



	Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
	Mazinger Z (Toei)	Firepower	4	3	Giant	21	250
	Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
	Koji Kabuto	22" 8"	4"	1	5700	5+	
	Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
	[A1] Chogokin Z	6d10		+3 DEF		6d10 +4 DEF	
		Reroll 1s on Armor Saves					
	Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
	Rust Hurricane [E]	12"	6d10	-	+6 Hits	7	200
		[M-0] Fire in Melee					
	Rocket Punch Z [K]	16"	7d10	-	+6 Hits	-	400
	First use - Gain Blinside [ALT][Power-1] Iron Cutter - Gain DMG+200						
	Freezing Beam	12"	7d10	-	+6 Hits	6S	-
		Bypasses Guard & Shield DEF					
	Drill Missiles [K]	20"	7d10	-	+6 Hits	3	300
	Single Use Each Crit gives +1 ARM PEN for this Attack						
	Breast Fire [E]	28" 16"	6d10	+1d10	+6 Hits	5	500
		[Power-1] to use					
	Photon Beam [E]	32" 20"	5d10	+1d10	+6 Hits	4	400
		-					
	+6 Hits						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG	
Smash [CC]	Melee	7d10	-	+4 Hits	5P	400	
	-						
	+4 Hits						
Mecha & Pilot Traits							
Hot Blooded	You need only 6 Unblocked Hits to strike a Finishing Blow					Pilot Trait I	
Renowned Pilot	This unit Hits on a 3+					Pilot Trait I	
For +50pts gain Mazinpower							
Mazin Power	In Round 5 gain +2 Power.					Trait +V	

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Great Mazinger (Toei)	Firepower	4	5	Giant	23	400
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Tetsuya Tsurugi	24" 10"	5"	1	5700	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Chogokin New Z	6d10		+4 DEF		6d10	+5 DEF
	Reroll 1s & 2s on Armor Saves					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Great Typhoon	12"	10d10	-	+7 Hits	5P	-
PUSH [M-0] Fire in Melee						
Atomic Punch [K]	16"	7d10	-	+7 Hits	-	400
First use - Gain Blinside [ALT][Power-1] Drill Pressure Punch - Gain PEN+4						
Great Boomerang [K]	16"	7d10	-	+7 Hits	5	300
[Power-1] to use Reroll 1s & 2s						
Navel Missile [X]	20" 12"	7d10	+3 Hits	+7 Hits	-	400
Single Use (ATK or Support DEF) Support DEF 8"						
Breast Burn [E]	24" 16"	6d10	+2d10	+7 Hits	5	500
[Power-1] to use						
Thunder Break [E]	28" 16"	7d10	+1d10	+7 Hits	5	300
[Power-1] to use						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Mazinger Blade	Melee	7d10	-	+5 Hits	4	500
Reroll 1s on ATK [M-1] Double Sword - Reroll 1s & 2s						
Backspin Kick [CC]	Melee	7d10	-	+5 Hits	5P	400
-						
Mecha & Pilot Traits						
Gain +4 Hits on Counterattack & Indirect Fire						Pilot Trait II
Once per game if Mazinger & Great are within 12" and both have LOS, Breast Fire & Breast Burner gain +2 Hits. Doesn't stack with Support ATK.						-
For +50pts gain Mazinpower						
In Round 5 gain +2 Power.						Trait +V





Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Mazinger God Scrander	Guardian	4	5	Giant	25	600
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Koji Kabuto	16"	6"	2	5300	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A2] Shin Chogokin Z	6d10	+6 DEF		6d10	+7 DEF	
	Reroll 1s on Armor Saves					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Rust Hurricane [E]	12"	6d10	-	+6 Hits	7	200
[M-0] Fire in Melee						
Rocket Punch [K]	16"	7d10	-	+6 Hits	-	400
First use - Gain Blindsight on this attack						
Rocket Punch [K]	16"	7d10	-	+6 Hits	-	400
First use - Gain Blindsight on this attack						
Breast Fire [E]	28" 16"	6d10	+1d10	+6 Hits	5	500
[Power-1] to use						
Shin Photon Beam [E]	32" 20"	5d10	+1d10	+6 Hits	5	400
[ALT][Power-1] Gain PEN+2						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Scrander Cutter	Melee	7d10	-	+6 Hits	4	300
This weapon gains Blindsight the first time it is used						
Shin Mazinger Fists [CC]	Melee	7d10	-	+0 Hits	5P	400
[Power-2] Big Bang Punch! ATK 10d10 Finisher+3						
Mecha & Pilot Traits						
Once per Turn your Rocket Punch can strike two targets within 16" of each other. Make the standard number of attacks against each target.						Trait +V
You need only 6 Unblocked Hits to strike a Finishing Blow						Pilot Trait I
Gain +2 Hits on Counterattack & Indirect Fire						Pilot Trait I

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Shin Great Mazinger	Guardian	4	6	Giant	26	600
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Tetsuya Tsurugi	16"	6"	1	5300	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A2] Shin Chogokin Z	6d10		+7 DEF		6d10	+8 DEF
	Reroll 1s on Armor Saves					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Great Typhoon	12"	10d10	-	+6 Hits	5P	-
PUSH [M-0] Fire in Melee						
Great Boomerang [K]	16"	7d10	-	+6 Hits	5	300
[Power-1] to use Reroll 1s & 2s						
Atomic Punch [K]	16"	7d10	-	+6 Hits	-	400
First use - Gain Blinside [ALT][Power-1] Drill Pressure Punch - Gain PEN+4						
Breast Burn [E]	24" 16"	6d10	+2d10	+6 Hits	5	500
[Power-1] to use						
Thunder Break [E]	28" 16"	7d10	+1d10	+6 Hits	5	300
[Power-1] to use						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Mazinger Blade	Melee	7d10	-	+6 Hits	4	500
Reroll 1s on ATK [M-1] Double Sword - Reroll 1s & 2s						
Shin Great Fists [CC]	Melee	7d10	-	+0 Hits	5P	400
[Power-1] to use The Left Hand of Zeus! Gain PEN+6						
Mecha & Pilot Traits						
Glorious & Swift Melee gain +2 Crit Range (8++)						Trait +V
This unit Defends on a 3+						Pilot
When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks						Trait II
Once per game if Mazinger & Great are within 12" and both have LOS, Breast Fire & Breast Burner gain +2 Hits. Doesn't stack with Support ATK.						-






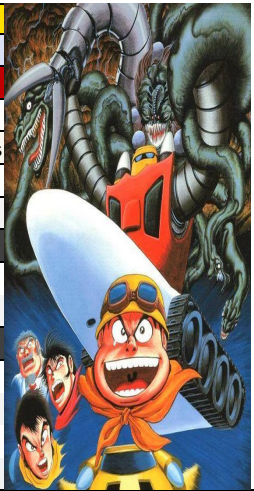
Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter-1	Unstoppable	4	4	Massive	23	250
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Ryoma Nagare	8"	5"	1	4900	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Getter Razor	7d10	+1 DEF		8d10	+3 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Getter Beam [E]	32" 24"	5d10	+3 Hits	+6 Hits	5	500
[Power-1] to use AOE: 3" Wide Line						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Tomahawk Boomerang [K]	12"	7d10	-	+7 Hits	-	800
[Power-1] to use						
Getter Tomahawk	Melee	8d10 Finisher+2	+7 Hits	-		800
-						
Massive Smash [CC]	Melee	7d10	-	+7 Hits	6P	500
-						
Mecha & Pilot Traits						
You need only 6 Unblocked Hits to strike a Finishing Blow						Pilot Trait I
Gain +2 Hits on Counterattack & Indirect Fire						Pilot Trait I



Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter-2	Battler	4	4	Massive	23	250
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Hayato Jin	8"	8"	1	4900	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Getter Vision	8d10	+3 DEF	7d10	+5 DEF		
	Reroll 1s on DEF					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Massive Rocket Drill [K]	16"	7d10	-	+4 Hits	3	500
[Power-1] to use Each Crit gives +1 ARM PEN for this Attack						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Massive Drill	Melee	8d10	-	+6 Hits	3	500
[Power-1] to use Each Crit gives +1 ARM PEN for this Attack						
Massive Smash [CC]	Melee	7d10	-	+6 Hits	6P	500
-						
Mecha & Pilot Traits						
This unit Defends on a 3+						Pilot
Before rolling DEF make a Morale Save to Rally, if [M<5] roll 2 Saves						Trait II


Getter Robo - Mecha & Pilot Traits						
Getter Robo G has 3 Pilots and 3 forms which share HP & Power. When destroyed, score each profile (Getter-1, -2, -3) for VP.				-	Getter Robo	
Each Getter form may activate once per Round. Use Open Get! to change. Permanent +1 Power (Max 5) each time you cycle through all 3 forms.				Trait +V	Change Getter!	
[M-3] Switch to a different Getter for +3 DEF. Decide whether you will use the previous or new forms Evade/Melee Defense dice before rolling.				-	Open Get!	
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Getter Gatling [K]	32" 20"	8d10	+4 Hits	+6 Hits	-	400
[Power-1] to use						
+50pts Getter-1 gains the Getter Gatling						
						
500pt Getter-1 Variant Ace Pilot - Gain Guts! & Power+3 Lose Defiant, Change Getter & Open Get!						
This unit has vastly improved Morale. This unit is worth 24VP total.				Trait +X	Musashi's Last Stand	

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter-3 [A]	HeavyArms	4	4	Massive	19	250
Skilled Pilot	Sensors	Move	Power	Armor HP	Morale	
Musashi Tomoe	22" 8"	2"	1	4900	6+	
Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus			
Tracked Vehicle S	4d10		+0 DEF	7d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Getter Missile [X](4)	32" 20"	7d10	+3 Hits	+7 Hits	-	600
Four Uses Reroll 1s on ATK						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Grappling Arms	8"	10d10	-	+5 Hits	7P	-
PULL Reroll 1s on ATK						
Crushing Strength III [CC]	Melee	8d10 Finisher+3	+5 Hits	6P	500	
[Power-2] Daisetsuzan Oroshi - Gain PEN+3						
Mecha & Pilot Traits						
If this unit would gain [M+1] from Rally or Momentum Shift they can instead gain 2d10x100 HP. This can boost their HP up to 2x Max HP.					Pilot Trait I	Guts





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter Dragon	Unstoppable	4	6	Massive	27	500
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Ryoma Nagare	12"	7"	2	5700	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Getter Razor	7d10		+2 DEF	8d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Getter G Beam [E]	32" 24"	6d10	+3 Hits	+7 Hits	6	600
[Power-1] to use AOE: 3" Wide Line						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Tomahawk Boomerang [K]	12"	7d10	-	+8 Hits	-	800
[Power-1] to use						
Getter Tomahawk	Melee	8d10 Finisher+2	+8 Hits	-		800
-						
Massive Smash [CC]	Melee	7d10	-	+8 Hits	6P	500
-						
Mecha & Pilot Traits						
You need only 6 Unblocked Hits to strike a Finishing Blow						Pilot Trait I
If this unit would gain [M+1] from Rally or Momentum Shift they can instead gain 2d10x100 HP. This can boost their HP up to 2x Max HP.						Pilot Trait I

Getter Robo G - Mecha & Pilot Traits						
Getter Robo G has 3 Pilots and 3 forms which share HP & Power. When destroyed, score each profile (Dragon, Liger, Poseidon) for VP.				-	Getter Robo G	
Each Getter form may activate once per Round. Use Open Get! to change. Permanent +1 Power (Max 5) each time you cycle through all 3 forms.				Trait +V	Change Getter!	
[M-3] Switch to a different Getter for +3 DEF. Decide whether you will use the previous or new forms Evade/Melee Defense dice before rolling.				-	Open Get!	
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Getter Laser Cannon [E]	44" 20"	6d10	+1d10	+7 Hits	5	400
[Power-1] to use						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Shine Spark	Melee	10d10 Finisher+4	+8 Hits	7		1000
[Power-4] to use						
						
+100pts Dragon gains Shine Spark +50pts Dragon gains Getter Laser Cannon						



Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter Liger	Battler	4	6	Massive	27	500
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Hayato Jin	12"	10"	2	5700	5+	
Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus			
Getter Vision	8d10		+4 DEF	7d10		+6 DEF
	Reroll 1s on DEF					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Liger Missile [X]	24" 16"	7d10	+3 Hits	+5 Hits	3	500
	Three Uses Reroll 1s on ATK					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Massive Drill	Melee	8d10	-	+7 Hits	3	500
[Power-1] to use Each Crit gives +1 ARM PEN for this Attack						
Rocket Anchor	12"	10d10	-	+7 Hits	5P	-
	PULL yourself Reroll 1s on ATK					
Massive Smash [CC]	Melee	7d10	-	+7 Hits	6P	500
	-					
Mecha & Pilot Traits						
On your turn Attacks gain +1 Hit or +1 Crit Hit vs a Challenge Target.						Pilot Trait I
Prior to your attack, target makes a Morale Save vs Rout or 2 Saves vs an Elite Unit. Usable once per target.						Pilot Trait I

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter Poseidon [A]	HeavyArms	4	6	Massive	23	500
Skilled Pilot	Sensors	Move	Power	Armor HP	Morale	
Benkei Kuruma	26" 12"	4"	2	5700	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Sturdy Super DEF	4d10		+2 DEF	7d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Poseidon Missile [X](4)	32" 20"	8d10	+3 Hits	+8 Hits	-	900
Four Uses Reroll 1s on ATK						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Immobilizing Net	8"	7d10	-	+6 Hits	7S	-
Reroll 1s & 2s						
Crushing Strength III [CC]	Melee	8d10 Finisher	+3	+6 Hits	6P	500
[Power-2] Daisetsuzan Oroshi - Gain PEN+3						
Mecha & Pilot Traits						
Usable once per game versus target within 8". The next attack against them this Round gains Blindside.				Trait +III	Getter Cyclone	
At the start and the end of the Round choose an ally to make a Morale Save to Rally.				Pilot Trait I	Kind Hearted	





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Combattler V	Battler	4	3	Massive	30	500
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
Combattler V Team	12"	7"	2	5700	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+2 DEF	7d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Rockfighter Missiles [X]	28" 20"	10d10	+1 Hit	+4 Hits	-	100
	Two Uses Reroll 1s & 2s					
Big Blast [X]	28" 20"	8d10	+3 Hits	+4 Hits	-	500
	Single Use (ATK or Support DEF) Support DEF 8"					
Super EM Spark [E]	24" 16"	6d10	+2d10	+4 Hits	5	300
	-					
Atomic Burner [E]	24" 16"	10d10	+7 Hits	+4 Hits	-	100
	[Power-1] to use Support DEF 8" AOE 1" Wide Line					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Super EM Yo-Yo [K]	8"	8d10	-	+6 Hits	4	300
	[Power-1] to use Reroll 1s & 2s					
Super EM Tornado	12"	7d10	-	+6 Hits	7S	-
	[Power-1] to use Gain +2 Hits in Melee this turn					
Super EM Spin	Melee	8d10	Finisher+2	+6 Hits	3	500
	[Power-1] to use Each Crit gives +1 ARM PEN for this Attack					
Massive Smash [CC]	Melee	7d10	-	+6 Hits	6P	500
	-					

Mecha & Pilot Traits			
Hyoma	Prior to being attacked, make a Morale Save to Rally. Instead make 2 Morale Saves if your [M<5]	Trait +V	
Juzo	Bullseye has +2 Crit Range (8++)	Trait +V	
Chizuru	This unit makes 2 Morale Saves to Rally when it activates. Instead make 3 Morale Saves if your [M<5]	Pilot Trait I	
Kosuke	After being attacked this unit may instead use [M-1] to regain up to 2d10x100HP instead of using Counter.	Pilot Trait I	
Daisaku	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +V	

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Voltes V	Battler	4	3	Massive	30	500
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
Voltes V Team	12"	7"	2	5700	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+2 DEF	7d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Gatling Missiles [X]	32" 20"	7d10	+1 Hit	+4 Hits	-	400
Single Use Reroll 1s on ATK						
Voltes Beam [E]	28" 16"	6d10	+1d10	+4 Hits	5	500
[Power-1] to use						
Voltes Bazooka [K]	28" 12"	6d10	+1d10	+4 Hits	-	1000
[Power-1] to use						
Grand Fire [E]	20" 8"	10d10	+5 Hits	+4 Hits	-	200
[Power-1] to use Support DEF 8" AOE 1" Wide Line						
Chain Knuckle [K]	12"	7d10	-	+4 Hits	-	400
First use - Gain Blinside on this attack						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Super EM Tops [K]	12"	7d10	-	+6 Hits	4	400
[Power-1] to use Reroll 1s & 2s						
Heaven Sword V Slash	Melee	8d10	Finisher+2	+6 Hits	-	800
[Power-1] to use Reroll 1s on ATK						
Massive Smash [CC]	Melee	7d10	-	+6 Hits	6P	500
-						

Mecha & Pilot Traits			
	Bullseye has +2 Crit Range (8++)	Trait +V	Kenichi
Prior to your attack, target makes a Morale Save vs Rout or 2 Saves vs an Elite Unit. Usable once per target.		Pilot Trait I	Ippei
	Dodge gives +2 Crit Range (8++)	Trait +V	Megumi
After being attacked this unit may instead use [M-1] to regain up to 2d10x100HP instead of using Counter.		Pilot Trait I	Hiyoshi
	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +V	Daijiro





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Combattler V	Battler	4	5	Massive	32	600
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
Combattler V Team	12"	7"	2	5700	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+3 DEF	7d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Macromolecular Bomb [X]	28" 20"	10d10	+4 Hits	+5 Hits	3	100
	Single Use Reroll 1s & 2s					
Big Blast Divider [X]	28" 20"	10d10	+2 Hits	+5 Hits	-	200
	Single Use Reroll 1s & 2s					
Big Blast [X]	28" 20"	8d10	+3 Hits	+5 Hits	-	500
	Single Use (ATK or Support DEF) Support DEF 8"					
V Laser [E]	24" 16"	6d10	+2d10	+5 Hits	7	300
	[Power-1] to use					
Atomic Burner [E]	24" 16"	10d10	+7 Hits	+5 Hits	-	100
	[Power-1] to use Support DEF 8" AOE 1" Wide Line					
Battle Chainsaws [K]	16"	4	-	+5 Hits	4	400
	[M-1] This attack Blindsides one target					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Super EM Yo-Yo [K]	8"	8d10	-	+7 Hits	4	300
	[Power-1] to use Reroll 1s & 2s					
Super EM Tornado	12"	7d10	-	+7 Hits	7S	-
	[Power-1] to use Gain +2 Hits in Melee this turn					
Super EM Spin	Melee	8d10	Finisher+2	+7 Hits	3	500
	[Power-1] to use Each Crit gives +1 ARM PEN for this Attack					
Twin Lancer	Melee	7d10	M.DEF+2	+7 Hits	-	600
	Reroll 1s on ATK					
Grandasher [CC]	Melee	7d10	Finisher+2	+7 Hits	-	1400
	[Power-1] to use After attacking lose [HP-1000]					

Mecha & Pilot Traits			
Hyoma	Prior to being attacked, make a Morale Save to Rally. Instead make 2 Morale Saves if your [M<5]		Trait +V
Juzo	Bullseye has +2 Crit Range (8++)		Trait +V
Chizuru	This unit makes 2 Morale Saves to Rally when it activates. Instead make 3 Morale Saves if your [M<5]		Pilot Trait I
Kosuke	After being attacked this unit may instead use [M-1] to regain up to 2d10x100HP instead of using Counter.		Pilot Trait I
Daisaku	The Iron Wall Skill [M-3] is free for this unit once per game.		Trait +V
If Combattler V is within 8" of Voltes V all Super EM attacks gain +1 Hit			

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Voltes V	Battler	4	5	Massive	32	600
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
Voltes V Team	12"	7"	2	5700	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Kocho Gaeshi	7d10 +3 DEF			8d10 +5 DEF		
	Once per game roll 1d10 1-9 = +2 DEF 10 = +10 DEF.					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Gatling Missiles [X]	32" 20"	7d10	+1 Hit	+5 Hits	-	400
	Single Use Reroll 1s on ATK					
Voltes Beam [E]	28" 16"	6d10	+1d10	+5 Hits	5	500
	[Power-1] to use					
Voltes Bazooka [K]	28" 12"	6d10	+1d10	+5 Hits	-	1000
	[Power-1] to use					
Grand Fire [E]	20" 8"	10d10	+5 Hits	+5 Hits	-	200
	[Power-1] to use Support DEF 8" AOE 1" Wide Line					
Chain Knuckle [K]	12"	7d10	-	+5 Hits	-	400
	First use - Gain Blinside on this attack					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Super EM Tops [K]	12"	7d10	-	+7 Hits	4	400
	[Power-1] to use Reroll 1s & 2s					
Super EM Ball	12"	7d10	-	+7 Hits	8S	-
	[Power-1] to use Gain +2 Hits in Melee this turn					
Heaven Sword V Slash	Melee	8d10	Finisher+2	+7 Hits	-	800
	[Power-1] to use Reroll 1s on ATK					
Massive Smash [CC]	Melee	7d10	-	+7 Hits	6P	500
	-					

Mecha & Pilot Traits		
Bullseye has +2 Crit Range (8++)	Trait +V	Kenichi
Prior to your attack, target makes a Morale Save vs Rout or 2 Saves vs an Elite Unit. Usable once per target.	Pilot Trait I	Ippei
Dodge gives +2 Crit Range (8++)	Trait +V	Megumi
After being attacked this unit may instead use [M-1] to regain up to 2d10x100HP instead of using Counter.	Pilot Trait I	Hiyoshi
The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +V	Daijiro
If Combattler V is within 8" of Voltes V all Super EM attacks gain +1 Hit		





Super Robot (SR)	Role	Frame	Performance	Size 2	VP	Points
Daitarn 3	Versatile	4	3	Colossal	23	500
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Banjo Haran	8"	5"	1	8100	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
[S1] Daitarn Fan	8d10	+2 DEF	7d10	+5 DEF		
[A1] Muteki Armor	Reroll 1s on Armor Saves					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Daitarn Snapper [K]	12"	8d10	-	+6 Hits	-	400
Reroll 1s & 2s						
Daitarn Cannon [K]	16"	6d10	-	+6 Hits	-	800
First use - Gain Blinside on this attack						
Navel Missile [X]	20" 12"	7d10	+3 Hits	+6 Hits	-	400
Single Use (ATK or Support DEF) Support DEF 8"						
Sun Attack [E]	32" 24"	5d10	+3 Hits	+6 Hits	5	500
[Power-1] to use [CC] Attack gain +4 Hits this turn						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Wrecking Ball [K]	8"	5d10	-	+6 Hits	8P	800
[Power-1] to use PUSH						
Daitarn Zanber	Melee	7d10	-	+6 Hits	-	800
Reroll 1s on ATK [Power-1] Double Sword - Reroll 1s & 2s						
Daitarn Javelin	Melee	7d10	M.DEF+1	+6 Hits	-	600
Reroll 1s on ATK						
Colossal Ram [CC]	Melee	5d10	-	+6 Hits	7P	1500
After attacking [HP-2000]						
Mecha & Pilot Traits						
Transform to gain: Max Shooting Range+8" Melee Block (5+ to 7+) Lose: All weapons except Cannons & Missiles & Ram [CC]						-
While transformed gain: Move+4" & Fly Melee Block (5+ to 9+) Lose: All weapons except Missiles & Sun Attack						-
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks						Pilot Trait II

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Raideen	Sniper	4	6	Massive	25	750
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Akira Hibiki	32" 12"	5"	1	4900	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
[MD2] Raideen Buckler	7d10	+3 DEF	7d10	+5 DEF		
	[Power-1] Blade Spin: Melee Attacker loses [HP-1000]					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
God Gorgon Bow [K]	40" 20"	7d10	-3d10	+8 Hits	-	600
Reroll 1s to Hit						
God Gorgon Multishot [K]	32" 20"	10d10	-3d10	+8 Hits	-	600
Reroll 1s to Hit						
Thunder Break [E]	28" 16"	7d10	+1d10	+8 Hits	5	300
[Power-1] to use						
Navel Missile [X]	20" 12"	7d10	+3 Hits	+8 Hits	-	400
Single Use (ATK or Support DEF) Support DEF 8"						
God Voice (TK) [E]	32" 24"	8d10	+3 Hits	+8 Hits	7	500
[Power-1][HP-1000] to use AOE: 3" Wide Line						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
God Breaker	Melee	7d10	-	+4 Hits	-	600
Gain Blindside on the first use [Power-1] Energy Cutter - Gain PEN+4						
Gorgon Sword	Melee	7d10	-	+4 Hits	-	600
Reroll 1s on ATK						
God Pressure (TK) [E]	12"	7d10	-	+4 Hits	7	200
[M-0] Fire in Melee [HP-600] God Alpha - ATK 9d10						
God Bird [CC]	Melee	8d10	Finisher+2	+4 Hits	-	1400
[Power-1] to use After attacking lose [HP-1000]						
Mecha & Pilot Traits						
The Flash Skill is free for this unit twice per game.						Trait +X
Prior to your attack, target makes a Morale Save vs Rout or 2 Saves vs an Elite Unit. Usable once per target.						Pilot Trait I
Prior to being attacked, make a Morale Save to Rally. Instead make 2 Morale Saves if your [M<5]						Pilot Trait I





Super Heavy Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
GaoGaiGar	Guardian	4	3	Giant	21	300
Skilled Pilot	Sensors	Move	Power	Armor HP	Morale	
Guy Shishioh	8"	5"	1	6500	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Protect Shade	4d10		+5 DEF		8d10	+6 DEF
	[Barrier] [M-1] Reflect 5 [E] Hits to a R:16" target					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Broken Magnum [K]	24"	7d10	Finisher+2	+5 Hits	3	500
[Power-1] to use Each Crit gives +1 ARM PEN for this Attack						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Drill Attack	Melee	7d10	-	+5 Hits	3	400
Each Crit gives +1 ARM PEN for this Attack						
GaoGaiGar Fists [CC]	Melee	8d10	-	+5 Hits	5P	400
[Power-1] Hell & Heaven: Gain Finisher+3 & DMG+400 but lose [HP-600]						
Goldion Hammer	Melee	10d10	Finisher+3	+5 Hits	-	800
[Power-1] Hammer Hell & Heaven: Gain DMG+200						

Mecha & Pilot Traits			
Hyper Mode	[HP-1000] It takes one less hit to strike a Finishing Blow (i.e. 7+ -> 6+) This ability is usable once per Turn.		-
Dividing Driver	[M-3] For the rest of the game any buildings within 24" of this unit are indestructible and do not score VP.		-
Hot Blooded	You need only 6 Unblocked Hits to strike a Finishing Blow		Pilot Trait I
Final Fusion Approved!	It costs [M-2] to deploy this unit before Round 2.		Trait-V
Safety Release Protocol	The Goldion Hammer is usable in Round 4+. To use it before Round 4 you must lose [M-1].		Trait-V

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Star GaoGaiGar	Guardian	4	5	Giant	27	500
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Guy Shishioh	8"	5"	1	6500	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S3] Protect Wall	4d10		+7 DEF		8d10	+8 DEF
	[Barrier] Allies in Engagement range also gain +3 DEF					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Broken Phantom [K]	28"	6d10	Finisher+2	+6 Hits	5	500
[Power-1] to use Each Crit gives +1 ARM PEN for this Attack						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Drill Attack	Melee	7d10	-	+6 Hits	3	400
Each Crit gives +1 ARM PEN for this Attack						
GaoGaiGar Fists [CC]	Melee	8d10	-	+6 Hits	5P	400
[Power-1] Hell & Heaven: Gain Finisher+3 & DMG+400 but lose [HP-600]						
Goldion Hammer	Melee	10d10	Finisher+3	+6 Hits	-	800
[Power-1] Hammer Hell & Heaven: Gain DMG+200						

Mecha & Pilot Traits			
[HP-1000] It takes one less hit to strike a Finishing Blow (i.e. 7+ -> 6+) This ability is usable once per Turn.	-	Hyper Mode	
[M-1] Roll a d10. On a 5+ the target takes 1 Stun DMG, on a 10+ they take 2 Stun DMG.	Trait +V	Gatling Driver	
If this unit would gain [M+1] from Rally or Momentum Shift they can instead gain 4d10x100 HP. This can boost their HP up to 2x Max HP.	Pilot Trait II	Unfaltering Courage	
It costs [M-2] to deploy this unit before Round 2.	Trait-V	Final Fusion Approved!	
The Goldion Hammer is usable in Round 4+. To use it before Round 4 you must lose [M-1].	Trait-V	Safety Release Protocol	





Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Gurren Lagann	Battler	4	3	Giant	21	300
Skilled Pilots	Sensors	Move	Power	Armor HP	Morale	
Kamina & Simon	8"	6"	-	5300	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+3 DEF	7d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Sunglasses Throw [K]	12"	7d10	-	+4 Hits	4	400
[Power-1] to use Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Giant Drills	Melee	8d10	-	+6 Hits	3	400
Each Crit gives +1 ARM PEN for this Attack						
Gurren Sunglasses	Melee	7d10	M.DEF+1	+6 Hits	4	400
Reroll 1s on ATK						
Gurren Charge [CC]	Melee	5d10	-	+6 Hits	7P	1000
After ATK lose [HP-1000] [Power-1] Inazuma Kick - ATK 6d10 & Finisher+2						
Mecha & Pilot Traits						
Gain a permanent +1 Power at the end of Round 1 & 2.					Trait +V	
Critical Hits and DEF are worth 3 instead of 2.					Trait +XV	
Prior to being attacked, make a Morale Save to Rally.					Pilot	
Instead make 2 Morale Saves if your [M<5]					Trait I	

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Gurren Lagann	Battler	4	4	Giant	26	500
Ace Pilots	Sensors	Move	Power	Armor HP	Morale	
Kamina & Simon	8"	6"	-	5700	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+4 DEF	7d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Sunglasses Throw [K]	12"	7d10	-	+4 Hits	4	400
[Power-1] to use Reroll 1s & 2s						
Full Drillize [K]	Self	6d10	-	+4 Hits	6	300
[Power-2] to use AOE: 16" Wide Circle						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Unlimited Drills	Melee	9d10	-	+6 Hits	3	400
[Power-2] Giga Drill Breaker - Each Crit gives +2 ARM PEN for this Attack						
Gurren Sunglasses	Melee	7d10	M.DEF+1	+6 Hits	4	400
Reroll 1s on ATK						
Gurren Charge [CC]	Melee	5d10	-	+6 Hits	7P	1000
After ATK lose [HP-1000] [Power-1] Inazuma Kick - ATK 6d10 & Finisher+2						
Sunglasses Skewer	12"	8d10	-	+6 Hits	5S	-
[Power-1] to use Gain +2 Hits in Melee this turn						
Mecha & Pilot Traits						
Gain a permanent +1 Power at the end of Rounds 1-4.						Trait +X
Critical Hits and DEF are worth 3 instead of 2.						Trait +XV
You need only 5 Unblocked Hits to strike a Finishing Blow						Pilot Trait II

