



Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Mazinger Z (Toei)	Firepower	4	3	Giant	90	250
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Koji Kabuto	20" 8"	4"	1	7000	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Chogokin Z	6d10	+3 DEF		6d10	+4 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Rust Hurricane	8"	7d10	-	+5 Hits	7	100
	[M-0] Fire in Melee					
Rocket Punch Z	12"	7d10	-	+5 Hits	-	400
First use - Gain Blinside [ALT][Power-1] Iron Cutter - Gain DMG+200						
Drill Missiles	16"	7d10	-	+5 Hits	5	200
	[Single Use][Gain Blinside the first time this weapons is used]					
Breast Fire [E]	28" 16"	8d10	Finisher+1	+5 Hits	5	300
	[Power-1] to use					
Photon Beam [E]	32" 20"	5d10	+1d10	+5 Hits	4	100
	[Free Action Once on your Turn]					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Smash [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					
Mecha & Pilot Traits						
This unit Hits on a 3+						Pilot Trait I
All weapons gain Finisher+1						Pilot Trait I
For +50pts & +5VP gain Mazinpower						
In Round 4 gain +2 Power.						Trait +V

Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Freezing Beam	8"	7d10	-	+5 Hits	6S	-
[Free Action Once on your Turn]						
Mazinger Z Options - Freezing Beam +50pts						

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Great Mazinger (Toei)	Firepower	4	5	Giant	115	500
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Tetsuya Tsurugi	20" 8"	4"	1	7300	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A2] Chogokin New Z	6d10		+5 DEF	6d10		+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Great Typhoon	16"	10d10	-	+6 Hits	8P	-
PUSH Reroll 1s on ATK [M-0] Fire in Melee						
Atomic Punch	12"	7d10	-	+6 Hits	-	400
First use - Gain Blinside [ALT][Power-1] Drill Pressure Punch - Gain PEN+4						
Great Boomerang	20"	6d10	-	+6 Hits	4	300
[Power-1] to use [Free Action Once on your Turn]						
Breast Burn [E]	24" 12"	8d10 Finisher+1	+6 Hits	5	300	
[Power-1] to use						
Thunder Break [E]	28" 20"	8d10 Finisher+1	+6 Hits	6	200	
[Power-1] to use						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Mazinger Blade	Melee	7d10 Finisher+2	+4 Hits	4	500	
Double Sword [Power-1] - ATK 8d10						
Backspin Kick [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
Mecha & Pilot Traits						
All weapons gain Finisher+1.					Pilot	
Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.					Trait II	
Once per game if Mazinger & Great are within 12" and both have LOS, Breast Fire & Breast Burner gain +2 Hits. Doesn't stack with Support ATK.					-	
For +50pts gain Mazinpower						
In Round 4 gain +2 Power.					Trait +V	

Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Navel Missile [X]	20" 8"	7d10	+1d10	+6 Hits	-	300
Single Use Once per Turn Burn one use for Melee DEF+2						
Great Mazinger options - Navel Missile +20pts						





Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Mazinger God Scrander	Guardian	4	6	Giant	130	750
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Koji Kabuto	16"	8"	2	6400	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A2] Shin Chogokin Z	6d10		+7 DEF	6d10		+8 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Rust Hurricane	8"	7d10	-	+5 Hits	7	100
[M-0] Fire in Melee						
Shin Rocket Punch	20"	7d10	-	+5 Hits	-	400
First use - Gain Blinside on this attack						
Breast Fire [E]	28" 16"	8d10	Finisher+1	+5 Hits	5	300
[Power-1] to use						
Shin Photon Beam [E]	32" 20"	6d10	+1d10	+5 Hits	4	100
[Power-1][Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Scrander Cutter	Melee	7d10	-	+5 Hits	5	200
This weapon gains Blindsight the first time it is used						
Shin Mazinger Fists [CC]	Melee	7d10	-	+5 Hits	6P	500
Big Bang Punch! [Power-2] - ATK 8d10 & Finisher+2						
Mecha & Pilot Traits						
The Zeal Skill is free for this unit once per game where [M] = Current Round						Trait +X
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger						Pilot Trait I
All weapons gain Finisher+1						Pilot Trait I

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Shin Great Mazinger	Guardian	4	6	Giant	130	750
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Tetsuya Tsurugi	16"	8"	1	6700	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A2] Shin Chogokin Z	6d10		+7 DEF	6d10		+8 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Great Typhoon	16"	10d10	-	+5 Hits	8P	-
PUSH Reroll 1s on ATK [M-0] Fire in Melee						
Great Boomerang	20"	6d10	-	+5 Hits	4	300
[Power-1] to use [Free Action Once on your Turn]						
Atomic Punch	12"	7d10	-	+5 Hits	-	400
First use - Gain Blinside [ALT][Power-1] Drill Pressure Punch - Gain PEN+4						
Breast Burn [E]	24" 12"	8d10 Finisher+1	+5 Hits	5	300	
[Power-1] to use						
Thunder Break [E]	28" 20"	8d10 Finisher+1	+5 Hits	6	200	
[Power-1] to use						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Shin Mazinger Blade	Melee	7d10 Finisher+2	+5 Hits	5	500	
Double Sword [Power-1] - ATK 8d10						
Shin Great Fists [CC]	Melee	8d10	-	+5 Hits	6P	500
The Left Hand of Zeus! [Power-1] - Finisher+2						
Mecha & Pilot Traits						
Increase the bonus by 1 for Feint & Critical Strike.						Trait +V
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger						Pilot Trait II
Once per game if Mazinger & Great are within 12" and both have LOS, Breast Fire & Breast Burner gain +2 Hits. Doesn't stack with Support ATK.						-





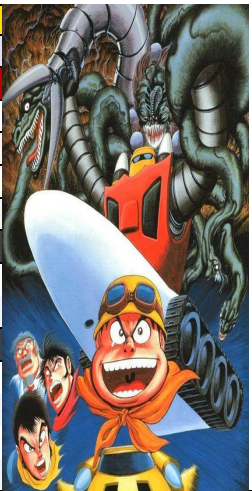
Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter-1	Unstoppable	4	4	Massive	125	250
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Ryoma Nagare	8"	8"	1	7300	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Getter Wing	8d10	+1 DEF	8d10	+5 DEF		
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Getter Beam [E]	32" 24"	7d10	+1 Hit	+6 Hits	6	300
[Permanent Power-1] to use AOE: Line						
Tomahawk Boomerang	12"	6d10	-	+6 Hits	-	500
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Getter Tomahawk	Melee	7d10 Finisher+2	+6 Hits	-	600	
[Power-1] Double Tomahawk - ATK 8d10						
Massive Smash [CC]	Melee	6d10	-	+6 Hits	7P	500
-						
Mecha & Pilot Traits						
All weapons gain Finisher+1						Pilot Trait I
This unit Hits on a 3+						Pilot Trait I

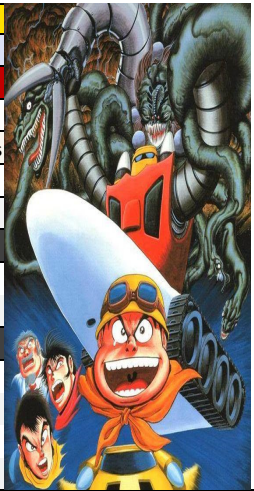
Getter Robo - Mecha & Pilot Traits						
Getter Robo has 3 Pilots & 3 forms which share HP, Power & "Unit Upgrades". When destroyed, each profile (Getter-1, -2, -3) gives VP.						Getter Robo
Each Getter form may activate once per Round. Use Open Get! to change. Permanent +1 Power (Max 5) each time you cycle through all 3 forms.						Trait +V Change Getter!
[M-3] Switch to a different Getter for +3 DEF. Decide whether you will use the previous or new forms Evade/Melee Defense dice before rolling.						Open Get!
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Getter Gatling [K]	32" 20"	10d10 Finisher+1	+6 Hits	-		300
[Power-1] to use						
+50pts Getter-1 gains the Getter Gatling						
						
500pt Getter-1 Variant - Gain Guts! Last Stand & Power+2 Lose Defiant, Change Getter & Open Get!						
This unit has Morale 3+. It is worth 127VP total.						Trait +X Musashi's Last Stand



Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter-2	Battler	4	4	Massive	125	250
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Hayato Jin	8"	12"	1	7300	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Getter Vision	10d10	+3 DEF		5d10	+4 DEF	
	[Power-1] Reroll 1s on DEF					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Massive Rocket Drill	16" 8"	7d10 Finisher+1	+3 Hits	5	500	
	[Power-2] to use					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Massive Drill	Melee	8d10 Finisher+1	+5 Hits	4	600	
		-				
Massive Smash [CC]	Melee	6d10	-	+5 Hits	7P	500
		-				
Mecha & Pilot Traits						
This unit Defends on a 3+					Pilot	
Before rolling DEF make a Morale Save to Rally					Trait II	

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter-3 [A]	HeavyArms	4	4	Massive	115	250
Skilled Pilot	Sensors	Move	Power	Armor HP	Morale	
Musashi Tomoe	20" 8"	4"	1	7300	6+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Tracked Vehicle S	4d10	+1 DEF	7d10	+4 DEF		
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Getter Missile [X]	32" 24"	6d10 Finisher+2	+6 Hits	-		400
	Three Uses					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Grappling Arms	12"	10d10	-	+5 Hits	8P	200
	PULL [First use this game is a Free Action]					
Crushing Strength III [CC]	Melee	7d10 Finisher+3	+5 Hits	6		700
	Daisetsuzan Oroshi [Power-2] - Gain PEN+3P					
Mecha & Pilot Traits						
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	Guts

An illustration of the Getter-3 mecha and its pilot, Musashi Tomoe. The mecha is a red and white robot with a large, expressive face. Musashi is shown in the cockpit, wearing his signature orange scarf and goggles. The background is a dark, fiery scene with other mecha parts visible.





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter Dragon	Unstoppable	4	6	Massive	150	450
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Ryoma Nagare	8"	8"	2	8500	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Getter Wing	8d10		+2 DEF	8d10		+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Getter G Beam [E]	36" 28"	7d10	+1 Hit	+7 Hits	6	400
[Permanent Power-1] to use AOE: Line						
Tomahawk Boomerang	12"	6d10	-	+7 Hits	-	500
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Getter Tomahawk	Melee	7d10 Finisher+2	+7 Hits	-	600	
[Power-1] Double Tomahawk - ATK 8d10						
Massive Smash [CC]	Melee	6d10	-	+7 Hits	7P	500
-						
Mecha & Pilot Traits						
All weapons gain Finisher+1						Pilot Trait I
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

Getter Robo G - Mecha & Pilot Traits						
Getter Robo has 3 Pilots & forms which share HP, Power & "Unit Upgrades". When destroyed, each profile (Dragon, Liger, Poseidon) gives VP.						
Each Getter form may activate once per Round. Use Open Get! to change. Permanent +1 Power (Max 5) each time you cycle through all 3 forms.						
[M-3] Switch to a different Getter for +3 DEF. Decide whether you will use the previous or new forms Evade/Melee Defense dice before rolling.						
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Getter Laser Cannon [E]	36" 20"	6d10	+1d10	+7 Hits	6	400
[Power-1] to use						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Shine Spark	Melee	9d10	Finisher+3	+7 Hits	7	800
[Power-3] to use						
						
+200pts Dragon gains Shine Spark +50pts Dragon gains Getter Laser Cannon						



Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter Liger	Battler	4	6	Massive	150	450
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Hayato Jin	8"	16"	2	8500	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Getter Vision	10d10		+4 DEF	5d10		+5 DEF
	[Power-1] Reroll 1s on DEF					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Liger Missile [X]	28" 16"	8d10	+1d10	+4 Hits	-	400
Two Uses						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Massive Drill	Melee	8d10	Finisher+1	+6 Hits	4	600
		-				
Rocket Anchor	16"	10d10	-	+6 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Massive Smash [CC]	Melee	6d10	-	+6 Hits	7P	500
		-				
Mecha & Pilot Traits						
This unit Hits on a 3+						Pilot Trait I
All weapons gain Finisher+1						Pilot Trait I

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Getter Poseidon [A]	HeavyArms	4	6	Massive	140	450
Skilled Pilot	Sensors	Move	Power	Armor HP	Morale	
Benkei Kuruma	20" 8"	4"	2	8500	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Sturdy Super DEF	4d10		+2 DEF	7d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Poseidon Missile [X]	32" 24"	6d10 Finisher	+2	+7 Hits	-	600
Two Uses						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Immobilizing Net	12"	7d10	-	+6 Hits	7S	-
[Free Action Once per Game]						
Crushing Strength III [CC]	Melee	7d10 Finisher	+3	+6 Hits	6	700
Daisetsuzan Oroshi [Power-2] - Gain PEN+3P						
Mecha & Pilot Traits						
Usable once per game versus target within 12". The next attack against them this Round gains Blindside.					Trait +V	Getter Cyclone
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.					Pilot Trait I	Kind Hearted





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Combattler V	Battler	5	3	Massive	124	500
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
Combattler V Team	12"	8"	2	8800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+2 DEF	7d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Rockfighter Missiles [X]	28" 20"	10d10	+1 Hit	+3 Hits	-	100
	Two Uses Reroll 1s & 2s					
Big Blast [X]	20" 12"	7d10 Finisher+1	+3 Hits	-	500	
	Single Use Once per Turn Burn one use for Melee DEF+2					
Atomic Burner	20" 12"	10d10	+4 Hits	+3 Hits	-	200
	[Power-1] to use AOE: Line					
Super EM Spark [E]	24" 16"	6d10	+1d10	+3 Hits	5	300
	-					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Super EM Yo-Yo	20"	7d10	-	+5 Hits	4	300
	[Power-1] to use [Free Action Once on your Turn]					
Super EM Tornado	16"	7d10	-	+5 Hits	8S	-
	[Power-1] to use Gain +2 Hits in Melee this turn					
Super EM Spin	Melee	8d10 Finisher+3	+5 Hits	4	500	
	[Power-1] to use					
Massive Smash [CC]	Melee	6d10	-	+5 Hits	7P	500
	-					

Mecha & Pilot Traits		
Hyoma	Prior to being attacked, make a Morale Save to Rally.	Trait +V
Juzo	Bullseye has +2 Crit Range (8++)	Trait +V
Chizuru	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I
Kosuke	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I
Daisaku	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Voltes V	Battler	5	3	Massive	124	500
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
Voltes V Team	12"	8"	2	8800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+2 DEF	7d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Gatling Missiles [X]	32" 16"	7d10	+1d10	+3 Hits	-	500
Single Use Support ATK 12"						
Voltes Beam [E]	24" 16"	7d10	+1d10	+3 Hits	5	300
[Power-1] to use						
Voltes Bazooka [K]	24" 8"	7d10	+1d10	+3 Hits	-	800
[Power-1] to use						
Grand Fire	20" 12"	10d10	+4 Hits	+3 Hits	-	200
[Power-1] to use AOE: Line						
Chain Knuckle	12"	7d10	-	+3 Hits	-	400
First use - Gain Blinside on this attack						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Super EM Tops	20"	6d10	-	+5 Hits	4	400
[Power-1] to use [Free Action Once on your Turn]						
Heaven Sword V Slash	Melee	8d10 Finisher	+2	+5 Hits	-	600
-						
Massive Smash [CC]	Melee	6d10	-	+5 Hits	7P	500
-						

Mecha & Pilot Traits		
This unit Hits on a 3+	Pilot Trait I	Kenichi
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	Ippei
Dodge gives +2 Crit Range (8++)	Trait +V	Megumi
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I	Hiyoshi
The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X	Daijiro





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Combattler V	Battler	5	5	Massive	144	750
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
Combattler V Team	16"	8"	2	8800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+3 DEF	7d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Macromolecular Bomb [X]	28" 20"	10d10	+1 Hit	+4 Hits	4	100
	Single Use Reroll 1s & 2s					
Big Blast Divider [X]	36" 20"	10d10	+4 Hits	+4 Hits	-	100
	Single Use Reroll 1s & 2s					
Big Blast [X]	20" 12"	7d10	Finisher+1	+4 Hits	-	500
	Single Use Once per Turn Burn one use for Melee DEF+2					
Atomic Burner	20" 12"	10d10	+4 Hits	+4 Hits	-	200
	[Power-1] to use AOE: Line					
V Laser [E]	28" 16"	7d10	Finisher+1	+4 Hits	5	200
	[Power-1] to use					
Battle Chainsaws	8"	6d10	-	+4 Hits	4	400
	First use - Gain Blinside on this attack					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Super EM Yo-Yo	20"	7d10	-	+6 Hits	4	300
	[Power-1] to use [Free Action Once on your Turn]					
Super EM Tornado	16"	7d10	-	+6 Hits	8S	-
	[Power-1] to use Gain +2 Hits in Melee this turn					
Super EM Spin	Melee	8d10	Finisher+3	+6 Hits	4	500
	[Power-1] to use					
Twin Lancer	Melee	9d10	Counter+1	+6 Hits	-	400
	-					
Grandasher [Crash]	Melee	8d10	Finisher+2	+6 Hits	-	1500
	[Power-1] to use After attacking lose [HP-2800]					

Mecha & Pilot Traits		
Hyoma	Prior to being attacked, make a Morale Save to Rally.	Trait +V
Juzo	Bullseye has +2 Crit Range (8++)	Trait +V
Chizuru	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I
Kosuke	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I
Daisaku	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
If Combattler V is within 8" of Voltes V all Super EM attacks gain +1 Hit		

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Voltes V	Battler	5	5	Massive	144	750
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
Voltes V Team	16"	8"	2	8800	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Kocho Gaeshi	7d10		+3 DEF	7d10		+4 DEF
	Once per game roll 1d10 1-9 = +2 DEF 10 = +10 DEF.					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Gatling Missiles [X]	32" 16"	7d10	+1d10	+4 Hits	-	500
	Single Use Support ATK 12"					
Voltes Beam [E]	24" 16"	7d10	+1d10	+4 Hits	5	300
	[Power-1] to use					
Voltes Bazooka [K]	24" 8"	7d10	+1d10	+4 Hits	-	800
	[Power-1] to use					
Grand Fire	20" 12"	10d10	+4 Hits	+4 Hits	-	200
	[Power-1] to use AOE: Line					
Chain Knuckle	12"	7d10	-	+4 Hits	-	400
	First use - Gain Blinside on this attack					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Super EM Tops	20"	6d10	-	+6 Hits	4	400
	[Power-1] to use [Free Action Once on your Turn]					
Super EM Ball	12"	8d10	-	+6 Hits	9S	-
	[Power-1] to use Gain +2 Hits in Melee this turn					
Heaven Sword V Slash	Melee	8d10	Finisher+2	+6 Hits	-	600
	-					
Massive Smash [CC]	Melee	6d10	-	+6 Hits	7P	500
	-					

Mecha & Pilot Traits		
This unit Hits on a 3+	Pilot Trait I	Kenichi
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	Ippei
Dodge gives +2 Crit Range (8++)	Trait +V	Megumi
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I	Hiyoshi
The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X	Daijiro
If Combattler V is within 8" of Voltes V all Super EM attacks gain +1 Hit		

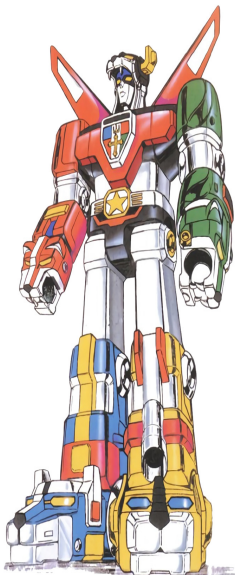




Super Robot (SR)	Role	Frame	Performance	Size 2	VP	Points
Daitarn 3	Versatile	4	3	Colossal	132	500
Ace Pilot	Sensors	Fly	Power	Armor HP	Morale	
Banjo Haran	8"	8"	1	14500	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S1] Daitarn Fan	7d10		+3 DEF		6d10 +6 DEF	
[A2] Muteki Armor	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Daitarn Snapper	16"	7d10	-	+5 Hits	-	200
[Free Action Once per Game]						
Daitarn Cannon [K]	28" 16"	5d10	+1d10	+5 Hits	-	600
First use - Gain Blindsight on this attack						
Navel Missile [X]	20" 8"	7d10	+1d10	+5 Hits	-	300
Single Use Once per Turn Burn one use for Melee DEF+2						
Sun Attack [E]	32" 24"	7d10	+1 Hit	+5 Hits	5	400
[Permanent Power-1] to use [Crash] Attacks gain +2 Hits this turn						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Wrecking Ball	8"	6d10	-	+5 Hits	7P	700
[Power-1] to use PUSH						
Daitarn Zanber	Melee	7d10 Finisher+1	+5 Hits	-	-	700
Double Sword [Power-1] - ATK 8d10						
Daitarn Javelin	Melee	8d10 Counter+1	+5 Hits	-	-	500
-						
Daitarn [Crash]	Melee	6d10 Finisher+2	+5 Hits	7P	-	2000
After attacking lose [HP-4500]						
Colossal Smash [CC]	Melee	5d10	-	+5 Hits	8P	600
-						
Mecha & Pilot Traits						
Transform to gain: Max Shooting Range+8" Melee DEF-2d10 Lose: All weapons except Cannons & Missiles & Ram [CC]						-
While transformed gain a free Accelerate Action Melee DEF-4d10 Lose: All weapons except Missiles & Sun Attack						-
This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger						Pilot Trait II

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Raideen	Sniper	4	6	Massive	140	1000
Ace Pilot	Sensors	Fly	Power	Armor HP		Morale
Akira Hibiki	36" 20"	8"	1	7600		5+
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[MD2] Raideen Buckler	9d10		+3 DEF	7d10		+5 DEF
	[Power-1] Blade Spin: Melee Attacker loses [HP-1000]					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
God Gorgon Bow [K]	40" 20"	7d10 Finisher+2	+7 Hits	-	500	
-						
God Gorgon Multishot [K]	40" 20"	9d10	-2d10	+7 Hits	-	500
-						
Thunder Break [E]	28" 20"	8d10 Finisher+1	+7 Hits	6	200	
[Power-1] to use						
Navel Missile [X]	20" 8"	7d10	+1d10	+7 Hits	-	300
Single Use Once per Turn Burn one use for Melee DEF+2						
God Voice (TK) [E]	32" 24"	9d10	+1 Hit	+7 Hits	7	300
[Permanent Power-1][HP-1200] to use AOE: Line						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
God Breaker	Melee	7d10 Finisher+2	+3 Hits	-	400	
Gain Blindside on the first use [Power-1] Energy Cutter - Gain PEN+4						
Gorgon Sword	Melee	8d10 Finisher+1	+3 Hits	-	500	
-						
God Pressure (TK)	12"	7d10	-	+3 Hits	7	100
[M-0] Fire in Melee [HP-500] God Alpha - ATK 8d10						
God Bird [Crash]	Melee	9d10 Finisher+2	+3 Hits	-	1500	
[Power-1] to use After attacking lose [HP-3300]						
Massive Smash [CC]	Melee	6d10	-	+3 Hits	7P	500
-						
Mecha & Pilot Traits						
The Flash Skill [M-3] is free for this unit twice per game.						Trait +XX
All weapons gain Finisher+1						Pilot Trait I
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I





Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Beast King GoLion (Voltron)	Unstoppable	5	5	Massive	144	850
Ace Pilots	Sensors	Fly	Havoc	Armor HP	Morale	
GoLion Pilots	8"	8"	2	10300	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
[A2] Defender of the Universe	6d10	+3 DEF	9d10	+7 DEF		
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Cross Beam	16"	7d10	-	+7 Hits	6S	-
[Free Action Once per Game]						
Laser Magnum [E]	24" 12"	6d10	+1d10	+7 Hits	7	300
-						
Fire Tornado [E]	24" 12"	6d10	+1d10	+7 Hits	7P	300
PUSH						
Grand Fire	20" 12"	10d10	+4 Hits	+7 Hits	-	200
[Power-1] to use AOE: Line						
Foot Missile [X]	24" 16"	6d10	+2d10	+7 Hits	-	400
Two Uses Support ATK 16"						
+100pts GoLion gains the Four Lion Attack						
Four Lion Attack	24" 16"	8d10	Finisher+1	+7 Hits	-	500
Single Use Gain Blindside on this attack Req. 1 Attack & 1 Move Action						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
King's Sword Jyuouken	Melee	8d10	Finisher+3	+7 Hits	4	600
Lightning Drop [Havoc-1] - PEN+2						
Lion's Bite [CC]	Melee	6d10	-	+7 Hits	7P	500
Grappling Lions [Havoc-1] - Once per game this weapon gains Blindside.						
Rampage [Crash]	Melee	8d10	Finisher+1	+7 Hits	7P	700
After attacking [HP-1300]						
Mecha & Pilot Traits						
Chief (Keith)	Guard gives +2 Defense dice (+2d10)					Trait +V
Shorty (Pidge)	Dodge gives +2 Crit Range (8++)					Trait +V
Moody (Lance)	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
Hothead (Hunk)	All weapons gain Finisher+1					Pilot Trait I
Princess Fala	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.					Pilot Trait I

GoLion Additional Equipment Options. +100pts Needle Missiles, +30pts Double Sword, +30pts Space Cutter, +20pts Gatling Missiles						
Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Needle Missiles [X]	24" 16"	10d10	+3 Hits	+7 Hits	-	100
Single Use Once per Turn Burn one use for Melee DEF+2						
Double Sword	20"	8d10	-	+7 Hits	-	500
-						

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
GoShogun	Battler	4	7	Massive	165	750
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
GhoShogun Pilots	20"	12"	1	7600	5+	
Defenses	Evade DEF + MS Bonus	Melee DEF + MS Bonus				
Super Robot Defenses	7d10	+4 DEF	7d10	+5 DEF		
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Chest Beam [E]	20" 12"	6d10	+1d10	+5 Hits	6	100
Support DEF 16"						
Space Bazooka [E]	28" 16"	7d10	+1d10	+5 Hits	6	700
[Single Use][Power-1]						
Laser Vision [E]	32" 20"	5d10	+1d10	+5 Hits	4	100
[Free Action Once on your Turn]						
GoFlasher [E]	40" 20"	5d10	-1d10	+5 Hits	5	1000
[Single Use][Permanent Power-1] Gain Finisher+2 vs Size 2+ Targets						
	-					
	-					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
GoSaber	Melee	8d10	Finisher+3	+7 Hits	4	500
-						
Massive Smash [CC]	Melee	6d10	-	+7 Hits	7P	500
-						
Go Polearm [Crash]	Melee	7d10	Finisher+1	+7 Hits	7P	400
-						
Mecha & Pilot Traits						
Once per game this unit may Blindside with the Space Bazooka or the GoFlasher.					Trait +V	Teleporting Weapons
Barrage gives +2 Shots or +2 Hits with weapons that give bonus Rapid Fire Hits.					Trait +V	Shingo
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger					Pilot Trait I	Killy
This unit makes 2 Morale Saves to Rally when it activates.					Pilot Trait I	Remy
After GoFlasher roll a d10 + Unit's Frame (1-5) & Pilot Level (0-3). [10+] No effect. [1-9] The unit self-destructs and is removed from battle.					Trait +XV	Stage 3 GoFlasher (Machine Sentience)
Stage 3 GoFlasher is introduced later in the series. Remove it for -150pts and -15VP						

GoLion Additional Equipment Options. +100pts Needle Missiles, +30pts Double Sword, +30pts Space Cutter, +20pts Gatling Missiles						
Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Space Cutter	12"	7d10	-	+7 Hits	-	500
First use - Gain Blindside on this attack						
Gatling Missiles [X]	32" 16"	7d10	+1d10	+7 Hits	-	500
Single Use Support ATK 12"						





Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Galaxy Cyclone Bryger	Raid	4	3	Giant	110	500
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
J9 Cosmo Rangers	16"	8"	1	4300	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+3 DEF	7d10		+2 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Bry-Sword Flash [E]	Self	6d10	-	+5 Hits	6	200
[Power-1] to use AOE: 8" Radius Circle						
Cosmo Winder Guns [E]	24" 12"	6d10	+1d10	+5 Hits	6	100
Reroll 1s on ATK						
Laser Vision [E]	32" 20"	5d10	+1d10	+5 Hits	4	100
[Free Action Once on your Turn]						
Bry-Cannon [E]	36" 20"	5d10	+2d10	+5 Hits	7	400
[Power-1] & Requires Pancho's Special Delivery						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Bry-Sword	Melee	7d10	Finisher+1	+3 Hits	5	500
Double Sword [Power-1] - ATK 8d10						
Bry-Spear	Melee	8d10	Counter+1	+3 Hits	4	400
-						
Claws [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits		
Bry-Thunder Car	Ambush: This unit can reinforce on any Table Edge	Trait +II
Transform (Bry-Star)	While transformed gain 2 free Accelerate Actions Melee Block-4d10 Lose: All weapons except Laser Vision	-
Poncho's Special Delivery	The Bry-Cannon is usable in Round 4+. To equip and use it before Round 4 you must lose [M-1].	Trait-V
Blaster Kid	Bullseye has +3 Crit Range (7++)	Trait +X
Speedy Bowie	Dodge gives +3 Crit Range (7++)	Trait +X
Merciless Isaac	All weapons gain Finisher+1	Pilot Trait I
Angel Omachi	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I

Super Robot (SR)	Role	Frame	Performance	Size 1	VP	Points
Galactic Gale Baxingar	Assault	5	7	Massive	174	1000
Ace Pilots	Sensors	Fly	Power	Armor HP	Morale	
J9-II Cosmo Rangers	16"	12"	2	8200	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
SR Blade Defense	7d10		+3 DEF	9d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Laser Magnum [E]	24" 12"	6d10	+1d10	+7 Hits	7	300
	-					
Hyper Beam Cannons [E]	32" 20"	5d10	+3d10	+7 Hits	4	100
	[Free Action Once on your Turn]					
Foot Missile [X]	24" 16"	6d10	+2d10	+7 Hits	-	400
	Two Uses Support ATK 16"					
TL Antiship Missile [X]	40" 20"	5d10	-1d10	+7 Hits	-	1200
	Single Use Gain Finisher+2 vs Size 2+ Targets					
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Baxin-Sword	Melee	8d10	Finisher+2	+7 Hits	5	600
	-					
Massive Smash [CC]	Melee	6d10	-	+7 Hits	7P	500
	-					

Mecha & Pilot Traits		
Ambush: This unit can reinforce on any Table Edge	Trait +II	Cosmo Bikes
[M-1] This unit may fire E[X]plosives or fire its shortest range shooting weapon (excluding Vulcans) out of its back 180 degree arc.	-	Limited 360 Firing Arc
This unit Hits on a 3+	Pilot Trait I	Don Condor
The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Billy the Shot
The Zeal Skill is free for this unit once per game where [M] = Current Round	Trait +X	Jumping Sama
Increase the bonus by 1 for Feint & Critical Strike.	Trait +V	Double-Edged Sword Shuteken
Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	Layla the Immortal





Super Heavy Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
GaoGaiGar	Guardian	4	5	Giant	100	350
Skilled Pilot	Sensors	Move	Power	Armor HP	Morale	
Guy Shishioh	8"	4"	1	7900	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S2] Protect Shade	5d10		+7 DEF		5d10	+8 DEF
[A1] Bravenium	[Barrier] [M-2] Reflect 5 [E] Hits to a R:16" target					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Broken Magnum	24"	7d10	-	+5 Hits	4	500
[Power-1] to use [Gain Blinside on this attack]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Drill Attack	Melee	7d10	Finisher+1	+5 Hits	4	500
-						
GaoGaiGar Fists [CC]	Melee	8d10	-	+5 Hits	6P	500
Hell & Heaven [Power-1][HP-1300] - ATK 10d10 & Gain Finisher+3						
Goldion Hammer	Melee	7d10	-	+5 Hits	-	1200
Hammer Hell & Heaven [Power-1]: Finisher+2						

Mecha & Pilot Traits			
Hyper Mode	[HP-1000] Finishing Blow does 2000 DMG per Hit. This ability is usable once per Turn.		-
Dividing Driver	[M-3] For the rest of the game any buildings within 24" of this unit are indestructible and do not score VP.		-
Hot Blooded	All weapons gain Finisher+1		Pilot Trait I
Final Fusion Approved!	It costs [M-2] to deploy this unit before Round 2.		Trait-V
Safety Release Protocol	The Goldion Hammer is usable in Round 4+. To equip and use it before Round 4 you must lose [M-3].		Trait-XV

Super Heavy Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Star GaoGaiGar	Guardian	4	7	Giant	135	750
Ace Pilot	Sensors	Move	Power	Armor HP	Morale	
Guy Shishioh	8"	4"	2	7900	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[S3] Protect Wall	5d10		+9 DEF		5d10	+10DEF
[A1] Bravenium	[Barrier] Allies in Engagement range also gain +2 DEF					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Broken Phantom	24"	6d10	-	+6 Hits	6	500
[Power-1] to use [Gain Blinside on this attack]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Drill Attack	Melee	7d10	Finisher+1	+6 Hits	4	500
-						
GaoGaiGar Fists [CC]	Melee	8d10	-	+6 Hits	6P	500
Hell & Heaven [Power-1][HP-1300] - ATK 10d10 & Gain Finisher+3						
Goldion Hammer	Melee	7d10	-	+6 Hits	-	1200
Hammer Hell & Heaven [Power-1]: Finisher+2						

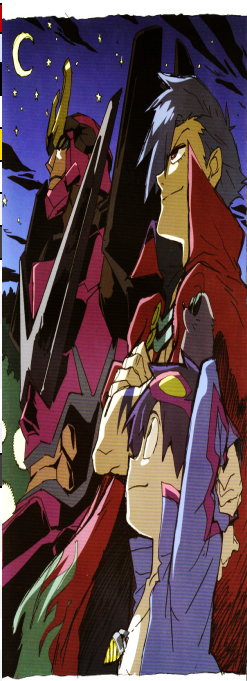
Mecha & Pilot Traits			
[HP-1000] Finishing Blow does 2000 DMG per Hit. This ability is usable once per Turn.	-	Hyper Mode	
[M-1] Roll a d10. On a 5+ the target takes 1 Stun DMG, on a 10+ they take 2 Stun DMG.	Trait +V	Gatling Driver	
This unit Hits on a 3+ Once per Turn if this unit would gain [M] from Rally or [M] Shift they can instead gain 2d10x100 HP (limit of 2x Max HP)	Pilot Trait II	Unfaltering Courage	
It costs [M-2] to deploy this unit before Round 2.	Trait-V	Final Fusion Approved!	
The Goldion Hammer is usable in Round 4+. To equip and use it before Round 4 you must lose [M-3].	Trait-XV	Safety Release Protocol	





Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Gurren Lagann	Battler	4	3	Giant	95	250
Skilled Pilots	Sensors	Move	Power	Armor HP	Morale	
Kamina & Simon	8"	8"	-	8200	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+3 DEF	7d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Sunglasses Throw	20"	7d10	-	+3 Hits	-	300
[Power-1] to use [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Drill Hand	Melee	7d10	Finisher+1	+5 Hits	4	500
-						
Gurren Charge [Crash]	Melee	8d10	Finisher+1	+5 Hits	7P	600
After ATK lose [HP-1000] Inazuma Kick [Power-2] - ATK 9d10 DMG 700						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
When this unit passes a Morale Save to Rally gain +1 Power this Round.					Trait +V	
Finishing Blow does 1500 DMG instead of 1000 DMG.					Trait +V	
Before rolling DEF make a Morale Save to Rally.					Trait +V	
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	

Super Robot (SR)	Role	Frame	Performance	Size 0	VP	Points
Gurren Lagann	Battler	4	4	Giant	115	500
Ace Pilots	Sensors	Move	Power	Armor HP	Morale	
Kamina & Simon	8"	8"	-	8200	5+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Robot Defenses	7d10		+4 DEF	7d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Sunglasses Throw	20"	7d10	-	+3 Hits	-	300
[Power-1] to use [Free Action Once on your Turn]						
Sunglasses Skewer	20"	8d10	-	+3 Hits	6S	-
Gain +2 Hits in Melee this turn						
Full Drillize [K]	Self	8d10	-	+3 Hits	4	400
[Power-2] to use AOE: 8" Radius Circle						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Unlimited Drills	Melee	9d10	-	+5 Hits	4	500
Giga Drill Breaker [Power-3] - ATK 10d10 Finisher+1						
Gurren Charge [Crash]	Melee	8d10	Finisher+1	+5 Hits	7P	600
After ATK lose [HP-1000] Inazuma Kick [Power-2] - ATK 9d10 DMG 700						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
When this unit passes a Morale Save to Rally gain +1 Power this Round. Gain a permanent +1 Power at the start of Round 2 & 3.					Trait +X	
Finishing Blow does 1500 DMG instead of 1000 DMG.					Trait +V	
Before rolling DEF make a Morale Save to Rally.					Trait +V	
All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves					Pilot Trait II	





	Super Robot (SR)	Role	Frame	Performance	Size 2	VP	Points
	Big O	HeavyArms	4	3	Colossal	135	500
	Ace Pilot	Sensors	Move	Havoc	Armor HP	Morale	
	Roger Smith	24" 12"	4"	1	14500	5+	
	Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
	[S3] Super Heavy Shield	3d10		+4 DEF		5d10 +8 DEF	
	[A2] Cast in the Name of God	-					
	Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
	Cannon Party [K]	24" 16"	10d10	Finisher+1	+6 Hits	-	200
	Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
	Missile Party [X]	24" 16"	7d10	Finisher+3	+6 Hits	-	300
	Single Use [Free Action Once on your Turn]						
	Laser Vision [E]	32" 20"	5d10	+1d10	+6 Hits	4	100
	[Free Action Once on your Turn]						
	Chrome Buster [E]	32" 24"	7d10	+2 Hits	+6 Hits	5	600
[Permanent Havoc-1] AOE: Line Req. 1 Combat & 2 Move actions							
+100pts Big O gains O Thunder							
O Thunder [E]	28" 16"	10d10	Finisher+1	+6 Hits	6	300	
[Havoc-1] to use							
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG	
Moby Dick Anchor	12"	10d10	-	+5 Hits	9P	300	
PULL [Single Use][Free Action]							
Big O Fists [CC]	Melee	6d10	-	+5 Hits	8P	600	
Sudden Impact [Havoc-1] - Gain Finisher+2							
Mecha & Pilot Traits							
Showtime!	Gain +1 DEF the first time this unit is attacked Ambush: This unit can reinforce on any table edge					Trait +III	
Ye Not Guilty	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger					Trait +V	
Paradigm City Negotiator	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	
Final Stage	[Permanent Havoc-2] In Round 5 you may give Chrome Buster is ATK 10d10 and DMG+200					-	
Afterwards HP is set to 100.							
+50pt +5VP Upgrade							
The Show Must Go On!	In Round 4 gain +2 Havoc.					Trait +V	

Super Robot (SR)	Role	Frame	Performance	Size 2	VP	Points
Big Duo	Raid	4	3	Colossal	125	500
Skilled Pilot	Sensors	Fly	Havoc	Armor HP	Morale	
Schwarzwald	24"	8"	1	14500	6+	
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Super Heavy Defenses	6d10		+3 DEF	8d10		+4 DEF
[A2] Cast in the Name of God	-					
Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Megaton Missiles [X]	40" 20"	5d10	-2d10	+5 Hits	-	1500
[Single Use][Permanent Havoc-1] Gain Finisher+2 vs Size 2+ Targets						
TL Missile Salvo [X](5)	32" 8"	7d10	+1d10	+5 Hits	-	400
Five Uses Support ATK 20"						
Laser Vision [E]	32" 20"	5d10	+1d10	+5 Hits	4	100
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
Propeller Hands	Melee	8d10	Finisher+1	+3 Hits	4	400
-						
Massive Smash [CC]	Melee	6d10	-	+3 Hits	7P	500
-						
Mecha & Pilot Traits						
Gain +1 DEF the first time this unit is attacked Ambush: This unit can reinforce on any table edge						Trait +III
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger						Trait +V
Before rolling DEF make a Morale Save to Rally.						Pilot Trait I
This unit makes 2 Morale Saves to Rally when it activates.						Pilot Trait I
+50pt +5VP Upgrade						
In Round 4 gain +2 Havoc.						Trait +V

