is Kurtz	MS-15C	6	Giant			-5		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
8"	10"	1	11	7d10	+5	+0	2600	and the second	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
TL Artillery	Cannon [K]	2	48"	5	RF-1	-	400		
			Indirect Fire	(R:32" to 40	"+Sensors)				
Grenade L	auncher [X]	1	16"	4	RF+4 Hits	3	200		
		Overw	atch IV   Si	ngle use (Atto	ack or Overwo	itch)			
Chevalie	er Saber	3	Melee	-	-	7	300		
			Reroll	l 1s on ATK 8	& DEF				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	WA V	
		Push a	target back	kwards 3" foi	r each failed S	ave			
				Mecha & I	Pilot Traits				
	Gain [M+1] or +1 Focus Action when this unit activates. Pilot Trait I								
,	When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot	Headhunter	
	+1 Hit	(+2 Hits	with DMG (	)-200 Weap	ons)		Trait I	neddnunter	
		·						·	

VMS-15E	Unit 1	Name	Туре	Role	Special	Performance	Frame	Points	
T IVI 3 - I J E	Gyan	EOS	MS	Melee		4	3	250	
(A)	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Zeon Roy	al Guard	YMS-15E	8	Giant	3	-1	-1	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	10"	20"	1	8	10d10	+5	+0	2100	
	Weapons		EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
	Beam	Beam Glaive		Melee	-	DEF+1 Block	8	300	
			Blo	cks do not s	tack with Shie	elds or Barrier	s		
A HOUSE	Melee SI	hield [S0]	2	-	+1 Block	-	-	-	
		C	Can only Bl	ock in Enga	gement rang	e (Includes Ov	erwatch)		
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
	Push a target backwards 3" for each failed Save								
	Bayonet Be	eam Gun [E]	1	16"	4	RF+1 Hits	5	300	
					Overwatch IV	′			
	Giant Bazooka [K]		1	32"	4	-	3	700	
	+1 Hit vs Size 3+								
	Mecha & Pilot Traits  When you attack Level 1-2 Pilots, Captains & Kajiu agin: Pi								
Elite Guard	When you attack Level 1-2 Pilots, Captains & Kaiju gain:								
20 03010		+1 Hit	t (+2 Hits	with DMG (	)-200 Weap	ons)		Trait I	

								and the same of	***	OR THE PERSON NAMED IN	
Unit	Name	Туре	Role	Special	Performance	Frame	Points	1000			NUMBER OF STREET
Gyan	Krieger	MS	Melee		5	3	250			W	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	4 (6)		3	
Zeor	n Pilot	MS-15Kg	9	Giant	3	-1	-2	OF PERSON			
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		1		A
10"	20"	1	9	11d10	+5	+0	2600	Y			Z
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		15		80 <sup>3</sup>
Beam	Lance	4	Melee	ATK+1 Hit	-	7	400			M	
			Reroll	1s & 2s on A	Attack					10	
Melee S	hield [S0]	2	-	+1 Block	-	-	-			1	
			lock in Enga	gement rang	e (Includes Ov	erwatch)					
Close Co	mbat [CC]	- 1	Melee	-		5P .	300	9	VIR		VIII.
		Push a	target back	kwards 3" foi	r each failed S	ave					
Grenade l	auncher [X]	1	16"	4	RF+4 Hits	3	200				
		Overw	atch IV   Si	ngle use (Atte	ack or Overwo	atch)					No
TL Shield	Beams [E]	2	16"	4	RF+2 Hits	5	300				
			(	Overwatch V	I						( ) A
				Mecha &	Pilot Traits						
ln	the Melee C	lash gain	+1 Hit on A	TK and +1 E	Block on DEF.		Pilot	Clo	se Comb	at Exp	ert
							Trait I				



Hide Bombs

ſ	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Ī	Gyan (M	ass Prod.)	MS	Melee		4	3	150	
ſ	Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Zeor	n Pilot	MS-15	6	Giant	1	-1	-5	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	8"	16"	1	8	10d10	+5	+0	2100	
7	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
/	Chevali	er Saber	3	Melee	-	-	7	300	
				Reroll	1s on ATK 8	& DEF			
	Melee S	hield [S0]	2	-	+1 Block	-	-	-	
			Can only Bi	lock in Enga	gement range	e (Includes Ov	erwatch)		
	Needle A	Missiles [X]	1	8"	8	RF+8 Hits	2	100	
				Single Use	Overwate	ch VIII Hits			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
1	Push a target backwards 3" for each failed Save								
For +20pts the Gyan gains Hide Bombs shown below.									
	2 Uses. A	ctivate after	an enemy	moves with	nin 12". Roll (	a d10, on a 5	+ they	Trait	
		must sp	end 1 Mo	mentum or	take 1000 D	MG.		+11	

Unit	Name	Туре	Role	Special	Performance	Frame	Points	1	
Galbac	ly Alpha	MS	Battler		5	2	240		
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	19.1	
Filius	Stream	MS-17	5	Giant	3		-3	<b>X</b>	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
12"	16"	1	11	7d10	+4	+0	2600		
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	1	
Chevali	er Saber	3	Melee	-	-	7	300	1	
			Reroll	l 1s on ATK &	& DEF				
Small Sh	nield [S1]	1	-	+1 Block	-	-	-		
				-				· ·	
Close Co	mbat [CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" fo	r each failed S	ave			
Beam	Rifle [E]	1	32"	4	RF+1	6	300	<b>S</b>	
				-				14	
				Mecha &	Pilot Traits				
	Gain [M+2] or +2 Focus Actions when this unit activates								

Genius Pilot

Trait II

MechaStellar VER 9

Gain [M+2] or +2 Focus Actions when this unit activates.

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gelg	goog	MS	Battler		4	3	160
11/4	Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeor	n Pilot	MS-14A	4	Giant	1		-6
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP
The state of the s	12"	12"	1	11	7d10	+3	+0	2600
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Beam Rifle [E]		1	32"	4	RF+1	6	300
					-			
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" fo	r each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gelg	goog	MS	Battler		4	3	160
Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	MS-14A	4	Giant 1			-6
Sensors	Sensors Move		Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	11	7d10	+5	+0	2600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam	Rifle [E]	1	32"	4	RF+1	6	300
				-			
Backshi	ield [S0]	1	1 - +2 Blocks -		-	-	
			Can only	Block in the	Rear Arc		
Beam Dou	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300
				-			
Close Co	Close Combat [CC]		Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	



The state of the s	Unit	Name	Туре	Role	Special	Performance	Frame	Points
The second second second second	Gelgoog (	Commander	MS	Battler	Indomitable	4	3	400
The second secon	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Char A	Aznable	MS-14S	4	Giant	2		-5
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	14"	1	11	8d10	+5	+1	3600
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Beam Rifle [E]		1	32"	4	RF+1	6	300
					-			
	Backshield [S0]		1	-	+2 Blocks	-	-	-
				Can only	Block in the	Rear Arc		
	Beam Do	uble-Saber	2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target bac	kwards 3" foi	each failed S	ave	
		Mec	ha & Pilot	Traits				
Newtype II			lmm	une to Blind	lside			Trait
i vewiype ii		NT Flash:	Twice per	game gair	n +3 Blocks tl	nis turn.		+X
Infamous Ace		Gain [M+2]	or +2 Fo	cus Actions	when this unit	activates		Pilot
illiullious Ace	Gain [M+2] or +2 Focus Actions when this unit activates.							

Unit	Name	Туре	Role	Special	Performance	Frame	Points	No.			
Gelgoog	g Cannon	MS	Firepower		4	3	280				
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		à		
Bren	iss Ox	MS-14C	5	Giant	2		-4				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
12"	14"	2	11	4d10	+4	+0	2600	NOW WENT			
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		A		
Beam C	annon [E]	1	48"	4	RF-2	5	400				
				-							
Giant Bo	ızooka [K]	1	32"	4	-	3	700				
			+ 1	Hit vs Size S	3+			WAR THE VI	V		
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200				
				Single Use					2		
Beam Do	uble-Saber	2	Melee	ATK+1 Hit	-	8	300	WE M			
				-				A VIOS A			
Close Co	mbat [CC]	-	Melee	-	-	5P	300		-		
		Push a	target back	kwards 3" foi	r each failed S	ave		4			
	Mecha & Pilot Traits										
+1 to Pr	ecision and	Barrage (/	Max 3). Re	duce Rapid F	ire penalties	by 1.	Pilot	Danda			
F	Precision also	Trait II	Deade	ye.							
	Precision also lets you may target units engaged in Melee. Trait II										

	Unit Name		туре	Kole	Special	Performance	rrame	Points	
	Gelgoog	g Cannon	MS	Firepower		4	3	280	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Geral	Gerald Sakai /		5	Giant	2		-4	
	Sensors Move		Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	12"	14"	2	11	4d10	+4	+0	2600	
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	
	Beam Cannon [E]		1	48"	4	RF-2	5	400	
					-				
	Beam	Rifle [E]	1	32"	4	RF+1	6	300	
					-				
	Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
					Single Use				
	Beam Do	uble-Saber	2	Melee	ATK+1 Hit	-	8	300	
					-				
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
			Push a	target back	cwards 3" for	each failed S	ave		
		Mec	ha & Pilot	Traits					
Chimera Corps		Gain [M±1]	lor +1 Fo	cus Action v	hen this unit	activator		Pilot	
Chilliera Corps		Guiii [M+1]	J 01 - 1 F0	COS ACTION W	riieii iiiis uiiii	activates.		Trait I	
Mechanics Expert	W	hen this unit	activates choose a weapons bonus for this turn:					Pilot	
Medianics Experi		All w	eapons a	veapons agin +1 PEN or +100 DMG.					

11.5		-			n (	-		
	Name	Type MS	Role	Special	Performance		Points	
Gelgoog	Gelgoog Cannon		Firepower		4	3	280	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Thoma	is Kurtz	MS-14C	5	Giant	2		-4	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	14"	2	11	4d10	+4	+0	2600	
Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
Beam C	annon [E]	1	48"	4	RF-2	5	400	
				-				
Beam I	Rifle [E]	1	32"	4	RF+1	6	300	
				-				
Missile	Pod [X]	1	32"	6	RF+3 Hits	3	200	
				Single Use				
Beam Dou	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
Push a target backwards 3" for each failed Save								
					Pilot Traits			

Mecha & Pilot Traits		
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot	Chimera Corps
Gain [M+1] of +1 Focus Action when this only activates.	Trait I	Chimera Corps
When you attack Level 1-2 Pilots, Captains & Kaiju gain:	Pilot	Headhunter
+1 Hit (+2 Hits with DMG 0-200 Weapons)	Trait I	пеаапиптег

MechaStellar VER 9



Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gelgoog H	i-Mo Custom	MS	Battler	Indomitable	4	3	300
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Johnny	Ridden .	MS-14B	4	Giant	2		-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	1	11	8d10	+5	+1	3600
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam	Rifle [E]	1	32"	4	RF+1	6	300
				-			
Backsh	ield [S0]	1	-	+2 Blocks	-	-	-
			Can only	Block in the	Rear Arc		
Beam Do	uble-Saber	2	Melee	ATK+1 Hit	-	8	300
				-			
Close Co	mbat [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	
	Med	ha & Pilot					

Unwavering Loyalty

Crimson Lightning

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

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

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

Filot
Trait I

Pilot
Trait I



Chimera Corps

Defiant

2	Unit	Name	Туре	Role	Special	Performance	Frame	Points				
	Gelgoog Hi	i-Mo Custom	MS	Battler	Assault	4	3	300				
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+				
	Uma L	ightning	MS-14B	3	Giant	2	1	-5				
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
	12"	14"	2	11	<i>7</i> d10	+5	+0	2100				
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG				
	Beam	Rifle [E]	1	32"	4	RF+1	6	300				
					-							
	Beam Dou	uble-Saber	2	Melee	ATK+1 Hit	-	8	300				
					-							
	Close Co	mbat [CC]	-	Melee	-	-	5P	300				
			Push a	target back	kwards 3" foi	each failed S	ave					
		Mecl	na & Pilot	Traits								
	Cain [M±1] or ±1 Fears Action when this unit activates											

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

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

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



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gelgoog Co	innon Custom	MS	Sniper	Assault	4	3	360
	Ace Pilot Jacobius Node		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
			MS-14B	9	Giant	1	2	1
1	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
,	18"	12"	2	12	4d10	+4	+0	2600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	TL Missile S	Salvo [X] (3)	6	48"	7	-	3	300
					Three Uses			
	Giant Bo	zooka [K]	1	32"	4	-	3	700
				+1	Hit vs Size 3	3+		
	Beam Doi	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
ļ			Push a	target back	kwards 3" foi	each failed S	ave	

I	Mecha & Pilot Traits								
I	Chimera Corps	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot						
I	Chilliera Corps	Gain [M+1] of +11 ocos Action when this offit derivates.							
I	AA	1.1 to Descrition and Bourses (Many 2). Deduce Description and the level	Pilot						
ı	Marksman	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Trait						

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Gelgoo	g Jäger	MS	Sniper		5	3	310	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Shin Mo	atsunaga	MS-14Jg	5	Giant	4	-1	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
24"	18"	1	13	5d10	+4	+0	2600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	A LIVE
Repeating	B.Rifle [E]	3	40"	5	RF+1	5	300	
				-				
Beam Sp	ot Guns [E]	-	8"	5	-	3	100	
	[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot	
Twin Bed	ım Sabers	2	Melee	ATK+1 Hit	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		M5-14JG
				Mecha &	Pilot Traits			
Vs Sh	nooting impro	ove the bo	nus to Dod	ge and Guar	d by 1 (Max 3	3)	Pilot	Untouchable
Once pe	er Round whi	le using D	odge, Crit I	Hits versus thi	s unit instead	Miss.	Trait II	Unfouchable
		-						

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
Gelgoo	g Jäger	MS	Sniper		5	3	260	
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon	n Pilot	MS-14Jg	5	Giant	4	-1	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
24"	18"	1	13	5d10	+4	+0	2600	Sp Sp
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	10
Repeating	B.Rifle [E]	3	40"	5	RF+1	5	300	
				-				
Beam Spa	ot Guns [E]	-	8"	5	-	3	100	21105
	[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot	
Twin Bea	ım Sabers	2	Melee	ATK+1 Hit	-	8	300	
				-				M. B.
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" fo	r each failed S	ave		
				Mecha &	Pilot Traits			
	Gain [M+1]	or +1 Fo	cus Action v	vhen this unit	activates.		Pilot Trait I	Practiced Professional

S	Points	Frame	Performance	Special	Role	Туре	Name	Unit
	400	3	5	Assault	Battler	MS	li-Mo R Type	Gelgoog H
- Sur	Cost+	Armor+	Speed+	Size 0	EQ Slots	Model	Pilot	Ace
600	1	1	2	Giant	11	MS-14BR	Wilhead	Siemens
	HP	ARM Sv	Evade d10	Melee	Shooting	Actions	Move	Sensors
	2600	+0	+5	8d10	12	2	14"	16"
	DMG	PEN	Close Range	Attacks	Range	EQ	ipons	Wed
	300	3	-	7	48"	8	Salvo [X] (4)	TL Missile 3
				Four Uses				
	400	5	RF-2	4	48"	1	annon [E]	Beam C
				-				
	300	8	-	ATK+1 Hit	Melee	2	uble-Saber	Beam Do
				-				
M	300	5P	-	-	Melee	-	mbat [CC]	Close Co
EELON		ave	r each failed S	kwards 3" fo	target bac	Push a		
			Pilot Traits	Mecha &				
Eval Honoro	Trait		Throttle.	5" with Full	additional +	move an c	You may	
Fuel Hungry	+1		d 3.	e after Roun	Full Throttl	ay not use	You m	
CI.: C	Pilot			La calle de la cal			C [M   1]	
Chimera Corp	Trait I		activates.	vhen this unit	cus Action v	] or + 1 Fo	Gain [M+1]	
AA	Pilot	L 1		alica a Danatal I	2\ D-	D		11 to D
l Marksman	Trait I	ру г.	ire penalties	аисе каріа і	wax 3). Re	barrage ( <i>I</i>	ecision and	T1 10 PI

Trait I

Pilot

Trait I

, '' A '/ M	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gelgoog (	Ground [G]	MS	Battler		4	3	270
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Ken Be	derstadt	MS-14G	5	Giant		1	-5
nrice	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
E E E E	12"	10"	1	11	7d10	+5	+0	3100
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam S	niper [E]	1	48"	4	RF-2	6	300
				Ignore i	target's Cove	r bonus		
	Grenade l	auncher [X]	1	16"	4	RF+4 Hits	3	200
			Overwo	atch IV   Si	ngle use (Atto	ack or Overwo	ıtch)	
	Gatling \	/ulcans [K]	-	8"	5	RF+3 Hits	-	100
	_	[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot
	Knuckle S	shield [S0]	1	-	+1 Block	-	-	-
			C	an only Bloc	ck DMG 300	or less Shots		
	Beam Do	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300
//    \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
Hardway III		Mecl	na & Pilot					
Dutter Marie Cont	HP<50%	or ally Skille	d/Ace Pil	ot is destroy	yed gain: +1	Hit on all att	acks &	Pilot
Pitiless War God		+1	Block vs e	ach enemy	attack action	ı.		Trait II

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Gelgoog (	Ground [G]	MS	Battler		4	3	270	YAK RING!
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Visch [	Donahue	MS-14G	5	Giant		1	-5	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	10"	1	11	7d10	+3	+0	3100	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam	Rifle [E]	1	32"	4	RF+1	6	300	
				-				
Grenade I	Launcher [X]	1	16"	4	RF+4 Hits	3	200	
		Overw	atch IV   Si	ingle use (Atto	ack or Overwo	ıtch)		
Gatling \	Vulcans [K]	-	8"	5	RF+3 Hits	-	100	
	[M-	1] to Use	[Free Ad	tion]   Req	uires a Skilled	/ Ace Pi	lot	
Shiel	d [S2]	1	-	+2 Blocks	-	-	-	
				-				MAN TO
Beam Do	uble-Saber	2	Melee	ATK+1 Hit	-	8	300	
				-				
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	target bac	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
In	the Melee C	lash gain -	+2 Hits on A	ATK and +1 I	Block on DEF.		Pilot	Combat Instruc
	It costs an o	additional	[M-1] to Di	sengage from	m this unit		Trait II	Combat Instruc



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gelgoog (	Gunthar [G]	MS	Battler		4	3	190
	Basi	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeon Pilot Sensors Move		MS-14GD	5	Giant		1	-5
			Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	16"	10"	1	11	7d10	+4	+0	3100
	Weapons Hi-Power B.Carbine [E]		EQ	Range	Attacks	Close Range	PEN	DMG
1			2	24"	4	RF+2	7	300
					-			
	Small Sh	nield [S1]	1	-	+1 Block	-	-	-
					-			
1	Heat Sword		2	Melee	ATK+1 Hit	-	5	300
ì				Reroll	1s on ATK 8	& DEF		
	Close Combat [CC]		-	Melee	-	-	5P	300
			Push a	target back	cwards 3" for	each failed S	ave	

Unit	Name	Туре	Role	Special	Performance	Frame	Points		
Act	Zaku	MS	Interceptor		4	3	170		
Basi	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Pezu	n Pilot	MS-11	3	Giant	2		-6		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
14"	14"	1	10	5d10	+6	+0	2600		
Wed	ipons	EQ	Range	Attacks	Close Range	Range PEN DN			
Quad Mac	hine Gun [K]	2	16"	9	RF+5 Hits	-	200		
			(	Overwatch IV	′				
Beam	Saber	1	Melee	-	-	8	300		
				-					
Close Co	mbat [CC]	-	Melee	-	-	5P	300		
		Push a	target back	wards 3" foi	r each failed S	ave			



* +	Unit	Name	Туре	Role	Special	Performance	Frame	Points
MA TAR	Gelgoog H	igh Mobility	MS	Battler		4	3	260
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Erik E	Blanke	MS-14B	4	Giant	2		-5
A LESTIN VI	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	10"	14"	1	11	7d10	+5	+0	2600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Beam	Rifle [E]	1	32"	4	RF+1	6	300
					-			
	Beam Do	ıble-Saber	2	Melee	ATK+1 Hit	-	8	300
3					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
THE RESERVE			Push a	target back	kwards 3" fo	r each failed S	ave	
A STATE	Backshi	eld [S0]	1	-	+2 Blocks	-	-	-
				Can only	Block in the	Rear Arc		
	Mecha & Pilot Traits							
Overzealous	[M+2] If you engage or end your turn 5" closer to an enemy							
Overzedious	All we	apons gain	+1 HIT this	turn if you	activated d	ue to Return Fi	re.	Trait II

								- 1// /
Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Act Zaku (	Commander	MS	Interceptor		4	3	270	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	N WHAT I PRE
Mallet S	Sanguine	MS-11	3	Giant	2		-6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
8"	14"	1	10	5d10	+6	+0	2600	1 Selection
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Beam	Rifle [E]	1	32"	4	RF+1	6	300	
				-				The File of the second
Double H	leat Hawk	2	Melee	ATK+1 Hit	-	5	300	
			Rero	ll 1s & 2s on	ATK			
Close Co	mbat [CC]	-	Melee	-	-	5P	300	
		Push a	ı target bacl	kwards 3" foi	r each failed S	ave		
				Mecha &	Pilot Traits			
Improve the bonus to Dodge only by 1 (Max 3)  Trait +    Limiter Release								
If HP<50%	% or ally Ski B	Pilot Trait II	Berserker					

	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Gelgoog /	Marine Cdr	MS	Interceptor		4	3	300
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Cima C	arahau	MS-14FS	5	Giant	4		-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
H WELL	12"	18"	1	10	5d10	+4	+0	2600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Repeating	B.Rifle [E]	3	40"	5	RF+1	5	300
					-			
100000000000000000000000000000000000000	Machine Cannons [K]		-	8"	8	-	-	100
	[M-1] to Use   [Free Action]   Requires a Skilled / Ace Pil							lot
	Shiel	d [S2]	1	-	+2 Blocks	-	-	-
					-			
	Beam	Saber	1	Melee	-	-	8	300
					-			
	Close Co	mbat [CC]	-	Melee	-	-	5P	300
					wards 3" for	each failed S	ave	
		Mec	ha & Pilot	Traits				
Headhunter		When you a	ttack Leve	l 1-2 Pilots,	Captains &	Kaiju gain:		Pilot
riedanomer		+1 Hi	t (+2 Hits	with DMG 0	-200 Weap	ons)		Trait I
Overconfident		In Pounds	2+ agin [A	4+21 on you	r turn if HP	>=50%		Pilot
Overconnaem		iii koonas .	z · gaiii [/	7. 1 Z J OH YOU	or rotte il tite	× -50 /0.		Trait I

Unit 1	Name	Туре	Role	Special	Performance	Frame	Points		
Gelgoog	g Marine	MS	Raid		4	3	200		
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Cima	Fleet	MS-14F	4	Giant			-7		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
10"	16"	1	10	6d10	+5	+0	2600		
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
MMP-80	M.Gun [K]	2	24"	7	RF+5 Hits	-	200		
			(	Overwatch IV	<i>'</i>			THE PARTY OF THE	
Machine C	Cannons [K]	-	8"	8	-	-	100		
	[M-	11 to Use	[Free Ac	tion]   Reg	uires a Skilled	/ Ace Pi	lot	STATE OF THE STATE	
Knuckle S	hield [S0]	1		+1 Block	-	-	-		
	, ,	С	an only Bloc	ck DMG 300	or less Shots				
Beam	Saber	1	Melee	-	-	8	300		
				-				4 6	
Shield Sn	nash [CC]	-	Melee	-	-	5P	300		
		Push a	taraet back	kwards 3" foi	r each failed S	ave		1 / 3 / 1/2	
			9		Pilot Traits				
In this Rou	and this unit i	s deploye	d it aains [T	actical Adva	ıntage] on you	ır first	Trait		
	attac	+1	Ambusher						
		Pilot							
	In Rounds 2	2+ gain [۸	λ+2] on you	ur turn if HP	>=50%.		Trait I	Overconfident	

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
G V	Gerber	ra Tetra	MS	Interceptor	Assault	5	4	450	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Cima C	Garahau	AGX-04	7	Giant	5	4	1	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	14"	20"	2	11	6d10	+7	+1	4800	
	Wea	ipons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
	Tetra Bear	m M.Gun [E]	6	32"	6	RF+4 Hits	6	200	
				(	Overwatch IV	<b>,</b>			
	Machine (	Cannons [K]	-	8"	8	-	-	100	
		[M-1] to Use   [Free Action]   Requires a Skilled / Ace P							
	Saber	1	Melee	-	-	8	300		
				-					
	Close Co	mbat [CC]	-	Melee	-	-	5P	300	
			Push a target backwards 3" for each failed Save						
Land I was									
		Mec	ha & Pilot	Traits					
Dynamic Entrance		Gain May	. ± 5" & El	v during the	first round o	f hattle		Trait	
Dynamic Emrance		Guiii Move	313 Q II	y doring me	Tilsi Toolia C	n buille.		+1	
Headhunter		When you a	ttack Leve	el 1-2 Pilots,	Captains &	Kaiju gain:		Pilot	
riedanomer		+1 Hit (+2 Hits with DMG 0-200 Weapons)						Trait I	
Overconfident		In Pounds '	0+ agin [A	M±21 on voi	ir turn if HD	>-50%		Pilot	
Overconfident		In Rounds $2+$ gain $[M+2]$ on your turn if $HP \ge 50\%$ .						Trait I	

Kan	npfer	MS	Raid	Assault	5	3	350		
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Mikhail	Kaminsky	MS-18E	7	Giant	4	-1	-3		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
16"	24"	2	11	7d10	+5	+0	1600		
Wed	apons	EQ	Range	Attacks	Close Range	PEN	DMG		
Shot	gun [K]	1	16"	5	RF+5 Hits	-	200		
			Ov	erwatch III H	lits				
Sturm Fau	ıst Salvo [X]	2	24"	4	RF+4 Hits	3	200		
		Overw	atch IV   Si	ngle use (Atto	ack or Overwa	ıtch)			
TL Giant E	Bazooka [K]	2	32"	4	RF+1	3	700		
	+1 Hit vs Size 3+								
Chai	n Mine	1	Melee	ATK+2 Hits	-	2	600		
			Single Us	e   +1 Hit vs	Size 3+				
Beam	n Saber	1	Melee	-	-	8	300		
				-					
Close Co	mbat [CC]	-	Melee	-	-	5P	300	PI -	
		Push a	target back	kwards 3" foi	r each failed S	ave			
Mecha & Pilot Traits									
	In Pounds '	2+ aain [A	4±21 on vo	ur turn if HP	>-50%		Pilot	Reckless	
	iii koonas 2	z i gain [/	W   2] OII you	or rotter it fire	/ = JU /0.		Trait I	Reckiess	
Vs Shoot	ina attacks ir	nnrove the	honus to F	odae and G	Guard by 1 (M	ax 3)	Pilot	Elusive	
+ 3 3HOOF	ing anacks ii	iipi ove ilie	. 501103 10 E	ouge and C	Journa by 1 (M	ux 5)	Trait I	LIUSIVE	

Special Performance Frame Points

Role

Unit Name

	Unit	Name	Туре	Role	Special	Performance	Frame	Points	
	Physali	s GP02	MS	Raid	Assault	5	5	430	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Anave	l Gato	GP02A	4	Giant		4	-14	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	24"	16"	2	11	7d10	+3	+1	6600	
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Great Shield [S3]		1	-	+3 Blocks	-	-		
					-				
	Large Beam Saber		3	Melee	-	-	8	400	
					-				
50	Shield Smash [CC]		-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" fo	r each failed S	ave		
	Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100	
SAY NIGHT		[M-	-1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot	
							•		
	Mecha & Pilot Traits								
The Niedannes of Colombia		C: [M   2]	12 E-	A!				Pilot	
The Nightmare of Solomon		Gain [M+2]	or +2 F00	cus Actions V	when this unit	activates.		Trait II	

Unit 1	Vame	Туре	Role	Special	Performance	Frame	Points	
Physalis (	GPO2-BB	MS	Raid	Assault	5	5	500	
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Anave	l Gato	GP02A	11	Giant		4	-7	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	1
24"	16"	2	11	7d10	+3	+1	6600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Great Sl	nield [S3]	1	-	+3 Blocks	-	-	-	
				-				
Large Be	am Saber	3	Melee	-	-	8	400	
				-				
Shield Sr	nash [CC]	-	Melee		-	5P	300	
		Push a	target back	cwards 3" fo	r each failed S	ave		
Vulco	ıns [K]	-	8"	6	RF+2 Hits	-	100	
	[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot	
GP02 B.B	azooka [E]	7	40"	5	-	6	700	
			+1	Hit vs Size 3	3+			
				Mecha &	Pilot Traits			
	Gain [M+2]	or +2 Foo	cus Actions v	when this unit	activates.		Pilot Trait II	The Nightmare of Solomon

	Unit	Unit Name		Role	Special	Performance	Frame	Points	
	Physalis G	PO2-MLRS	MS	Raid	Assault	5	5	650	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
	Anave	el Gato	GP02A	20	Giant		4	2	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	36"	16"	2	11	7d10	+3	+1	6600	
S R C & A C	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Great S	hield [S3]	1	-	+3 Blocks	-	-	-	
					-				
	Large Beam Saber		3	Melee	-	-	8	400	
					-				
	Shield Si	mash [CC]	-	Melee	-	-	5P	300	
			Push a	target back	kwards 3" foi	r each failed S	ave		
	Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100	
		[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot	
	TL IDF Roc	kets (8) [X]	16	48"	10	RF-4	2	200	
			Eight L	Jses   Indire	ct Fire (R:32	" to 40"+Sens	ors)		
		Mecl	na & Pilot	Traits					
The Nightman of Salaman		Cain [M+2]	ar ±2 Eas	us Astions	uhan this unit	activates		Pilot	
The Nightmare of Solomon		Gain $[M+2]$ or $+2$ Focus Actions when this unit activates.							

Offili	Name	туре	коїе	Special	Performance	Frame	Points		
Physalis	GP02-AS	MS	Raid	Assault	5	5	500		
Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	- 4	
Anave	el Gato	GP02A	5	Giant		4	-13		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
36"	16"	2	11	7d10	+3	+1	6600		
Wed	Weapons		Range	Attacks	Close Range	PEN	DMG	A COLOR OF THE STATE OF THE STA	
Great S	hield [S3]	1	-	+3 Blocks	-	-	-		
				-					
Large Be	am Saber	3	Melee	-	-	8	400		
				-					
Shield Si	mash [CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" fo	r each failed S	ave			
Vulco	ans [K]	-	8"	6	RF+2 Hits	-	100		
	[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot		
Antiship	Rifle [K]	1	48"	4	RF-2	2	400		
		+	1 Hit vs Size	3+   +2 PL	EN vs Size 3+				
Mecha & Pilot Traits									
Gain [M+2] or +2 Focus Actions when this unit activates.  Pilot Trait								The Nightmare of Solomon	



Unit	Name	Туре	Role	Special	Performance	Frame	Points		
Dra-	C [S]	MS	Attacker	Assault	1	1	30		
Basic	c Pilot	Model	EQ Slots	Size 0	0 Speed+ Armor+				
Zeor	n Pilot	MS-21C	2	Giant	1	1	-3		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
8"	11"	2	6	6d10	+4	+0	600		
Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
Knuckle S	Shield [S0]	1	-	+1 Block	-				
		C	an only Blo	ck DMG 300	or less Shots				
Beam	Saber	1	Melee	-	-	8	300		
				-					
Ramming	Speed [CC]	-	Melee	-	-	-	600		
After attacking lose 1000 HP									
Hand V	ulcans [K]	-	8"	4	RF+4 Hits	-	100		
	[M-	1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	lot		

Unit	Unit Name Type		Role	Special	Performance	Frame	Points
Xam	el [G]	MS	Raid	Heavy Arms	3	3	270
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	YMS-16M	9	Giant	1		-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
32"	18"	2	10	6d10 +3		+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Xamel C	annon [K]	5	64"	5	RF-2	-	600
			Indirect Fire	(R:32" to 40	"+Sensors)		
TL IDF Mis	siles [X] (2)	4	48"	10	RF-4	2	200
		Two U	lses   Indire	ct Fire (R:32'	to 40"+Sense	ors)	
Ramming S	Speed [CC]	-	Melee			-	600
			After attacking lose 1000 HP				



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



Close Combat Expert

Unit Name

Туре

Į	Dra-C Custom [S]		MS	Attacker	Assault	2	1	130
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeor	n Pilot	MS-21D1	3	Giant	2	1	-1
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	8"	13"	2	6	6d10	+5	+0	600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Knuckle Shield [S0]		1	-	+1 Block	-	-	-
			C					
	Beam Saber		1	Melee	-	-	8	300
					-			
	Ramming S	Speed [CC]	-	Melee	-	-	-	600
				After att	acking lose 1	000 HP		
	Machine	Gun [K]	1	24"	7	RF+3 Hits	-	200
40				(	Overwatch IV	′		
		Mec	na & Pilot	Traits				
	l	4h-a AA-al-a- C	larah arada	1   L :+ A	TV 1 1 D	Usali an DEE		Pilot
	in	me melee C	iasii gain	TI HIT ON A	ik und ±1 b	Block on DEF.		Trait I

Special

Performance Frame Points

Unit Name		Role	Special	Performance	Frame	Points
Dra-C Hvy Custom [S]		Interceptor	Assault	2	1	140
c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
n Pilot	MS-21D1	9	Giant	1	1	4
Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
11"	2	8	3d10	+5	+0	600
ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Shield [S0]	1	-	+1 Block	-	-	-
Can only Block DMG 300 or less Shots						
Beam Saber		Melee	-	-	8	300
			-			
Speed [CC]	-	Melee	-	-	-	600
		After att	acking lose 1	000 HP		
st Salvo [X]	2	24"	4	RF+4 Hits	3	200
	Overw	atch IV   Si	ngle use (Atto	ack or Overwo	ıtch)	
e Pod [X]	2	32"	8	RF+3 Hits	3	200
	Single Use					
Gatling Gun [K]		32"	7	RF+3 Hits	-	200
		(	Overwatch IV	•		
	Custom [S] c Pilot n Pilot Move 11" pons Shield [SO] Saber Speed [CC] st Salvo [X]	Custom [S] MS c Pilot Model 1 Pilot MS-21D1      Move Actions     11" 2  Ipons EQ Shield [S0] 1  C Saber 1  Speed [CC] - st Salvo [X] 2  Overw e Pod [X] 2	Custom [S] MS Interceptor c Pilot Model EQ Slots n Pilot MS-21D1 9  Move Actions Shooting 11" 2 8  pons EQ Range Shield [S0] 1 - Can only Bloc Saber 1 Melee After att st Salvo [X] 2 24" Overwatch IV   Si e Pod [X] 3 32"	Custom [S]   MS   Interceptor   Assault     Custom [S]   Assault     Custom [S]	Custom [S]   MS   Interceptor   Assault   2	Custom [S]   MS   Interceptor   Assault   2   1   1   1   1   1   1   1   1   1





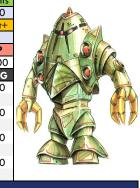
Stealth

Unit I	Unit Name Ty		Role	Special	Performance	Frame	Points	
AC G	υy [A]	MS	Interceptor		2	1	70	
Basic	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeor	n Pilot	MSM-04	3	Giant	1	1	-2	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
12"	11"	1	8	3d10	+5	+0	1600	
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG	
Missile Salvo [X]		1	48" 5 -		3	300		
				Single Use				
Mega Part	ricle Gun [E]	1	24"	4	RF+2	6	300	
				-				
Iron	Nail	1	Melee	-	-	4	400	
		[/	[M-1] This attack Blindsides one target					
Smash [CC]		-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	each failed S	ave		

Push a target backwards 3" for each tailed Save						
Mecha & Pilot Traits						
This unit cannot be targeted until its first activation unless the enemy is within	Trait					
16".	+1					

Unit	Name	Туре	Role	Special	Performance	Frame	Points	
Zocl	k [A]	MS	Firepower		2	3	180	
Basic	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeor	n Pilot	MSM-03	7	Giant	-2	6		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
14"	3"	2	10	3d10	+0	+2	7600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Quad MPC [E]		4	32"	4	RF+3 Hits	5	200	
				-				
Phonon	Maser [E]	2	48"	3	RF+2 Hits	7	700	
	[/	M-2] to use	e   AOE: 2'	Wide Line	Cannot Move	this turn		
Iron	Nail	1	Melee	-	-	4	400	
		[/	M-1] This at	ttack Blindsid	es one target			
Smas	h [CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		
Mecha & Pilot Traits								
[M-1] This unit may overwatch, fire missiles [X] or fire its shortest range								

shooting weapon (excluding Vulcans) out of its back 180 degree arc.



Limited	360	Firing	Arc



Stealth Ambusher

Unit	Name	Туре	Role	Special	Performance	Frame	Points		
Agg C	Guy [A]	MS	Raid		2	2	90		
Basi	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Zeor	n Pilot	MSM-04N	4	Giant		1	-4		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
12"	15"	1	8	4d10	+4	+0	2600		
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG		
TL Long Heat Whip [K]		3	8"	8	RF+3 Hits	4	100		
		Ener	ny target m	ust reroll 9s 8	& 10s on Evad	e e			
Heat V	Vhip [K]	1	8"	6	RF+1 Hit	4	100		
		Ener	ny target m	ust reroll 9s 8	& 10s on Evad	e e			
Smas	h [CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" foi	each failed S	ave			
Mecha & Pilot Traits									
Cannot b	e targeted u	ntil your fi	rst activatio	on unless the	enemy is withi	n 16".	Trait		
Gain I	Tactical Adv	antagel o	n your first	attack vs a to	araet within 2	4".	+11		

Unit	Name	Type Role		Special	Performance	Frame	Points
Gog	Gogg [A]		Raid		2	3	110
Basic	c Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeor	n Pilot	MSM-10	4	Giant	-2	4	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	11"	1	9	5d10	+2	+1	5600
Wed	Weapons		Range	Attacks	Close Range	PEN	DMG
Iron Nail		1	Melee	-	-	4	400
		[/	M-1] This at	ttack Blindsid	es one target		
Smas	h [CC]	-	Melee		5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave	
TL M	PC [E]	2	24"	24" 4 RF-		6	300
				-			
Torpedo Pod [X]		1	32" 6 RF+3 Hits		3	200	
				Single Use			



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
2000		k [A]	MS	Raid	opeciai	3	2	90
	Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeon Pilot 🔥		MSM-07	5	Giant	-1	1	-4
105302	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	13"	1	9	5d10	+4	+0	2600
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Missile Sc	alvo [X] (2)	2	48"	5	-	3	300
					Two Uses			
	TL M	PC [E]	2	24"	4	RF+3	6	300
					-			
	Iron	Nail	1	Melee	-	-	4	400
			[/	Λ-1] This at	Hack Blindsid	es one target		
	Smas	h [CC]	-	Melee	-	-	5P	300
			Push a	Push a target backwards 3" for each failed Save				
198								

Unit	Name	Туре	Role	Special	Performance	Frame	Points	and the second of the second	
Z'Gol	k E [A]	MS	Raid		4	2	170		
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+		
Cyclor	os Team	MSM-07E	4	Giant		1	-4		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
12"	15"	1	9	5d10	+5	+0	2600	90,000	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
Torped	o Pod [X]	1	32"	6	RF+3 Hits	3	200		
				Single Use					
Rapid Fir	e MPC [E]	2	24"	6	RF+4 Hits	4	200		
			(	Overwatch IV	′			S A MAN	
Iron	Nail	1	Melee	-	-	4	400		
		[^	Л-1] This a	ttack Blindsid	es one target				
Smas	h [CC]	-	Melee	-	-	5P	300		
		Push a	target back	kwards 3" foi	r each failed S	ave			
Mecha & Pilot Traits									
	Cain [M±1]	l a	aus Astion v	don this unit	a ativata a		Pilot	Seasoned Veteran	
Gain [M+1] or +1 Focus Action when this unit activates.						seasoned veteran			
-	•			•				-	

	0	ranie	1300	KOIE	Special	renomiance	1 I dillic	1 011113
	Char's Z	'Gok [A]	MS	Raid		3	2	310
A VIVE TO THE PROPERTY OF THE	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Char A	Aznable	MSM-07S	5	Giant	1	1	-2
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	12"	1 <i>7</i> "	1	9	5d10	+4	+0	2600
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Missile Sc	alvo [X] (2)	2	48"	5	-	3	300
AND					Two Uses			
	TL M	PC [E]	2	24"	4	RF+3	6	300
					-			
	Iron	Nail	1	Melee	-	-	4	400
WE GET DE			[/	M-1] This at	ttack Blindsid	es one target		
	Smas	h [CC]	-	Melee	-	-	5P	300
			Push a	target back	kwards 3" foi	each failed S	ave	
Company of the second								
		Mec	ha & Pilot	Traits				
Novetvena II			lmm	une to Blind	side			Trait
Newtype II		NT Flash:	Twice per	game gain	+3 Blocks th	nis turn.		+X
Mastermind	\4/han			anus far this		VI OB ±300 B	MC	Pilot
Masiermina	vvnen y	ou activate o	noose a b	onus for mis	5 IUIII: TZ PEI	N OR +200 D	mG.	Trait II

	Unit I	Name	Туре	Role	Special	Performance	Frame	Points	Unit 1	Name	Туре	Role	Special	Performance	Frame	Points	
	Char's Z	'Gok [A]	MS	Raid		3	2	310	Hy-Go	gg [A]	MS	Raid		4	2	180	
	Ace	Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+	
K	Char A	Aznable	MSM-07S	5	Giant	1	1	-2	Cyclop	s Team	MSM-03C	5	Giant	1		-3	
1	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
I	12"	1 <i>7</i> "	1	9	5d10	+4	+0	2600	12"	18"	1	9	5d10	+5	+0	2100	
١	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
1	Missile Sc	ılvo [X] (2)	2	48"	5	-	3	300	Antiship /	Missile [X]	1	48"	3	RF-1	3	1000	
0					Two Uses						S	ingle Use	+3 Hits vs	Size 2+ Units			
I	TL M	PC [E]	2	24"	4	RF+3	6	300	Torpedo	Pod [X]	1	32"	6	RF+3 Hits	3	200	
ı					-								Single Use				
b	Iron	Nail	1	Melee	-	-	4	400	Rapid Fir	e MPC [E]	2	24"	6	RF+4 Hits	4	200	MP 0
8			[٨	Λ-1] This at	tack Blindsia	les one target						(	Overwatch I\	/			V/U
ľ	Smas	h [CC]	-	Melee	-	-	5P	300	Machine C	Cannons [K]	-	8"	8	-	-	100	
ĺ			Push a	target back	wards 3" fo	r each failed S	ave			[M-	-1] to Use	[Free Ac	tion]   Req	uires a Skilled	/ Ace Pi	ilot	
ĺ									Iron	Nail	1	Melee	-	-	4	400	
											[/	M-1] This at	ttack Blindsic	les one target			
8		Mecl	ha & Pilot	Traits					Smas	h [CC]	-	Melee	-	-	5P	300	
		•	lmm	une to Blind	side		·	Trait			Push a	target back	cwards 3" fo	r each failed S	ave		
		NT Flash:	Twice per	game gain	+3 Blocks t	his turn.		+X					Mecha &	Pilot Traits			
	When yo	ou activate c	thoose a b	onus for this	turn: +2 PE	N OR +200 D	MG.	Pilot Trait II		In Rounds	2+ gain [ <i>N</i>	Λ+2] on you	ur turn if HP	>=50%.		Pilot Trait l	Reckless



Well Trained

Unit I	Name	Туре	Role	Special	Performance	Frame	Points
Gasshia		MS	Attacker	Assault	3	3	280
Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Pezui	n Pilot	MS-13	8	Giant		3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	2	8	8d10	+5	+1	3100
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
Hamme	ergun [K]	3	16"	5	RF+2 Hits	5P	400
		Push a	target back	kwards 3" foi	r each failed S	ave	
TL Missile	Pod [X] (2)	4	32"	8	RF+3 Hits	3	200
				Two Uses			
Iron	Nail	1	Melee	-	-	4	400
		[/	M-1] This at	ttack Blindsid	les one target		
Smas	h [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	r each failed S	ave	
	Mecl	ha & Pilot	Traits				

Push a target backwards 3" for each failed Save	
Mecha & Pilot Traits	
Carin [AA   1] and   1 Earne Austral Calum the australian and	Pilot
Gain [M+1] or +1 Focus Action when this unit activates.	Trait I

		_				_	_
Unit	Name	Туре	Role	Special	Performance	Frame	Points
Gi	gan	MA	Firepower		1	1	40
Basi	: Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Pezu	n Pilot	MS-12	4	Giant	-2	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	4"	2	9	2d10	+1	+0	2100
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Artillery (	Cannon [K]	1	1 48" 5 RF-2		-	400	
			Indirect Fire	(R:32" to 40	"+Sensors)		
Gatling	Gun [K]	3	32"	7	RF+3 Hits	-	200
			(	Overwatch IV	,		
Ramming	Speed [CC]	-	Melee	-	-	-	600
			After att	acking lose 1	000 HP		



Mecha & Pilot Traits			
This unit cannot make sharp turns.	Trait -l	Tracked Vehicle	
lalve the movement bonus from Full Throttle (i.e. 5" to 3").	irait -i	таскеа чепісіе	



	Unit	Name	Туре	Role	Special	Performance	Frame	Points
	Psycommi	u Zaku [S]	MS	Raid	Heavy Arms	4	1	350
	Skille	d Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
	Zeor	n Pilot	MSN-01	6	Giant	2	1	-3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	26"	19"	2	9	5d10	+4	+0	1600
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Wired Bed	amhands [E]	3	Sensors	5	-	6	200
6			U	ses the (Qua	asi-)Psycomm	rules below		
	Wired Bed	amhands [E]	3	Sensors	5	-	6	200
1			U	ses the (Qua	asi-)Psycomm	rules below		
7	Ramming S	Speed [CC]	-	Melee	-	-	-	600
				After att	acking lose 1	000 HP		

	Mecha & Pilot Traits	
Naustuna I	Immune to Blindside	Trait
Newtype I	NT Flash: Once per game gain +3 Blocks this turn.	+V
D	[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-	Trait
Psycommu	Guided weapons they gain Blindside but must Indirect Fire.	+V
Elizations	Ve Shooting attends in accept the house to Dodge and County by 1 (Mary 2)	Pilot
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Trait I

Unit	Name	Туре	Role	Special	Performance	Frame	Points
Bishop Zaku [S]		MS	Interceptor	Heavy Arms	2	1	300
Skille	d Pilot	Model	EQ Slots Size 0		Speed+	Armor+	Cost+
Zeor	n Pilot	MS-06Z	6	Giant	2	1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
26"	13"	2	8	3d10	+4	+0	1600
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
Wired Bed	amhands [E]	3	Sensors	5	-	6	200
		U	ses the (Que	asi-)Psycomm	u rules below		
Wired Bed	amhands [E]	3	Sensors	5	-	6	200
		U	ses the (Que	asi-)Psycomm	u rules below		
Smas	h [CC]	-	Melee	-	-	5P	300
		Push a	target back	kwards 3" foi	each failed S	ave	



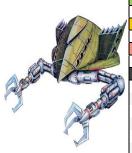
Mecha & Pilot Traits		
Immune to Blindside	Trait	Nautonal
NT Flash: Once per game gain +3 Blocks this turn.	+V	Newtype I
[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-	Trait	D
Guided weapons they gain Blindside but must Indirect Fire.	+V	Psycommu
Carin [AA   1] and   1 Engage Antique when this write maticals	Pilot	\A/all Tuesine d
Gain [M+1] or +1 Focus Action when this unit activates.	Trait I	Well Trained

THE PARTY OF	Unit	Name	Туре	Role	Special	Performance	Frame	Points
293	Zeon	ıg [S]	MS	Raid	Heavy Arms	5	5	500
	Ace	Ace Pilot		EQ Slots	Size 0	Speed+	Armor+	Cost+
	Char A	Aznable	MSN-02	8	Giant	2	-3	-20
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	20"	20"	2	11	7d10	+5	+0	3600
	Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG
	TL Beam (	Cannons [E]	2	48"	4	RF-1	5	400
					-			
A A	Wired Bed	amhands [E]	3	Sensors	5	-	6	200
			U	ses the (Qu	asi-)Psycomm	u rules below		
	Wired Bed	amhands [E]	3	Sensors	5	-	6	200
			U	ses the (Qu	asi-)Psycomm	u rules below		
21	Smas	h [CC]	-	Melee	-	-	5P	300
一年 第二十一			Push a	target bac	kwards 3" foi	each failed S	ave	
		Mecl	na & Pilot	Traits				
Newtype II			lmm	une to Blinc	lside			Trait
Newlype II		NT Flash:	Twice per	game gair	n +3 Blocks tl	nis turn.		+X
Psycommu	[M-1] [Fre	ee Action] Mo	ake an All	Ranged At	tack with Bits	, Funnels or a	Wire-	Trait
1 syconino	C	Guided weap	ons they	gain Blindsi	de but must li	ndirect Fire.		+V
Mastermind	When w	ou activate c	hoose a h	onus for this	e turn. +2 PFI	N OR +200 D	MG	Pilot
Masieriiliid	vvilen y	oo achvale c	iioose u b	01103 101 1111	3 10111. 1 Z F L1	1 OK 7200 D	,,,,O.	Trait II

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	\
Elme	th [S]	MA	Sniper	Heavy Arms	4	2	550	\
Skille	d Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+	\
Lalah	n Sune	MAN-08	6	Massive	2	-3	-12	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
44"	14"	2	11	3d10	+3	+0	1600	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
TL Beam (	Cannons [E]	2	48"	4	RF-1	5	400	
				-				
Elmeth	Bits [E]	2	Sensors	5	-	5	200	
			Uses the	Psycommu rul	les below			
Elmeth	Bits [E]	2	Sensors	5	-	5	200	
			Uses the	Psycommu rul	les below			
Massive	Ram [CC]	-	Melee	-	-	-	800	
			After att	acking lose 1	500 HP			3
				Mecha & l	Pilot Traits			
lmmu	ne to Blinds	de   At th	e end of th	e Round ener	nies lose [M-1	]	Trait	Novetveno Proces
	NT Flash: Th	ree times	per game g	jain +3 Block	s this turn.		+XX	Newtype Pressu
[M-1] [Fre	e Action] M	ake an All	Ranged At	tack with Bits	, Funnels or a	Wire-	Trait	Davaammu
C	Guided wear	ons they	gain Blindsid	de but must li	ndirect Fire.		+V	Psycommu
When	activated if	HP<50%	or [M=0] g	ain [M+2] O	R 2 Focus action	ons.	Pilot	Kind Hearted
	Wh	en this unit	is destroye	ed gain [M+3	3].		Trait I	Nina Heartea

	Unit Name		Туре	Role	Special	Performance	Frame	Points	
	Big	Zam	S.Heavy	Firepower	Heavy Arms	3	5	500	
	Basi	: Pilot	Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+	
	Dozle	e Zabi	-	26	Massive	-3		-5	
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
	18"	4"	4	11	4d10	+0	+0	10000	
	Wea	pons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG	
	Big Zan	n MPC [E]	5	56"	3	RF+2 Hits	7	700	
				[M-2] to us	se   AOE: 2"	Wide Line			
	TL MA	MPC [E]	5	48"	4	RF+1	6	400	
					-				
	TL MA	MPC [E]	5	48"	4	RF+1	6	400	
					-				
AND THE RESIDENCE	TL MA MPC [E]		5	48"	4	RF+1	6	400	
					-				
	TL MA	MPC [E]	5	48"	4	RF+1	6	400	
					-				
	AA Mis	ssiles [X]	1	16"	8	RF+8 Hits	2	100	
				Single Use	Overwate	ch VIII Hits			
	Massive S	mash [CC]	-	Melee	-	-	7P	300	
	Push a target backwards 3" for each failed Save								
	Mecha & Pilot Traits								
I-Field [Barrier]	Block 7 [E] shots vs each attack action then total the ARM PEN of those shots.								
i-i leia [bairlei]	If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.								
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets								
Detense Array	smaller than Colossal (Size 3).								
Limited 360 Firing Arc	[M-1] This unit may overwatch, fire missiles [X] or fire its shortest range								
Lillined 300 Filling Arc	shooting weapon (excluding Vulcans) out of its back 180 degree arc.								
Slow and Laborious		You may not	Fly or use	e Power wit	h Full Throttle	e/Charge.		Trait	
Slow and Laborious	In M	elee you AN	D the Def	ender gain	+X Hits equa	al to your Size		-V	

Unit I	Name	Туре	Role	Special	Performance	Frame	Points	
Big Zam (A	Mass Prod.)	S.Heavy	Firepower	Heavy Arms	3	3	200	
Basic	: Pilot	Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+	
Zeon	n Pilot	-	11	Giant	-3	-3	-11	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP	
18"	4"	4	9	4d10	+0	+0	3000	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Big Zam	MPC [E]	5	56"	3	RF+2 Hits	7	700	
			[M-2] to us	se   AOE: 2"	Wide Line			
TL Missile	Pod [X] (2)	4	32"	8	RF+3 Hits	3	200	Dod of MI
				Two Uses				
AA Missi	les [X] (2)	2	16"	8	RF+8 Hits	2	100	
			Two Uses	Overwate	h VIII Hits			
Kick	[CC]	-	Melee	-	-	5P	300	
		Push a	target back	kwards 3" foi	r each failed S	ave		»
				Mecha &	Pilot Traits			
	Gain Armor Save+2 vs [E]nergy Shooting Weapons.							Anti-Beam Coating
While	e transforme		Focus action Block (5+	•	n   Move -5"		Trait +I	Transform (Artillery)

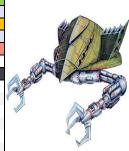


Unit	Unit Name		Role	Special	Performance	Frame	Points				
Bigr	o [S]	MA	Raid Heavy Arms		3	2	240				
Skille	d Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+				
Tok	wan	MA-05	12	Massive	1	-1	-3				
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP				
14"	18"	2	9	5d10	+3	+0	2600				
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG				
Mobile Arr	nor MPC [E]	4	48"	4	-	6	400				
				-							
TL AA Mis	siles [X] (4)	8	16"	10	RF+10 Hits	2	100				
			Four Uses	Overwate	h VIII Hits						
Claw	's [CC]	-	Melee	-	-	5P	300				
	Push a target backwards 3" for each failed Save										
Mecha & Pilot Traits											

Mecha & Pilot Traits

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

Unit	Unit Name		Role	Special	Performance	Frame	Points		
Bigr	o [S]	MA	Raid	Heavy Arms	3	2	190		
Basic	: Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+		
Zeor	n Pilot	MA-05	12	Massive	1	-1	-3		
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		
14"	18"	2	9	5d10	+3	+0	2600		
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG		
Mobile Arr	nor MPC [E]	4	48"	48" 4 -		6	400		
				-					
TL AA Mis	siles [X] (4)	8	16"	10	RF+10 Hits	2	100		
	Four Uses   Overwatch VIII Hits								
Claws [CC]		-	Melee	-	-	5P	300		
Push a target backwards 3" for each failed Save									



The state of the s	Unit Name		Туре	Role	Special	Performance	Frame	Points
The state of the s	Val V	aro [S]	MA	Raid	Heavy Arms	4	4	500
	Ace Pilot		Model	EQ Slots	Size 1	Speed+	Armor+	Cost+
	Kelly I	Layzner	MA-06	19	Massive	2	3	3
	Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
	14"	20"	2	10	6d10	+5	+1	5600
CONTRACTOR OF THE PARTY OF THE	Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG
	Val Var	o MPC [E]	2	32"	3	RF+2 Hits	7	700
					se   AOE: 2"	Wide Line		
	Mobile Arr	mor MPC [E]	4	48"	4	-	6	400
					-			
	Mobile Armor MPC [E]		4	48"	4	-	6	400
	Electro Stunner				-			
			7	24"	8	RF+4 Hits	88	-
VI AVAILANT			Co	•	locked by [Bo	rriers] or [M]		
	AA Missi	les [X] (2)	2	16"	8	RF+8 Hits	2	100
					Overwatch	h VIII Hits		
10 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Machine (	Cannons [K]	-	8"	8	-	-	100
		[M-	1] to Use	[Free Ac	tion]   Requ	uires a Skilled	/ Ace Pi	lot
	Massive S	Smash [CC]	-	Melee	-	-	7P	300
					kwards 3" for	each failed S	ave	
			na & Pilot					
Entwined with Tragedy		,		•	Captains &			Pilot Trait I
	+1 Hit (+2 Hits with DMG 0-200 Weapons)							
Elusive	Vs Shoot	ina attacks in	nprove the	bonus to F	odae and G	uard by 1 (M	ax 3)	Pilot
2.03170					e dege and o		J	Trait I

· · · · · ·		1/20		0,000.0.		i i dille			1
Neue .	Ziel [S]	MA	Raid	Heavy Arms	7	5	1000	Y	
Ace	Pilot	Model	EQ Slots	Size 1	Speed+	Armor+	Cost+		
Anave	el Gato	AMX-002	29	Massive	2	3	4	PA	-//
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP		6
28"	20"	2	12	8d10	+6	+1	7600	0	
Wed	apons	EQ	Range	Attacks	<b>Close Range</b>	PEN	DMG		
Antiship	Missile [X]	1	48"	3	RF-1	3	1000	Marie Py	M
		Si	ingle Use	+3 Hits vs S	Size 2+ Units			1/7/1/25	
NZ Micro	missiles [X]	8	48"	10	RF+6 Hits	2	100		
		Four Uses	Enemy tai	rget must rero	oll 9s & 10s oi	n Evade			
Hvy Beam	Cannon [E]	4	48"	4	RF-1	7	400		
				-					
Quad	MPC [E]	4	32"	4	RF+3 Hits	5	200		
				-					
Wired Be	amhands [E]	3	Sensors	5	-	6	200		
		U	ses the (Qu	asi-)Psycomm	u rules below				%
Wired	Claws [K]	4	24"	5	RF+3 Hits	2	400		
		U	ses the (Qu	asi-)Psycomm	u rules below				
Massive	Ram [CC]	-	Melee	-	-	-	800		
			After att	acking lose 1	500 HP				1
Large Be	eam Saber	3	Melee	-	-	8	400		
				-					
Hidden Be	eam Sabers	2	-	+1 Block	-	-	-		
		Can only Bl	ock in Enga	gement range	e (Includes Ov	erwatch)			111
									II and work one is nothing
				Mecha & I	Pilot Traits				
Block 7 [E	] shots vs ea	ch attack o	action then t	total the ARM	NPEN of those	shots.	Trait	I-Field [B	arriarl
If the su	ım of [7 - Cu	rrent Roun	d]d10 < To	tal ARM PEN	disable the F	ield.	+XX	i-i ieiu [b	unien
[M-1] [Free Action] Make an All Ranged Attack with Incoms or a Wire-Guided Trait						Trait	Quasi-Psy	(COMMI)	
	weapons	they gain	Blindside b	ut must Indire	ect Fire.		+V	Quusi-r sy	COMMING
[M-1]	This unit may	overwatch	n, fire missil	es [X] or fire	its shortest ra	nge	_	Limited 360	Firing Arc
shooti	ng weapon (	excluding	Vulcans) ou	t of its back	180 degree c	arc.	-	Lilliled 300	Tillig Arc
[M-1]	This unit may	Blindside	on Melee A	ATK with hidd	en beam sabe	ers.	Trait +11	Hidden Sab	er Attack

Gain [M+2] or +2 Focus Actions when this unit activates.

Special Performance Frame Points

+II Pilot

Trait II

The Nightmare of Solomon



## **Build Fighters Customization: For Advanced Players Only**

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

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

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

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300
TL Beam Rifle [E]	2	32"	- 4	RF+2	6	300
TE Beam kine [E]	2	32	-	KF+Z	0	300
Beam Spray Gun [E]	1	16"	4	RF+1 Hits	5	300
			Overwatch I			
TL Beam Pistol [E]	2	16"	4	RF+2 Hits	5	300
Beam Carbine [E]	1	24"	Overwatch I 4	v RF+2	6	300
beam carbine [L]	•	2-7	-	KI 12		500
TL Shorty Beam Rifle [E]	2	24"	4	RF+3	6	300
D C [5]	_	4011	-		_	
Beam Cannon [E]	1	48"	4	RF-2	5	400
TL Beam Cannons [E]	2	48"	4	RF-1	5	400
	_		-			
Beam Sniper [E]	1	48"	4	RF-2	6	300
L D C: [F]	•	•	target's Cov		,	200
Long Beam Sniper [E]	2	48"	4 hanua   C.	RF-2 it Hits are wortl	6 - 2 U:4-	300
Beam M.Gun [E]	nore rar	gers Cover 24"	5 - 5	RF+3 Hits	4	200
beam wason [L]			Overwatch I			200
TL Beam M.Guns [E]	2	24"	6	RF+4 Hits	4	200
			Overwatch I			
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
TL Machine Guns [K]	2	24"	Overwatch I 8	v RF+4 Hits	_	200
TE Machine Oolis [K]			Overwatch I		_	200
Giant Bazooka [K]	1	32"	4	-	3	700
			Hit vs Size			
TL Giant Bazooka [K]	2	32"	4	RF+1	3	700
Shotgun [K]	1	16"	Hit vs Size	3+ RF+5 Hits		200
Shorgon [K]	ı		erwatch III		-	200
Antiship Rifle [K]	1	48"	4	RF-2	2	400
	+	1 Hit vs Size	3+   +2 P	EN vs Size 3+		
Railgun [K]	1	48"	4	RF-2	2	400
TI Dailauma [V]	+1 F	dit vs Size 3 48"	+   Crit Hits	are worth 3 Hi	ts 2	400
TL Railguns [K]	_		4 +   Crit Hits	RF-1 s are worth 3 Hi		400
Railgun Sniper [K]	2	48"	4	RF-2	2	400
	nore tar	get's Cover	bonus   Ci	riticals are worth	3 Hits	
Mega Launcher [E]	2	32"	3	RF+2 Hits	7	700
LAA D Diff. [5]	2		se   AOE: 2		0	700
L.Mega Beam Rifle [E]	3	40"	3 se   AOE: 3	RF+3 Hits	8	700
Vulcans [K]	_	8"	6   AOL: 3	RF+2 Hits	-	100
	] to Use	[Free Ac		quires a Skilled ,	/ Ace Pi	
Machine Cannons [K]	-	8"	8	-	_	100
-	] to Use	[Free Ac	•	quires a Skilled ,	/ Ace Pi	
Vulcans & Cannons [K]	- 1 to 11s-	8"	8	RF+2 Hits	- / Aca D:	100
[M-2	j to Use	[rree Ac	nonj   Red	quires a Skilled ,	Ace Pi	IUT

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Missile Pod [X]	1	32"	6	RF+3 Hits	3	200
			Single Use			
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200
			Single Use			
Missile Salvo [X]	1	48"	5	-	3	300
			Single Use			
TL Missile Salvo [X]	2	48"	7	-	3	300
			Single Use			
Micromissiles [X]	1	32"	10	RF+6 Hits	2	100
	•	~ —		oll 9s & 10s on	_	
TL Micromissiles [X]	2	32"	10	RF+8 Hits	2	100
• •	_	~ =		oll 9s & 10s on	_	
Fire Support Missiles [X]	1	48"	8	RF-4	2	200
o copper :suics []	Single			" to 40"+Senso		200
TL Fire SPT Missiles [X]	2	48"	10	RF-4	,, 3,	200
TETTIC OF T WISSINGS [X]				" to 40"+Senso		200
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
Orchade Edulicher [X]	•		-	ack or Overwat		200
Sturm Faust Salvo [X]	2	24"	A	RF+4 Hits	3	200
Sidili i dosi Salvo [A]	_		-	ack or Overwat		200
Beam Saber	1	Melee	ngle ose (And	ack of Overwar	8	300
Dealli Sabei	'	Melee	-	<del>-</del>	Ū	300
Twin Beam Sabers	2	Melee	ATK+1 Hit		8	300
I will bealli Subers		Melee	AIKTIIII	-	0	300
Beam Spear	3	Melee	ATK+2 Hits		8	300
beam Spear	3	Meiee	AINTZ IIIS	-	0	300
Beam Tomahawk	2	Melee	-		6	300
beam romanawk	2		- II 1s & 2s on	- ATV	0	300
Twin Beam Tomahawk	3	Melee	ATK+1 Hit	AIN	6	300
Twin beam Tomanawk	3		II 1s & 2s on	- ATV	0	300
Hearth	1		II IS & ZS ON	AIN	5	200
Heat Hawk	- 1	Melee		- ATV	3	300
Double Heat Hawk	2		II 1s & 2s on	AIK	-	200
Double near nawk	2	Melee	ATK+1 Hit	- A TIV	5	300
Herri Calara	,		II 1s & 2s on	AIK	-	200
Heat Saber	1	Melee	-	-	5	300
	_		l 1s on ATK &	k DEF	_	000
Heat Sword	2	Melee	ATK+1 Hit	-	5	300
T . II . C . I	4		l 1s on ATK &	& DEF	_	000
Twin Heat Swords	4	Melee	ATK+2 Hits	-	5	300
1 11 11			l 1s on ATK 8	& DEF	4	400
Iron Nail	1	Melee	-	-	4	400
		_		es one target		
		_		ntiship Sword	-	400
Heat Lancer	2	Melee	ATK+1 Hit	-	5	400
4	_		1s & 2s on A	Affack	10	200
Antiship Sword	2	Melee	ATK+1 Hit	-	10	300
			it vs Size 3+			
				o equip a Shie	ld.	
Small Shield [S1]	1	-	+1 Block	-	-	-
01. 11.000			-			
Shield [S2]	1	-	+2 Blocks	-	-	-
			-			