

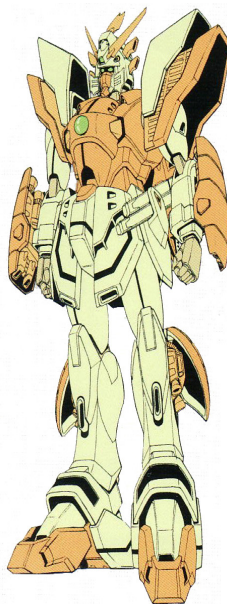


Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Shining Gundam	Melee	5	7	Giant	174	1000
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Domon Kasshu	8"	12"	3	7600	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10		+6 DEF	7d10		+7 DEF
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Shining Shot [E]	20" 8"	8d10	+1 Hit	+4 Hits	5	100
Single Use [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Shining G. Beam Saber	Melee	8d10	Finisher+2	+8 Hits	8	200
[Power-2] Shining Finger Sword - Range 8" & DMG 600						
S. Martial Arts [CC]	Melee	9d10	-	+8 Hits	6P	400
Shining Finger [Power-2] - Gain Finisher+4						

Mecha & Pilot Traits		
Unmatched Martial Artist	Increase the bonus by 2 for Swift & Critical Strike.	Trait +X
Mobile Trace Expertise	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each TURN you fail an Armor Save.	Trait +V
Shining G. Super Mode	[HP-1000] Once per turn the super mode activates. Power Melee gives +2 Crit Hits but -4 DEF.	-
Quest for Vengeance	All weapons gain Finisher+1	Pilot Trait I
Talented Pilot	This unit Hits on a 3+	Pilot Trait I
Hot Blooded Passion	In Round2+ the Valor Skill [M-3] is free for this unit once per game. You may not use the Soul option.	Trait +X

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Shining Gundam (Final Fight)	Melee	5	7	Giant	189	1150
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Domon Kasshu	8"	12"	3	7600	4+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10		+6 DEF	7d10		+7 DEF
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Shining Shot [E]	20" 8"	8d10	+1 Hit	+4 Hits	5	100
Single Use [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Shining G. Beam Saber	Melee	8d10	Finisher+2	+8 Hits	8	200
[Power-2] Shining Finger Sword - Range 8" & DMG 600						
S. Martial Arts [CC]	Melee	9d10	-	+8 Hits	6P	400
Shining Finger [Power-2] - Gain Finisher+4						

Mecha & Pilot Traits		
Increase the bonus by 2 for Swift & Critical Strike.	Trait +X	Unmatched Martial Artist
At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X	Mobile Trace Mastery
[HP-1000] Once per Turn the true super mode activates. Finishing Blow does 2000 DMG per Hit.	-	Super Mode Serenity
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Cool Under Fire
This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I	Inner Strength
This units morale was improved (i.e. 5+ -> 4+)	Trait +V	Final Fight
All Attack and Defense rolls gain +1 die (+1d10)	Trait +XV	Undisputed King of Hearts





Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Gundam Maxter	Versatile	5	7	Giant	159	1000
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Chibodee Crocket	8"	8"	1	8800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10	+5 DEF		7d10	+6 DEF	
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
TL Magnums [K]	24" 12"	8d10	+2 Hits	+7 Hits	-	500
	-					
Burning Punch	20" 12"	8d10	Finisher+1	+7 Hits	5	300
	[Power-1] to use					
Cyclone Punch	20" 12"	7d10	Finisher+1	+7 Hits	6P	400
	[Power-1] to use PUSH					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Machinegun Punch	Melee	10d10	Finisher+2	+7 Hits	-	300
	[Power-1] to use First use - Gain Blinside on this attack					
Mecha Boxing [CC]	Melee	8d10	Finisher+1	+7 Hits	6P	400
	[HP-1900] Armor shifts to the fists, this weapons is permanently DMG 800.					

Mecha & Pilot Traits		
Surfboard Entrance	This unit gains a free Accelerate Action in the first Round it is deployed.	Trait +I
Hyper Mode	[HP-1000] Finishing Blow does 2000 DMG per Hit. This ability is usable once per Turn.	-
Mobile Trace Expertise	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each TURN you fail an Armor Save.	Trait +V
Overzealous	The Zeal Skill is free for this unit once per game where [M] = Current Round	Trait +X
Swift Combatant	Increase the bonus by 1 for Swift & Critical Strike.	Trait +V
Renowned Pilot	This unit Hits on a 3+	Pilot Trait I
Overconfident	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Rose Gundam	Guardian	5	7	Giant	164	1000
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
George DeSand	20"	8"	1	8200	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10	+6 DEF		7d10	+7 DEF	
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Rose Bits [E]	32" 20"	5d10	+1d10	+6 Hits	7	100
[Power-1] Uses the Remote Weapons rules below						
Rose Hurricane [E]	28" 20"	6d10	Finisher+1	+6 Hits	7	100
[Power-1] Uses the Remote Weapons rules below						
Rose Screamer	24"	9d10	-	+6 Hits	7S	-
-						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+6 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Remote Weapons
[HP-1000] Finishing Blow does 2000 DMG per Hit. This ability is usable once per Turn.	-	Hyper Mode
At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each TURN you fail an Armor Save.	Trait +V	Mobile Trace Expertise
The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X	Persist
Increase the bonus by 1 for Feint & Critical Strike.	Trait +V	Skilled Swordsman
This unit Hits on a 3+	Pilot Trait I	Renowned Pilot
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I	Chivalrous





Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Dragon Gundam	Battler	5	7	Giant	169	1000
Ace Pilot	Sensors	Move	Power	Armor	HP	Morale
Sai Saichi	8"	12"	2	7000	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10		+6 DEF		7d10 +6 DEF	
Feilong Flag Deception	[Power-1] Gain Tactical Advantage on CounterAttack					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Dragon Flamethrower	16" 8"	10d10	+4 Hits	+5 Hits	-	100
[Free Action Once on your Turn]						
Twin Dragon Fang	12"	9d10	-	+5 Hits	-	300
First use - Gain Blindsight on this attack						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Feilong Flag	Melee	8d10	Counter+2	+7 Hits	6	300
-						
D. Martial Arts [CC]	Melee	9d10	-	+7 Hits	6P	400
Stinger [Power-1] - Once per game gain Blindsight on this attack						
Shin Ryuusei Kochouken	Melee	9d10	Finisher+2	+7 Hits	7	600
[HP-1500] to use						

Activated Mecha & Pilot Traits			
Hyper Mode	[HP-1000] Finishing Blow does 2000 DMG per Hit. This ability is usable once per Turn.		-
Mobile Trace Expertise	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each TURN you fail an Armor Save.		Trait +V
Wiley Pilot	You may decide on your Elite Combat Bonuses after rolling.		Trait +V
Elusive	Dodge gives +2 Crit Range (8++)		Trait +V
Unmatched Martial Artist	Increase the bonus by 2 for Swift & Critical Strike.		Trait +X
Prodigy	This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally		Pilot Trait II

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Bolt Gundam	Unstoppable	5	7	Giant	164	1000
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Argo Gulsii	8"	6"	1	9400	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10		+4 DEF		7d10	+7 DEF
Zero-Range Gaia Crusher	+2 DEF vs[E]nergy [HP-2000] Gain +5 Melee DEF					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Swinging Hammer	16"	6d10	-	+8 Hits	6P	600
[Power-1] to use PUSH						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Graviton Hammer	Melee	6d10	-	+8 Hits	6P	700
-						
Crushing Strength [CC]	Melee	7d10	Finisher+1	+8 Hits	5	600
-						
Gaia Crusher [K]	Self	6d10	-	+8 Hits	8P	-
[Single Use][Power-1] AOE: 16" Radius Circle You may rearrange terrain						

Activated Mecha & Pilot Traits			
[HP-1000] Finishing Blow does 2000 DMG per Hit. This ability is usable once per Turn.		-	Hyper Mode
At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.		Trait +X	Mobile Trace Mastery
Guard gives +3 Defense dice (+3d10)		Trait +X	Invulnerable
The Iron Wall Skill [M-3] is free for this unit once per game.		Trait +X	Persist
This unit makes 2 Morale Saves to Rally when it activates.		Pilot Trait I	Inner Strength
Once per Turn if this unit would gain [M] from Rally or [M] Shift they can instead gain 2d10x100 HP with a limit of 2x Max HP.		Pilot Trait I	Fighting Spirit

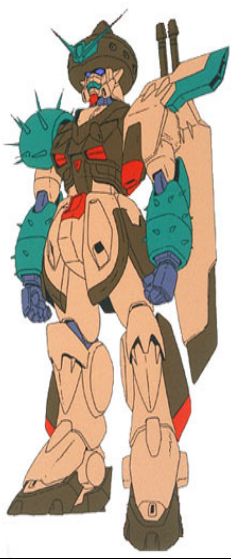




Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Neros Gundam	Interceptor	5	7	Giant	169	1000
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Michelo Chariot	16"	12"	3	7000		5+
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10		+7 DEF	7d10		+4 DEF
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Satyricon Beam [E]	28" 16"	8d10	+2d10	+6 Hits	6	100
-						
Silver Legs [E]	36" 24"	8d10	+1 Hit	+6 Hits	6	300
[Permanent Power-1] to use AOE: Line						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Killer Knuckle	Melee	7d10	Finisher+2	+4 Hits	-	300
This weapon gains Blindside the first time it is used						
Kick [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits

Mobile Trace System	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each time you fail an Armor Save.	-
Furious Fusillade	Barrage gives +3 Shots or +3 Hits with weapons that give bonus Rapid Fire Hits.	Trait +X
Unpredictable	Dodge gives +3 Crit Range (7++)	Trait +X
Warmonger	This unit Hits on a 3+ Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Pilot Trait II



Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Tequila Gundam	Assault	5	7	Giant	159	1000
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Chico Rodriguez	20"	12"	3	7000	4+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10		+5 DEF	7d10		+5 DEF
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Sombrero Vulcans [K]	24" 12"	10d10	+3 Hits	+7 Hits	-	200
Blindside on First Use [M-0] Fire in Melee						
Spike Launcher	12" 12"	8d10	Finisher+1	+7 Hits	-	400
First use - Gain Blindside on this attack						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Beam Trident	Melee	8d10	Counter+2	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits

At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each time you fail an Armor Save.	-	Mobile Trace System
Usable once per game versus target within 8". The next attack against them this Round gains Blindside.	Trait +III	Tequila Vortex
Dodge gives +3 Crit Range (7++)	Trait +X	Unpredictable
All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II	Impulsive

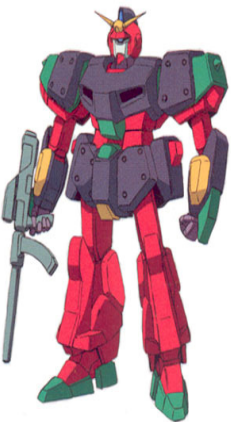


Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Royal Gundam	Sniper	5	7	Giant	164	1000
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Gentle Chapman	40" 24"	8"	3	8800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10		+5 DEF	7d10		+4 DEF
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Custom Beam Sniper [E]	40" 20"	6d10	Finisher+2	+8 Hits	7	300
Ignore Cover Bonus						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits

Mobile Trace Mastery	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X
Deadeye	Bullseye has +3 Crit Range (7++)	Trait +X
Legendary Pilot	This unit Hits and Defends on a 3+	Pilot Trait II

Mobile Suit	Role	Frame	Performance	Size 0	VP	Points
Cushings NET6-MS	Sniper	1	3	Giant	34	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Ms. Chapman (Remotely)	24" 8"	4"	-	1600	4+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+0 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Long Beam Rifle [E]	28" 16"	6d10	+1d10	+5 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+1 Hits	6P	400
-						



Variants for Neros & Royal Gundam (+150pts | +15 VP) - Gain Killer Instinct & Final Fight.

Activates when HP<50% or allied Elite Pilot is destroyed. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X	Killer Instinct
This units morale was improved (i.e. 5+ -> 4+)	Trait +V	Final Fight

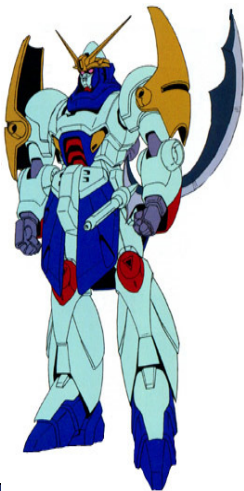


Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Pharaoh Gundam IV	Melee	5	5	Giant	149	1000
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Dahal Muhammad	8"	10"	2	11800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10		+4 DEF	7d10		+6 DEF
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Monster Beam [E]	32" 20"	6d10	+1d10	+3 Hits	4	100
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Constrict & Immobilize	Melee	8d10	-	+7 Hits	8S	400
		-				
Fists [CC]	Melee	7d10	-	+7 Hits	6P	400
		-				
Mecha & Pilot Traits						

Mobile Trace Mastery	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X
Regeneration X	On this unit's turn regain 1000 HP and repair one Battle Damage.	Trait +X
Invulnerable	Guard gives +3 Defense dice (+3d10)	Trait +X
Reaper	This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.	Pilot Trait II

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Minaret Gundam	Battler	5	7	Giant	169	950
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Saette Gyuzelle [DG]	8"	12"	2	8500	4+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10		+6 DEF	7d10		+6 DEF
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Vulcans [K](2)	24" 12"	10d10	+3 Hits	+5 Hits	-	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Giant Scimitar	Melee	8d10	Finisher+2	+7 Hits	5	600
		-				
Crushing Strength [CC]	Melee	7d10	Finisher+1	+7 Hits	5	600
		-				
Mecha & Pilot Traits						

At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X	Mobile Trace Mastery
On this unit's turn regain 1000 HP and repair one Battle Damage.	Trait +X	Regeneration X
Increase the bonus by 2 for Swift & Critical Strike.	Trait +X	Whirlwind Combatant
All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II	Ruthless



Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Lumber Gundam	Melee	5	7	Giant	154	1000
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Andrew Graham	8"	8"	3	9400	4+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A2] Gundarium S. Alloy	7d10		+7 DEF	7d10	+8 DEF	
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Crushing Strength [CC]	Melee	7d10	Finisher+1	+8 Hits	5	600
-						
Killer Axes	Melee	8d10	Finisher+1	+8 Hits	-	600
This weapon gains Blindside the first time it is used						
Chainsaw	Melee	6d10	Finisher+1	+8 Hits	5	600
-						

At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X	Mobile Trace Mastery
All weapons gain Finisher+1	Pilot Trait I	Quest for Vengeance
This unit Hits on a 3+	Pilot Trait I	Headhunter





Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Kowloon Gundam	Melee	5	5	Giant	164	1250
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Master Asia	16"	8"	3	8800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Gundarium S. Alloy	7d10	+5 DEF		7d10	+6 DEF	
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Beam Cloth	12"	7d10	-	+3 Hits	7	200
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Entangling Cloth	16"	7d10	-	+7 Hits	7S	-
[Free Action Once on your Turn] [Power-1 to use]						
K. Martial Arts [CC]	Melee	9d10	-	+7 Hits	6P	400
Kowloon Finger [Power-2] - Gain Finisher+4						
Choukyuu Haou Den'eidan [Crash]	Melee	8d10	Finisher+2	+7 Hits	5	800
After the ATK lose [HP-1000] Gain DMG+200 if within 4" of Domon Kasshu						

Mecha & Pilot Traits		
Mobile Trace Mastery	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X
Unmatched Martial Artist	Increase the bonus by 2 for Swift & Critical Strike.	Trait +X
Secret Technique!	Once per game your secret technique gives you +3 DEF this turn. Gain [Tactical Advantage] on your next activation.	Trait +X
Hot Blooded Passion	In Round2+ the Valor Skill [M-3] is free for this unit once per game. You may not use the Soul option.	Trait +X
Undefeated of the East	This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points	
Shadow Gundam	Battler	5	7	Giant	179	1000	
Ace Pilot	Sensors	Move	Power	Armor HP	Morale		
Schwarz Bruder	12"	12"	2	7000	4+		
Defenses		Evade DEF + MS Bonus		Melee DEF + MS Bonus			
[A1] Gundarium S. Alloy	7d10		+6 DEF	7d10		+6 DEF	
	+2 DEF vs[E]nergy						
Shooting Weapons		Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Spinning Blades		12"	7d10	-	+5 Hits	-	400
First use - Gain Blinside on this attack							
Melee Weapons		Range	Attack	Special	SR Bonus	PEN	DMG
Twin Spiegel Blade		Melee	8d10	Counter+3	+7 Hits	4	500
Sturm & Drang [Power-1] - ATK +1d10 for each Accelerate used this turn.							
Kick [CC]		Melee	7d10	-	+7 Hits	6P	400
-							
Immobilizing Net		12"	7d10	-	+7 Hits	7S	-
[Free Action Once per Game]							

Mecha & Pilot Traits		
At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X	Mobile Trace Mastery
Dodge gives +3 Crit Range (7++)	Trait +X	Unpredictable
Once per game your secret technique gives you +3 DEF this turn. Gain [Tactical Advantage] on your next activation.	Trait +X	Shadow Duplicates
The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Extrasensory Perception
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II	Untouchable





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Wing Gundam	Firepower	5	3	Giant	94	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Heero Yuy	20" 8"	8"	1	6400	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
[S2] Shield	6d10	+5 DEF	4d10	+6 DEF		
[A1] Gundanium	+1 DEF Vs [K]inetic & [E][X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Buster Rifle [E]	32" 24"	7d10	+1 Hit	+5 Hits	7	300
Three uses AOE: Line						
Vulcans & Cannons [K]	24" 12"	10d10	+2 Hits	+5 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits		
Neo Bird Mode	This unit gains a free Accelerate Action in the first Round it is deployed.	Trait +1
Ruthless	All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Deathscythe	Battler	5	3	Giant	99	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Duo Maxwell	16"	8"	1	5500	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Mobile Suit Defenses	8d10	+4 DEF	6d10	+4 DEF		
[A1] Gundanium	+1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Buster Shield	12"	7d10	-	+3 Hits	6	300
[Single Use][Gain Blinside on this attack]						
Vulcans & Cannons [K]	24" 12"	10d10	+2 Hits	+3 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Scythe	Melee	9d10	Finisher+3	+5 Hits	7	100
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
While outside enemy Sensors gain +1 DEF. This unit must be within Enemy Sensors or 24" to be targeted		Trait +V
This unit Hits on a 3+ Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.		Pilot Trait II
		Jamming Fearsome



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Heavyarms	HeavyArms	5	3	Giant	89	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Trowa Barton	28" 16"	4"	-	8200	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
[MD1] Arm Shield	8d10	+2 DEF	6d10	+5 DEF		
[A1] Gundanium	+1 DEF Vs [K]inetic & [E][X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Heavy Gatling [K]	28" 20"	10d10	Finisher+1	+6 Hits	-	200
Support ATK 20"						
Chest Gatlings [K](2)	28" 12"	10d10	Finisher+2	+6 Hits	-	200
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
TL Fire Spt Missiles [X](2)	36" 20"	10d10	-5d10	+6 Hits	-	300
Two Uses (ATK or Support ATK) Support ATK 24"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Killer Knife	Melee	7d10	Finisher+2	+5 Hits	-	300
This weapon gains Blindsight the first time it is used						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
Gundam Pilot Trowa	This unit Hits on a 3+ Before rolling DEF make a Morale Save to Rally.	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Shenlong Gundam "Nataku"	Unstoppable	5	3	Giant	94	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Wufei Chang	12"	8"	1	6700	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
[MD1] Arm Shield	8d10	+2 DEF	6d10	+6 DEF		
[A1] Gundanium	+1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Dragon Fang	8"	8d10	-	+6 Hits	-	300
First use - Gain Blinside on this attack						
Shenlong Flamethrower	20" 8"	10d10	+4 Hits	+6 Hits	-	100
[Free Action Once on your Turn]						
Vulcans [K]	24" 12"	10d10	+3 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Glaive	Melee	8d10	Counter+2	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.		Pilot Trait II
		Gundam Pilot Wufei





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Sandrock	Guardian	5	3	Giant	94	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Quatre Raberba Winnar	16"	8"	-	8500	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[MD1] Arm Shield	8d10		+3 DEF	6d10		+6 DEF
[A1] Gundanium	+1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Twin Heat Shotels	Melee	8d10	Finisher+3	+4 Hits	4	500
		-				
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
		-				
Mecha & Pilot Traits						
Sandrock throws the Heat Shotels at Range 12". If he fails to destroy the target lose [M-1] otherwise you lose the weapon until next Round.						Trait +III
This unit Defends on a 3+ This unit makes 2 Morale Saves to Rally when it activates.						Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Manganac	Guardian	2	2	Giant	33	150
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Maganac Corps	8"	8"	-	3700	7+	
Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus			
[S2] Shield	6d10		+4 DEF		4d10 +5 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	6d10	+1d10	+2 Hits	7	100
Support DEF 12"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Heat Hawk	Melee	7d10	-	+2 Hits	5	500
		-				
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
		-				
Mecha & Pilot Traits						
Ambush: This unit can reinforce on any Table Edge						Trait +II
+50pts a Maganac Unit gains an Anti-Beam Cloak						
Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus			
[S2] Shield	6d10		+4 DEF		4d10 +5 DEF	
Anti-Beam Cloak	Single Use +3 DEF vs [E]					





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Heavyarms Custom	HeavyArms	5	7	Giant	134	750
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Trowa Barton	28" 16"	4"	1	8500	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[MD1] Arm Shield	8d10		+4 DEF		6d10 +7 DEF	
[A1] Gundanium	+1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Quad Heavy Gatling [K]	28" 20"	10d10	+4 Hits	+8 Hits	-	200
Support ATK 16"						
Chest Gatlings [K](2)	28" 12"	10d10	Finisher+2	+8 Hits	-	200
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
TL Micromissiles [X]	28" 20"	10d10	+5 Hits	+8 Hits	-	100
Single Use Reroll 1s & 2s						
TL Fire Spt Missiles [X](2)	36" 20"	10d10	-5d10	+8 Hits	-	300
Two Uses (ATK or Support ATK) Support ATK 24"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits						
Gundam Pilot Trowa	This unit Hits on a 3+ Before rolling DEF make a Morale Save to Rally.					Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Altron "Nataku"	Unstoppable	5	7	Giant	139	750
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Wufei Chang	12"	8"	2	6700	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+4 DEF		6d10 +7 DEF	
[A1] Gundanium	+1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Twin Dragon Fang	12"	9d10	-	+8 Hits	-	300
First use - Gain Blinside on this attack						
Altron Flamethrower	24" 12"	10d10	+4 Hits	+8 Hits	-	100
[Free Action Once on your Turn]						
Vulcans [K]	24" 12"	10d10	+3 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Double Beam Trident	Melee	9d10	Counter+1	+8 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits						
This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.					Pilot Trait II	Gundam Pilot Wufei

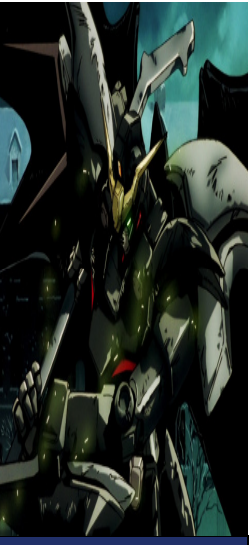


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Sandrock Custom	Guardian	5	7	Giant	134	750
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Quatre Raberba Winnar	24"	8"	-	8500	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+5 DEF		6d10 +7 DEF	
[A1] Anti-Beam Cloak	+1 DEF Vs [K] & [X] Single Use +3 DEF vs [E]					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Uzi [E]	24" 12"	8d10	+1 Hit	+6 Hits	5	100
Support DEF 20"						
Vulcans [K]	24" 12"	10d10	+3 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Twin Heat Shotels	Melee	8d10	Finisher+3	+6 Hits	4	500
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits						
Throw Heat Shotel	Sandrock throws the Heat Shotels at Range 12". If he fails to destroy the target lose [M-1] otherwise you lose the weapon until next Round.					Trait +III
Steel Resolve	This unit Defends on a 3+ This unit makes 2 Morale Saves to Rally when it activates.					Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Deathscythe	Assault	5	7	Giant	144	750
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Duo Maxwell	20"	12"	1	5500	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+5 DEF		6d10 +5 DEF	
[A1] Gundanium	+1 DEF Vs [K]inetic & [E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Buster Shield	12"	7d10	-	+7 Hits	6	300
[Single Use][Gain Blinside on this attack]						
Vulcans & Cannons [K]	24" 12"	10d10	+2 Hits	+7 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
DSH Beam Scythe	Melee	9d10	Finisher+3	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits						
While outside enemy Sensors gain +2 DEF. This unit must be within Enemy Sensors or 24" to be targeted					Trait +X	Cloaking
This unit Hits on a 3+ Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.					Pilot Trait II	Fearsome





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Tallgeese	Guardian	4	4	Giant	120	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zechs Merquise	8"	12"	2	4300	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[MD1] Nimble Flyer	9d10		+4 DEF	7d10		+6 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Tallgeese Dobergun [K]	28" 20"	6d10	Finisher+1	+4 Hits	-	700
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
Mecha & Pilot Traits						
This unit Hits and Defends on a 3+						Pilot Trait II
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).						Trait +XV

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Tallgeese II	Guardian	4	6	Giant	140	650
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Treize Kushrenada	12"	12"	2	4300	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[MD1] Nimble Flyer	9d10		+5 DEF	7d10		+7 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Tallgeese Dobergun [K]	28" 20"	6d10	Finisher+1	+5 Hits	-	700
-						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Custom Beam Saber	Melee	8d10	Finisher+2	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally						Pilot Trait II
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).						Trait +XV



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Leo	Versatile	1	3	Giant	34	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Oz Pilot	8"	8"	-	1300	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Leo Rifle [K]	28" 16"	10d10	+1 Hit	+4 Hits	-	200
Support ATK 12"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Tragos	Firepower	1	2	Giant	24	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Oz Pilot	24" 12"	8"	-	1600	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Tracked Vehicle MS	4d10		+2 DEF	6d10		+3 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL 120mm Artillery [K]	40" 24"	5d10	+2d10	+3 Hits	-	300
Indirect Fire (R:20" to Max Weapon Range)						
Beam Pistol [E]	20" 12"	6d10	+1d10	+3 Hits	6	100
Support DEF 12"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+1 Hits	6P	400



You may swap a Leo Rifle for these three weapons. The TL Beam Cannons is a +20pt upgrade for the Leo Commander Type. For +10pts a Leo gains Fly.																
Weapons		Range	Attack	Rapid Fire	Bonus	PEN	DMG		Weapons		Range	Attack	Rapid Fire	Bonus	PEN	DMG
Shorty Beam Rifle [E]		20" 12"	6d10	+2d10	+4 Hits	7	100		Dobergun [K]		28" 16"	5d10	+1d10	+4 Hits	-	700
									Support DEF 12"							
OZ Laser Rifle [E]		24" 16"	6d10	+1d10	+4 Hits	6	100		TL Beam Cannons [E]		32" 20"	5d10	+2d10	+4 Hits	6	300
									Gain +2 Hits vs [Barriers]							



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Taurus	Raid	2	6	Giant	78	120
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Oz Pilot	8"	8"	-	2200	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+3 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	7	200
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400

Mecha & Pilot Traits			
Jet Transformation	While transformed gain 2 Free Accelerate Actions Melee DEF-4d10 Lose all Melee weapons except [CC] or [Crash] weapons		Trait +V
+50pt This unit gains the Mobile Doll VER1 Trait and is worth +5VP.			
Taurus / Aries Ace Pilot Option - Lucrezia Noin			
Pilot Instructor	This unit Hits on a 3+		Pilot Trait I

Taurus Weapon Options - +10pts each						
Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Heavy Beam Cannon [E]	32" 24"	5d10	+1d10	+5 Hits	6	300
-						
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Virgo	Firepower	2	5	Giant	73	200
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Mobile Doll AI	20" 8"	4"	-	2200	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Planet Defensors	6d10		+4 DEF	4d10		+5 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Heavy Beam Cannon [E]	32" 24"	5d10	+1d10	+5 Hits	6	300
-						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits			
Mobile Doll VER1	This unit Hits on a 3+		Trait +V
[Barrier] Cover Ally	Once per Round choose an ally. They receive +[S#] DEF for the rest of the round (this bonus does not stack), while this unit has -[S#] DEF on Evade.		Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Aries	Interceptor	1	3	Giant	39	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Oz Pilot	8"	8"	-	1300	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+0 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Chain Rifle [K]	24" 8"	10d10	+1 Hit	+3 Hits	-	200
Support ATK 16"						
Missile Pod [X]	28" 12"	7d10	+1d10	+3 Hits	-	300
Single Use Support ATK 16"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+1 Hits	6P	400

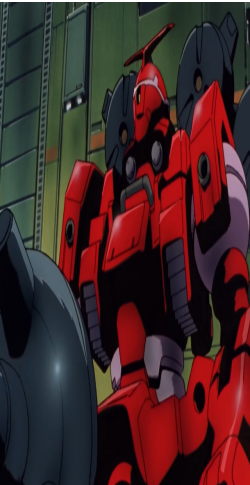
Mecha & Pilot Traits			
While transformed gain 2 Free Accelerate Actions Melee DEF-4d10 Lose all Melee weapons except [CC] or [Crash] weapons			Trait +V
Jet Transformation			

Virgo II Weapon Options - +20pts Heavy Beam Cannon, +10pts TL Rifles						
Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Heavy Beam Cannon [E]	32" 24"	5d10	+1d10	+5 Hits	6	300
TL Shorty Beam Rifle [E]	20" 12"	6d10	+2d10	+5 Hits	7	100
	Support DEF 12"					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Virgo II	Firepower	2	6	Giant	83	400
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Mobile Doll AI	20" 8"	8"	1	1900	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S3] Planet Defensors	5d10		+6 DEF	3d10		+7 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Shorty Beam Rifle [E]	20" 12"	6d10	+2d10	+5 Hits	7	100
Support DEF 12"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits			
This unit Hits on a 3+ Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.			Trait +X
Mobile Doll VER2			
Once per Round choose an ally. They receive +[S#] DEF for the rest of the round (this bonus does not stack), while this unit has -[S#] DEF on Evade.			Trait +V
[Barrier] Cover Ally			

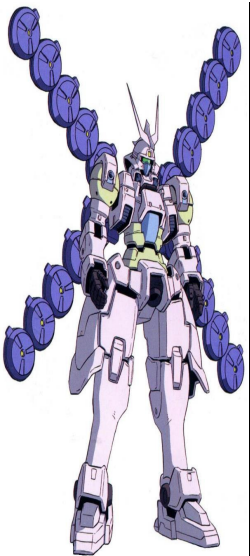




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Mercurius	Melee	4	6	Giant	120	400
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Heero Yuy	16"	8"	-	6400	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S3] Planet Defensors	5d10		+8 DEF	3d10	+9 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Pistol [E]	20" 12"	6d10	+1d10	+3 Hits	6	100
Support DEF 12"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits		
[Barrier] Cover Ally	Once per Round choose an ally. They receive +[S#] DEF for the rest of the round (this bonus does not stack), while this unit has -[S#] DEF on Evade.	Trait +V
Reckless	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I
Gundam Pilot	This unit Hits on a 3+	Pilot Trait I

Variant (+50pts, -20VP) - You may convert the Mercurius and Vayeate above into Mobile Dolls.	
Remove the Ace Pilots and switch them to Battle-Tested Pilots & Gain Mobile Doll Trait (VP-8)	



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Mercurius Suivant	Melee	4	6	Giant	100	500
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Luna Armonia	16"	9"	-	6400	7+	
Defenses		Evade DEF + MS Bonus		Melee DEF + MS Bonus		
[S4] Planet Defensors	4d10		+9 DEF		2d10	+10 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Pistol [E]	20" 12"	6d10	+1d10	+3 Hits	6	100
Support DEF 12"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Immobilizing Net	12"	7d10	-	+7 Hits	7S	-
[Free Action Once per Game]						
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits		
[Barrier] Cover Ally	Once per Round choose an ally. They receive +[S#] DEF for the rest of the round (this bonus does not stack), while this unit has -[S#] DEF on Evade.	Trait +V
Tandem Fighter	Allied units gain +1 DEF (Max +2) if a unit with this trait is within 12".	Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Vayeate	Firepower	4	5	Giant	110	400
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Trowa Barton	28" 16"	8"	-	5200	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10	+4 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Vayeate Beam Cannon [E]	36" 28"	7d10	+1 Hit	+6 Hits	6	400
Four uses AOE: Line						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits		
Barrage gives +2 Shots or +2 Hits with weapons that give bonus Rapid Fire Hits.	Trait +V	Gunnery Expert
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Cool Under Fire
This unit Hits on a 3+	Pilot Trait I	Gundam Pilot

Variant (+50pts, -20VP) - You may convert the Mercurius and Vayeate above into Mobile Dolls.	
This unit Hits on a 3+ Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Trait +X

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Vayeate Suivant	Firepower	4	5	Giant	90	500
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Soris Armonia	32" 20"	8"	-	5200	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Vayeate B. Cannon [E]	36" 28"	7d10	+2 Hits	+6 Hits	6	400
Four uses AOE: Line						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
		-				
Kick [CC]	Melee	7d10	-	+4 Hits	6P	400
		-				

Mecha & Pilot Traits		
Barrage gives +2 Shots or +2 Hits with weapons that give bonus Rapid Fire Hits.	Trait +V	Gunnery Expert
Allied units gain +1 DEF (Max +2) if a unit with this trait is within 12".	Trait +V	Tandem Fighter





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Leo-S	Assault	2	6	Giant	88	250
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Roche Nattano	20"	8"	-	2500	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Anti-Beam Cloak	8d10		+3 DEF	6d10		+3 DEF
-	Single Use +3 DEF vs [E]					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	6	200
	-					
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+5 Hits	7	300
	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

Mecha & Pilot Traits

Overconfident

Before rolling DEF make a Morale Save to Rally.

Pilot
Trait I

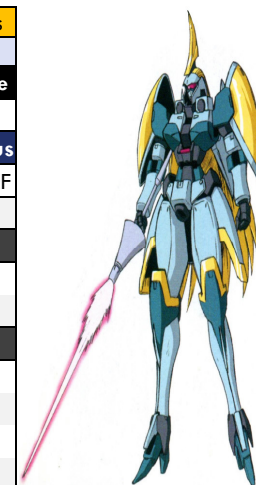
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Leo-R	Battler	2	6	Giant	78	250
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Kratz Silvy	12"	8"	-	3100	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Cannon [E]	36" 20"	5d10	+1d10	+3 Hits	6	300
	-					
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Lance	Melee	8d10	-	+5 Hits	7	400
	-					

Mecha & Pilot Traits

While outside enemy Sensors gain +1 DEF.
This unit must be within Enemy Sensors or 24" to be targeted

Trait +V

Jamming



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Leo-N	Melee	2	6	Giant	73	250
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Broom Brooks	12"	8"	-	4300	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+5 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Machine Cannons [K]	24" 8"	10d10	+2 Hits	+2 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Heat Bardiche	Melee	8d10	Counter+1	+6 Hits	4	500
		-				
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
		-				

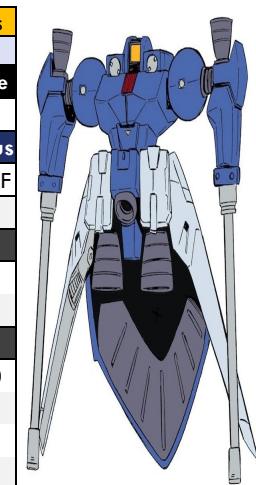
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
D-Unit [S]	Raid	1	3	Giant	44	50
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Mobile Doll (MO-V)	8"	8"	-	700	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+1 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Beam Cannons [E]	32" 20"	5d10	+2d10	+4 Hits	6	300
	-					
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+2 Hits	7P	1000
	After attacking [HP-1500]					

Mecha & Pilot Traits

This unit Hits on a 3+

Trait +V

Mobile Doll VER1





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam X (GX-9900)	Firepower	4	5	Giant	95	500
Skilled Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Garrod Ran	24" 12"	8"	-	4600	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[MD1] Arm Shield	8d10		+3 DEF	6d10		+5 DEF
Anti-Beam Coating	+1 DEF Vs [K]inetic, E[X]plosive & [E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
GX Shield Rifle [E]	28" 20"	6d10	Finisher+1	+6 Hits	8	200
-						
Gatling Vulcans [K]	28" 12"	10d10	+1 Hit	+6 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Satellite Cannon [E]	40" 24"	8d10	+1 Hit	+6 Hits	7	500
One Use Round 4+ AOE: Line Req. 1 Combat & 2 Move actions						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Satellite Beam Saber	Melee	7d10	Finisher+2	+4 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits		
Fighting Spirit	Once per Turn if this unit would gain [M] from Rally or [M] Shift they can instead gain 2d10x100 HP with a limit of 2x Max HP.	Pilot Trait I

For +150pts & +15VP Tiffa rides with Garrod and gains the below abilities		
Newtype I	NT Flash: The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Vision of the Future	Once per game for the rest of the Round this unit is immune to Tactical Advantage.	Trait +V

7th Space War Jamil Variant Pilot (+15VP +100pts)		
Newtype III	NT Flash: The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GX Divider	Firepower	4	6	Giant	110	650
Skilled Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Garrod Ran	24" 12"	12"	1	4600	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+6 DEF	4d10		+7 DEF
Anti-Beam Coating	+1 DEF Vs [K]inetic, E[X]plosive & [E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Heavy Beam M. Gun [E]	28" 20"	9d10	+2 Hits	+6 Hits	5	200
Support ATK 12"						
Vulcans [K]	24" 12"	10d10	+3 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Beam Harmonica [E]	32" 24"	7d10	+3d10	+6 Hits	6	100
Two uses						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Satellite Beam Saber	Melee	7d10	Finisher+2	+4 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits		
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I	Kind Hearted

+100pt +20VP Ace Pilot Option - Jamil Neate		
NT Flash: The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Newtype I
This unit Hits and Defends on a 3+	Pilot Trait II	War Hero

7th Space War Jamil Variant Pilot (+15VP +100pts)		
[M-1 per Copy] For this Round each copy of this unit (i.e. G-Bit, Bandit, etc.) with a basic pilot gains the Pilot Traits of the leader.	-	Flash System





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Airmaster	Interceptor	4	6	Giant	110	500
Skilled Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Witz Sou	12"	12"	1	5200	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses G	9d10		+6 DEF	6d10		+3 DEF
Anti-Beam Coating	+1 DEF Vs [K]inetic, E[X]plosive & [E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Airmaster Rifles [E]	24" 16"	7d10	+2d10	+5 Hits	6	100
Support DEF 12"						
Missile Pod [X]	28" 12"	7d10	+1d10	+5 Hits	-	300
Single Use Support ATK 16"						
Vulcans [K]	24" 12"	10d10	+3 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Kick [CC]	Melee	7d10	-	+3 Hits	6P	400

Mecha & Pilot Traits		
Jet Transformation	While transformed gain 2 Free Accelerate Actions Melee DEF-4d10 Lose all Melee weapons except [CC] or [Crash] weapons	Trait +V
Reckless	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I

7th Space War Variant Newtype Pilot (+15VP +100pts)		
Newtype I	NT Flash: The Flash Skill [M-3] is free for this unit once per game.	Trait +X

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Leopard	Heavyarms	4	5	Giant	105	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Roybea Lou	24" 12"	12"	-	7000	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Mobile Suit Defenses G	9d10	+2 DEF	6d10	+4 DEF		
Anti-Beam Coating	+1 DEF Vs [K]inetic, E[X]plosive & [E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Giant Beam Gatling [E]	28" 16"	10d10 Finisher+1	+7 Hits	4	200	
Support ATK 12"						
Hornet Missiles [X]	32" 12"	7d10	+1d10	+7 Hits	-	300
Single Use Support ATK 24"						
Chest Gatlings [K](2)	28" 12"	10d10 Finisher+2	+7 Hits	-	200	
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Grenade Launcher [X]	20" 8"	7d10	+1d10	+7 Hits	-	300
Single Use Once per Turn Burn one use for Melee DEF+2						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Heat Knife	Melee	7d10	Counter+2	+6 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Cool Under Fire
This unit Hits on a 3+	Pilot Trait I	Seasoned Veteran



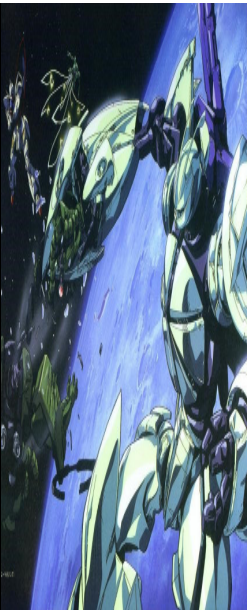


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Turn A Gundam	Versatile	5	10	Giant	204	1500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Loran Cehak	28"	16"	3	5500	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses FE	10d10		+6 DEF	6d10		+6 DEF
Nanoskin & Self Repair	[M-1] Regain 1d10x100 HP at the end of the Round					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Turn A Beam Rifle [E]	32" 20"	7d10	+1d10	+8 Hits	7	200
Max Output - Gain +2 PEN but the weapon is destroyed						
Torso Beam Shotgun [E]	28" 16"	10d10 Finisher+1	+8 Hits	5	100	
Support DEF 16" Single Use						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Hyper Hammers	16" 8"	8d10 Finisher+1	+8 Hits	6P	600	
PUSH						
Turn A Beam Sabers	Melee	8d10 Counter+1	+8 Hits	8	200	
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits		
Spinning Beam Sabers	Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.	Trait +III
Correct Century Lostech	Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV
Moonlight Butterfly	Activate in Round 4+ for [M-5]. Gain a permanent +3 DEF. Ally and enemy units within 16" lose 2000HP at the end of this units turn.	Trait +XX
∀ I-Field [Barrier]	Optional: Block 5 [E]nergy shots vs each attack action then roll a d10. On a [1-4] disable all Pilot Traits and this trait for the battle.	-
Teleport	[M-2] Once per game this unit teleports. Redeploy this unit anywhere on the battlefield that is 16+ inches away from enemy units.	-
Unwavering Loyalty	Once per Turn if this unit would gain [M] from Rally or [M] Shift they can instead gain 2d10x100 HP with a limit of 2x Max HP.	Pilot Trait I
Chivalrous	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Turn X Gundam	Assault	5	10	Giant	204	1500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Gym Ghingham	28"	16"	2	6400	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses FE	10d10		+6 DEF	6d10		+6 DEF
Nanoskin & Self Repair	[M-1] Regain 1d10x100 HP at the end of the Round					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Turn X MPC [E]	28" 16"	7d10	+1d10	+8 Hits	7	200
-						
∀ All Range ATK [E]	32" 24"	6d10	+3d10	+8 Hits	7	100
Uses the Psycommu rules below						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Turn X Shining Finger	Melee	8d10 Finisher+2	+8 Hits	8	400	
Single Use						
Iron Nail	Melee	7d10 Finisher+2	+8 Hits	-	300	
This weapon gains Blindside the first time it is used						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

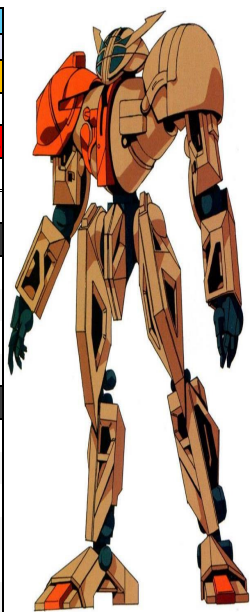
Mecha & Pilot Traits		
[M-3] Split into separate parts and gain +3 Blocks this turn. You also gain Blindside on Melee Counterattack.	-	Separating Machines
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV	Correct Century Lostech
Activate in Round 4+ for [M-5]. Gain a permanent +3 DEF. Ally and enemy units within 16" lose 2000HP at the end of this units turn.	Trait +XX	Moonlight Butterfly
Optional: Block 5 [E]nergy shots vs each attack action then roll a d10. On a [1-4] disable all Pilot Traits and this trait for the battle.	-	∀ I-Field [Barrier]
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Psycommu
Once per game gain [M+1] for each Armor Save that succeeds against incoming Stun DMG.	-	Power Drainer
This unit Hits on a 3+ Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	Pilot Trait II	Warmonger





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
White Doll	Versatile	5	8	Giant	154	1000
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Loran Cehak	20"	12"	1	5500	6+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
[S2] Turn A Shield	8d10	+7 DEF	4d10	+8 DEF		
Nanoskin & Self Repair	[M-1] Regain 1d10x100 HP at the end of the Round					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Turn A Beam Rifle [E]	32" 20"	7d10	+1d10	+7 Hits	7	200
Max Output - Gain +2 PEN but the weapon is destroyed						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Hyper Hammers	16" 8"	8d10	Finisher+1	+7 Hits	6P	600
PUSH						
Turn A Beam Sabers	Melee	8d10	Counter+1	+7 Hits	8	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						
Mecha & Pilot Traits						
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).						Trait +XV
Optional: Block 5 [E]nergy shots vs each attack action then roll a d10. On a [1-4] disable all Pilot Traits and this trait for the battle.						-
Once per Turn if this unit would gain [M] from Rally or [M] Shift they can instead gain 2d10x100 HP with a limit of 2x Max HP.						Pilot Trait I

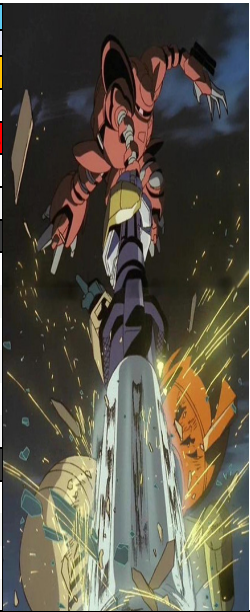
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Bandit	Interceptor	3	10	Giant	149	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Merrybell Gadget	16"	12"	1	3100		5+
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Mobile Suit Defenses G	9d10	+7 DEF		6d10	+4 DEF	
Nanoskin & Self Repair	[M-1] Regain 1d10x100 HP at the end of the Round					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Micromissiles [X]	28" 20"	10d10	+5 Hits	+7 Hits	-	100
	Single Use Reroll 1s & 2s					
Squeeze Arm	12"	7d10	-	+7 Hits	6S	200
	First use - Gain Blinside on this attack					
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Arc Wire	8"	7d10	-	+5 Hits	6S	-
	[Free Action Once on your Turn]					
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					
Mecha & Pilot Traits						
[M-1 per Copy] For this Round each copy of this unit (i.e. G-Bit, Bandit, etc.) with a basic pilot gains the Pilot Traits of the leader.						-
All weapons gain Finisher+1						Pilot Trait I
This unit Hits on a 3+						Pilot Trait I





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Kapool [A]	Battler	1	8	Giant	109	500
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Sochie Heim	12"	12"	1	3100	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Gundarium Gamma MS	9d10		+5 DEF	6d10		+5 DEF
	+1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Handguns [K]	24" 12"	7d10	+2 Hits	+4 Hits	-	400
Support DEF 12"						
Mega Particle Gun [E]	20" 12"	6d10	+1d10	+4 Hits	6	100
Support DEF 12"						
TL Missile Pod [X]	28" 20"	7d10	+2d10	+4 Hits	-	300
Single Use Support ATK 16"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Iron Nail	Melee	7d10	Finisher+2	+6 Hits	-	300
This weapon gains Blindside the first time it is used						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Mecha & Pilot Traits						
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I
Dodge gives +2 Crit Range (8++)						Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Corrin's Kapool [A]	Battler	1	8	Giant	129	650
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Corrin Nander	12"	12"	2	3100	3+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Gundarium Gamma MS	9d10		+5 DEF	6d10		+5 DEF
	+1 DEF Vs [K]inetic & [E]xplosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Rocket Punch	12"	7d10	-	+4 Hits	-	400
First use - Gain Blindside on this attack						
Mega Particle Gun [E]	20" 12"	6d10	+1d10	+4 Hits	6	100
Support DEF 12"						
TL Missile Pod [X]	28" 20"	7d10	+2d10	+4 Hits	-	300
Single Use Support ATK 16"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Minchi Drill	Melee	6d10	Finisher+1	+6 Hits	4	700
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Mecha & Pilot Traits						
All weapons gain Finisher+1.						Pilot
Your attacks have a Target number of 3+ for Finisher Saves						Trait II
This units morale was improved (i.e. 5+ -> 3+)						Trait +X





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Borjarnon	Versatile	1	7	Giant	94	300
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Luzianna Militia	8"	8"	1	3100	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Zaku Machine Gun [K]	28" 16"	10d10	+1 Hit	+6 Hits	-	200
Support ATK 12"						
Zaku Bazooka [K]	28" 12"	5d10	+1d10	+6 Hits	-	600
-						
Cracker Grenade [X]	24" 16"	6d10	+2d10	+6 Hits	-	200
Single Use (ATK or Support DEF) Support DEF 20"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Heat Hawk	Melee	7d10	-	+6 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Reckless	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I

Skilled Pilot Variant = Gavanne Gooney (+100pts +10 VP)		
Tactician	Once per Round choose an ally in LOS or Sensor to gain Support ATK or DEF +12" on their weapon up to its Max Range this Turn.	Trait +V
Sudden Exhaust	[M-1] Usable once per game Your next melee attack gains Blindside.	Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Cannon Illefuto	Firepower	1	8	Giant	99	450
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Teteth Halleh	32" 20"	8"	-	1600	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S1] Shield Miniature MS	9d10		+5 DEF	5d10		+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Mega Gatling Gun [K]	32" 16"	10d10 Finisher+1	+6 Hits	-	200	
Support ATK 24"						
Vulcans [K]	24" 12"	10d10	+3 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits		
This unit Hits on a 3+	Pilot Trait I	Headhunter

Skilled Pilot Variant (+100pts +10VP) Will Game (Morale 4+)		
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Entwined with Tragedy
This units morale was improved (i.e. 5+ -> 3+)	Trait +X	Last Stand





Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
Wadom	Heavyarms	2	8	Massive	96	250
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Dianna Counter	28" 16"	8"	-	7900	7+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Mobile Armor Defenses	8d10	+2 DEF	4d10	+5 DEF		
Nanoskin & Self Repair	[M-1] Regain 1d10x100 HP at the end of the Round					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Antiship MPC [E]	48" 20"	6d10	-3d10	+7 Hits	7	400
		-				
TL Missile Salvo [X](2)	32" 8"	7d10	+1d10	+7 Hits	-	400
	Two Uses Support ATK 20"					
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Massive Smash [CC]	Melee	6d10	-	+6 Hits	7P	500
		-				

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Godwin	Firepower	1	8	Giant	84	350
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Bruno & Jacop	28" 16"	8"	-	2200	7+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Miniature MS Defenses	10d10	+4 DEF	6d10	+5 DEF		
	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Railcannon [K]	36" 20"	6d10	-1d10	+6 Hits	4S	600
-						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Heat Hawk	Melee	7d10	-	+4 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

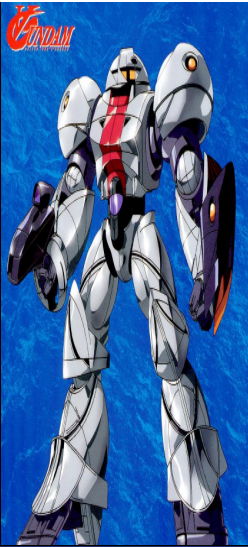


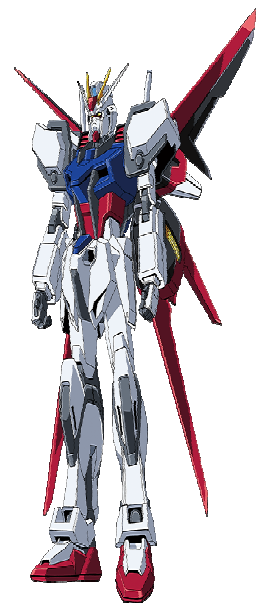
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gold Sumo	Interceptor	3	10	Giant	159	800
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Harry Ord	24"	12"	2	3700	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Gold Anti-Beam FE	10d10		+7 DEF		6d10	+4 DEF
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Sumo Beam Gun [E]	24" 16"	7d10	+1d10	+7 Hits	7	100
Support DEF 12"						
I-Field Bunker	16"	7d10	-	+7 Hits	7S	-
[Free Action Once per Game]						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Heat Fan	Melee	8d10	Counter+2	+5 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits						
∇ I-Field [Barrier]	Optional: Block 5 [E]nergy shots vs each attack action then roll a d10. On a [1-4] disable all Pilot Traits and this trait for the battle.					-
Genius Pilot	This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger					Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Sumo	Interceptor	3	9	Giant	134	600
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Poe Aijee	16"	12"	1	3700	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses FE	10d10	+6 DEF		6d10	+3 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Sumo Beam Gun [E]	24" 16"	7d10	+2d10	+7 Hits	7	100
Support DEF 12"						
I-Field Bunker	16"	7d10	-	+7 Hits	7S	-
[Free Action Once per Game]						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Heat Fan	Melee	8d10	Counter+2	+5 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

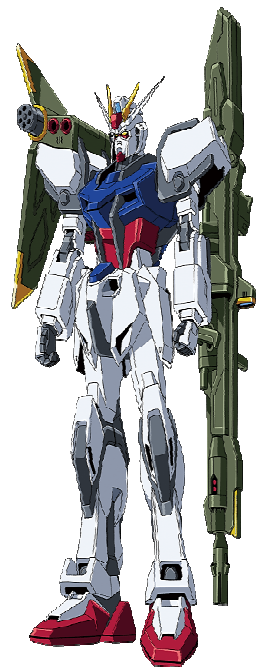
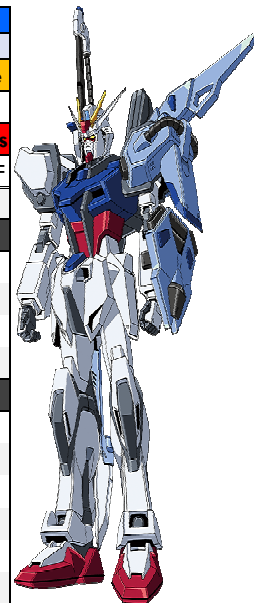
Mecha & Pilot Traits						
Optional: Block 5 [E]nergy shots vs each attack action then roll a d10. On a [1-4] disable all Pilot Traits and this trait for the battle.					-	∇ I-Field [Barrier]
All weapons gain Finisher+1					Pilot Trait I	Volatile





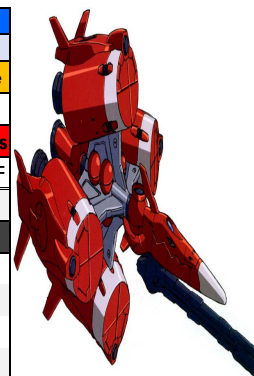
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Aile Strike Gundam</i>	Versatile	4	3	Giant	110	450
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Kira Yamato	8"	12"	1	4600	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Strike Beam Rifle [E]	24" 16"	6d10	Finisher+1	+5 Hits	6	200
-						
Vulcans [K]	24" 12"	10d10	+3 Hits	+5 Hits	-	100
<i>Single Use [Free Action Once on your Turn] [M-0] Fire in Melee</i>						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Armor Schneider	Melee	6d10	Finisher+2	+5 Hits	4	300
<i>This weapon gains Blindside in Round 4+</i>						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Sword Strike Gundam</i>	Versatile	4	3	Giant	105	450
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Kira Yamato	8"	8"	-	4600	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[MD1] Arm Shield	8d10		+2 DEF	6d10		+4 DEF
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Boomerang	12"	5d10	-	+5 Hits	7	200
[Free Action Once on your Turn]						
Vulcans [K]	24" 12"	10d10	+3 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Rocket Anchor	16"	10d10	-	+5 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Antiship Sword	Melee	7d10	Finisher+3	+5 Hits	7	400
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Launcher Strike Gundam	Versatile	4	3	Giant	105	450
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Kira Yamato	8"	8"	-	4600	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Agni Impulse Cannon [E]	36" 24"	6d10	+1 Hit	+5 Hits	5	400
Three uses AOE: Line						
Fire Support Missiles [X]	36" 20"	9d10	-4d10	+5 Hits	-	300
Single Use (ATK or Support ATK) Support ATK 24"						
Gatling Vulcans [K]	28" 12"	10d10	+1 Hit	+5 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Grenade Launcher [X]	20" 8"	7d10	+1d10	+5 Hits	-	300
Single Use Once per Turn Burn one use for Melee DEF+2						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Armor Schneider	Melee	6d10	Finisher+2	+5 Hits	4	300
This weapon gains Blindside in Round 4+						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size -1	VP	Points
Moebius Zero	Interceptor	2	4	Mighty	100	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Mwu La Flaga	8"	12"	1	400	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Armor Defenses	8d10		+5 DEF	4d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Moebius Gunpods [K]	28" 16"	9d10	+2d10	+3 Hits	-	200
Uses the Remote Weapons rules below						
Railgun [K]	28" 16"	7d10	-1d10	+3 Hits	4S	500
-						



Mecha & Pilot Traits		
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Remote Weapons
NT Flash: The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Newtype I
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV	Make the Impossible Possible
This unit Hits and Defends on a 3+	Pilot Trait II	The Hawk of Endymion

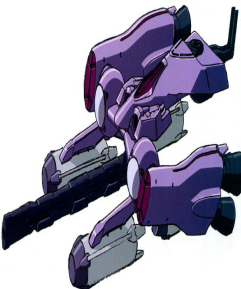
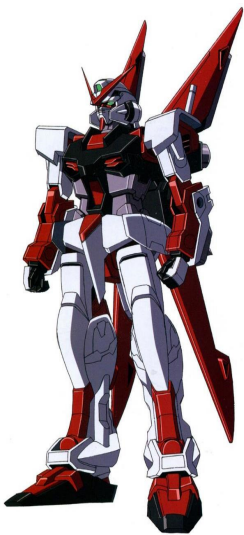
The Strike Gundam & Kira Yamato share the following Mecha & Pilot Traits

Striker Packs	[M-2] At the start of your Turn you may swap to an unused Striker pack. HP does not change but EN resets to 10.	Trait +V	This unit may use two different Pilot Skills per turn.	Trait +V	Ultimate Coordinator
Phase Shift Armor Battery	Round 1 EN=10 EN-1 each Round EN-1 if PS Blocks any Hits EN-1 to fire an [E] Weapon When EN<1 disable Phase Shift.	-	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I	Mechanical Genius
SEED	Activates when HP<50% or allied Elite Pilot is destroyed. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I	Idealist



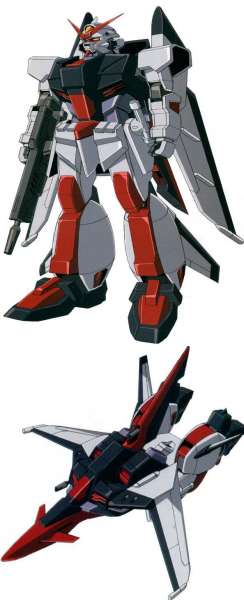
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Strike Dagger	Versatile	1	2	Giant	24	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Forces	8"	4"	-	1600	7+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
[S2] Shield	6d10	+3 DEF	4d10	+4 DEF		
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Carbine [E]	24" 12"	6d10	+1d10	+3 Hits	6	100
Support DEF 12"						
Vulcans [K]	24" 12"	10d10	+3 Hits	+3 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
M1 Astray	Guardian	2	4	Giant	48	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Orb Pilot	8"	8"	-	2200	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+5 DEF	4d10		+6 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Strike Beam Rifle [E]	24" 16"	6d10	Finisher+1	+3 Hits	6	200
-						
Vulcans [K]	24" 12"	10d10	+3 Hits	+3 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						



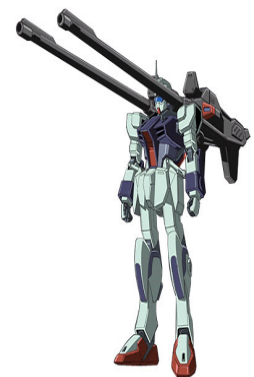
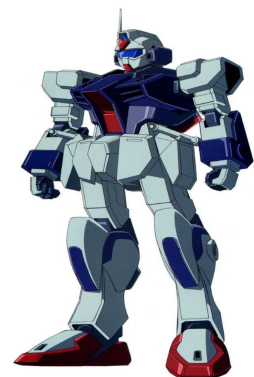
Mobile Suit (MS)	Role	Frame	Performance	Size -1	VP	Points
Moebius	Interceptor	1	2	Mighty	16	25
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Pilot	8"	8"	-	400	7+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Flying Aircraft	6d10	+4 DEF	4d10	+0 DEF		
	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Railgun [K]	28" 16"	7d10	-1d10	+2 Hits	4S	500
	-					
Missile Pod [X](3)	28" 12"	7d10	+1d10	+2 Hits	-	300
Three Uses Support ATK 16"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+0 Hits	7P	1000
After attacking [HP-1500]						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Murasame	Interceptor	2	6	Giant	73	250
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Orb Pilot	16"	8"	-	2500	7+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
[S1] Small Shield	7d10	+6 DEF	5d10	+3 DEF		
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+4 Hits	7	200
AA Missiles [X]	24" 16"	10d10	+3 Hits	+4 Hits	-	100
Single Use (ATK or Support DEF) Support DEF 24"						
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+2 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400



Mecha & Pilot Traits		
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-

Mecha & Pilot Traits		
While transformed gain 2 Free Accelerate Actions Melee DEF-4d10 Lose all Melee weapons except [CC] or [Crash] weapons	Trait +V	Jet Transformation

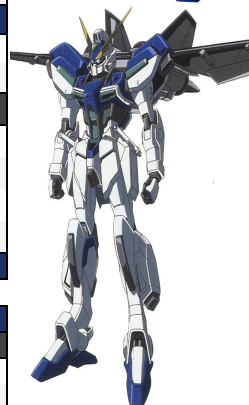
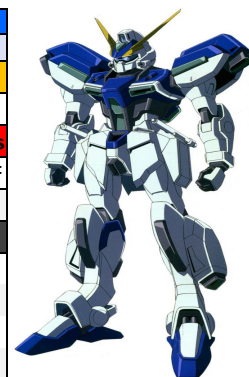


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dagger L	Versatile	1	4	Giant	44	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Forces	8"	4"	-	1600	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Carbine [E]	24" 12"	6d10	+1d10	+4 Hits	6	100
Support DEF 12"						
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Gain a Stiletto Grenade for +20pts						
Stiletto Grenade [X]	24" 16"	7d10	Finisher+1	+4 Hits	-	300
Single Use						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Can equip the Jet, Doppelhorn packs						

+70pts Doppelhorn Striker Pack - Gain TL Antiship Cannons						
Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Antiship Cannon [K]	40" 20"	5d10	+2d10	+4 Hits	-	600
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Windam	Versatile	1	6	Giant	64	220
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Forces	8"	8"	-	1900	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+5 DEF	4d10		+6 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	7	200
-						
Vulcans [K]	24" 12"	10d10	+3 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Gain a Stiletto Grenade for +20pts						
Stiletto Grenade [X]	24" 16"	7d10	Finisher+1	+5 Hits	-	300
Single Use						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Can equip the Jet and Doppelhorn packs						

+80pts & +5VP Jet Striker Pack - Gain Fly, Boost+1 and TL Missile Pod [X]						
Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Missile Pod [X]	28" 20"	7d10	+2d10	+5 Hits	-	300
<i>Single Use Support ATK 16"</i>						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Sword Dagger L	Versatile	1	4	Giant	44	180
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Forces	8"	4"	-	1300	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[MD1] Arm Shield	8d10		+2 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Boomerang	12"	5d10	-	+4 Hits	7	200
[Free Action Once on your Turn]						
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Rocket Anchor	16"	10d10	-	+4 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Antiship Sword	Melee	7d10	Finisher+3	+4 Hits	7	400
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Launcher Dagger L	Versatile	1	4	Giant	44	160
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Forces	8"	4"	-	1300	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Agni Impulse Cannon [E]	36" 24"	6d10	+1 Hit	+4 Hits	5	400
Three uses AOE: Line						
Fire Support Missiles [X]	36" 20"	9d10	-4d10	+4 Hits	-	300
Single Use (ATK or Support ATK) Support ATK 24"						
Gatling Vulcans [K]	28" 12"	10d10	+1 Hit	+4 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Aegis Gundam	Guardian	4	3	Giant	80	250
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Athrun Zala	8"	8"	-	4600	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+5 DEF		4d10	+6 DEF
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+4 Hits	6	200
-						
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Aegis Scylla Cannon [E]	32" 24"	6d10	+1 Hit	+4 Hits	5	300
One use AOE: Line Must be Transformed						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Quad Beam Sabers	Melee	9d10	-	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits

Transform (Aegis)	While transformed gain a free Accelerate Action Melee Block-2d10 Gain Scylla Cannon Lose [S2] Shield (DEF-2 but DEF Dice+2d10)	-
Talented Pilot	This unit Hits on a 3+	Pilot Trait I

Ace Athrun Variant (+100pts & +20VP) - Gain SEED and replace Pilot Trait with War Hero (Hit & DEF 3+)

SEED	Activates when HP<50% or allied Elite Pilot is destroyed. Increase your Crit Range on ATK & DEF by 1 (i.e. 9+)	Trait +X
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Buster Gundam	Firepower	4	3	Giant	75	250
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Dearka Elsman	20" 8"	8"	-	5200	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+2 DEF		6d10 +3 DEF	
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Buster Railgun [K]	32" 20"	8d10	-1d10	+5 Hits	4S	500
RF becomes Finisher+1 & AOE Line but you cannot use Buster Beam Rifle.						
Buster Beam Rifle [E]	32" 20"	6d10	+1d10	+5 Hits	6	200
Gain Range+12" but the Buster Railgun cannot be used.						
TL Micromissiles [X]	28" 20"	10d10	+5 Hits	+5 Hits	-	100
Single Use Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

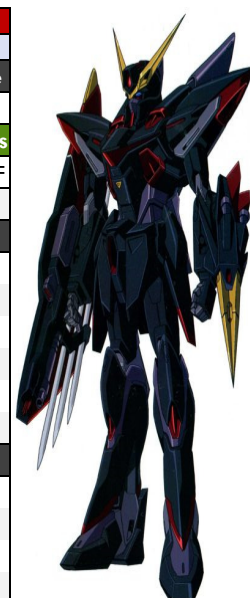
Mecha & Pilot Traits

Cool Under Fire	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Blitz Gundam	Interceptor	4	3	Giant	80	250
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Nicol Amalfi	16"	8"	-	4600	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+6 DEF		4d10	+3 DEF
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+4 Hits	6	200
-						
Lancer Dart	20"	8d10	-	+4 Hits	5S	600
Single Use						
Rocket Anchor	16"	10d10	-		6P	-
PULL yourself [First use this game is a Free Action]						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+2 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						

Mecha & Pilot Traits

While Active: Lose Phase Shift Armor EN-2 per Round Gain: While outside enemy Sensors gain +2 DEF and must be within Enemy Sensors or Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	-	Mirage Colloid
	Pilot Trait I	Kind Hearted



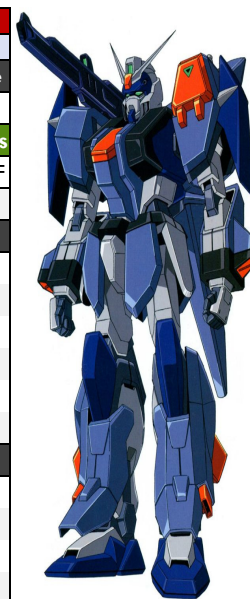
All Gundam's on this page have Phase Shift Battery

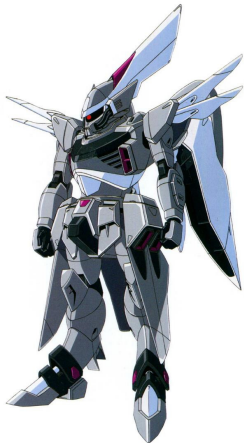
Round 1 EN=10 EN-1 each Round EN-1 if PS Blocks any Hits EN-1 to fire an [E] Weapon When EN<1 disable Phase Shift.	-	Phase Shift Armor Battery
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Duel Gundam (AS)	Versatile	4	3	Giant	75	250
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Yzak Joule	8"	8"	-	7300	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	6	200
	-					
Missile Pod [X]	28" 12"	7d10	+1d10	+5 Hits	-	300
	Single Use Support ATK 16"					
Railgun [K]	28" 16"	7d10	-1d10		4S	500
	-					
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

Mecha & Pilot Traits

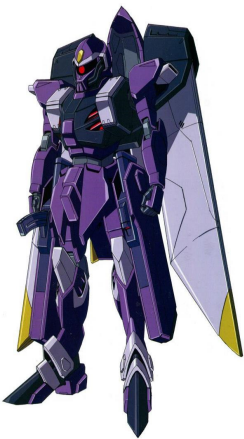
This unit Hits on a 3+	Pilot Trait I	Hunting for a Rival
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
CGUE Commander	Interceptor	2	3	Giant	83	400
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Rau Le Creuset	16"	12"	-	2200	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+5 DEF	4d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Dinn Machine Gun [K]	28" 16"	10d10	+1 Hit	+3 Hits	-	200
Support ATK 12"						
Gatling Vulcans [K](2)	28" 12"	10d10	+1 Hit	+3 Hits	-	200
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
+20pts the CGUE gains an additional use of Gatling Vulcans						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Blade	Melee	8d10	Finisher+1	+1 Hits	-	500
-						
Close Combat [CC]	Melee	7d10	-	+1 Hits	6P	400
-						

Mecha & Pilot Traits		
Newtype II	NT Flash: The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Megalomaniac	This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
DINN	Interceptor	1	3	Giant	34	120
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
ZAFT Pilot	12"	8"	-	1900	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+0 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Shotgun [K]	24" 16"	10d10	Finisher+1	+3 Hits	-	200
Support DEF 12"						
Dinn Machine Gun [K]	28" 16"	10d10	+1 Hit	+3 Hits	-	200
Support ATK 12"						
Micromissiles [X]	28" 20"	10d10	+3 Hits	+3 Hits	-	100
Single Use Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+1 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GINN	Versatile	1	2	Giant	24	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	8"	8"	-	2200	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Ginn Machine Gun [K]	24" 16"	10d10	+1 Hit	+3 Hits	-	200
Support ATK 12"						
+20pts a GINN gains a TL Missile Pod						
TL Missile Pod [X]	28" 20"	7d10	+2d10	+3 Hits	-	300
Single Use Support ATK 16"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Blade	Melee	8d10	Finisher+1	+3 Hits	-	500
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

A GINN or CGUE may swap its Machine Gun for a Bazooka						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+3 Hits	-	800
-						
+200pts A GINN equips a TL Antiship Missile						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Antiship Missile [X]	40" 20"	5d10	-1d10	+3 Hits	-	1200
Single Use Gain Finisher+2 vs Size 2+ Targets						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
LaGOWE	Raid	3	5	Giant	104	400
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Andrew & Aisha Waltfeld	20"	12"	1	2800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Beam Cannons [E]	32" 20"	5d10	+2d10	+6 Hits	6	300
	-					
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+4 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

Mecha & Pilot Traits

War Hero	This unit Hits and Defends on a 3+					Pilot Trait II
Tactician	Once per Round choose an ally in LOS or Sensor to gain Support ATK or DEF +12" on their weapon up to its Max Range this Turn.					Trait +V
Gunnery Expert	Barrage gives +2 Shots or +2 Hits with weapons that give bonus Rapid Fire Hits.					Trait +V



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Kerberos BuCUE	Raid	2	5	Giant	73	330
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Zaft Pilot	16"	12"	1	2500	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Beam Cannons [E]	32" 20"	5d10	+2d10	+5 Hits	6	300
-	-					
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Kerberos Beam Fangs	Melee	8d10	Finisher+3	+3 Hits	6	300
-	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-	-					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
BuCUE	Raid	2	4	Giant	53	130
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	8"	12"	-	2500	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Railcannons [K]	36" 20"	7d10	-1d10	+4 Hits	4S	600
	-					
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+2 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
	-					

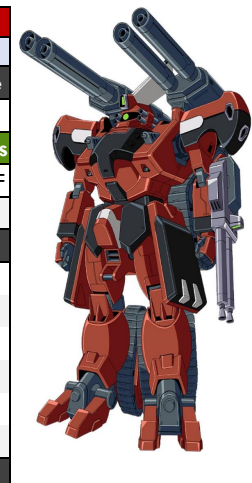
Mecha & Pilot Traits

While transformed: Gain Max Shooting Range+8" | Lose 1 Move Action | Melee DEF-2d10

Transform (Artillery)

+50pt Variant - The BuCUE may trade its railcannons for the Missile Salvo below

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Missile Salvo [X](5)	32" 8"	7d10	+1d10	+4 Hits	-	400
Five Uses Support ATK 20"						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
ZuOOT	Firepower	2	1	Giant	23	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	20" 8"	8"	-	3700	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+0 DEF	6d10		+1 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Quad Artillery [K]	36" 20"	5d10	+4d10	+3 Hits	-	400
Indirect Fire (R:20" to Max Weapon Range)						
TL Handguns [K]	24" 12"	7d10	+2 Hits	+3 Hits	-	400
Support DEF 12"						
Vulcans [K]	24" 12"	10d10	+3 Hits	-	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG

Mecha & Pilot Traits

While transformed: Gain Max Shooting Range+8" | Lose 1 Move Action | Melee DEF-2d10

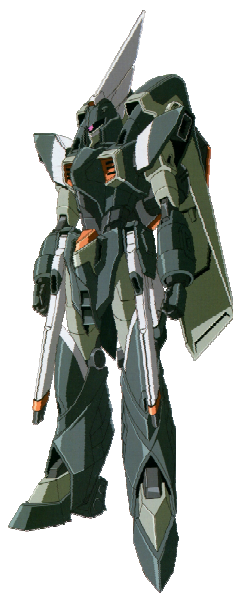
Transform (Artillery)



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GuAIZ	Versatile	2	4	Giant	48	170
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	8"	8"	-	2800	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+4 DEF	4d10	+5 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+4 Hits	6	200
-						
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Beam Rocket Anchor	16"	10d10	-	+4 Hits	6P	200
PULL yourself [First use this game is a Free Action]						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Claws	Melee	7d10	-	+4 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

GuAIZ Variant (+200pts +45VP) - Ace Pilot Ra Le Creuset		
Newtype II	NT Flash: The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Megalomaniac	This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GuAIZ R	Versatile	2	5	Giant	58	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	8"	8"	-	2500	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S1] Small Shield	7d10		+3 DEF	5d10	+4 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	6	200
-						
Vulcans [K]	24" 12"	10d10	+3 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
TL Railguns [K]	28" 16"	8d10	-1d10	+5 Hits	4S	500
-						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Claws	Melee	7d10	-	+5 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

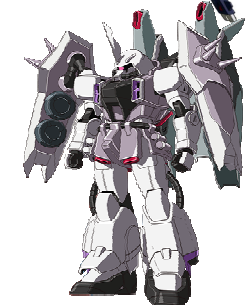




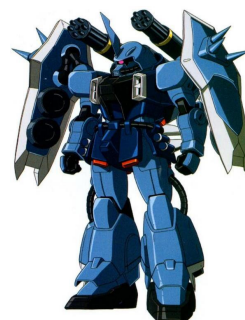
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
ZAKU Warrior	Versatile	2	6	Giant	68	180
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	8"	8"	-	3100	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Zaku Beam M. Gun [E]	28" 12"	10d10	+1 Hit	+5 Hits	4	200
Support ATK 12"						
Cracker Grenade [X]	24" 16"	6d10	+2d10	+5 Hits	-	200
Single Use (ATK or Support DEF) Support DEF 20"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Tomahawk	Melee	7d10	-	+5 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Can equip the Gunner, Blaze and Slash Wizard Packs						



+100pts Gunner ZAKU - Gain Orthos Impulse Cannon Lose Zaku Beam M. Gun						
Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Orthos Impulse Cannon [E]	36" 24"	7d10	+1 Hit	+5 Hits	5	400
Four Uses AOE: Line						



+170pts +5VP Blaze ZAKU - Gain Boost+1 and TL Micromissiles.						
Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Micromissiles [X](3)	28" 20"	10d10	+5 Hits	+5 Hits	-	100
Three Uses Reroll 1s & 2s						



+150pts Slash ZAKU - Lose the Beam Tomahawk & Gain the below weapons						
Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Zaku Beam Gatling [E]	28" 16"	10d10	+2 Hits	+5 Hits	4	100
Support ATK 16"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Glaive	Melee	8d10	Counter+2	+5 Hits	7	200

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
ZAKU Phantom	Versatile	2	6	Giant	68	230
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	12"	8"	-	3400	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Zaku Beam M. Gun [E]	28" 12"	10d10	+1 Hit	+5 Hits	4	200
Support ATK 12"						
Cracker Grenade [X]	24" 16"	6d10	+2d10	+5 Hits	-	200
Single Use (ATK or Support DEF) Support DEF 20"						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Tomahawk	Melee	7d10	-	+5 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Can equip the Gunner, Blaze and Slash Wizard Packs						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GOUF Ignited	Battler	3	7	Giant	94	450
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	12"	12"	-	3700	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+6 DEF	4d10	+6 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Hand Vulcans [E]	24" 12"	10d10	+4 Hits	+5 Hits	4	100
One Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Tempest Beam Sword	Melee	7d10	Finisher+2	+7 Hits	6	500
-						
Heat Whip	8"	7d10	-	+7 Hits	4	200
[Free Action Once on your Turn]						
Arc Whip	8"	7d10	-	+7 Hits	6S	-
[Free Action Once on your Turn]						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Calamity Gundam</i>	Firepower	4	5	Giant	115	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Orga Sabnak	24" 12"	4"	-	4600	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+5 DEF	4d10		+6 DEF
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Heavy B.Cannons [E]	32" 24"	5d10	+2d10	+6 Hits	6	300
-						
Scylla Cannon [E]	36" 24"	6d10	+1 Hit	+6 Hits	5	300
Three uses AOE: Line						
Giant Bazooka [K]	24" 8"	5d10	+1d10	+6 Hits	-	800
-						
TL Shield Beams [E](2)	24" 12"	8d10	+2 Hits	+6 Hits	5	100
Two Uses [Free Action Once on your Turn] [M-O] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Raider Gundam	Raid	4	5	Giant	115	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Clotho Buer	8"	12"	-	4300	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+3 DEF
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Skull Laser [E]	20" 12"	6d10	+1d10	+6 Hits	7	200
[M-0] Fire in Melee						
TL Hyper M.Guns [K]	28" 20"	10d10	+3 Hit	+6 Hits	-	200
-						
Vulcans & Cannons [K]	24" 12"	10d10	+2 Hits	+6 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Mjolnir Hammer	12"	8d10	-	+4 Hits	6P	500
PUSH						
Beam Claws	Melee	7d10	-	+4 Hits	7	300
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+4 Hits	7P	1000
After attacking [HP-1500]						

Mecha & Pilot Traits

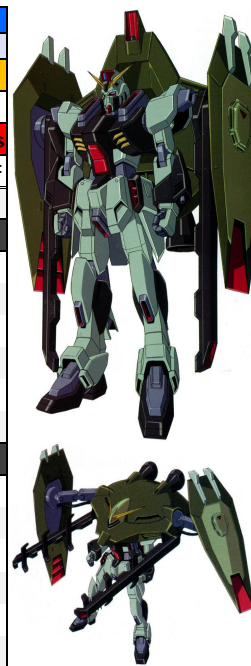
Transform (Raider)	While transformed gain 2 free Accelerate Actions Melee DEF-2d10 Gain Beam Claws Lose: Hammer	Trait +V
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Calamity, Raider, Forbidden and their Pilots all share the following Traits		
Round 1 EN=10 EN-1 if PS Blocks any Hits EN-1 to fire an [E] Weapon When EN<1 disable Phase Shift.	Trait +V	[TPS] Phase Shift Armor Battery
Guard gives +2 Defense dice (+2d10)	Trait +V	Drug Enhancements
This unit Hits on a 3+	Pilot Trait I	Headhunter
All weapons gain Finisher+1	Pilot Trait I	Volatile

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Forbidden Gundam</i>	Guardian	4	5	Giant	115	500
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Shani Andras	8"	8"	-	4300	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Energy Deflector	4d10		+5 DEF	6d10		+6 DEF
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Plasma Induction Shot [E]	32" 24"	7d10	+1 Hit	+5 Hits	5	300
Two uses Gain Blindside on the first Attack						
TL Railguns [K]	28" 16"	8d10	-1d10	+5 Hits	4S	500
-						
Vulcans & Cannons [K]	24" 12"	10d10	+2 Hits	+5 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Reaper Scythe	Melee	9d10	Finisher+3	+5 Hits	-	300
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits

[Barrier] Gain +2 DEF vs [E] Weapons. If there are 0 Unblocked Hits this Barrier stops AOE attacks	Trait +V	[E]nergy Deflection
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Freedom Gundam	Assault	5	7	Giant	154	1000
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Kira Yamato	12"	12"	1	5800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Laminated Shield	7d10		+6 DEF	4d10		+6 DEF
NJC Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Lupus Beam Rifle [E]	28" 20"	6d10	Finisher+1	+7 Hits	7	200
-						
TL Railguns [K]	28" 16"	8d10	-1d10	+7 Hits	4S	500
-						
TL Plasma Cannons [E]	32" 24"	7d10	+2 Hits	+7 Hits	5	300
Three uses AOE: Line						
Vulcans [K]	24" 12"	10d10	+3 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Lacerta Beam Sabers	Melee	8d10	Finisher+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits		
Hi-MAT System	The Zeal Skill is free for this unit once per game where [M] = Current Round	Trait +X
Ultimate Coordinator	This unit may use two different Pilot Skills per turn.	Trait +V
SEED	Activates when HP<50% or allied Elite Pilot is destroyed. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X
Merciful	This unit Defends on a 3+. Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Justice Gundam	Guardian	5	7	Giant	154	1000
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Athrun Zala	12"	12"	1	5800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Laminated Shield	7d10		+7 DEF	4d10		+8 DEF
NJC Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Lupus Beam Rifle [E]	28" 20"	6d10	Finisher+1	+6 Hits	7	200
-						
Beam Boomerang	12"	5d10	-	+6 Hits	7	200
[Free Action Once on your Turn]						
TL Fortis Beam Cannons [E]	32" 20"	6d10	+2d10	+6 Hits	6	300
-						
Fatum Vulcans [K][360]	24" 12"	10d10	+2 Hits	+6 Hits	-	200
Single Use [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Lacerta Beam Sabers	Melee	8d10	Finisher+2	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
The Zeal Skill is free for this unit once per game where [M] = Current Round	Trait +X	Hi-MAT System
[M-1] This unit may gain Blindside in Melee or on its Beam Cannons / Vulcans by suddenly decoupling their backpack.	Trait +V	Fatum Backpack Attack
Activates when HP<50% or allied Elite Pilot is destroyed. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X	SEED
This unit Hits and Defends on a 3+	Pilot Trait II	War Hero



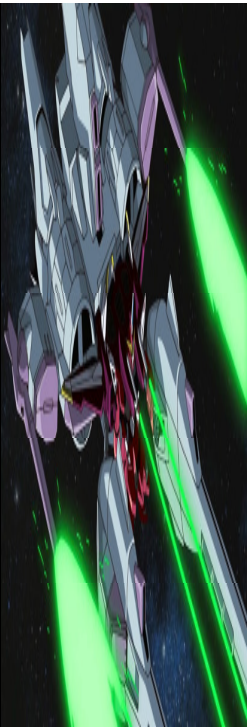


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
METEOR Freedom	Assault	5	7	Giant	184	1750
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Kira Yamato	12"	12"	2	9100	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Armor Defenses	8d10		+4 DEF	4d10		+4 DEF
NJC Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
2x Meteor Beam Cannon [E]	40" 24"	4d10	+1d10	+7 Hits	7	400
[Free Action once on your Turn]						
2x 2nd Gun [E]	40" 24"	4d10	+1d10	+7 Hits	5	400
[Free Action once on your Turn]						
TL Plasma Cannons [E]	32" 24"	7d10	+2 Hits	+7 Hits	5	300
Three uses AOE: Line						
TL Railguns [K]	28" 16"	8d10	-1d10	+7 Hits	4S	500
-						
TL Micromissiles [X]	28" 20"	10d10	+5 Hits	+7 Hits	-	100
Single Use Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Twin Large Beam Swords	Melee	8d10	Finisher+2	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits		
Hidden Beneath	When HP is <5800 replace this unit with Freedom Gundam	Trait +X
Meteor System	The Zeal Skill is free for this unit two times per game where [M] = Current Round	Trait +XX
Ultimate Coordinator	This unit may use two different Pilot Skills per turn.	Trait +V
SEED	Activates when HP<50% or allied Elite Pilot is destroyed. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X
Merciful	This unit Defends on a 3+. Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
METEOR Justice	Guardian	5	7	Giant	184	1750
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Athrun Zala	12"	12"	2	9100	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Armor Defenses	8d10		+5 DEF	4d10		+6 DEF
NJC Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
2x Meteor Beam Cannon [E]	40" 24"	4d10	+1d10	+6 Hits	7	400
[Free Action once on your Turn]						
2x 2nd Gun [E]	40" 24"	4d10	+1d10	+6 Hits	5	400
[Free Action once on your Turn]						
TL Fortis Beam Cannons [E]	32" 20"	6d10	+2d10	+6 Hits	6	300
-						
Fatum Vulcans [K][360]	24" 12"	10d10	+2 Hits	+6 Hits	-	200
Single Use [Free Action Once on your Turn]						
TL Micromissiles [X](2)	28" 20"	10d10	+5 Hits	+1 Hits	-	100
Two Uses Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Twin Large Beam Swords	Melee	8d10	Finisher+2	+6 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
When HP is <5800 replace this unit with Justice Gundam	Trait +X	Hidden Beneath
The Zeal Skill is free for this unit two times per game where [M] = Current Round	Trait +XX	Meteor System
Tear through the Ranks gives +1 Action even if you don't destroy the enemy.	Trait +V	Merciless Melee
Activates when HP<50% or allied Elite Pilot is destroyed. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X	SEED
This unit Hits and Defends on a 3+	Pilot Trait II	War Hero





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Providence Gundam	HeavyArms	5	7	Giant	159	1000
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Ra Le Creuset	24" 12"	8"	-	5800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+5 DEF	4d10		+7 DEF
NJC Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Judicium Beam Rifle [E]	32" 20"	6d10	Finisher+1	+8 Hits	7	200
-						
Dragoons [E]	32" 24"	5d10	+3d10	+8 Hits	6	100
Uses the Remote Weapons rules below						
TL Shield Beams [E](2)	24" 12"	8d10	+2 Hits	+8 Hits	5	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Vulcans [K]	24" 12"	10d10	+3 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Hyper Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						
-						
Mecha & Pilot Traits						
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.						Trait +V
This unit benefits from both Dodge & Guard but can neither provide nor receive Support ATK/DEF with other units. Dodge/Guard Is capped as +2						Trait +V
NT Flash: The Flash Skill [M-3] is free for this unit three times per game.						Trait +XXX
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger						Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Perfect Strike	Versatile	4	4	Giant	130	950
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Mwu La Flaga	12"	8"	1	4600	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[MD1] Arm Shield	8d10		+3 DEF	6d10		+5 DEF
Phase Shift Armor	+1 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Agni Impulse Cannon [E]	36" 24"	6d10	+1 Hit	+5 Hits	5	400
Three uses AOE: Line						
Beam Boomerang	12"	5d10	-	+5 Hits	7	200
[Free Action Once on your Turn]						
Fire Support Missiles [X]	36" 20"	9d10	-4d10	+5 Hits	-	300
Single Use (ATK or Support ATK) Support ATK 24"						
Gatling Vulcans [K]	28" 12"	10d10	+1 Hit	+5 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Antiship Sword	Melee	7d10	Finisher+3	+5 Hits	7	400
-						
Rocket Anchor	16"	10d10	-	+5 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Close Combat [CC]	Melee	7d10	-		6P	400
-						
Mecha & Pilot Traits						
Round 1 EN=10 EN-1 each Round EN-1 if PS Blocks any Hits EN-1 to fire an [E] Weapon When EN<1 disable Phase Shift.						-
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).						Trait +XV
NT Flash: The Flash Skill [M-3] is free for this unit three times per game.						Trait +XXX
This unit Hits and Defends on a 3+						Pilot Trait II





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Strike Noir Gundam	Versatile	4	5	Giant	120	500
Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale	
Sven Cal Bayang	8"	8"	1	4600	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
VPS Phase Shift Armor	+2 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Shorty Beam Rifle [E]	20" 12"	6d10	+2d10	+6 Hits	7	100
Support DEF 12"						
Vulcans [K]	24" 12"	10d10	+3 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
TL Linear Gun [K]	32" 20"	8d10	-1d10	+6 Hits	4S	400
-						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Multi Rocket Anchor	16"	10d10	-	+6 Hits	7P	-
PULL [First use this game is a Free Action]						
Twin S. Antiship Swords	Melee	8d10	Finisher+2	+6 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits

Practiced Professional

This unit Hits on a 3+

Pilot
Trait |

+50pts +5VP Sven gains Lone Wolf

Lone Wolf

This unit benefits from both Dodge & Guard but can neither provide nor receive Support ATK/DEF with other units. Dodge/Guard Is capped as +2

Trait +V



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Verde Buster Gundam	Firepower	4	5	Giant	85	450
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Shams Couza	20" 8"	8"	-	5200	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
VPS Phase Shift Armor	+2 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Bayonet Beam Rifle [E]	32"	8d10	-	+6 Hits	4	300
Three Uses [Free Action Once on your Turn]						
Buster Railgun [K]	32" 20"	8d10	-1d10	+6 Hits	4S	500
-						
Buster Beam Rifle [E]	32" 20"	6d10	+1d10	+6 Hits	6	200
-						
TL Micromissiles [X]	28" 20"	10d10	+5 Hits	+6 Hits	-	100
Single Use Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Heat Knife	Melee	7d10	Counter+2	+4 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Stargazer Gundam	Interceptor	4	6	Giant	95	450
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Sol & Selene	20"	12"	2	4300	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses G	9d10		+6 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Pistol [E]	20" 12"	6d10	+1d10	+5 Hits	6	100
Support DEF 12"						
Beam Cutter Field	8"	8d10	-	+5 Hits	5	100
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits

[Barrier] Gain +2 DEF vs [E] Weapons.

If there are 0 Unblocked Hits this Barrier stops AOE attacks

Trait +V

[E]nergy Deflection

Strike Noir, Verde Buster & Blu Duel all have Phase Shift Armor Battery

Round 1 EN=10 | EN-1 each Round | EN-1 if PS Blocks any Hits | EN-1 to fire an [E] Weapon | When EN<1 disable Phase Shift.

- Phase Shift Armor Battery

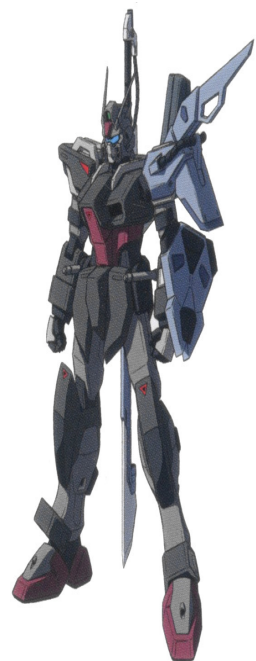
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Blu Duel Gundam	Versatile	4	5	Giant	85	450
Battle-Tested Pilot	Sensors	Move	Boost	Armor HP	Morale	
Mudie Holcroft	8"	8"	-	7000	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+5 DEF	4d10		+6 DEF
VPS Phase Shift Armor	+2 DEF & Bonus +1 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Beam Pistols [E]	20" 12"	6d10	+2d10	+6 Hits	6	100
Support DEF 12"						
Vulcans [K]	24" 12"	10d10	+3 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Stiletto Grenade [X](2)	24" 16"	7d10	Finisher+1	+6 Hits	-	300
Two Uses						
Railgun [K]	28" 16"	7d10	-1d10	+6 Hits	4S	500
-						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						





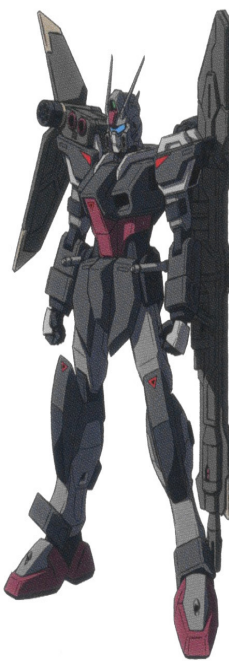
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Aile Slaughter Dagger</i>	Versatile	1	3	Giant	34	120
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Phantom Pain Pilot	8"	4"	1	1600	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Shield	6d10		+3 DEF	4d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+4 Hits	6	200
	-					
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
<i>Single Use [Free Action Once on your Turn] [M-0] Fire in Melee</i>						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Lightning Slaughter Dagger	Versatile	1	3	Giant	34	180
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Phantom Pain Pilot	20"	4"	-	1600	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Railgun Sniper [K]	48" 20"	6d10	-2d10	+4 Hits	4S	500
	Ignore Cover Bonus					
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
	-					



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Sword Slaughter Dagger	Versatile	1	3	Giant	34	160
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Phantom Pain Pilot	8"	4"	-	1600	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[MD1] Arm Shield	8d10		+1 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Boomerang	12"	5d10	-	+4 Hits	7	200
[Free Action Once on your Turn]						
Vulcans [K]	24" 12"	10d10	+3 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Rocket Anchor	16"	10d10	-	+4 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Antiship Sword	Melee	7d10	Finisher+3	+4 Hits	7	400
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Launcher Slaughter Dagger	Versatile	1	3	Giant	34	140
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Phantom Pain Pilot	8"	4"	-	1600	7+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Agni Impulse Cannon [E]	36" 24"	6d10	+1 Hit	+4 Hits	5	400
Three uses AOE: Line						
Fire Support Missiles [X]	36" 20"	9d10	-4d10	+4 Hits	-	300
Single Use (ATK or Support ATK) Support ATK 24"						
Gatling Vulcans [K]	28" 12"	10d10	+1 Hit	+4 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Red Astray	Melee	4	4	Giant	95	250
Skilled Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Lowe Guele	8"	8"	1	4300	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+5 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+2 Hits	6	200
-						
Vulcans [K]	24" 12"	10d10	+3 Hits	+2 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Gerbera Straight	Melee	9d10	Finisher+3	+6 Hits	-	400
-						
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Skilled Swordsman	Increase the bonus by 1 for Feint & Critical Strike.	Trait +V
Mechanical Genius	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+6 Hits	7	200
+40pts Red Astray equips a BUCUE head with Twin Beam Sabers						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Blue Astray 2nd G	Firepower	4	4	Giant	95	250
Ace Pilot	Sensors	Move	Boost	Armor HP	Morale	
Gai Murakumo	28"	8"	-	4300	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Mobile Suit Defenses	8d10	+3 DEF	6d10	+4 DEF		
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Astray Beam Sniper [E]	40" 20"	6d10	-2d10	+5 Hits	7	400
Ignore Cover Bonus						
Vulcans [K]	24" 12"	10d10	+3 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Twin Armor Schneider	Melee	7d10	Finisher+2	+3 Hits	4	300
This weapon gains Blindside in Round 4+						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits		
This unit Hits on a 3+		Pilot Trait I Practiced Professional
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger		Pilot Trait I Cool Under Fire

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Shorty Beam Rifle [E]	20" 12"	6d10	+2d10	+5 Hits	7	100
Support DEF 12"						
+40pts Blue Astray 2nd G equips a Shorty Beam Rifle						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Powered Red Astray	Melee	4	4	Giant	120	500
Skilled Pilot	Sensors	Move	Power	Armor HP	Morale	
Lowe Guele	8"	8"	3	4300	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
SR Blade Defense	7d10		+4 DEF	9d10	+5 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Vulcans [K]	24" 12"	10d10	+3 Hits	+2 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
150 Gerbera Straight	16"	7d10	Finisher+4	+6 Hits	-	1000
Single Use Req. [Power-3] to use AOE:Line						
Gerbera Straight	Melee	9d10	Finisher+3	+6 Hits	-	400
-						
Red Flame [CC]	Melee	7d10	Finisher+1	+6 Hits	7P	400
-						

Mecha & Pilot Traits		
Skilled Swordsman	Increase the bonus by 1 for Feint & Critical Strike.	Trait +V
Mechanical Genius	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I
Fighting Spirit	Once per Turn if this unit would gain [M] from Rally or [M] Shift they can instead gain 2d10x100 HP with a limit of 2x Max HP.	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Blue Astray 2nd L	Firepower	4	4	Giant	100	500
Ace Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Gai Murakumo	24" 12"	8"	1	4300	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Giant Gatling [K][360]	32" 24"	10d10	Finisher+1	+5 Hits	-	200
Support ATK 12"						
Vulcans [K]	24" 12"	10d10	+3 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Lohengrin Launcher [E]	32" 24"	6d10	+1 Hit	+5 Hits	8	300
Only usable Next to or Vs a Target with NJC Phase Shift Armor						
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Giant Sword	Melee	8d10	Finisher+1	+3 Hits	-	600
-						
Twin Armor Schneider	Melee	7d10	Finisher+2	+3 Hits	4	300
This weapon gains Blindside in Round 4+						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits		
Dodge gives +2 Crit Range (8++)	Trait +V	Uncanny Movement
This unit Hits on a 3+	Pilot Trait I	Practiced Professional
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Cool Under Fire

