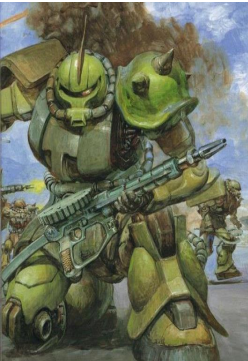
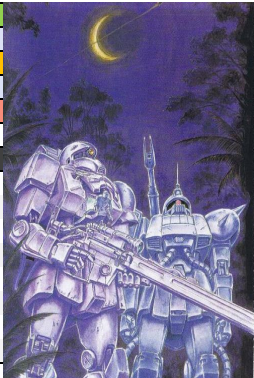




Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku II		MS	Battler		2	1	30
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-06F/J	2	Giant	2	-3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	8"	1	9	5d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine 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 backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku I Sniper		MS	Sniper		1	1	30
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Long Beam Sniper [E]		2	48"	4	RF-2	6	300
Ignore target's Cover bonus Crit Hits are worth 3 Hits							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku II Commander		MS	Battler		2	1	90
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-06S	2	Giant	1	2	-2
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
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 backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Black Tri-Stars Zaku II		MS	Battler		2	1	90
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gaia / Mash / Ortega		MS-06S	2	Giant	1	2	-2
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
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 backwards 3" for each failed Save							



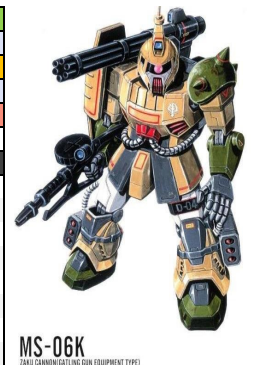
Mecha & Pilot Traits		
Seasoned Veteran	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

Mecha & Pilot Traits		
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Black Tri-Stars



Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku Cannon		MS	Firepower		2	1	50
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-06K	6	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							
Artillery Cannon [K]		1	48"	5	RF-2	-	400
Indirect Fire (R:32" to 40"+Sensors)							
TL Missile Salvo [X](2)		4	48"	7	-	3	300
Two Uses							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku Half Cannon		MS	Firepower		2	1	70
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon 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 backwards 3" for each failed Save							



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 PEN 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	-	-	-
Can only Block DMG 300 or less Shots							



Unit Name		Type	Role	Special	Performance	Frame	Points
Char's Zaku II		MS	Battler		2	1	200
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
Weapons		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 backwards 3" for each failed Save							

Mecha & Pilot Traits			
Newtype I	Immune to Blindside		Trait +V
	NT Flash: Once per game gain +3 Blocks this turn.		
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)		Pilot Trait I
The Red Comet	Gain [M+1] or +1 Focus Action when this unit activates.		Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Char's Zaku II		MS	Battler		2	1	250
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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Heat Hawk		1	Melee	-	-	5	300
Reroll 1s & 2s on ATK							
Kick [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits			
	Immune to Blindside		Trait +X
	NT Flash: Twice per game gain +3 Blocks this turn.		
	[M+1] If you engage or end your turn 5" closer to an enemy		Pilot Trait I
	All weapons gain +1 HIT this turn if you activated due to Return Fire.		
	Gain [M+1] or +1 Focus Action when this unit activates.		Pilot Trait I
			Newtype II
			Quest for Vengeance
			The Red Comet



Unit Name		Type	Role	Special	Performance	Frame	Points
Dozle's Zaku II		MS	Melee	+5	2	1	100
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Dozle 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
Large Heat Hawk		2	Melee	ATK+1 Hit	-	5	300
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits			
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 >=50%.		Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Matsunaga'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
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
Large Heat Hawk		2	Melee	ATK+1 Hit	-	5	300
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Vulcans [K]		-	8"	6	RF+2 Hits	-	
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							

Mecha & Pilot Traits			
	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)		Pilot Trait I
			Elusive



Unit Name		Type	Role	Special	Performance	Frame	Points
Recon Zaku		MS	Sniper		2	1	60
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Long Barrel M.Gun [K]		2	40"	6	RF+2 Hits	-	200
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

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

Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku Flipper		MS	Sniper		2	1	80
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-06E-3	1	Giant	1	-5	
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 Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Fists [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits			
	This unit cannot be targeted until its first activation unless the enemy is within 16".		Trait +I
	Range:(Sensors+12") Choose an enemy in LOS		Trait +I
	Allies gain +1 Shooting Accuracy against them this Round.		
			Stealth
			Camera Gun





Unit Name		Type	Role	Special	Performance	Frame	Points
Zudah		MS	Raid		3	1	110
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon 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
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
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 Combat [CC]		-	Melee	-	-	5P	
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Saturn Engine	There is a 1/10 chance this unit will explode after performing a Full Throttle action.						Trait -I
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)						Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Hunter in Black Clothes		MS	Raid		3	1	160
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
LCDR Wolfgang		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
Antiship Rifle [K]		1	48"	4	RF-2	2	400
+1 Hit vs Size 3+ +2 PEN vs Size 3+							
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 Combat [CC]		-	Melee	-	-	5P	
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
There is a 1/10 chance this unit will explode after performing a Full Throttle action.						Trait -I	Saturn Engine
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)						Pilot Trait I	Elusive
Gain [M+1] or +1 Focus Action when this unit activates.						Pilot Trait I	Practiced Professional



Unit Name		Type	Role	Special	Performance	Frame	Points
Zudah		MS	Raid		3	1	60
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon 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 Combat [CC]		-	Melee	-	-	5P	
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Saturn Engine	There is a 1/10 chance this unit will explode after performing a Full Throttle action.						Trait -I

Unit Name		Type	Role	Special	Performance	Frame	Points
GM Camouf		MS	Battler		2	1	60
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Saboteur		"RGM-79"	4	Giant		1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	9"	1	9	5d10	+2	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Antiship Rifle [K]		1	48"	4	RF-2	2	400
+1 Hit vs Size 3+ +2 PEN vs Size 3+							
Shield [S2]		1	-	+2 Blocks	-	-	-
Heat Hawk		1	Melee	-	-	5	300
Reroll 1s & 2s on ATK							
Chain Mine		1	Melee	ATK+2 Hits	-	2	600
Single Use +1 Hit vs Size 3+							
Fists [CC]		-	Melee	-	-	5P	
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Cannot be targeted until your first activation unless the enemy is within 16".						Trait +II	Stealth Ambusher
Gain [Tactical Advantage] on your first attack vs a target within 24".							





Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku Desert Type [G]		MS	Battler		3	1	170
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
10"	8"	1	10	6d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
		Overwatch IV					
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
		Single Use					
Heat Hawk		1	Melee	-	-	5	300
		Reroll 1s & 2s on ATK					
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save					

Mecha & Pilot Traits		
Mastermind	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II



Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku Desert Type [G]		MS	Battler		3	1	120
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Caracal Team		MS-06D	3	Giant		2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	8"	1	10	6d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Missile Pod [X] (2)		2	32"	6	RF+3 Hits	3	200
		Two Uses					
Heat Hawk		1	Melee	-	-	5	300
		Reroll 1s & 2s on ATK					
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save					

Mecha & Pilot Traits		
Cunning Pilot	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku Desert Type [G]		MS	Battler		3	1	120
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gariboldi Team		MS-06D	3	Giant		2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	8"	1	10	6d10	+4	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Long Barrel M.Gun [K]		2	40"	6	RF+2 Hits	-	200
Heat Hawk		1	Melee	-	-	5	300
		Reroll 1s & 2s on ATK					
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save					

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

Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku II F2		MS	Battler		4	1	140
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Delaz Fleet		MS-06F2	2	Giant	1	2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	1	10	6d10	+5	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
		Overwatch IV					
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
		Push a target backwards 3" for each failed Save					
Heat Hawk		1	Melee	-	-	5	300
		Reroll 1s & 2s on ATK					

Mecha & Pilot Traits		
Gain [M+1] or +1 Focus Action when this unit activates.		Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku II FZ		MS	Battler		4	1	100
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-06FZ	2	Giant	1	2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	1	10	6d10	+5	+0	2100
Weapons		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 backwards 3" for each failed Save					

Mecha & Pilot Traits		
You may move an additional +5" with Full Throttle. You may not use Full Throttle after Round 3.		Trait +1



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"+Sensors)							
Giant Bazooka [K]	1	32"	4	-	3	700	
+1 Hit vs Size 3+							
For +20pts the Zaku II F2 or FZ equip the MMP-80 and a Grenade launcher.							
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	
Overwatch IV Single use (Attack or Overwatch)							

The Zaku's on this page may take one of these options for +20pts each.							
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Sturm Faust Salvo [X]	2	24"	4	RF+4 Hits	3	200	
Overwatch IV Single use (Attack or Overwatch)							
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200	
Single Use							



Unit Name		Type	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+
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
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Heat Hawk		1	Melee	-	-	5	300
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

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



Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku II High Mobility		MS	Battler	Assault	4	2	250
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Mash		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
Antiship Rifle [K]		1	48"	4	RF-2	2	400
+1 Hit vs Size 3+ +2 PEN vs Size 3+							
Heat Hawk		1	Melee	-	-	5	300
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

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



Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku II High 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heat Bardiche		2	Melee	ATK+1 Hit	-	5	300
Reroll 1s & 2s on DEF							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits		
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I

The Zaku II High Mobility Types on this page all share these Traits.		
Fuel Hungry	You may move an additional +5" with Full Throttle. You may not use Full Throttle after Round 3.	Trait +I
Renowned Pilot	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I

Unit Name		Type	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+
Anavel 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Heat Hawk		1	Melee	-	-	5	300
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

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



Unit Name		Type	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+
Shin Matsunaga		MS-06R1A	3	Giant	2	1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	13"	2	10	6d10	+5	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Machine Gun [K]		1	24"	7	RF+3 Hits	-	200
Overwatch IV							
Large Heat Hawk		2	Melee	ATK+1 Hit	-	5	300
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits		
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)		Pilot Trait I Elusive



Unit Name		Type	Role	Special	Performance	Frame	Points
Zaku II High Mobility		MS	Battler	Assault	4	2	250
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Johnny Ridden		MS-06R2	2	Giant	3	1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	15"	2	10	6d10	+5	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Heat Hawk		1	Melee	-	-	5	300
Reroll 1s & 2s on ATK							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits		
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)		Pilot Trait I Elusive





Unit Name		Type	Role	Special	Performance	Frame	Points
Dom / Rick Dom		MS	Raid		3	2	80
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
8"	16"	1	9	5d10	+4	+0	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Heat Saber		1	Melee	-	-	5	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Rick Dom II		MS	Raid		4	2	110
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
8"	16"	1	9	5d10	+5	+0	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Heat Saber		1	Melee	-	-	5	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
Dom		MS	Raid		3	2	180
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gaia		MS-09	2	Giant	1	2	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	16"	1	9	5d10	+4	+0	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Heat Saber		1	Melee	-	-	5	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Dom		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]		1	32"	4	-	3	700
+1 Hit vs Size 3+							
Heat Saber		1	Melee	-	-	5	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							



Mecha & Pilot Traits							
Black Tri-Stars		Gain [M+1] or +1 Focus Action when this unit activates.					Pilot Trait I
Tactician		When the Round starts give 2 allies within LOS or Sensors a Focus action to use on their next turn. Units are capped at 3 Focus actions per turn.					Trait I

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



Unit Name		Type	Role	Special	Performance	Frame	Points
Gato's Rick Dom		MS	Raid		4	2	230
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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Bazooka [E]		3	32"	4	-	5	700
+1 Hit vs Size 3+							
Heat Saber		1	Melee	-	-	5	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Rick Dom Elite Guard		MS	Raid		4	2	200
Skilled 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heat Lancer		2	Melee	ATK+1 Hit	-	5	400
Reroll 1s & 2s on Attack							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
MMP-80 M.Gun [K]		2	24"	7	RF+5 Hits	-	200
Overwatch IV							



Mecha & Pilot Traits							
The Nightmare of Solomon		Gain [M+2] or +2 Focus Actions when this unit activates.					Pilot Trait II

Mecha & Pilot Traits							
		Gain [M+1] or +1 Focus Action when this unit activates.					Pilot Trait I
							Practiced Professional

The Dom's on this page all share these Traits.							
Flash		[M-1] Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindside.					Trait +I

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 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+							



Unit Name	Type	Role	Special	Performance	Frame	Points
Dom Tropical 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
12"	16"	1	9	5d10	+4	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]	1	32"	4	-	3	700
			+1 Hit vs Size 3+			
Heat Saber	1	Melee	-	-	5	300
			Reroll 1s on ATK & DEF			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

Mecha & Pilot Traits

Flash	[M-1] Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindsight.	Trait +I
Mastermind	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points
Dom Hi-Speed Type [G]	MS	Raid		3	2	170
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	YMS-09J	3	Giant	2	2	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	18"	1	9	5d10	+4	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]	1	32"	4	-	3	700
			+1 Hit vs Size 3+			
Heat Bardiche	2	Melee	ATK+1 Hit	-	5	300
			Reroll 1s & 2s on DEF			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

Mecha & Pilot Traits

[M-1] Once per game temporarily blind a target within 8". Your next attack against them this turn gains Blindsight.	Trait +I	Flash
In Rounds 2+ gain [M+2] on your turn if HP >=50%.	Pilot Trait I	Reckless



Unit Name	Type	Role	Special	Performance	Frame	Points
Dom Tropen [G]	MS	Raid		4	2	210
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Delaz Fleet	MS-09F	5	Giant	1	2	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
14"	16"	1	9	5d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Raketen Bazooka [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 1s on ATK & DEF			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

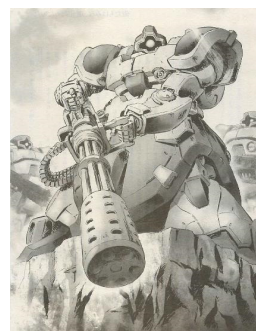
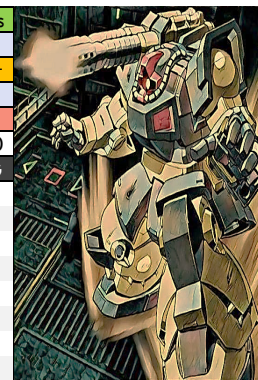
Mecha & Pilot Traits

Seasoned Veteran	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
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Unit Name	Type	Role	Special	Performance	Frame	Points
Dom Cannon [G]	MS	Raid		4	2	210
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MS-09K-2	3	Giant	1	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
18"	16"	1	9	5d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Artillery Cannon [K]	2	48"	5	RF-1	-	400
			Indirect Fire (R:32" to 40"+Sensors)			
Missile Pod [X]	1	32"	6	RF+3 Hits	3	200
			Single Use			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

Mecha & Pilot Traits

+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Gunnery Expert
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Unit Name	Type	Role	Special	Performance	Frame	Points
Dom Barrage	MS	Raid	Heavy Arms	4	2	230
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MS-09F/Br	8	Giant	2	3	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	17"	2	9	5d10	+3	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Giant Gatling [K]	4	32"	6	RF+2 Hits	-	300
			Overwatch IV			
TL Missile Salvo [X](2)	4	48"	7	-	3	300
			Two Uses			
Close Combat [CC]	-	Melee	-	-	5P	300
			Push a target backwards 3" for each failed Save			

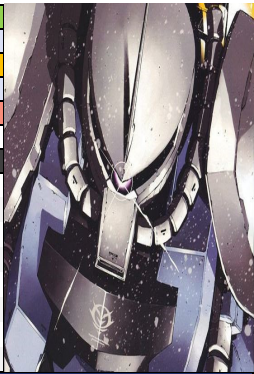
Mecha & Pilot Traits

Seasoned Veteran	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
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Unit Name		Type	Role	Special	Performance	Frame	Points
Gouf [G]		MS	Attacker		3	2	100
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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heat Sword		2	Melee	ATK+1 Hit	-	5	300
Shield [S2]		1	-	+2 Blocks	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300
Heat Whip [K]		1	8"	6	RF+1 Hit	4	100
Arc Wire		1	8"	7	-	7S	-
Hand Vulcans [K]		-	8"	4	RF+4 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							

Unit Name		Type	Role	Special	Performance	Frame	Points
Gouf White 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Twin Heat Swords		4	Melee	ATK+2 Hits	-	5	300
Close Combat [CC]		-	Melee	-	-	5P	300
Rocket Anchor		1	8"	8	-	-	-
Arc Wire		1	8"	7	-	7S	-
Can only be blocked by [Barriers] or [M]							
Mecha & Pilot Traits							
In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF.						Pilot Trait II	Combat Instructor
It costs an additional [M-1] to Disengage from this unit							



Unit Name		Type	Role	Special	Performance	Frame	Points
Ramba Ral's Gouf [G]		MS	Attacker		3	2	200
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Ramba Ral		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heat Sword		2	Melee	ATK+1 Hit	-	5	300
Shield [S2]		1	-	+2 Blocks	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300
Heat Whip [K]		1	8"	6	RF+1 Hit	4	100
Arc Wire		1	8"	7	-	7S	-
Hand Vulcans [K]		-	8"	4	RF+4 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							

Unit Name		Type	Role	Special	Performance	Frame	Points
Gouf Custom [G]		MS	Attacker		4	2	260
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Norris Packard		MS-07B-3	8	Giant	2	1	2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	13"	1	7	7d10	+4	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heat Sword		2	Melee	ATK+1 Hit	-	5	300
Shield [S2]		1	-	+2 Blocks	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300
Rocket Anchor		1	8"	8	-	-	-
Arc Wire		1	8"	7	-	7S	-
Gatling Vulcans [K]		-	8"	5	RF+3 Hits	-	100
Shield Gatling [K]		3	32"	7	RF+3 Hits	-	200
Overwatch IV							

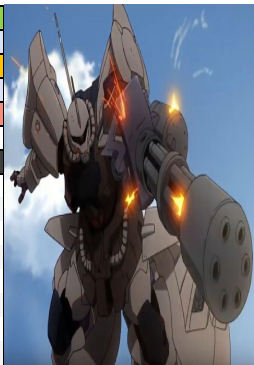


Mecha & Pilot Traits							
Once per Round gain both Guard & Dodge or Guard & Counter.						Pilot Trait II	Lone Wolf
When this unit activates if there are no allies within 16" gain [M+1]							



Unit Name		Type	Role	Special	Performance	Frame	Points
Gouf Flight 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Giant Bazooka [K]		1	32"	4	-	3	700
TL Missile Pod [X] (2)		4	32"	8	RF+3 Hits	3	200
Twin Hand Vulcans [K]		-	8"	5	RF+5 Hits	-	100
Close Combat [CC]		-	Melee	-	-	5P	300
[M-2] to Use [Free Action] Requires a Skilled / Ace Pilot							
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Gouf Flight Type [G]		MS	Raid		4	2	190
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-07H-8	6	Giant	3		
Sensors	Fly	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	22"	1	9	5d10	+3	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Shield Gatling [K]		3	32"	7	RF+3 Hits	-	200
Shield [S2]		1	-	+2 Blocks	-	-	-
Heat Sword		2	Melee	ATK+1 Hit	-	5	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							





Unit Name		Type	Role	Special	Performance	Frame	Points
Efreet		MS	Melee		4	2	180
Skilled 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heat Sword		2	Melee	ATK+1 Hit	-	5	300
Reroll 1s on ATK & DEF							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Shotgun [K]		1	16"	5	RF+5 Hits	-	200
Overwatch III Hits							

Mecha & Pilot Traits

Stealth	This unit cannot be targeted until its first activation unless the enemy is within 16".	Trait +I
Elusive	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
Efreet (DS)		MS	Melee		4	2	180
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Doug Schneid		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Heat Bardiche		2	Melee	ATK+1 Hit	-	5	300
Reroll 1s & 2s on DEF							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Gatling Vulcans [K]		-	8"	5	RF+3 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shotgun [K]		1	16"	5	RF+5 Hits	-	200
Overwatch III Hits							

Mecha & Pilot Traits

Stealth	This unit cannot be targeted until its first activation unless the enemy is within 16".	Trait +I
Idealist	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I



Unit Name		Type	Role	Special	Performance	Frame	Points
Efreet Nacht		MS	Melee	+5	5	2	320
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Erik 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Twin Cold Blade		3	Melee	ATK+2 Hits	-	5S	300
Armor Saves deal Stun DMG							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Gatling Vulcans [K]		-	8"	5	RF+3 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Cold Kunai		2	16"	7	RF+4 Hits	6S	-
Can only be blocked by [Barriers] or [M]							

Mecha & Pilot Traits

Jamming	While outside enemy Sensors gain +2 Block vs each attack action. Enemies cannot target this unit before its first activation are within 16".	Trait +V
Overzealous	[M+2] If you engage or end your turn 5" closer to an enemy All weapons gain +1 HIT this turn if you activated due to Return Fire.	Pilot Trait II

Unit Name		Type	Role	Special	Performance	Frame	Points
Efreet Custom		MS	Melee		5	2	350
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Nimbus Scherzen		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Twin Heat Swords		4	Melee	ATK+2 Hits	-	5	300
Reroll 1s on ATK & DEF							
Shoulder Tackle [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)							
TL Micromissiles [X]		2	32"	10	RF+8 Hits	2	100
Single Use		Enemy target must reroll 9s & 10s on Evade					

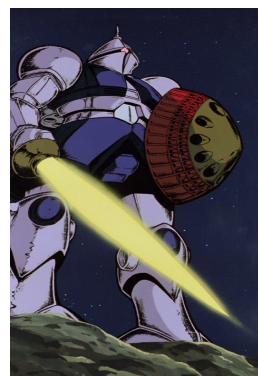


The Efreest Custom & Blue Destiny Unit 02 both have these Mecha & Pilot Traits

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

Unit Name		Type	Role	Special	Performance	Frame	Points
Blue Destiny Unit 02		MS	Battler	Indomitable	5	3	380
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Nimbus Scherzen		RX-79BD-2	4	Giant	1	1	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	12"	1	12	9d10	+3	+1	4600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Twin Beam Sabers		2	Melee	ATK+1 Hit	-	8	300
Shield [S2]		1	-	+2 Blocks	-	-	-
Close Combat [CC]		-	Melee	-	-	5P	300
Vulcans & Cannons [K]		-	8"	8	RF+2 Hits	-	100
Beam Rifle [E]		1	32"	4	RF+1	6	





Unit Name		Type	Role	Special	Performance	Frame	Points
Gyan		MS	Melee		4	3	250
Skilled 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Chevalier Saber		3	Melee	-	-	7	300
Reroll 1s on ATK & DEF							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Needle Missiles [X]		1	8"	8	RF+8 Hits	2	100
Single Use Overwatch VIII Hits							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

The Entire Battlefield is a Trap	5 Uses. Activate after an enemy movement. Roll a d10, on a 5+ they must spend 1 Momentum or take 1000 DMG.	Trait +V
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Gyan Cannon		MS	Battler		4	3	250
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Thomas Kurtz		MS-15C	6	Giant			-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
8"	10"	1	11	7d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Artillery Cannon [K]		2	48"	5	RF-1	-	400
Indirect Fire (R:32" to 40"+Sensors)							
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)							
Chevalier Saber		3	Melee	-	-	7	300
Reroll 1s on ATK & DEF							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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



YMS-15E
ELITE GUARD

Unit Name		Type	Role	Special	Performance	Frame	Points
Gyan EOS		MS	Melee		4	3	250
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Royal 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	Close Range	PEN	DMG
Beam Glaive		4	Melee	-	DEF+1 Block	8	300
Blocks do not stack with Shields or Barriers							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Bayonet Beam Gun [E]		1	16"	4	RF+1 Hits	5	300
Overwatch IV							
Giant Bazooka [K]		1	32"	4	-	3	700

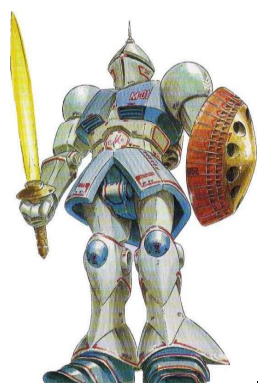
Mecha & Pilot Traits

Elite Guard	When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)	Pilot Trait I
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Unit Name		Type	Role	Special	Performance	Frame	Points
Gyan Krieger		MS	Melee		5	3	250
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-15Kg	9	Giant	3	-1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
10"	20"	1	9	11d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Lance		4	Melee	ATK+1 Hit	-	7	400
Reroll 1s & 2s on Attack							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Grenade Launcher [X]		1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)							
TL Shield Beams [E]		2	16"	4	RF+2 Hits	5	300

Mecha & Pilot Traits

In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.	Pilot Trait I	Close Combat Expert
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Unit Name		Type	Role	Special	Performance	Frame	Points
Gyan (Mass Prod.)		MS	Melee		4	3	150
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Chevalier Saber		3	Melee	-	-	7	300
Reroll 1s on ATK & DEF							
Melee Shield [S0]		2	-	+1 Block	-	-	-
Can only Block in Engagement range (Includes Overwatch)							
Needle Missiles [X]		1	8"	8	RF+8 Hits	2	100
Single Use Overwatch VIII Hits							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

For +20pts the Gyan gains Hide Bombs shown below.

Hide Bombs	2 Uses. Activate after an enemy moves within 12". Roll a d10, on a 5+ they must spend 1 Momentum or take 1000 DMG.	Trait +II
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Unit Name		Type	Role	Special	Performance	Frame	Points
Galbady Alpha		MS	Battler		5	2	240
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Filius Stream		MS-17	5	Giant	3		-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	16"	1	11	7d10	+4	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Chevalier Saber		3	Melee	-	-	7	300
Reroll 1s on ATK & DEF							
Small Shield [S1]		1	-	+1 Block	-	-	-
-							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Beam Rifle [E]		1	32"	4	RF+1	6	300
-							

Mecha & Pilot Traits

Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II	Genius Pilot
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Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog		MS	Battler		4	3	160
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-14A	4	Giant	1		-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
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
Shield [S2]		1	-	+2 Blocks	-	-	-
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog		MS	Battler		4	3	160
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MS-14A	4	Giant	1		-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	12"	1	11	7d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Backshield [S0]		1	-	+2 Blocks	-	-	-
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Can only Block in the Rear Arc Push a target backwards 3" for each failed Save							



Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Commander		MS	Battler	Indomitable	4	3	400
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Char Aznable		MS-14S	4	Giant	2		-5
Sensors	Move	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	-	-	-
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Can only Block in the Rear Arc Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Cannon		MS	Firepower		4	3	280
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Breniss 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Cannon [E]		1	48"	4	RF-2	5	400
Giant Bazooka [K]		1	32"	4	-	3	700
Missile Pod [X]		1	32"	6	RF+3 Hits	3	200
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
+1 Hit vs Size 3+ Single Use Push a target backwards 3" for each failed Save							



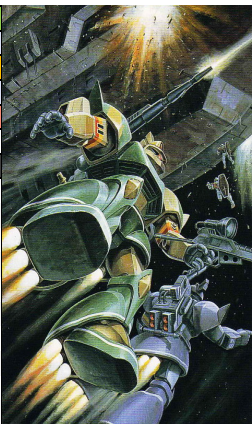
Mecha & Pilot Traits			
Newtype II		Immune to Blindside	Trait
Infamous Ace		NT Flash: Twice per game gain +3 Blocks this turn. Gain [M+2] or +2 Focus Actions when this unit activates.	+X Pilot Trait II

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



Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Cannon		MS	Firepower		4	3	280
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Gerald Sakai		MS-14C	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
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Single Use Push a target backwards 3" for each failed Save							

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Cannon		MS	Firepower		4	3	280
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Thomas 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
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
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Single Use Push a target backwards 3" for each failed Save							



Mecha & Pilot Traits			
Chimera Corps		Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
Mechanics Expert		When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	Pilot Trait I

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



MS-14B
GELGOOG HIGH MOBILITY TYPE
JOHNNY'S CUSTOM

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Hi-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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Backshield [S0]		1	-	+2 Blocks	-	-	-
Beam Double-Saber		2	Melee	Can only Block in the Rear Arc ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Unwavering Loyalty	When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I
Crimson Lightning	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I



MS-14B
GELGOOG HIGH MOBILITY TYPE
UNIT'S CUSTOM

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Hi-Mo Custom		MS	Battler	Assault	4	3	300
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Uma Lightning		MS-14B	3	Giant	2	1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	14"	2	11	7d10	+5	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]		1	32"	4	RF+1	6	300
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

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



MS-14C-1A
GELGOOG CANNON
JACOBUS'S CUSTOM

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Cannon Custom		MS	Sniper	Assault	4	3	360
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Jacobius Node		MS-14B	9	Giant	1	2	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	12"	2	12	4d10	+4	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Missile Salvo [X] (3)		6	48"	7	-	3	300
				Three Uses			
Giant Bazooka [K]		1	32"	4	-	3	700
				+1 Hit vs Size 3+			
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
				-			
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Chimera Corps	Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I
Marksman	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Jäger		MS	Sniper		5	3	310
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Shin Matsunaga		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Repeating B.Rifle [E]		3	40"	5	RF+1	5	300
Beam Spot Guns [E]		-	8"	5	-	3	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Twin Beam Sabers		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Vs Shooting improve the bonus to Dodge and Guard by 1 (Max 3) Once per Round while using Dodge, Crit Hits versus this unit instead Miss.	Pilot Trait II	Untouchable
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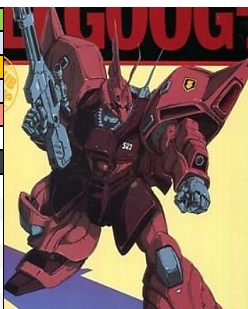


MS-14JG

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Jäger		MS	Sniper		5	3	260
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Repeating B.Rifle [E]		3	40"	5	RF+1	5	300
Beam Spot Guns [E]		-	8"	5	-	3	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Twin Beam Sabers		2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Practiced Professional
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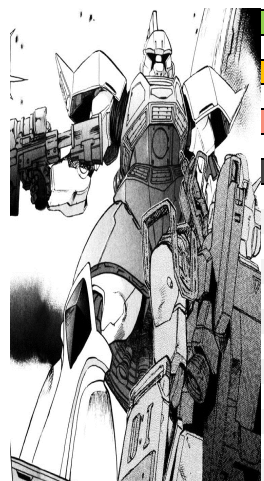
Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Hi-Mo R Type		MS	Battler	Assault	5	3	400
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Siemens Wilhead		MS-14BR	11	Giant	2	1	1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
16"	14"	2	12	8d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Missile Salvo [X] (4)		8	48"	7	-	3	300
		Four Uses					
Beam Cannon [E]		1	48"	4	RF-2	5	400
		-					
Beam Double-Saber		2	Melee	ATK+1 Hit	-	8	300
		-					
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

You may move an additional +5" with Full Throttle. You may not use Full Throttle after Round 3.	Trait +1	Fuel Hungry
Gain [M+1] or +1 Focus Action when this unit activates.	Pilot Trait I	Chimera Corps
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	Pilot Trait I	Marksman



MS-14BR
GELGOOG HIGH MOBILITY TYPE
SIEMENS'S CUSTOM



Unit Name	Type	Role	Special	Performance	Frame	Points
Gelgoog Ground [G]	MS	Battler		4	3	270
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Ken Bederstadt	MS-14G	5	Giant		1	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	10"	1	11	7d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Sniper [E]	1	48"	4	RF-2	6	300
Ignore target's Cover bonus						
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)						
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Knuckle Shield [S0]	1	-	+1 Block	-	-	-
Can only Block DMG 300 or less Shots						
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Pitiless War God

HP<50% or ally Skilled/Ace Pilot is destroyed gain: +1 Hit on all attacks & +1 Block vs each enemy attack action.

Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points
Gelgoog Ground [G]	MS	Battler		4	3	270
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
12"	10"	1	11	7d10	+3	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)						
Gatling Vulcans [K]	-	8"	5	RF+3 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						
Shield [S2]	1	-	+2 Blocks	-	-	-
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

In the Melee Clash gain +2 Hits on ATK and +1 Block on DEF. It costs an additional [M-1] to Disengage from this unit

Pilot Trait II

Combat Instructor



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

Unit Name	Type	Role	Special	Performance	Frame	Points
Act Zaku	MS	Interceptor		4	3	170
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Pezun Pilot	MS-11	3	Giant		2	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
14"	14"	1	10	5d10	+6	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Quad Machine Gun [K]	2	16"	9	RF+5 Hits	-	200
Overwatch IV						
Beam Saber	1	Melee	-	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						



Unit Name	Type	Role	Special	Performance	Frame	Points
Gelgoog High Mobility	MS	Battler		4	3	260
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Erik Blanke	MS-14B	4	Giant		2	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	14"	1	11	7d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300
Beam Double-Saber	2	Melee	ATK+1 Hit	-	8	300
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
Backshield [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
All weapons gain +1 HIT this turn if you activated due to Return Fire.

Pilot Trait II

Unit Name	Type	Role	Special	Performance	Frame	Points
Act Zaku Commander	MS	Interceptor		4	3	270
Ace Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Mallet Sanguine	MS-11	3	Giant		2	-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
8"	14"	1	10	5d10	+6	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Beam Rifle [E]	1	32"	4	RF+1	6	300
Double Heat Hawk	2	Melee	ATK+1 Hit	-	5	300
Reroll 1s & 2s on ATK						
Close Combat [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

Improve the bonus to Dodge only by 1 (Max 3)

Trait +III

Limiter Release

If HP<50% or ally Skilled/Ace Pilot is destroyed gain: Melee +3 Hits & +1 Block vs each enemy attack action.

Pilot Trait II

Berserker





Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Marine Cdr		MS	Interceptor		4	3	300
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Cima Garahau		MS-14FS	5	Giant	4		-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	18"	1	10	5d10	+4	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Repeating B.Rifle [E]		3	40"	5	RF+1	5	300
-							
Machine Cannons [K]		-	8"	8	-	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Shield [S2]		1	-	+2 Blocks	-	-	-
-							
Beam Saber		1	Melee	-	-	8	300
-							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Headhunter		When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)					Pilot Trait I
Overconfident		In Rounds 2+ gain [M+2] on your turn if HP >=50%.					Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Gelgoog Marine		MS	Raid		4	3	200
Skilled 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
MMP-80 M.Gun [K]		2	24"	7	RF+5 Hits	-	200
Overwatch IV							
Machine Cannons [K]		-	8"	8	-	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Knuckle Shield [S0]		1	-	+1 Block	-	-	-
Can only Block DMG 300 or less Shots							
Beam Saber		1	Melee	-	-	8	300
-							
Shield Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
In this Round this unit is deployed it gains [Tactical Advantage] on your first attack as long as the target is within 24".							Trait +1 Ambusher
In Rounds 2+ gain [M+2] on your turn if HP >=50%.							Pilot Trait I Overconfident



Unit Name		Type	Role	Special	Performance	Frame	Points
Gerbera Tetra		MS	Interceptor	Assault	5	4	450
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Cima 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Tetra Beam M.Gun [E]		6	32"	6	RF+4 Hits	6	200
Overwatch IV							
Machine Cannons [K]		-	8"	8	-	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Beam Saber		1	Melee	-	-	8	300
-							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Dynamic Entrance		Gain Move+5" & Fly during the first round of battle.					Trait +1
Headhunter		When you attack Level 1-2 Pilots, Captains & Kaiju gain: +1 Hit (+2 Hits with DMG 0-200 Weapons)					Pilot Trait I
Overconfident		In Rounds 2+ gain [M+2] on your turn if HP >=50%.					Pilot Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Kampfer		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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Shotgun [K]		1	16"	5	RF+5 Hits	-	200
Overwatch III Hits							
Sturm Faust Salvo [X]		2	24"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)							
TL Giant Bazooka [K]		2	32"	4	RF+1	3	700
+1 Hit vs Size 3+							
Chain Mine		1	Melee	ATK+2 Hits	-	2	600
Single Use +1 Hit vs Size 3+							
Beam Saber		1	Melee	-	-	8	300
-							
Close Combat [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
In Rounds 2+ gain [M+2] on your turn if HP >=50%.							Pilot Trait I Reckless
Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)							Pilot Trait I Elusive





Unit Name		Type	Role	Special	Performance	Frame	Points
Physalis GP02		MS	Raid	Assault	5	5	430
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Anavel Gato		GP02A	4	Giant		4	-14
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	16"	2	11	7d10	+3	+1	6600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Great Shield [S3]		1	-	+3 Blocks	-	-	-
Large Beam Saber		3	Melee	-	-	8	400
Shield Smash [CC]		-	Melee	-	-	5P	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							

Mecha & Pilot Traits		
The Nightmare of Solomon	Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II

Unit Name		Type	Role	Special	Performance	Frame	Points
Physalis GP02-BB		MS	Raid	Assault	5	5	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Anavel Gato		GP02A	11	Giant		4	-7
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
24"	16"	2	11	7d10	+3	+1	6600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Great Shield [S3]		1	-	+3 Blocks	-	-	-
Large Beam Saber		3	Melee	-	-	8	400
Shield Smash [CC]		-	Melee	-	-	5P	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
GP02 B.Bazooka [E]		7	40"	5	-	6	700
+1 Hit vs Size 3+							

Mecha & Pilot Traits		
Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II	The Nightmare of Solomon



Unit Name		Type	Role	Special	Performance	Frame	Points
Physalis GP02-MLRS		MS	Raid	Assault	5	5	650
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Anavel Gato		GP02A	20	Giant		4	2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
36"	16"	2	11	7d10	+3	+1	6600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Great Shield [S3]		1	-	+3 Blocks	-	-	-
Large Beam Saber		3	Melee	-	-	8	400
Shield Smash [CC]		-	Melee	-	-	5P	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
TL IDF Rockets (8) [X]		16	48"	10	RF-4	2	200
Eight Uses Indirect Fire (R:32" to 40"+Sensors)							

Mecha & Pilot Traits		
The Nightmare of Solomon	Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II

Unit Name		Type	Role	Special	Performance	Frame	Points
Physalis GP02-AS		MS	Raid	Assault	5	5	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Anavel Gato		GP02A	5	Giant		4	-13
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
36"	16"	2	11	7d10	+3	+1	6600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Great Shield [S3]		1	-	+3 Blocks	-	-	-
Large Beam Saber		3	Melee	-	-	8	400
Shield Smash [CC]		-	Melee	-	-	5P	300
Vulcans [K]		-	8"	6	RF+2 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Antiship Rifle [K]		1	48"	4	RF-2	2	400
+1 Hit vs Size 3+ +2 PEN vs Size 3+							

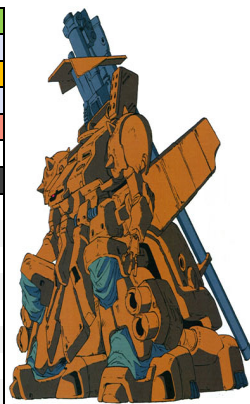
Mecha & Pilot Traits		
Gain [M+2] or +2 Focus Actions when this unit activates.	Pilot Trait II	The Nightmare of Solomon





Unit Name	Type	Role	Special	Performance	Frame	Points
Dra-C [S]	MS	Attacker	Assault	1	1	30
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MS-21C	2	Giant	1	1	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
8"	11"	2	6	6d10	+4	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Knuckle Shield [S0]	1	-	+1 Block	-	-	-
Can only Block DMG 300 or less Shots						
Beam Saber	1	Melee	-	-	8	300
-						
Ramming Speed [CC]	-	Melee	-	-	-	600
After attacking lose 1000 HP						
Hand Vulcans [K]	-	8"	4	RF+4 Hits	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot						

Unit Name	Type	Role	Special	Performance	Frame	Points
Xamel [G]	MS	Raid	Heavy Arms	3	3	270
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	YMS-16M	9	Giant	1		-6
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
32"	18"	2	10	6d10	+3	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Xamel Cannon [K]	5	64"	5	RF-2	-	600
Indirect Fire (R:32" to 40"+Sensors)						
TL IDF Missiles [X] (2)	4	48"	10	RF-4	2	200
Two Uses Indirect Fire (R:32" to 40"+Sensors)						
Ramming Speed [CC]	-	Melee	-	-	-	600
After attacking lose 1000 HP						

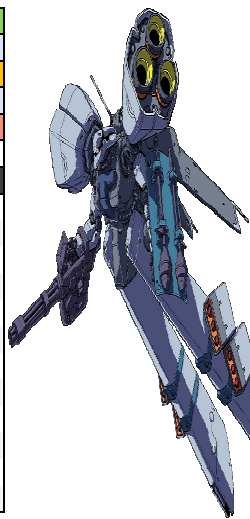


Mecha & Pilot Traits						
While transformed: Gain a Focus action on your turn Move -5"					Trait	Transform (Artillery)
Melee Block (5+ to 7+)					+	



Unit Name	Type	Role	Special	Performance	Frame	Points
Dra-C Custom [S]	MS	Attacker	Assault	2	1	130
Skilled Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MS-21D1	3	Giant	2	1	-1
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
8"	13"	2	6	6d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Knuckle Shield [S0]	1	-	+1 Block	-	-	-
Can only Block DMG 300 or less Shots						
Beam Saber	1	Melee	-	-	8	300
-						
Ramming Speed [CC]	-	Melee	-	-	-	600
After attacking lose 1000 HP						
Machine Gun [K]	1	24"	7	RF+3 Hits	-	200
Overwatch IV						

Unit Name	Type	Role	Special	Performance	Frame	Points
Dra-C Hvy Custom [S]	MS	Interceptor	Assault	2	1	140
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MS-21D1	9	Giant	1	1	4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	11"	2	8	3d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Knuckle Shield [S0]	1	-	+1 Block	-	-	-
Can only Block DMG 300 or less Shots						
Beam Saber	1	Melee	-	-	8	300
-						
Ramming Speed [CC]	-	Melee	-	-	-	600
After attacking lose 1000 HP						
Sturm Faust Salvo [X]	2	24"	4	RF+4 Hits	3	200
Overwatch IV Single use (Attack or Overwatch)						
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200
Single Use						
Gatling Gun [K]	3	32"	7	RF+3 Hits	-	200
Overwatch IV						



Mecha & Pilot Traits						
Close Combat Expert	In the Melee Clash gain +1 Hit on ATK and +1 Block on DEF.					Pilot Trait I



Unit Name	Type	Role	Special	Performance	Frame	Points
AC Guy [A]	MS	Interceptor		2	1	70
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MSM-04	3	Giant	1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	11"	1	8	3d10	+5	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Missile Salvo [X]	1	48"	5	-	3	300
Single Use						
Mega Particle 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 backwards 3" for each failed Save						

Mecha & Pilot Traits

Stealth

This unit cannot be targeted until its first activation unless the enemy is within 16".

Trait
+I

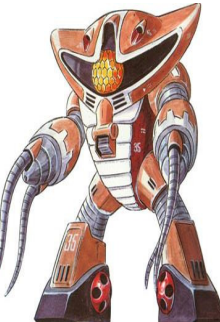
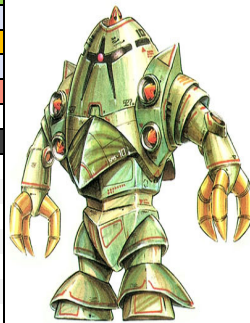
Unit Name	Type	Role	Special	Performance	Frame	Points
Zock [A]	MS	Firepower		2	3	180
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MSM-03	7	Giant	-2	6	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
14"	3"	2	10	3d10	+0	+2
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Quad MPC [E]	4	32"	4	RF+3 Hits	5	200
-						
Phonon Maser [E]	2	48"	3	RF+2 Hits	7	700
[M-2] to use AOE: 2" Wide Line Cannot Move this turn.						
Iron Nail	1	Melee	-	-	4	400
[M-1] This attack Blindsides one target						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

Mecha & Pilot Traits

[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



Unit Name	Type	Role	Special	Performance	Frame	Points
Agg Guy [A]	MS	Raid		2	2	90
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MSM-04N	4	Giant	1	1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
12"	15"	1	8	4d10	+4	+0
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
TL Long Heat Whip [K]	3	8"	8	RF+3 Hits	4	100
Enemy target must reroll 9s & 10s on Evade						
Heat Whip [K]	1	8"	6	RF+1 Hit	4	100
Enemy target must reroll 9s & 10s on Evade						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						

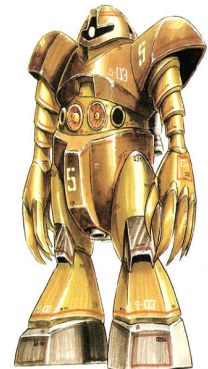
Mecha & Pilot Traits

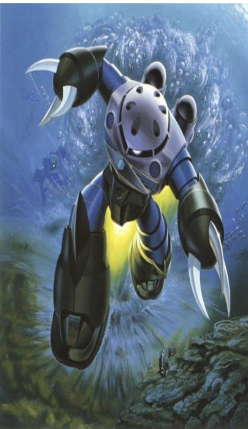
Stealth Ambusher

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

Trait
+II

Unit Name	Type	Role	Special	Performance	Frame	Points
Gogg [A]	MS	Raid		2	3	110
Basic Pilot	Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot	MSM-10	4	Giant	-2	4	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv
10"	11"	1	9	5d10	+2	+1
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Iron Nail	1	Melee	-	-	4	400
[M-1] This attack Blindsides one target						
Smash [CC]	-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save						
TL MPC [E]	2	24"	4	RF+3	6	300
-						
Torpedo Pod [X]	1	32"	6	RF+3 Hits	3	200
Single Use						





Unit Name		Type	Role	Special	Performance	Frame	Points
Z'Gok [A]		MS	Raid		3	2	90
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		MSM-07	5	Giant	-1	1	-4
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 Salvo [X] (2)		2	48"	5	-	3	300
Two Uses							
TL MPC [E]		2	24"	4	RF+3	6	300
-							
Iron Nail		1	Melee	-	-	4	400
[M-1] This attack Blindsides one target							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

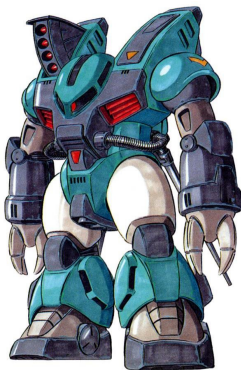
Unit Name		Type	Role	Special	Performance	Frame	Points
Z'Gok E [A]		MS	Raid		4	2	170
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Cyclops Team		MSM-07E	4	Giant		1	-4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	15"	1	9	5d10	+5	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Torpedo Pod [X]		1	32"	6	RF+3 Hits	3	200
Single Use							
Rapid Fire MPC [E]		2	24"	6	RF+4 Hits	4	200
Overwatch IV							
Iron Nail		1	Melee	-	-	4	400
[M-1] This attack Blindsides one target							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Gain [M+1] or +1 Focus Action when this unit activates.						Pilot Trait I	Seasoned Veteran



Unit Name		Type	Role	Special	Performance	Frame	Points
Char's Z'Gok [A]		MS	Raid		3	2	310
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Char Aznable		MSM-07S	5	Giant	1	1	-2
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	17"	1	9	5d10	+4	+0	2600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Missile Salvo [X] (2)		2	48"	5	-	3	300
Two Uses							
TL MPC [E]		2	24"	4	RF+3	6	300
-							
Iron Nail		1	Melee	-	-	4	400
[M-1] This attack Blindsides one target							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
Immune to Blindside						Trait	
NT Flash: Twice per game gain +3 Blocks this turn.						+X	
Mastermind						Pilot Trait II	
When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.							

Unit Name		Type	Role	Special	Performance	Frame	Points
Hy-Gogg [A]		MS	Raid		4	2	180
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Cyclops Team		MSM-03C	5	Giant	1		-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
12"	18"	1	9	5d10	+5	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Antiship Missile [X]		1	48"	3	RF-1	3	1000
Single Use +3 Hits vs Size 2+ Units							
Torpedo Pod [X]		1	32"	6	RF+3 Hits	3	200
Single Use							
Rapid Fire MPC [E]		2	24"	6	RF+4 Hits	4	200
Overwatch IV							
Machine Cannons [K]		-	8"	8	-	-	100
[M-1] to Use [Free Action] Requires a Skilled / Ace Pilot							
Iron Nail		1	Melee	-	-	4	400
[M-1] This attack Blindsides one target							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							
Mecha & Pilot Traits							
In Rounds 2+ gain [M+2] on your turn if HP >=50%.						Pilot Trait I	Reckless





Unit Name		Type	Role	Special	Performance	Frame	Points
Gasshia		MS	Attacker	Assault	3	3	280
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Pezun Pilot		MS-13	8	Giant		3	
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
14"	10"	2	8	8d10	+5	+1	3100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Hammergun [K]		3	16"	5	RF+2 Hits	5P	400
Push a target backwards 3" for each failed Save							
TL Missile Pod [X] (2)		4	32"	8	RF+3 Hits	3	200
Two Uses							
Iron Nail		1	Melee	-	-	4	400
[M-1] This attack Blindsides one target							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Well Trained

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

Pilot
Trait I

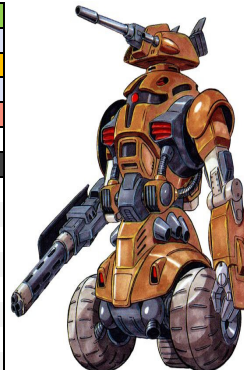
Unit Name		Type	Role	Special	Performance	Frame	Points
Gigan		MA	Firepower		1	1	40
Basic Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Pezun Pilot		MS-12	4	Giant	-2	2	-3
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	4"	2	9	2d10	+1	+0	2100
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Artillery Cannon [K]		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 attacking lose 1000 HP							

Mecha & Pilot Traits

This unit cannot make sharp turns.
Halve the movement bonus from Full Throttle (i.e. 5" to 3").

Trait -I

Tracked Vehicle



Unit Name		Type	Role	Special	Performance	Frame	Points
Psychommu Zaku [S]		MS	Raid	Heavy Arms	4	1	350
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Wired Beamhands [E]		3	Sensors	5	-	6	200
Uses the (Quasi-)Psychommu rules below							
Wired Beamhands [E]		3	Sensors	5	-	6	200
Uses the (Quasi-)Psychommu rules below							
Ramming Speed [CC]		-	Melee	-	-	-	600
After attacking lose 1000 HP							

Mecha & Pilot Traits

Newtype I

Immune to Blindside
NT Flash: Once per game gain +3 Blocks this turn.

Trait
+V

Psychommu

[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.

Trait
+V

Elusive

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

Pilot
Trait I

Unit Name		Type	Role	Special	Performance	Frame	Points
Bishop Zaku [S]		MS	Interceptor	Heavy Arms	2	1	300
Skilled Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Wired Beamhands [E]		3	Sensors	5	-	6	200
Uses the (Quasi-)Psychommu rules below							
Wired Beamhands [E]		3	Sensors	5	-	6	200
Uses the (Quasi-)Psychommu rules below							
Smash [CC]		-	Melee	-	-	5P	300
Push a target backwards 3" for each failed Save							

Mecha & Pilot Traits

Immune to Blindside
NT Flash: Once per game gain +3 Blocks this turn.
[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.

Trait
+V

Newtype I

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

Pilot
Trait I

Well Trained



MSN-06Z
PSYCHOMMU ZAKU ZEON TEST BASE "BISHOP"



Unit Name		Type	Role	Special	Performance	Frame	Points
Zeong [S]		MS	Raid	Heavy Arms	5	5	500
Ace Pilot		Model	EQ Slots	Size 0	Speed+	Armor+	Cost+
Char 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
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Beam Cannons [E]		2	48"	4	RF-1	5	400
Wired Beamhands [E]		3	Sensors	5	-	6	200
Wired Beamhands [E]		3	Sensors	5	-	6	200
Smash [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits		
Newtype II	Immune to Blindside NT Flash: Twice per game gain +3 Blocks this turn.	Trait +X
Psycommu	[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.	Trait +V
Mastermind	When you activate choose a bonus for this turn: +2 PEN OR +200 DMG.	Pilot Trait II



Unit Name		Type	Role	Special	Performance	Frame	Points
Big Zam		S.Heavy	Firepower	Heavy Arms	3	5	500
Basic Pilot		Havoc	EQ Slots	Size 1	Speed+	Armor+	Cost+
Dozle Zabi		-	26	Massive	-3	-	-5
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	4"	4	11	4d10	+0	+0	10000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Big Zam MPC [E]		5	56"	3	RF+2 Hits	7	700
TL MA MPC [E]		5	48"	4	RF+1	6	400
TL MA MPC [E]		5	48"	4	RF+1	6	400
TL MA MPC [E]		5	48"	4	RF+1	6	400
TL MA MPC [E]		5	48"	4	RF+1	6	400
AA Missiles [X]		1	16"	8	RF+8 Hits	2	100
Massive Smash [CC]		-	Melee	-	-	7P	300

Mecha & Pilot Traits		
I-Field [Barrier]	Block 7 [E] shots vs each attack action then total the ARM PEN of those shots. If the sum of [7 - Current Round]d10 < Total ARM PEN disable the Field.	Trait +XX
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Limited 360 Firing Arc	[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.	-
Slow and Laborious	You may not Fly or use Power with Full Throttle/Charge. In Melee you AND the Defender gain +X Hits equal to your Size.	Trait -V

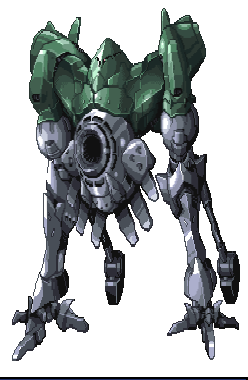
Unit Name		Type	Role	Special	Performance	Frame	Points
Elmeth [S]		MA	Sniper	Heavy Arms	4	2	550
Skilled Pilot		Model	EQ Slots	Size 1	Speed+	Armor+	Cost+
Lalah Sune		MAN-08	6	Massive	2	-3	-12
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
44"	14"	2	11	3d10	+3	+0	1600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
TL Beam Cannons [E]		2	48"	4	RF-1	5	400
Elmeth Bits [E]		2	Sensors	5	-	5	200
Elmeth Bits [E]		2	Sensors	5	-	5	200
Massive Ram [CC]		-	Melee	-	-	-	800

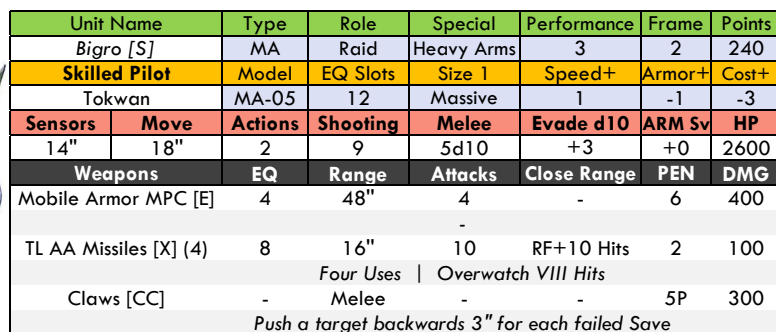
Mecha & Pilot Traits		
Immune to Blindside At the end of the Round enemies lose [M-1]	Trait +XX	Newtype Pressure
[M-1] [Free Action] Make an All Ranged Attack with Bits, Funnels or a Wire-Guided weapons they gain Blindside but must Indirect Fire.	Trait +V	Psycommu
When activated if HP<50% or [M=0] gain [M+2] OR 2 Focus actions. When this unit is destroyed gain [M+3].	Pilot Trait I	Kind Hearted



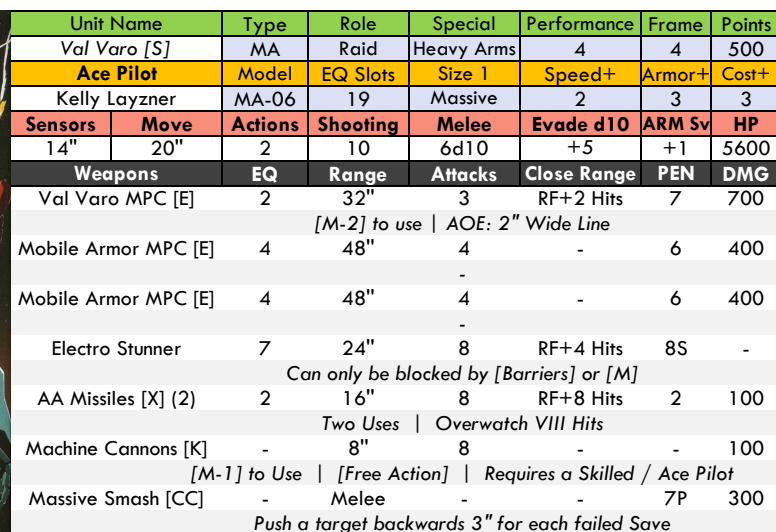
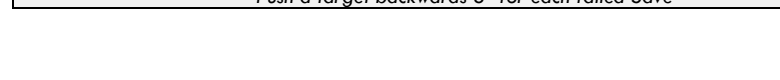
Unit Name		Type	Role	Special	Performance	Frame	Points
Big Zam (Mass Prod.)		S.Heavy	Firepower	Heavy Arms	3	3	200
Basic Pilot		Havoc	EQ Slots	Size 0	Speed+	Armor+	Cost+
Zeon Pilot		-	11	Giant	-3	-3	-11
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM Sv	HP
18"	4"	4	9	4d10	+0	+0	3000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Big Zam MPC [E]		5	56"	3	RF+2 Hits	7	700
TL Missile Pod [X] (2)		4	32"	8	RF+3 Hits	3	200
AA Missiles [X] (2)		2	16"	8	RF+8 Hits	2	100
Kick [CC]		-	Melee	-	-	5P	300

Mecha & Pilot Traits		
Gain Armor Save+2 vs [E]nergy Shooting Weapons.	Trait +V	Anti-Beam Coating
While transformed: Gain a Focus action on your turn Move -5" Melee Block (5+ to 7+)	Trait +I	Transform (Artillery)





Unit Name		Type	Role	Special	Performance	Frame	Points
Bigo [S]		MA	Raid	Heavy Arms	3	2	190
Basic Pilot		Model	EQ Slots	Size 1	Speed+	Armor+	Cost+
Zeon 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 Armor MPC [E]		4	48"	4	-	6	400
TL AA Missiles [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							



Unit Name		Type	Role	Special	Performance	Frame	Points
Neue Ziel [S]		MA	Raid	Heavy Arms	7	5	1000
Ace Pilot		Model	EQ Slots	Size 1	Speed+	Armor+	Cost+
Anavel Gato		AMX-002	29	Massive	2	3	4
Sensors	Move	Actions	Shooting	Melee	Evade d10	ARM 5v	HP
28"	20"	2	12	8d10	+6	+1	7600
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Antiship Missile [X]		1	48"	3	RF-1	3	1000
Single Use +3 Hits vs Size 2+ Units							
NZ Micromissiles [X]		8	48"	10	RF+6 Hits	2	100
Four Uses Enemy target must reroll 9s & 10s on Evade							
Hvy Beam Cannon [E]		4	48"	4	RF-1	7	400
Quad MPC [E]		4	32"	4	RF+3 Hits	5	200
Wired Beamhands [E]		3	Sensors	5	-	6	200
Uses the (Quasi-)Psycommu rules below							
Wired Claws [K]		4	24"	5	RF+3 Hits	2	400
Uses the (Quasi-)Psycommu rules below							
Massive Ram [CC]		-	Melee	-	-	-	800
After attacking lose 1500 HP							

MechaStellar VER 9

Build Fighters Customization: For Advanced Players Only

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

Keep in mind that the unit profiles for Federation and Zeon show the weapons these units historically used, a Zaku II never used a beam rifle for instance. If you are setting up a custom game, such as a Build Fighters brawl, you can look past the lore for a moment and use these weapons to match your kitbash.

Adding a new weapon is +10pts for each slot, vice versa for removing weapons. So adding on a Beam Cannon is +10pts, a TL Beam Cannon is +20pts.

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

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

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Missile Pod [X]	1	32"	6	RF+3 Hits	3	200
TL Missile Pod [X]	2	32"	8	RF+3 Hits	3	200
Missile Salvo [X]	1	48"	5	-	3	300
TL Missile Salvo [X]	2	48"	7	-	3	300
Micromissiles [X]	1	32"	10	RF+6 Hits	2	100
TL Micromissiles [X]	2	32"	10	RF+8 Hits	2	100
Fire Support Missiles [X]	1	48"	8	RF-4	2	200
TL Fire SPT Missiles [X]	2	48"	10	RF-4	2	200
Grenade Launcher [X]	1	16"	4	RF+4 Hits	3	200
Sturm Faust Salvo [X]	2	24"	4	RF+4 Hits	3	200
Beam Saber	1	Melee	-	-	8	300
Twin Beam Sabers	2	Melee	ATK+1 Hit	-	8	300
Beam Spear	3	Melee	ATK+2 Hits	-	8	300
Beam Tomahawk	2	Melee	-	-	6	300
Twin Beam Tomahawk	3	Melee	ATK+1 Hit	-	6	300
Heat Hawk	1	Melee	-	-	5	300
Double Heat Hawk	2	Melee	ATK+1 Hit	-	5	300
Heat Saber	1	Melee	-	-	5	300
Heat Sword	2	Melee	ATK+1 Hit	-	5	300
Twin Heat Swords	4	Melee	ATK+2 Hits	-	5	300
Iron Nail	1	Melee	-	-	4	400
[M-1] This attack Blindsides one target						
Evade-1 to equip a Heat Lancer or an Antiship Sword						
Heat Lancer	2	Melee	ATK+1 Hit	-	5	400
Antiship Sword	2	Melee	ATK+1 Hit	-	10	300
+1 Hit vs Size 3+ Units						
Evade-1 to equip a Small Shield. Evade-2 to equip a Shield.						
Small Shield [S1]	1	-	+1 Block	-	-	-
Shield [S2]	1	-	+2 Blocks	-	-	-