



Mobile Suit (MS)	Role	Frame	Performance	Special	Size 0	Points
AC Guy [A]	Interceptor	1	2		Giant	70
Basic Pilot	Sensors	Move	Boost	Armor HP		Morale
Zeon Pilot	12"	6"	-	2500		7+
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+2 DEF	4d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Missile Salvo [X]	32" 20"	6d10	+1d10	+2 Hits	-	400
Single Use Reroll 1s on ATK						
Mega Particle Gun [E]	24" 12"	6d10	+2d10	+2 Hits	5	300
-						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Iron Nail	Melee	7d10	-	+2 Hits	3	400
[M-1] This attack Blindsides one target						
Close Combat [CC]	Melee	5d10	-	+2 Hits	5P	300
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Mecha & Pilot Traits

Stealth	This unit must be within Enemy Sensors or 24" to be targeted.	Trait +1
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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
1600						
Weapons	EQ	Range	Attacks	Rapid Fire	PEN	DMG
Missile Salvo [X]	1	32" 20'	6d10	+1d10	-	400
Single Use Reroll 1s on ATK						
Mega Particle Gun [E]	1	24" 12'	6d10	+2d10	5	300
Iron Nail	1	Melee	7d10	-	3	400
[M-1] This attack Blindsides one target						
Smash [CC]	-	Melee	5d10	-	5P	300

Mecha & Pilot Traits

Stealth	This unit must be within Enemy Sensors or 24" to be targeted.	Trait +1
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Mobile Suit (MS)	Role	Frame	Performance	Special	Size 0	Points
Zock [A]	Firepower	3	2		Giant	130
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zeon Pilot	12"	2"	-	6500	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+0 DEF	4d10		+1 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Quad MPC [E]	32" 20"	6d10	+2d10	+5 Hits	4	400
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Phonon Maser [E]	40" 20"	5d10	+3 Hits	+5 Hits	5	500
[M-3] to use AOE: 3" Wide Line Cannot Move this turn.						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Iron Nail	Melee	7d10	-	+2 Hits	3	400
[M-1] This attack Blindsides one target						
Chain Mine	Melee	7d10	-	+2 Hits	3	500
Single use This weapon gains Blindside the first time it is used						

Mecha & Pilot Traits

[M-1] This unit may fire E[X]plosives or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	-	Limited 360 Firing Arc
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Unit Name	Type	Role	Special	Performance	Frame	Points
Zock [A]	MS	Firepower		2	3	170
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
7600						
Weapons	EQ	Range	Attacks	Rapid Fire	PEN	DMG
Quad MPC [E]	5	32" 20'	6d10	+2d10	4	400
Phonon Maser [E]	3	40" 20'	5d10	+3 Hits	5	500
[M-3] to use AOE: 3" Wide Line Cannot Move this turn.						
Iron Nail	1	Melee	7d10	-	3	400
[M-1] This attack Blindsides one target						
Smash [CC]	-	Melee	5d10	-	5P	300

Mecha & Pilot Traits

[M-1] This unit may fire E[X]plosives or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	-	Limited 360 Firing Arc
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