Accordio (Movie) - 8 7 7 10 80 2002 2002	Maria Caralla Maria		Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Capita Marlock 32" 14" 8" 3 20600 5+			Arcadia (Movie)	-	5	7	Titanic	302	2000
Combat Action R8" Each Warship Relia Color Earth Common Each Color Earth Common Earth Color Earth C			Ace Captain	Sensors		Havoc	Armor	HP	Morale
A2] Dark Matter Engines			Captain Harlock	32" 16"	8"	3	2060	00	5+
Shoeling Weepons 3x Pulser Commont[E][1:360] 48*[36" 5610 +3d10 +4 Hins 8 1000 Rear ATK-2d10 Growiny Missilies [X] 40*[32" 10d10 +1d10 +4 Hins - 500 One use per Round (Attock or Support ATK) Support ATK 20" Antiship Depht Charge [X][2] 16* 8d10 - 44 Hins - 500 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 Two Uses Rear Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 7 200 The Usoble Arc Only Usoble after moving 4"+ [AA] Space Bunter [R] 32" 8d10 - +4 Hins - 100 This december [R] 44 Hins - 4				Evade D	DEF + V	VS Bonus	Melee DE	F + W	S Bonus
3xPulsor Cannoni [[] x 360] 48" 36" 5410 + 3d10 + 4 Hits 8 1000 Rear ATX-2d10 Gravity Missilles [X] 40" [20" 10d10 + 1d10 + 4 Hits - 500 One use per Round (Attack or Support ATX 20" Antiship DethiCharge (X)[2] 10" 8 d10 - 4 Hits 7 200 Two Uses Rear Arc Only Usoble after moving 4" + [AA] Space Buster [E] 32" 8d10 - 4 Hits 7 200 Two Uses Rear Arc Only Usoble after moving 4" + [AA] Space Buster [E] 32" 8d10 - 4 Hits 7 200 [Free Action Once on your Turn] Support DEF 12" Rear Arc Full ATX TV Arcadia Variant - Use hesse Pulsor Connans instead 2x Pulsor Commont[E] 48" 36" 4d10 + 3d10 + 4 Hits 9 1000 [Melee Weapons Reng Attect Special Ws Benus PN DMG Titlenic Rem [CC] Melee 3d10 Finisher+2 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Use Provided (HP-0000) After attacking (HP-0000) Aft			[A2] Dark Matter Engines	7d1	0	+5 DEF	8d1	0	+7 DEF
3xPulsor Cannoni [[] x 360] 48" 36" 5410 + 3d10 + 4 Hits 8 1000 Rear ATX-2d10 Gravity Missilles [X] 40" [20" 10d10 + 1d10 + 4 Hits - 500 One use per Round (Attack or Support ATX 20" Antiship DethiCharge (X)[2] 10" 8 d10 - 4 Hits 7 200 Two Uses Rear Arc Only Usoble after moving 4" + [AA] Space Buster [E] 32" 8d10 - 4 Hits 7 200 Two Uses Rear Arc Only Usoble after moving 4" + [AA] Space Buster [E] 32" 8d10 - 4 Hits 7 200 [Free Action Once on your Turn] Support DEF 12" Rear Arc Full ATX TV Arcadia Variant - Use hesse Pulsor Connans instead 2x Pulsor Commont[E] 48" 36" 4d10 + 3d10 + 4 Hits 9 1000 [Melee Weapons Reng Attect Special Ws Benus PN DMG Titlenic Rem [CC] Melee 3d10 Finisher+2 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Melee 9d10 Finisher+3 + 4 Hits 7P 2500 After attacking (HP-0000) [300pts The Endless Odyssey version of the Arcadia gains the Use Provided (HP-0000) After attacking (HP-0000) Aft	The same of the sa		-			-			
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One use per Round (Attack or Support ATK) Support ATK 20" Antibip DepthCharge [X][2] 16" 8d10 - 4d Hits 7 200 Invo Uses Rear Arc Only Usable after moving 4"+ [AA] Space Buster [E] 32" 8d10 - 4d Hits 6 100 [Free Action Once on your Turn] Support DEF 12" Rear Arc Full ATK TV Arcadia Endes Variant - Use these Pulsar Cannons instead 2x Pulsar Cannons[E] 48" 36" 4d10 + 3d10 + 4d Hits 9 1000 Melee Weapans Range Attack Special WS Bonus PEN DMG Titonic Ram (CC) Melee 5d10 Finisher+2 + 4d Hits 7P 2500 After orticating (IFP-6000) 4300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+2 + 4d Hits 7P 2500 After orticating (IFP-6000) 4300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+2 + 4d Hits 7P 2500 After orticating (IFP-6000) 4300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+2 + 4d Hits 7P 2500 After orticating (IFP-6000) 4300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+2 + 4d Hits 7P 2500 After orticating (IFP-6000) 4300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+2 + 4d Hits 7P 2500 After orticating (IFP-6000) 4300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+2 + 4d Hits 7P 2500 After orticating (IFP-6000) 4300pts The Endless Odyssey version of the Arcadia gains the Knife Rom Attack Knife Rom Melee 9d10 Finisher+2 + 4d Hits 7P 2500 After orticating (IFP-6000) 4300pts The Endless Odyssey version of the Arcadia gains the Micro Combart Anchor Tube 7d10 Finisher+2 + 4d Hits 7P 2500 After orticating (IFP-6000) 4300pts The Endless Odyssey version of the Arcadia gains the Micro Combart Anchor Tube 7d10 Finisher+2 + 4d Hits 7									
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Combat Anchor Tube [Combat Action] R:8" Each Warship Rolls a dice pool (3d10 for Battle-Tested, 5d10 for Skilled and 10d10 for Ace) then count successes (5+ = 1, 10s = 2). If Harlock wins he defeats the enemy Captain. Set that units Captain Level to 0. [M-1] Once on your Turn Repair 1 Battle Damage on the Arcadia. You may not repair Limited use Weapons. For Captain Harlock choose TWO of the traits below before the start of battle Stoic Captain Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP. CAPT II Dreaded Captain 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. CAPT II Audacious Captain This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger CAPT II Fire of St Valkyrie All Attack and Defense rolls gain +1 die (+1d10)	D (I .: [D .]	[-2 Havoc while Active] Gain	+2 DEF vs PEN<7						Trait
Tochiro's Genius [M-1] Once on your Turn Repair 1 Battle Damage on the Arcadia. You may not repair Limited use Weapons. For Captain Harlock choose TWO of the traits below before the start of battle Stoic Captain Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP. CAPT II Dreaded Captain 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. CAPT II Audacious Captain This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger CAPT II Arcadia Endless Orbit SSX Finale - For +150pts & +15VP the Arcadia gains the following traits Fire of St Valkyrie	Deflecting [Barrier]	Does not stack with Shields or Cover Bo	attle Damage cannot disable.						+XX
For Captain Harlock choose TWO of the traits below before the start of battle Stoic Captain Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP. CAPT II Dreaded Captain 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. CAPT II Audacious Captain This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger CAPT II Arcadia Endless Orbit SSX Finale - For +150pts & +15VP the Arcadia gains the following traits Fire of St Valkyrie	Combat Anchor Tube			•	int succe	sses (5+ = 1	, 10s = 2).		-
Stoic Captain Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Counter, skip the counterattack and instead regain up to 2d10x100 HP. CAPT II Dreaded Captain 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. CAPT II Audacious Captain This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger CAPT II Arcadia Endless Orbit SSX Finale - For +150pts & +15VP the Arcadia gains the following traits All Attack and Defense rolls gain +1 die (+1d10)	Tochiro's Genius	[M-1] Once on your Turn Repair 1 Battle Damage on the Arco	adia. You may not repair Lim	ited use We	eapons.				-
Dreaded Captain 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. CAPT II Audacious Captain This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger CAPT II Arcadia Endless Orbit SSX Finale - For +150pts & +15VP the Arcadia gains the following traits All Attack and Defense rolls gain +1 die (+1d10)		For Captain Harlock choose TWO of the traits below	before the start of battle						
Dreaded Captain 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. CAPT II Audacious Captain This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger CAPT II Arcadia Endless Orbit SSX Finale - For +150pts & +15VP the Arcadia gains the following traits All Attack and Defense rolls gain +1 die (+1d10)	Stoic Captain	Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn. on Cour	nter, skip the counterattack and	d instead re	aain up	to 2d10x10	00 HP.		CAPT II
Audacious Captain This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger CAPT II Arcadia Endless Orbit SSX Finale - For +150pts & +15VP the Arcadia gains the following traits All Attack and Defense rolls gain +1 die (+1d10)	5.5.5 55 p.w		,p 220		J 0P	,			
Arcadia Endless Orbit SSX Finale - For +150pts & +15VP the Arcadia gains the following traits All Attack and Defense rolls gain +1 die (+1d10)	Dreaded Captain	This unit Hits on a 3+ Prior to your attack, target makes 1 Morale Saves	s vs Rout or 2 Saves vs an Elite	unit. Usab	le once	per Unit Turr	ı.		CAPT II
Fire of St. Valkyrie All Attack and Defense rolls gain +1 die (+1d10)	Audacious Captain	This unit Defends on a 3+ When rolling Defense gain +1 DE	EF or +2 DEF vs Counterattack	s or your Cl	hallenge	er			CAPT II
Fire of St. Valkyrie All Attack and Detense rolls agin + L die (+ Ld L)		Arcadia Endless Orbit SSX Finale - For +150pts & +15VP the A	arcadia gains the following t	aits					
	Fire of St. Valkyrie	All Attack and Defense rolls ga	in +1 die (+1d10)						

The same of	Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
	Queen Emeraldas	-	5	5	Titanic	257	2000
	Ace Captain	Sensors	Fly	Havoc	Armor	HP	Morale
(8)	Emeraldas	32" 16"	8"	3	1760	00	5+
A MELLIN	Defenses	Evade D	EF + W	/S Bonus	Melee Di	EF + W	S Bonus
	[A1] Dark Matter Engines	7d1	0	+3 DEF	8d1	0	+5 DEF
9 9	-			-			
	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
	4x Pulse Cannons [E][360]	48" 24"	6d10	+2d10	+3 Hits	6	500
		Rear	Arc Full	I ATK			
	4x 2nd Pulse Gun [E][360]	40" 24"	6d10	+2d10	+3 Hits	5	400
	[Free Action	once on yo	our Turn] Rear A	Arc Full AT	ΓK	
	4x 2nd Pulse Gun [E][360]	40" 24"	6d10	+2d10	+3 Hits	5	400
	[Free Action	once on yo	our Turn] Rear A	Arc Full AT	ΓK	
	[AA] Em. Lasers [E][360]	32"	10d10	-	-	5	100
	[Free Action Once on	your Turn]	Sup	port DEF 16	5" Rea	r Arc F	ull ATK
	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
	Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500
		After atta	cking [I	HP-6000]			
	Mecha & C	aptain Trait	ts				
Deflection [Bountari	[-2 Havoc wh	ile Active] C	Gain +2	DEF vs PEN<	<7		Trait
Deflecting [Barrier]	Does not stack with Shield	ds or Cover	Battl	e Damage c	annot disa	ble.	+XX
\A/	Enemy Warships gain i	no benefit fr	om Tarç	get Lock aga	inst this un	it.	Trait +V
Warship Jamming	Enemies cannot target this	unit before	its first	activation ur	nless within	20"	irait ±v
	or Emeraldas chooses TWO	of the Traits	holow	hoforo hattl	^		
	of Efficiences (1003es 1110)	or me mans	DEIOW	berore built	-		
Cavalier Captain	This Warship may use th	e Guard wh	nen Atta	cked. It Def	ends on a	3+	CAPT II
Dreaded Captain	This unit Hits on a 3+ Pr vs Rout or 2 Saves v	•		•		Saves	CAPT II
Legendary Captain	This un	it Hits and D	efends (on a 3+			CAPT II

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points	
Death Shadow (SSX)	-	4	5	Titanic	218	1500	
Ace Captain	Sensors	Fly	Havoc	Armor	HP	Morale	
Zone's Al	32" 16"	8"	2	2270	00	5+	
Defenses	Evade C	EF + W	/S Bonus	Melee DE	F + W	S Bonus	
[A2] Dimensional Engines	5d1	0	+4 DEF	8d1	0	+6 DEF	
-							4 3 4
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	1 / A V V V V V V V V V V V V V V V V V V
3xTri-E. Cannon [E][1x360]	48" 28"	5d10	+3d10	+3 Hits	6	1000	
	Rea	r ATK-2	d10				
Ship Missiles IV [X]	40" 8"	10d10	+1d10	+3 Hits	-	500	
One use per Roun	d (Attack o	r Suppo	ort ATK)	Support A	TK 16	5"	
Ship SAM Missiles III [X]	40" 20"	10d10	-5d10	+3 Hits	-	400	
[First use t	his game is	a Free	Action]	Single Use			1
[AA] Lasers III [E][360]	24"	10d10	-	+3 Hits	4	100	
[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rear	Arc F	ull ATK	The state of the state of
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	
Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500	
	After atta	cking [I	HP-6000]				
		Me	echa & Capi	ain Traits			
This unit Hits on a 3+ Pr vs Rout or 2 Saves v	•	•	•		Saves	CAPT II	Dreaded Captai
At the start of the game cho		•			otain's	Special	Haunting Reflection
Haunting Reflection is a	entional if to	ıkan Da	ath Shadou	is worth -	LIOVE	if the one	my has a Ass Canta

	Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
	Space Wolf	Interceptor	2	5	Mighty	60	300
Michiel	Battle-Tested Pilot	Sensors	Fly	Boost	Armor	HP	Morale
S VA	Arcadia Crew	12"	12"	•	130	0	7+
	Defenses	Evade D	EF + M	S Bonus	Melee DE	F + <i>N</i>	IS Bonus
	Flying Aircraft	6d1	0	+5 DEF	4d10)	+1 DEF
	-			-			
	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
	Aircraft Pulse Cannon [E]	36" 20"	7d10	+1d10	+4 Hits	5	200
			-				
	Space Wolf Pulse Lasers [E]	24" 16"	10d10	+2 Hits	+4 Hits	4	100
	[Fi	ee Action	Once	on your Tur	n]		
	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
	Ramming Speed [Crash]	Melee	5d10	Finisher+2	+2 Hits	7P	1000
P 4 7 / L 7 / S / S / A	After attacking [HP-1500]						
	Mecha &	Pilot Traits					
Stealth Ambusher	Ambush: This ur This unit must be wit			,	•		Trait +V

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	
Space Wolf	Interceptor	2	5	Mighty	75	350	4
Skilled Pilot	Sensors	Fly	Boost	Armor	HP	Morale	24
Kei Yuki	12"	12"	1	130)	6+	
Defenses	Evade D	DEF + M	IS Bonus	Melee DE	F + <i>N</i>	IS Bonus	
Flying Aircraft	6d1	0	+5 DEF	4d10)	+1 DEF	
-			-				
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	
Aircraft Pulse Cannon [E]	36" 20"	7d10	+1d10	+4 Hits	5	200	
		-					
Space Wolf Pulse Lasers [E]	24" 16"	10d10	+2 Hits	+4 Hits	4	100	
[F.	ree Action	Once	on your Tur	n]			
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+2 Hits	7P	1000	
	After atta	icking [l	HP-1500]				2017.1.11
		M	lecha & Pil	ot Traits			
Ambush: This ur			•	•		Trait +V	Stealth Ambusher
This unit must be wit	hin Enemy S	ensors o	r 24" to be	targeted			
Once per Unit Turn when u reg	sing Counter ain up to 2c			ack and ins	tead	Pilot Trait I	Kind Hearted

	Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
一位于 图 200 000 000	Space Battleship		-	5	3	Titanic	207	1750
	Ace Capt		Sensors	Fly	Havoc	Armo	r HP	Morale
	Classic Yamato	S1 & S2	24" 8"	4"	2	275	00	5+
	Defense	es	Evade D	EF + W	/S Bonus	Melee D	EF + W	S Bonus
The state of the s	[A2] Wave Mot	ion Engine	5d1	0	+3 DEF	8d1	10	+5 DEF
					-			
	Shooting We	apons	Range	Attack	Rapid Fire	WS Bonu	s PEN	DMG
	2xShock Cannons	s[E][1x360]	40" 24"	4d10	+3d10	+2 Hits	6	700
	R	Rear ATK-2	d10 Go	ıin Finisl	her+2 vs Si	ze 2+ Un	its	
	S. Shock Cannor	ns[E][360]	40" 24"	3d10	+3d10	+2 Hits	5	500
	[Free Act	tion once o	-		ain Finisher-	+2 vs Size	e 2+ Ui	nits
	Smokestack M	issile [X]	36" 20"	10d10	-5d10	+2 Hits	-	400
		[First use t	his game is	a Free	Action]	Single Us	е	
	Ship Torpedo	os I [X]	40" 8"	7d10	+1d10	+2 Hits	-	500
1		-	d (Attack o	r Suppo	ort ATK)	Support	ATK 16	5"
	Antiship DepthC		16"	8d10	-	+2 Hits		200
		-		-	Usable afte	-		
	[AA] Missiles [+5 Hits			100
	Single Use (A				oort DEF 24			JII ATK
	[AA]Pulse Lasers		24"	8d10	-	+2 Hits		100
1	[Free Action		-		-			
	Wave Motion				Finisher+4			700
	Single Use							
	Melee Wea				Special			DMG
	Titanic Ram	[CC]			Finisher+2	+2 Hits	7P	2500
			After atta	cking [HP-6000]			
	Mecha & Captain Traits							
Asteroid Halo [Barrier]	Once per game choose an intact or destroyed asteroid / rocky terrain piece within engage. Asteroid Halo has 5 uses, each use gives +1 DEF. Gain +1 use if you end your turn within engage.		-			n piece.		Trait +V
Sanada's Reflecting					rocky ierran	i piece.		
[Barrier]	[M-3] Once per game if you have 5 DEF against an [E]nergy attack reflect 5	5 Hits back	at the Attac	ker.				-
Emergency Warp	[M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Re	edeploy this	unit 16+ in	ches aw	ay from ene	emy units.		-
The Yamato has a	a multi-crew team and benefits from all the below Captain Traits. If you do not bring Captain Okit	a, reduce	the Yamata	s cost	by 100pts	and VP b	y 4.	
Koudai	This unit may use Barrage or Bullseye when it attack	<s.< td=""><td></td><td></td><td></td><td></td><td></td><td>CAPT I</td></s.<>						CAPT I
Shima	This Warship may use Guard when attacked.							CAPT I
Sanada	The Iron Wall Skill [M-3] is free for this unit once per g	ame.						Trait +X
Yuki	This unit makes 2 Morale Saves to Rally when it active	ates.						Trait +V
Captain Okita	This unit Hits and Defends on a 3+							Trait +X
	For +150pts & +15VP any Yamato gains the following trait							
	Tel + roops a + royr any rumano gams me following num							

All Attack and Defense rolls gain +1 die (+1d10)

The Hope of Mankind

Trait

+XV

		Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
		Space Battleship Yamato	-	5	5	Titanic	247	2500
		Ace Captain	Sensors	Fly	Havoc	Armor		Morale
		Be Forever Yamato Crew	28" 12"	4"	2	2750		5+
	9	Defenses			/S Bonus	Melee DI	EF + W	S Bonus
		[A2] Wave Motion Eng. II	6d1	0	+4 DEF	8d1	0	+6 DEF
		-			-			
	20 M	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
		2xShock Cannons[E][1x360]	40" 24"	4d10	+3d10	+3 Hits	6	700
		Rear ATK-2	d10 G	ain Finis	her+2 vs Si	ze 2+ Uni	ts	
		S. Shock Cannons[E][360]	40" 24"	3d10	+3d10	+3 Hits	5	500
		[Free Action once of	n your Turr	n] G	ain Finisher-	+2 vs Size	2+ Ur	nits
		W.Motion Cartridges [E]	40" 32"	4d10	+3d10	+3 Hits	8	1000
			S	ingle U	se			
		Ship Torpedos II [X]	40" 8"	8d10	+1d10	+3 Hits	-	500
		One use per Round	d (Attack c	r Suppo	ort ATK)	Support A	ATK 16	,"
		Smokestack Missile [X]	36" 20"	10d10	-5d10	+3 Hits	-	400
		[First use t	his game is	a Free	Action]	Single Use	,	
		Antiship DepthCharge [X]	16"	8d10	-	+3 Hits	7	200
		Single Use	Rear Arc C	Only	Usable afte	er moving	4" +	
		[AA] Missiles [X][360]	24" 16"	10d10	+5 Hits	+3 Hits	-	100
		Single Use (ATK or Sup	port DEF)	Supp	oort DEF 24	" Rear	Arc Fu	JII ATK
		[AA]Pulse Lasers [E][360]	24"	8d10	-	+3 Hits	5	100
		[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rea	r Arc F	ull ATK
		Wave Motion Gun [E]	40" 32"	8d10	Finisher+4	+3 Hits	9	700
		Single Use AOE: Lin	ne Next 1	urn can	not use [E]	weapons e	except	[AA]
		Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
		Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500
			After atta	cking [HP-6000]			
	Mecha & Captain Traits							
Asteroid Halo [Barrier]	Once per game choose an intact or destroyed asteroid / rocky terrain Asteroid Halo has 5 uses, each use gives +1 DEF. Gain +1 use if you end your		-			n piece.		Trait +V
Emergency Warp	[M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 A	Actions/Havoc). Redeploy this	s unit 16+ ir	nches aw	ay from ene	emy units.		-
The Yamato has a mu	lti-crew team and benefits from all the below Captain Traits. If you do not bring	Captain Yamanami, reduce	e the Yama	ato's cos	st by 100pt	s and VP	by 10.	
Koudai	This unit may use Barrage or Bulls	eye when it attacks.						CAPTI
Shima	This Warship may use Guard	when attacked.						CAPTI
Sanada	The Iron Wall Skill [M-3] is free for t	his unit once per game.						Trait +X
Yuki	This unit makes 2 Morale Saves to R	Cally when it activates.						Trait +V
Captain Yamanami	Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on Coun	ter, skip the counterattack and	d instead re	gain up	to 2d10x10	00 HP.		Trait +X

Spece Borthelin Driver September Sep		Warship (WS) Repair Frame Performance Size 3 VP	Points
Acc Capidia Sentests By Hevex Amer RB Macela			
Variation 2.19 of Cells 24* 8* 4* 1 1.700.0 5*			
Defenses Evode DEF + VIS Bonus Roll Solid So			
A2 Wove Morion Engine			_
Shooting Weepons Renge Ahard, Regid Fire WS Benus PN DNG			
2xShock Conneont[C][1x300] 40" [2x" 4d10 + 24 His 6 700 Rear Art - 2d10 Gain Finisher+2 vs Size 2 + Units 2x Type-3 Shells [[7][1x300] 36" [2x" 4d10 + 3d10 + 2 His 1 1000 Rear Art - 3d10 36" [2x" 4d10 + 3d10 + 2 His 1 1000 Rear Art - 3d10 36" [2x" 4d10 + 3d10 + 2 His 1 1000 Rear Art - 3d10 36" [2x" 4d10 + 3d10 + 2 His 5 500 [Free Action once on your Turn] Gain Finisher+2 vs. Size 2 + Units Shokestock Missile [X] 36" [20" 10d10 - 5d10 + 2 His 5 500 [Free Action once on your Turn] Gain Finisher+2 vs. Size 2 + Units Smokestock Missile [X] 36" [20" 10d10 - 5d10 + 2 His 5 500 [Free Action once on your Turn] Gain Finisher+2 vs. Size 2 + Units Smokestock Missile [X] 36" [20" 10d10 - 5d10 + 2 His 5 500 [Tree Action once on your Turn] Gain Finisher+2 vs. Size 2 + Units Smokestock Missile [X] 36" [20" 10d10 - 5d10 + 2 His 5 500 [Tree Action once on your Turn] Support Art Fill Art 500 [Single Use Rear Arc Only Usuble defirer onwing 4" Rear Arc Fill Art 4d10 4d			
2xShock Conneont[C][1x300] 40" [2x" 4d10 + 24 His 6 700 Rear Art - 2d10 Gain Finisher+2 vs Size 2 + Units 2x Type-3 Shells [[7][1x300] 36" [2x" 4d10 + 3d10 + 2 His 1 1000 Rear Art - 3d10 36" [2x" 4d10 + 3d10 + 2 His 1 1000 Rear Art - 3d10 36" [2x" 4d10 + 3d10 + 2 His 1 1000 Rear Art - 3d10 36" [2x" 4d10 + 3d10 + 2 His 5 500 [Free Action once on your Turn] Gain Finisher+2 vs. Size 2 + Units Shokestock Missile [X] 36" [20" 10d10 - 5d10 + 2 His 5 500 [Free Action once on your Turn] Gain Finisher+2 vs. Size 2 + Units Smokestock Missile [X] 36" [20" 10d10 - 5d10 + 2 His 5 500 [Free Action once on your Turn] Gain Finisher+2 vs. Size 2 + Units Smokestock Missile [X] 36" [20" 10d10 - 5d10 + 2 His 5 500 [Tree Action once on your Turn] Gain Finisher+2 vs. Size 2 + Units Smokestock Missile [X] 36" [20" 10d10 - 5d10 + 2 His 5 500 [Tree Action once on your Turn] Support Art Fill Art 500 [Single Use Rear Arc Only Usuble defirer onwing 4" Rear Arc Fill Art 4d10 4d		Shooting Weapons Range Attack Rapid Fire WS Bonus PEN	DMG
Rear ATK-2410 Goin Finisher+2 vs Size 2+ Units		And Andrews and An	
2x Type-3 Shells [K][1x360] 36" 24" 4d10 +3d10 +2 Hirs 1000			700
Rear Ar. ATA: 101 0 Single Use S. Shack Commont[5] 360) 40° 24° 3d1 0 + 3d10 + 2 this 5 500 (Free Action once on your Turn) Gain Finisher+2 vs Size 2 + Units Smoketack Missile [X] 36° 20° 10d10 - 5d10 + 2 this - 400 (First use this game is a free Action) Single Use Ship Torpedos [X] 40° 8° 7d10 + 1d10 + 2 this - 500 One use per Round (Attack or Support ATK 16° Antidish DepRicharge [X] 16° 8d10 - ± 2 this - 7 200 Single Use Rear Arc ONI Usable after moving 4°+ [AA] Missile [X] 360 24° 16° 10d10 + 5 this - 1 2 this - 7 200 Single Use Rear Arc ONI Usable after moving 4°+ [AA] Missile [X] 360 24° 8d10 - ± 2 this - 7 200 Single Use Rear Arc ONI Usable after moving 4°+ [AA] Missile [X] 360 24° 8d10 - ± 2 this - 7 200 Single Use (ATK or Support DEF) Support DEF 24° Rear Arc Full ATK [AA] Missile [X] 360 24° 8d10 - ± 2 this - 1 200 [Free Action Once on your Turn] Support DEF 12° Rear Arc Full ATK Wave Motion Gun [E] 40° 32° 8d10 - ± 2 this - 5 100 [Free Action Once on your Turn] Support DEF 12° Rear Arc Full ATK Wave Motion Gun [E] 40° 32° 8d10 - ± 2 this - 5 100 [Free Action Once on your Turn] Support DEF 12° Rear Arc Full ATK Wave Motion Gun [E] 40° 32° 8d10 - ± 2 this - 5 100 [Free Action Once on your Turn] Support DEF 12° Rear Arc Full ATK Wave Motion Gun [E] 40° 32° 8d10 - ± 2 this - 5 100 [Free Action Once on your Turn] Support DEF 12° Rear Arc Full ATK Wave Motion Gun [E] 40° 32° 8d10 - ± 2 this - 5 100 [Free Action Once on your Turn] Support DEF 12° Rear Arc Full ATK Wave Motion Gun [E] 40° 32° 8d10 - ± 2 this - 5 100 [Free Action Once on your Turn] Support DEF 12° Rear Arc Full ATK Wave Motion Gun [E] 40° 32° 38d10 [Free Action Once on your Turn] Support DEF 12° Rear Arc Full ATK Wave Motion Gun [E] 40° 32° 38d10 [Free Action Once on your Turn] Support DEF 12° Re			1000
S. Shock Cannont[E[1] a00 40" 24" 34 0 + 24 1b 5 500 [Free Actinion and con your Turn] Gain Finisher+2 vs Size 2 Units Smokersock Missile [X] 36" 20" 1041 0.541 1b s 500 First use this game is a Free Action] Single Use Ship Tospedos [X] 40" 8" 7741 0.410 1.2 + 1b s 500 Che use per Round (Attack or Support ATK) Support ATK 16" Antithip DepthCharge [X] 16" 8010 - 4.2 + 1b s 7 200 Single Use Rear Arc Only Usable after moving 4" + 1 [AA] Missiles [X][360] 24" 16" 10410 1.5 + 1b s 2.1 + 1b s 7 700 Single Use Rear Arc Only Usable after moving 4" + 1 [AA] Missiles [X][360] 24" 16" 10410 1.5 + 1b s 2.1 + 1b s 7 700 Single Use (ATK) or Support DEF) Support DEF 24" Rear Arc Full ATK Wave Motion Gru [E] 40" 32" 8410 - 4.2 + 1b s 7 70 Mele 5410 Finisher+4 2.2 + 1b s 7 70 Mele 5410 Finisher+4 2.2 + 1b s 7 70 Mele 5410 Finisher+4 2.2 + 1b s 7 70 Mele 5410 Finisher+2 2.2 + 1b s 7 70 May or Motion (Barrier] Barrier] B			1000
[Free Action once on your Turn] Goin Finisher+2 vs Size 2+ Units Smokestack Missile (X) 36" 20" 10d10 -5d10 +2 His - 400 [First use this game is a Free Action] Single Use Ship Torpedost XI 40" 8" 7d10 +1d10 +2 His - 500 Once use per Round (Altrock or Support ATK Support			500
Smokestock Missile XII 36" 20" 10d10 - 3d10 + 22 Hits - 400			
First use this game is a Free Action Single Use Ship Torpedos Xi 40° 8" 7d 0 + 1d 0 + 2 His 5 500			
Ship Torpedos X 40" 8" 7d 10 42 Hits 500	(A)		400
One use per Round (Attrack or Support ATK 1 Support ATK 16" Antiship DepthCharge (X) 16" 8 d10 - + 2 Hits 7 200 Single Use Rear Arc Conly Usable ofter moving 4"+ [AA] Missiles (X[[360] 24" 16" 10d10 + 5 Hits + 2 Hits - 100 Single Use Raft or Support DEF 12" Rear Arc Full ATK [AA] Publes (Larser [E[]500] 24" 8 d10 - + 2 Hits 5 100 [Free Action Once on your Turn) Support DEF 12" Rear Arc Full ATK Wave Motion Gunt [E] - ADE: Lime Next Turn connet use (E] wespons except IAA] Meles Weapons Raing Attack Special Wis Bann PEN DMG Titranic Ram [CC] Melee 5d10 Finisher+2 + 2 Hits 7P 2500 After actioacting [HP-6000] After activating [HP-6000] Treat Pen Pe			500
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Single Use Rear Arc Only Usable after moving 4"+ [AA] Missiles [X][360] 24" 16" 10d10 + 5 Hirs + 2 Hirs - 100 Single Use (ATK or Support DEF) Support DEF 24" Rear Arc Full ATK [AA] Pulse Losers [E][360] 24" 8d10 - +2 Hirs - 5 100 [Free Action Once on your Turn] Support DEF 12" Rear Arc Full ATK Wave Mortion Gun [E] 40" 32" 8d10 Finisher+4 + 2 Hirs - 9 700 Single Use AOF: Line Next Turn connot use [E] weapons except [AA] Melee Weapons Renge Attack Special WS Bonus PEN DMC Titank Ram [CC] Melee 5d10 Finisher+2 + 2 Hirs 7 2500 After attacking (HP-6000) The Yamato has a multi-crew team and benefits from all the below Capitain Traits. If you do not bring Capitain Okita, reduce the Yamato's cost by 10opts and VP by 10. Wave Mortion [Barrrier] Barrrier] Gain + 2 DEF while active. Keep a tally for every DMG 300+ Hir the barrier blacks. Emergency Warp [M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Redeploy this unit 16+ inches away from enemy units. Koudal This unit may use Barrrage or Bullseye when it attacks. CAPT I Sanada The Iron Wall Skill [M-3] is free for this unit once per game. Trait + X Yuki This unit makes 2 Morale Saves to Rally when it activates. Trait + X Captalo Okita This unit Hits and Defends on a 3+ Trait + X Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havac by 1.			
[AA] Missiles [X][360] 24" 16" 10d 10 + 5 Hits + 2 Hits - 100 Single Use (ATK or Support DEF 12" Rear Arc Full ATK [AA]Pulse Lasers [E][360] 24" 8d 10 - + 2 Hits - 5 100 [Free Action Once on your Turn] Support DEF 12" Rear Arc Full ATK Wave Motion Gun [E] 40" 32" 8d 10 Finisher+4 + 2 Hits - 9 700 Single Use AOE: Line Next Turn common tuse [E] weopons except IAJ Wave Motion Gun [E] 40" 32" 8d 10 Finisher+4 + 2 Hits - 9 700 Single Use AOE: Line Next Turn common tuse [E] weopons except IAJ Melee Wappons Range Altack Special Wis Bonus PRIN DMO Titronic Ram [CC] Melee 5d 10 Finisher+2 + 2 Hits - 7P 2500 After attacking (HP-6000) The Yamato's common tuse Taronic Tuse			200
Single Use (ATK or Support DEF) Support DEF 24" Rear Arc Full ATK [AA]Pulse Lasers [E](360] 24" 8d10 - + 2 Hits 5 100 [Free Action Once on your Turn] Support DEF 12" Rear Arc Full ATK [AA]Pulse Lasers [E](360] 24" 8d10 - + 2 Hits 5 100 [Free Action Once on your Turn] Support DEF 12" Rear Arc Full ATK [Wove Mortion Gun [E] 40" 32" 8d10 Finisher +4 + 2 Hits 9 700 [Single Use AOE: Line Next Turn cannot use [E] weapons except [AA] [Melee Weapons Range Attack Special WS Boots PEN DMG [Tironic Ram [CC] Melee 5d10 Finisher +2 + 2 Hits 7 P 2500 [After attacking [HP-6000] After attacking [HP-6000] [Barrier] Gain +2 DEF while active. Keep a tally for every DMG 300+ Hit he barrier blocks [Wave Mortion [Barrier] Barrier Gain +2 DEF while active. Keep a tally for every DMG 300+ Hit he barrier blocks [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee Weapons Range Attack Special WS Boots PEN DMG [Melee			100
[AA]Pulse Lasers [E][360] 24" 8d10 - +2 Hits 5 100 [Free Action Once on your Turn] Support DEF 12" Rear Arc Full ATK Wave Motion Gun [E] 40" 32" 8d10 Finisher+4 +2 Hits 9 700 Single Use AOE: Line Next Turn cannot use [E] weapons except [AA] Melee Weapons Range Attack Special WS Bonus PEN DMG Titranic Ram [CC] Melee 5d10 Finisher+2 +2 Hits 7P 2500 After actacking [HP-6000] The Yamato has a multi-crew team and benefits from all the below Captain Traits. If you do not bring Captain Okita, reduce the Yamato's cost by 100pts and VP by 10. Wave Motion [Barrier] [Barrier] Gain +2 DEF while active. Keep a tally for every DMG 300+ Hit the barrier blocks. The Wave Motion Barrier deactivates after blocking 20 Hits or after using the Wave Motion Gun. Emergency Warp [M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Redeploy this unit 16+ inches away from enemy units. Koudal This unit may use Barrage or Bullseye when it attacks. CAPT I Shima This Warship may use Guard when attacked. CAPT I Sanada The Iron Wall Skill [M-3] is free for this unit once per game. Trait +X Yuki This unit makes 2 Morale Saves to Rally when it activates. Trait +X Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havoc by 1.	76		
[Free Action Once on your Turn] Support DEF 12" Rear Arc Full ATK Wave Motion Gun [E] 40" 32" 8d10 Finisher+4 + 2 Hits 9 700 Single Use AOF: Line Next Turn cannot use [E] weapons except [AA] Males Weapons Range Attack Special WS Bonus PEN DMG Titranic Ram [CC] Meleo 5d10 Finisher+2 + 2 Hits 7P 2500 After attacking [HP-6000] The Yamato has a multi-crew team and benefits from all the below Captain Traits. If you do not bring Captain Okita, reduce the Yamato's cost by 100pts and VP by 10. Wave Motion [Barrier] Berrier] Gain + 2 DEF while active. Keep a tally for every DMG 300+ Hit the barrier blocks. Emergency Warp [M-5] Once per game this unit teleports. Gain + 5 Blocks but take 3 Stun DMG (-3 Actions/Havac). Redeploy this unit 16+ inches away from enemy units. Koudai This unit may use Barrage or Bullseye when it attacks. Koudai This unit may use Guard when attacked. CAPT I Sanada The Iron Wall Skill [M-3] is free for this unit once per game. Trait +X Yuki This unit makes 2 Morale Saves to Rally when it activates. Trait +X Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havoc by 1.			
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Titanic Ram [CC] Melee 5d10 Finisher+2 +2 Hits 7P 2500 After attracking [HP-6000] The Yamato has a multi-crew team and benefits from all the below Captain Traits. If you do not bring Captain Okita, reduce the Yamato's cost by 100pts and VP by 10. Wave Motion [Barrier] [Barrier] Gain +2 DEF while active. Keep a tally for every DMG 300+ Hit the barrier blocks. The Wave Motion Barrier deactivates after blocking 20 Hits or after using the Wave Motion Gun. Emergency Warp [M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Redeploy this unit 16+ inches away from enemy units. Koudai This unit may use Barrage or Bullseye when it attacks. CAPT I Sanada The Iron Wall Skill [M-3] is free for this unit once per game. This unit makes 2 Morale Saves to Rally when it activates. Trait +X Captain Okita This unit makes 2 Morale Saves to Rally when it activates. Trait +X Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havoc by 1.			
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Wave Motion [Barrier] [Barrier] Gain +2 DEF while active. Keep a tally for every DMG 300+ Hit the barrier blocks. The Wave Motion Barrier deactivates after blocking 20 Hits or after using the Wave Motion Gun. Trait +XX Emergency Warp [M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Redeploy this unit 16+ inches away from enemy units. - Koudai This unit may use Barrage or Bullseye when it attacks. CAPT I Shima This Warship may use Guard when attacked. CAPT I Sanada The Iron Wall Skill [M-3] is free for this unit once per game. Trait +X Yuki This unit makes 2 Morale Saves to Rally when it activates. Trait +V Captain Okita This unit Hits and Defends on a 3+ Trait +X Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havoc by 1.		V. 1	
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Shima This Warship may use Guard when attacked. CAPT I Sanada The Iron Wall Skill [M-3] is free for this unit once per game. Trait +X Yuki This unit makes 2 Morale Saves to Rally when it activates. Trait +V Captain Okita This unit Hits and Defends on a 3+ Trait +X Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havoc by 1.	Emergency Warp	[M-5] Once per game this unit teleports. Gain +5 Blocks but take 3 Stun DMG (-3 Actions/Havoc). Redeploy this unit 16+ inches away from enemy units.	-
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Yuki This unit makes 2 Morale Saves to Rally when it activates. Trait +V Captain Okita This unit Hits and Defends on a 3+ Trait +X Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havoc by 1.	Simila	mis vvarsiip may ose Guara when anackea.	CAFII
Captain Okita This unit Hits and Defends on a 3+ Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havoc by 1.	Sanada	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havoc by 1.	Yuki	This unit makes 2 Morale Saves to Rally when it activates.	Trait +V
	Captain Okita	This unit Hits and Defends on a 3+	Trait +X
Captain Hijikata This unit may issue two additional Captain's Orders Trait +X		Yamato 2202 - Remove Yuki and Captain Okita and replace with Captain Hijikata. Increase Havoc by 1.	
	Captain Hijikata	This unit may issue two additional Captain's Orders	Trait +X

	Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points		
	Cosmo Falcon (Black Tiger)	Interceptor	2	3	Mighty	40	80		
	Battle-Tested Pilot	Sensors	Fly	Boost	Armor	Morale			
	Yamato S1 Air Wing	8"	12"	ı	700)	7+		
	Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus		
	Flying Aircraft	6d1	0	+4 DEF	4d10)	+0 DEF		
	-			-					
	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG		
	Cosmo Falcon Lasers [E]	24" 16"	9d10	+2 Hits	+3 Hits	4	100		
	[Fi	ee Action	Once	on your Tur	n]				
	+10pts the Cosmo Falcon or Cosmo Tiger equips a Small Missile Pod								
	Small Missile Pod [X]	28" 8"	10d10	+1d10	+3 Hits	-	200		
		Single Use	Suppo	ort ATK 20"	,				
la l	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG		
A Second	S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700		
		After atta	acking [HP-800]					
	Mecha &	Pilot Traits							
Stealth Ambusher	Ambush: This un			,	•		Trait		
Cicami / Imbosiici	This unit must be with	hin Enemy S	ensors o	r 24" to be	targeted		+V		

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	
Cosmo Tiger II	Interceptor	2	5	Mighty	60	170	
Battle-Tested Pilot	Sensors	Fly	Boost	Armor	HP	Morale	
Yamato S2 Air Wing	8"	12"	-	700)	7+	
Defenses	Evade D	EF + N	IS Bonus	Melee DE	F + <i>N</i>	IS Bonus	
Flying Aircraft	6d1	0	+5 DEF	4d10)	+1 DEF	
-			-				
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	
Cosmo Tiger Lasers [E]	24" 16"	9d10	+4 Hits	+4 Hits	4	100	1 PARTITION NOT TAKE II
[F	ree Action	Once	on your Tur	n]			
+100pts the C	osmo Tiger	II equip	s TL Antish	ip Warhea	ds		1271-0800000
TL Antiship Warheads [X]	32" 20"	7d10	+3d10	+4 Hits	-	400	
Single Us	e Gain Fi	nisher+:	2 vs Size 2-	+ Targets			
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700	
	After atta	acking [HP-800]				
		M	lecha & Pil	ot Traits			
Ambush: This ur This unit must be wit			·	•		Trait +V	Stealth Ambusher

The second second	Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
	Cosmo Zero	Interceptor	3	4	Mighty	71	380
	Skilled Pilot	Sensors	Fly	Boost	Armor	HP	Morale
	Susumu Kodai	20"	16"	1	1 1300		
	Defenses	Evade D	EF + N	IS Bonus	Melee DE	F + M	S Bonus
	Flying Aircraft	6d1	0	+5 DEF	4d10)	+1 DEF
	-			-			
	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
	Aircraft Laser Cannon [E]	36" 20"	6d10	+1d10	+4 Hits	5	200
			-				
	Aircraft Missiles [X]	28" 16"	9d10	+1d10	+4 Hits	-	200
Kopaskicko K		Supp	ort ATK	16"			
	QL Aircraft Lasers [E]	24" 12"	9d10	+4 Hits	+4 Hits	4	100
A STEP STEP STEP STEP STEP STEP STEP STEP	[Fi	n]					
The state of the s	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
M. Co	S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
		After atte	acking [HP-800]			
	Mecha &	Pilot Traits	;				
Stealth Ambusher	Ambush: This ur This unit must be wit				•		Trait +V
ldealist	This unit makes 2 Morale Saves to Rally when it activates.						

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	2009年(ボー)に、20mmにの後、手向されてバルドリウン・4度による中の後、下型に関係した最大な関 別は、各種の公理機能とアルルにの歌を使う、中でも機能があり、途中の後に、原理的などでは自己に とうくを受ける自然のを持ちてお出ただけ、自然の対しても、大学の歌とは自然のとことがからない。 出版の大学、教徒の大学、大学の大学、大学の対してもの大学の大学のようとから、た
Cosmo Tiger I	Interceptor	3	5	Mighty	91	320	
Ace Pilot	Sensors	Fly	Boost	Armor	HP	Morale	
Akira Yamamoto	16"	12"	1	100	0	5+	11
Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus	
Flying Aircraft	6d1	0	+5 DEF	4d10)	+1 DEF	MINISTRA STANMAGO
-			-				EL CARRESTON / PARKAL TO (14 (14 (14 (14 (14 (14 (14 (14 (14 (14
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	コクピット リス・エー・コー・コー・コー・コー・コー・コー・コー・コー・コー・コー・コー・コー・コー
TL Cosmo Tiger Cannons [E]	36" 20"	6d10	+2d10	+5 Hits	5	200	
		-					
TL Aircraft Missiles [X]	28" 16"	9d10	+2d10	+5 Hits	-	200	1.6 Educativo (1900) (
	Supp	ort ATK	16"				3-28かけかみがらぬきょんだ。新聞のセータ科をマロッチェアが成 協議という時間の上書きったが、前間のイブサイナという問題とから
TL Micromissiles [X]	28" 20"	10d10	+5 Hits	+5 Hits	-	100	コスモタイガーI
	Single Use	e Rero	ll 1s & 2s				A STATE OF THE PARTY OF THE PAR
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	THE TANK
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700	Marie Marie
	After atta	acking [HP-800]				A State of Control of
		M	lecha & Pil	ot Traits			
Ambush: This ur This unit must be wit				•		Trait +V	Stealth Ambusher
Thi Before rolling	is unit Defen DEF make o		-	ılly		Pilot Trait II	Untouchable

宇宙戦艦 ハーカルマン・ガミラス語目 ※カー・スカー・スカー・スカー・スカー・スカー・スカー・スカー・スカー・スカー・ス	Warship (WS)	Repair	Frame	Performance	Size 4	VP	Points				
ナ田和福 (テスラー製作品) コレクジョン (4)	Deusular II Command Ship	Kepuli -	4	4	Immense	228	1750				
	Ace Captain	Sensors	Fly	Havoc	Armor		Morale				
	Abelt Desler	40" 24"	4"	2	2330	00	4+				
	Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus				
100 0 3	[A2] Migobueza Coating	5d1	5d10 +3 DEF		6d1	0	+6 DEF				
	-		+1 DI	EF vs [E]ner	gy weapo						
51 /	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG				
haladari ada da	Dessler Cannon [E]	48" 32"	8d10	Finisher+4	+2 Hits	9	700				
First-class Dreadnaug (Deusul		ne Next T	urn canı	not use [E]	weapons e	xcept	[AA]				
	3xTriPositron 480[E][360]	40" 24"	5d10	+3d10	+2 Hits	5	1000				
	[Free Action once on your Turn] Rear Arc Full ATK										
	3xTriPositron 330[E][360]	40" 24"	5d10	+3d10	+2 Hits	5	700				
		Rear Arc Full ATK									
	Ship Torpedos II [X][360]	40" 8"	8d10	+1d10	+2 Hits	-	500				
特一等航宙戦闘艦〈デウスーラⅡ世〉	One use per Roun	d (Attack o	r Suppo	rt ATK)	Support A	ATK 16	"				
市 守加田科岡価(ノンハーノIIE)	[AA] Beams II [E][360]	24"	5d10	-	+2 Hits	6	100				
武装 : 波動的 (ゲシュ=ダールバム:別名 (デスラー砲)) ×1 480ミリ三連接陽電子カノン砲塔×6 (艦橋左右および下面が	[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rea	Arc F	ull ATK				
330ミリ三連装陽電子カノン砲塔×6 (上面左右) 330ミリ三連装陽電子ビーム砲塔×6 (側面左右)	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG				
魚園発射管(養部)12×2 魚園発射管(後部)7×2	Immense Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	3000				
魚雷発射管 (艦座) ×13		After atta	<u> </u>	HP-7500]							
	Mecha &	Pilot Traits	;								
Dreaded Captain	This unit Hits on a 3+ Privilence of the Privi	•		•		Saves	CAPT II				
Persist	The Iron Wall Skill	[M-3] is free	for this	unit once pe	er game.		Trait +X				
Final Fight	This units mor	ale was imp	roved (i	.e. 5+ -> 4	+)		Trait +V				

Warship (WS)	Repair	Frame	Performance	Size 5	VP	Points	白色彗星帝国軍
Neu Deusular Command Ship	-	4	5	Vast	278	2250	
Ace Captain	Sensors	Fly	Havoc	Armor	НР	Morale	
Abelt Desler	40" 24"	4"	2	2780	00	4+	4969
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus	
[A3] Migobueza Coating	5d10	0	+3 DEF	6d10	0	+7 DEF	
-		+1 D	EF vs [E]ner	gy weapo	ns		
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	5
Dessler Cannon [E]	48" 32"	8d10	Finisher+4	+3 Hits	9	700	A.r.
Single Use AOE: Lir	ne Next T	urn can	not use [E]	weapons e	xcept	[AA]	- Aller
3xTriPositron 480[E][360]	40" 24"	5d10	+3d10	+3 Hits	5	1000	\$16.4 HEREDIS \$6.0 - Ph.S. Ph.E.
[Free Action	once on yo	our Turn] Rear A	Arc Full AT	K		/15-7-27機能 数: ***//((())
3xTriPositron 480[E][360]	40" 24"	5d10	+3d10	+3 Hits	5	1000	NCPH XI
[Free Action	once on yo	our Turn] Rear A	Arc Full AT	K		7
3xTriPositron 330[E][360]	40" 24"	5d10	+3d10	+3 Hits	5	700	12-11-1
	Rear	Arc Ful	I ATK				4
[AA] Beams II [E][360]	24"	5d10	-		6	100	
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rear	Arc F	ull ATK	
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	A Carried V.
Immense Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	3000	A PLATE
	After atta	<u> </u>					11 10 100
		N	lecha & Pil	ot Traits			
This Warship may use th	e Guard wh	en Atta	cked. It Def	ends on a 🤇	3+	CAPT II	Haughty Captain
The Iron Wall Skill [[M-3] is free	for this	unit twice pe	er game.		Trait +XX	Persist II
This units mor	ale was imp	roved (i.e. 5+ -> 4	+)		Trait +V	Final Fight

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG			
Gorland Missiles [X]	40" 20"	5d10	-1d10	+3 Hits	6	1600			
Single Use AOE 12" Circle									
+500pts the	Neu Deusi	ıla gain:	s the Gorlar	nd Missiles					

大田殿間館	Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points	
	Destria Heavy Cruiser	-	1	3	Colossal	92	500	
	Basic Captain	Sensors	Sensors Fly		Armor HP		Morale	
	Garmillas Captain	24" 8"	' 4" -		770	0	7+	
	Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus	
	Migobueza Coating	5d10		+1 DEF	6d10		+2 DEF	
宇宙戦艦	-		+1 D	EF vs [E]ner	rgy weapons			
Destoria-class	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	
	3xTriPositron 330[E][1x360]	40" 24"	5d10	+3d10	+1 Hits	5	700	
\$57°		Rear A	rc ATK	-2d10				
	2xTriPositron 280[E][360]	40" 24"	4d10	+3d10	+1 Hits	5	500	
SKELLING	[Free Action	n once on your Turn] Rear Arc Full ATK						
	[AA] Beams [E][360]	24"	4d10	-	+1 Hits	6	100	
	[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rear	· Arc F	ull ATK	
デストリア級航宙重巡洋艦								
全長 : 270m 武装 : 330ミリ三連装陽電子ビーム砲塔×4 (艦上3、艦底1)								
280ミリ三連接階電子カノン院×4 (両核) 魚雷発射管×4 (艦首下面) ※改領兵器の口径は地球側の換算による数値。	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	
※松原兵器の山後は地球側の映画による数額。 二等航面装甲艦。地球側においては〈戦艦〉に分類される。	Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000	
ピーム艦砲を主体とした打撃力を跨る、ガミラス帝国軍の主力艦艇。		After atta	cking [H	HP-4500]				

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points	宇宙戦艦・大田の歌画の歌
Kelkapia Hi-Speed Cruiser	-	1	4	Colossal	112	400	×a M 人民報画庫
Basic Captain	Sensors	Fly	Havoc	Armor	HP	Morale	
Garmillas Captain	24" 8"	8"	-	800	0	7+	
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus	SALTER
Migobueza Coating	5d10	0	+2 DEF	6d10)	+3 DEF	
-		+1 D	EF vs [E]ner	gy weapo	ns		ST.
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	Kelkapia-Class
2xTriPositron 330[E][1x360]	40" 24"	4d10	+3d10	+1 Hits	5	700	The inapia-class
	Rear A	rc ATK	-1d10				
Ship SAM Missiles [X]	36" 20"	10d10	-5d10	+1 Hits	-	200	
[First use the	nis game is	a Free	Action]	Single Use			
Ship Torpedos I [X]	40" 8"	7d10	+1d10	+1 Hits	-	500	330
One use per Round	d (Attack o	r Suppo	ort ATK)	Support A	TK 16	"	ケルカピフ処計中宣体が光線
[AA] Beams [E][360]	24"	4d10	-	+1 Hits	6	100	ケルカピア級航宙高速巡洋艦 金長 : 240m
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rear	Arc F	ull ATK	武装 :330ミリ三連装陽電子ビーム砲塔×3 (艦上2、艦底1) 角雷発射管×6 (前方両舷)
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	無雷発射管×4(艦首下面) 六連装ミサイル発射機×1(艦橋後方)
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000	※砲熕兵器の口径は地球側の換算による数値。
	After atta	cking [I	HP-4500]				二等航宙装甲艦。地球側においては(巡洋艦)に分類される。 星間適商破壊を目的に建造された、足の速い軽巡洋艦。

宇宙戦艦・プラス帝国	Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points					
	Gaiderol Battleship	-	2	4	Titanic	141	750					
1	Battle-Tested Captain	Sensors	Fly	Havoc	Armor	HP	Morale					
	Garmillas Captain	24" 8"	4"	-	1550	0	7+					
	Defenses	Evade D	EF + W	S Bonus	Melee DEF + W		S Bonus					
	Migobueza Coating	5d10	0 +1 DEF		6d10)	+3 DEF					
STEE DE LE CONTROL DE LE CONTR	-		+1 D	EF vs [E]ner	gy weapo	ns						
Gaiderol-class	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG					
	2xTriPositron 330[E][1x360]	40" 24"	4d10	+3d10	+1 Hits	5	700					
	Rear Arc ATK-1d10											
-	4x TL Positron 280mm[E]	40" 24"	6d10	+2d10	+1 Hits	5	500					
	[1	Free Action	once o	n your Turn]							
	Ship SAM Missiles [X]	36" 20"	10d10	-5d10	+1 Hits	-	200					
	[First use t	nis game is	a Free .	Action]	Single Use							
ガイデロール級航宙戦艦	Ship Torpedos II [X][360]	40" 8"	8d10	+1d10	+1 Hits	-	500					
全長 : 350m	One use per Round	d (Attack o	r Suppo	rt ATK)	Support A	TK 16	"					
武装 :330ミリ三連装陽電子ビーム砲塔×3 (艦上2、艦底1) 280ミリニ連装陽電子ビーム砲塔×4 (艦尾)	[AA] Beams II [E][360]	24"	5d10	-	+1 Hits	6	100					
近接防御火器 (単装) ×32 (艦橋側面) 近接防御火器 (四連装) ×6 (艦橋前方および後方)	[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rear	Arc F	ull ATK					
魚雷発射管×12 (艦首) 魚雷発射管×11 (艦度) ※改場兵裁の口径は地球側の線算による物情。	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG					
二等航市貿響。複数の金需発射管とビーム改派を備え、高い攻撃力を築るのと	Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000					
重備月回に近接防御火器を多数配置して鑑備の防御力を高めている。		After atta	cking [H	HP-4500]								

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points	宇宙戦艦
Kripitera Astro Destroyers	-	1	3	Colossal	92	250	100 M
Basic Captain	Sensors	Fly	Havoc	Armor	HP	Morale	
Garmillas Captain	24" 8"	4"	-	710	0	7+	100
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus	
Migobueza Coating	5d10	0	+1 DEF	6d10	0	+2 DEF	
-		+1 D	EF vs [E]ner	gy weapo	ns		57
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	Kripitera-Class
Ship Torpedos I [X]	40" 8"	7d10	+1d10	+1 Hits	-	500	
One use per Roun	d (Attack o	r Suppo	ort ATK)	Support A	TK 16	,"	16
Ship Torpedos I [X]	40" 8"	7d10	+1d10	+1 Hits	-	500	1/0/7
One use per Roun	d (Attack o	r Suppo	ort ATK)	Support A	TK 16	<i>"</i>	Wer \
TL Positron 280mm[E]	40" 24"	3d10	+2d10	+1 Hits	5	500	
]	Free Action	once o	n your Turn]			
[AA] Beams [E][360]	24"	4d10	-	+1 Hits	6	100	クリピテラ級航宙駆逐艦
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rear	Arc F	ull ATK	全長 :160m
							武装 280ミリニ連装陽電子ビーム砲塔×1 (前部甲板) 133ミリニ連装陽電子連射砲塔×1 (後部甲板)
							魚園発射管×6 (前方両舷4、艦尾2) ミサイル発射管×8 (艦棚前方)
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	四連被ミサイル発射機×2(艦橋後方) ※砲熕兵器の口径は地球側の換算による数値。
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000	- 等款申減甲艦、ガミラス艦艇でもっとも譲送物が多い。
	After atta	cking [I	HP-4500]				一寺が旧故が極。カミンス編集ともうこの建設対からい 地球側においては(原逐艦)に分類される。雷撃戦主体の艦艇で高い機動性を有

Gaiderol -	Ace Captain Option (Morale 5+, +20VP) - Colonel Valcke Schulz
State Countries	Makes 2 Morale Saves to Rally when you activate. Once per Unit Turn, on
Stoic Captain	Country skip the country attack and instead reasing up to 2d10x100 HB

Counter, skip the counterattack and instead regain up to 2d10x100 HP.

Gaiderol - Skilled Captain Option (Morale 6+, +15VP) - Major General Gremdt Goer Before rolling DEF make a Morale Save to Rally. CAPT I Maniacal Captain

CAPT

Title	Warship (WS)	Repair	Frame	Performance	Size 4	VP	Points				
	Domelaze III Dreadnaught	керип	4	4	Immense	223	1400				
				·							
from the	Ace Captain	Sensors	Fly	Havoc	Armor	НР	Morale				
	Elk Domel	32" 16"	4"	2	22400		5+				
100000 C	Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus				
	[A2] Migobueza Coating	5d10	0	+3 DEF	6d1	0	+6 DEF				
	-		+1 D	F vs [E]nergy weapon		ns					
	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG				
first-class dreadnaught Domelus	3xTriPositron 480[E][360]	40" 24"	5d10	+3d10	+2 Hits	5	1000				
Joseph Marin	[Free Action	once on yo	our Turn] Rear A	Arc Full AT	K					
	2xTriPositron 330[E][360]	40" 24"	4d10	+3d10	+2 Hits	5	700				
S. Finning	Rear Arc Full ATK										
	Ship Torpedos IV [X][360]	40" 8"	10d10	+1d10	+2 Hits	-	500				
超弩級一等航宙戦闘艦ドメラーズⅢ世	One use per Roun	d (Attack o	ATK 16	"							
起弓級一守加田料倒版トクフー人山ビ 会長:730m	[AA] Missiles III [X][360]	24" 16"	10d10	+5 Hits	+2 Hits	-	100				
武装 :490ミリ四連接端電子ビーム設装×7 330ミリ三連接端電子ビーム設装×4 無対の対象を発展する。	Three Uses (ATK or Sup	port DEF)	Supp	ort DEF 24	" Rear	Arc Fu	ıll ATK				
艦尾空間乘面発射管×7 艦模空間乘面発射管×6	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG				
エルク・ドメル上級大将が発棄する。銀河方面軍艦等の旗艦、ガミラス艦艇のなかでも最大 大艦巨砲主義を好む中央軍隊艦のヘルム・ゼーリック元並主導で譲渡された最終欽置接手艦 「宇宙の狼」と称されるほどの武勇で知られるドメルの乗艦付けに、他のガミラス艦艇の基	Immense Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	3000				
ナーロンのこのにているというので、 大きな特徴となっている。		After atta	cking [H	HP-7500]							
	Mecha &	Pilot Traits	;								
Grand Strategist	Twice per Round choose an +12" on their w	,		Ū		or DEF	Trait +X				
Legendary Captain	This uni	it Hits and D	efends o	on a 3+			CAPT II				

Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points	宇宙戦艦七九人
Dimensional Submarine	-	3	4	Massive	147	500	数型 2 T
Ace Captain	Sensors	Fly	Havoc	Armor	HP	Morale	
LtCol. Wolf Flakken	32" 16"	8"	1	380	0	5+	The second second
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus	
Migobueza Coating	5d10	0	+3 DEF	6d10)	+3 DEF	
-		+1 D	EF vs [E]ner	gy weapo	ns		
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	Dimensional Submarine UX-01
Subspace Torpedo [X]	40" 8"	8d10	+1d10	+2 Hits	-	500	Simplification Countries of VI
Gain Blind	lside if you	attack c	outside enen	ny Sensors			
Antiship DepthCharge [X]	16"	8d10	-	+2 Hits	7	200	
Single Use	Rear Arc C	nly	Usable afte	er moving	4"+		1700
[AA] Lasers [E][360]	24"	8d10	-	+2 Hits	4	100	
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rear	Arc F	ull ATK	次元潜航艦UX-01
							全長 :144m 武装 :都首至可開始電発射管×6 概要等可開始電保制管×2
							99ミリ草装雑電子ピーム砲塔×1 (前甲板) 33ミリ連接地・ザー機関路×1 (セイル後方) ミセノル保和サンタ (原放・荷)
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	空間機能を設置する (後部中板) ・ 「中の中の内部での上部にあるトラットと、 「中の中の内部での上部にあるトラットと、 「中の一方形」、 のから、 かにも 下述からなる時間は
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000	透水の子田立河(の下町)製造りとるへ其の元全所 の元末、割りつめるの取組機能 通常空間では他のガミラス電船と同様の波動権連(ゲシュニタム機関)で前行するが、次 異次元空間での推進エネルギー接責を抑えるため、多次元位和バラストタンクを備えその
	After atta	<u> </u>					38、次元指統領は3条共和共党と2階されていない。
			lecha & Pil				
While outsi This unit must be wit	ide enemy S hin Enemy S	_	•			Trait +X	Cloaking
This Warship may use th	e Guard wh	en Atta	cked. It Def	ends on a 🤇	3+	CAPT II	Cavalier Captain



vvarsiip (vvo)	Kepuii	Trume	1 el l'offiliance	SIZE Z	VF	r Olliis					
Gaiperon 3 Deck Carrier	400HP	1	4	Colossal	133	300					
Basic Captain	Sensors	Fly	Repair Bay	Armor	HP	Morale					
Garmillas Captain	24" 8"	4"	3 Units	710	0	7+					
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus	Galperon-class multi-layer carrier ship <i>Bulgrey</i>				
Migobueza Coating	5d10	0	+2 DEF	6d1	0	+3 DEF					
-		+1 D	EF vs [E]ner	gy weapo	ns						
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG					
3xTriPC 133mm[E][2x360]	40" 24"	5d10	+3d10	+1 Hits	5	300	ガイベロン級多層式航宙母艦<バルグレイ>				
[Free Action	[Free Action once on your Turn] Rear Arc ATK-1d10										
[AA] Lasers [E][360]	24"	8d10	-	+1 Hits	4	100					
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rear	· Arc F	ull ATK					
+860pt Lamvea Ret	rofit - Gain	480mn	n & 330mm	Positron	Canno	ns					
2xTriPositron 480[E]	40" 24"	4d10	+3d10	+1 Hits	5	1000	ガイベロン級多層式航宙母艦 <シュデルグ>				
]	Free Action	once o	n your Turn]			Gaiperon-class multi-layer carrier ship <i>Lanbea</i>				
3xTriPositron 330[E][1x360]	40" 24"	5d10	+3d10	+1 Hits	5	700	777				
	Rear A	Arc ATK	-2d10				04				
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG					
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000					
	After atta	cking [I	HP-4500]				ガイベロン級多層式航宙母艦<ランベア>				
		M	lecha & Pil	ot Traits							
This unit may launch 6	units 16" fro	om the s	hip's center	most turret.		Trait	6x Launch Catapult				

тототототототототототото	Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points				
Acto Sighter cost DWC118 Debate standard model	Astro Fighter Debake	Raid	1	1	Mighty	6	30				
	Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale				
	Garmilas Pilot	8" 8" -		-	400)	7+				
A M	Defenses	Evade D	IS Bonus	Melee DEF + MS Bon							
	Flying Aircraft	6d1	0	+2 DEF	4d10)	+0 DEF				
1 miles	-			-							
	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG				
	QL Aircraft Vulcans [K]	24" 12"	10d10	+4 Hits	+3 Hits	-	100				
1 1	[Free Action Once on your Turn]										
	Aircraft Missiles [X]	28" 16"	9d10	+1d10	+3 Hits	-	200				
THE PRINCIPOLETON (TOWN)	Support ATK 16"										
ZMELHRRUNO103(7/177// TRR)	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG				
MUNICOSOMIA Ser MUNICOSSOTIA	S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700				
	After attacking [HP-800]										
	Mecha &	Pilot Traits									
Support Unit	Support Units cannot outno The only Upgrade/Dow	•	•	•			-				

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	жономононономонономоном.
Astro Dive Bomber Snuka	Raid	1	1	Mighty	6	40	Actin attack dise tomber DMBC Studio standard model
Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale	$\Delta M^{\prime\prime}$
Garmilas Pilot	8"	8"	-	400)	7+	16
Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus	M WW
Flying Aircraft	6d1	0	+2 DEF	4d10)	+0 DEF	Alex TV
-			-				
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	
Aircraft Missiles [X]	28" 16"	9d10	+1d10	+3 Hits	-	200	0 4/2
	Supp	ort ATK	16"				
S. Bombing Run [X]	16"	10d10	-	+3 Hits	-	300	
Rear A	rc Only	Usable	after movir	ng 4"+			ROP LANGONIOS / TS. Al. Md
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	RIGETXIAHANIOO\(YX-II)_BH
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700	3L3080-1813- 3L10800-1-1
	After atta	acking [HP-800]				
		ı	Necha & Pilo	ot Traits			
Support Units cannot outno The only Upgrade/Dow		•	•			-	Support Unit

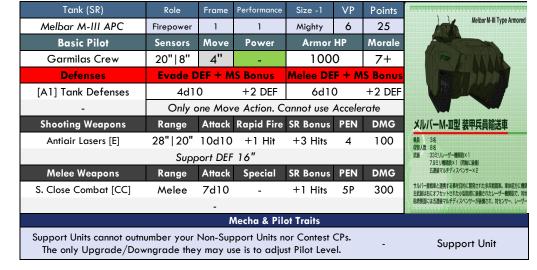




<i>инотогновновноможноможноможном</i>	Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Sinke Fighte CMG29 Melania	Astro Attacker Melanca	Raid	1	1	Mighty	6	25
	Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale
O L	Garmilas Pilot	8"	8"	-	400)	7+
. 700	Defenses	Evade D	EF + N	S Bonus	Melee DE	F + M	IS Bonus
11/100	Flying Aircraft	6d1	0	+2 DEF	4d10)	+0 DEF
NA MA	-			-			
7 111	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
/9 &	Aircraft Vulcans [K]	24" 12"	10d10	+1 Hit	+3 Hits	-	100
A - "	[Fi	ree Action	Once	on your Tur	n]		
	TL Aircraft Missiles [X]	28" 16"	9d10	+2d10	+3 Hits	-	200
7 7		Supp	ort ATK	16"			
概能攻撃機のWG229メランカ	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
	S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
		After atta	acking [HP-800]			
	Mecha &	Pilot Traits					
Support Unit	Support Units cannot outno The only Upgrade/Dow	•	•	•			-

Aircraft (AAS)	D.L.	F	D f	C: 1	VD	D. C.	
Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	Space Combat Fighter DDG110 Zedora II
Space Fighter Zedora II	Raid	1	2	Mighty	16	30	Space Combat righter DDG110 Zedora II
Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale	1 1
Garmilas Pilot	8"	8"	-	400)	7+	
Defenses	Evade D	EF + N	IS Bonus	Melee DE	F + M	S Bonus	678 30
Flying Aircraft	6d1	0	+3 DEF	4d10	0	+1 DEF	6000 V
-			-				
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	
Aircraft Vulcans [K]	24" 12"	10d10	+1 Hit	+3 Hits	-	100	空間駆逐戦闘機DDG110ゼードラーI
[F.	ree Action	Once	on your Tur	n]			全長 : 172m
Aircraft Missiles [X]	28" 16"	9d10	+1d10	+3 Hits	-	200	類 :18
	Supp	ort ATK	(16"				武装 :7.9ミリ機関銃×2 (機首) 13ミリ機関銃×2 (主質兵装ポッド)
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	47ミリ機関2×4 (#) 空対空ミサイル×6 (#)
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700	長い常統定難と高い攻撃力を有したガミラス帝国軍の重戦闘機。
	After atte	acking [HP-800]				ガミラス本土や前線基地の防空用として配備された。
		ı	Mecha & Pil	ot Traits			
Support Units cannot outno The only Upgrade/Dow	•	•	•			-	Support Unit

	rank (ok)	KOIC	Traine		OIZC I	V 1	1 011113
Saruba S-VI Type	Saruba S-VI Heavy Tank	Firepower	1	1	Mighty	6	35
	Basic Pilot	Sensors	Move	Power	Armor	HP	Morale
THE PARTY	Garmilas Crew	20" 8"	4"	-	130	0	7+
	Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus
N Was sales	[A1] Tank Defenses	4d1	0	+2 DEF	6d10)	+2 DEF
M. 2	-	Only o	ne Mov	e Action. C	annot use .	Accele	rate
サルバーS-VI型 重戦車	Shooting Weapons	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
全長 :11.5m	Tri-Pos. Cannon 99mm [E]	36" 20"	5d10	+3d10	+3 Hits	4	300
乗員 :3名 武装 :99ミリ帰衛子カノン樹×3			-				
13ミリ車転機関紙×1 7.9ミリ車転機関紙×2	Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
ガミラス帝国軍の主力戦車。主武装は三連装隊電子カノン砲で、砲塔には車載機器	S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
車体側面もスカートで防護、さらに帯器特殊加工(ミゴヴェザー・コーティング)			-				
	Mecha &	Pilot Traits					
Support Unit	Support Units cannot outno The only Upgrade/Dow		•	•			-



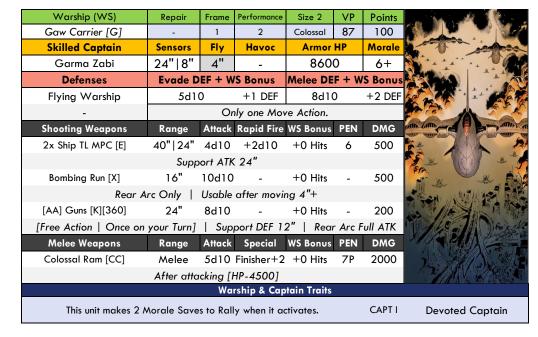
	Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
	Dunbine	Battler	4	3	Mighty	67	250
Jin B.	Skilled Pilot	Sensors	Fly	Power	Armor	HP	Morale
	Show Zama	8"	8"	-	370	0	6+
	Defenses	Evade D	EF + N	S Bonus	Melee DE	F + N	IS Bonus
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Nimble Flyer	9d1	0	+4 DEF	7d1	0	+3 DEF
	-			-			
	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
	Small Shot Cannon [K]	24" 12"	10d10	+1 Hit	+3 Hits	-	200
	Single Use [Free A	Action On	ce on y	our Turn]	[M-0] Fire	in M	elee
	+10pts ga	in another	use of	Small Shot	Cannon		
THE SHAPE OF THE S							
	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
	Small Sword	Melee	9d10	Finisher+1	+5 Hits	-	300
			-				
	TL Cable Talons	20" 12"	10d10	+1 Hit	+5 Hits	-	100
	[Free Action	Once on y	our Tur	n] [M-0]	Fire in Me	lee	
	S. Close Combat [CC]	Melee	7d10	-	+5 Hits	5P	300
			-				
	Mecha &	Pilot Traits					
Aura Power I	The Flash Skill [M	-3] is free fo	or this ur	nit once per	game.		Trait +X
Defiant	All	weapons ga	in Finish	er+1			Pilot Trait I

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points	THE STATE OF THE S	
Dunbine (Upgraded)	Battler	4	4	Mighty	87	330		
Ace Pilot	Sensors	Fly	Power	Armor	HP	Morale		
Show Zama	8"	8"	1	370)	5+		1
Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus		
Nimble Flyer	9d1	0	+5 DEF	7d10)	+4 DEF	Mana W	
-			-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG		
imall Shot Cannon [K]	24" 12"	10d10	+1 Hit	+3 Hits	-	200		
Single Use [Free .	Action On	ce on y	our Turn]	[M-0] Fire	in Me	elee		
+10pts go	ain another	use of	Small Sho	t Cannon				80
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG		
Small Sword	Melee	9d10	Finisher + 1	+5 Hits	-	300		
		-						-
TL Cable Talons	20" 12"	10d10	+1 Hit	+5 Hits	-	100		
[Free Action	Once on	our Tur	n] [M-0]	Fire in Me	lee			
S. Close Combat [CC]	Melee	7d10	-	+5 Hits	5P	300		W
		-						
		١	Necha & Pil	ot Traits				
The Flash Skill [M	N-3] is free fo	or this un	it twice per	game.		Trait +XX	Aura Power II	
All Your attacks have	weapons ga a Target nun			er Saves		Pilot Trait II	Driven	

	Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
	Musai (0079) [S]	-	1	2	Colossal	72	70
	Basic Captain	Sensors	Move	Havoc	Armor	HP	Morale
	Zeon Captain	32" 16"	4"	-	740	0	7+
	Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus
	Warship Defenses	4d10	0	+1 DEF	8d10)	+2 DEF
	-		Or	nly one Mov	ve Action.		
3 3 / 4/	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
	3x Ship TL MPC [E]	40" 24"	5d10	+2d10	+0 Hits	6	500
		Supp	ort ATK	24"			
No line	[AA] Missiles III [X][360]	24" 16"	10d10	+5 Hits	+0 Hits	-	100
S/3//	Three Uses (ATK or Sup	port DEF)	Supp	oort DEF 24	1" Rear	Arc Fu	ıll ATK
	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
	Colossal Ram [CC]	Melee	5d10	Finisher+2	+0 Hits	7P	2000
		After atta	cking [I	HP-4500]			
AND A STATE OF THE							

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points		
Musai (0083) [S]	-	1	3	Colossal	96	250		
Basic Captain	Sensors	Move	Havoc	Armor	HP	Morale		***************************************
Zeon Captain	32" 16"	4"	-	770	0	7+	Ť	
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus		// 1
Warship Defenses	4d1	0	+1 DEF	8d10	0	+2 DEF	y S	
-		Or	nly one Mov	ve Action.				
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	1	
4x Ship TL MPC [E][1x360]	40" 24"	6d10	+2d10	+1 Hits	6	500		
Suppo	ort ATK 24'	' Red	ar Arc ATK-	3d10				14
[AA] Missiles II [X][360]	24" 16"	10d10	+5 Hits	+1 Hits	-	100		
Two Uses (ATK or Sup	port DEF)	Supp	ort DEF 24	" Rear	Arc Fu	II ATK	4/5	100
[AA] Guns [K][360]	24"	8d10	-	+1 Hits	-	200	N J M	
[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rea	r Arc F	ull ATK		
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	yutx	
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000		(8)
	After atta	cking [I	HP-4500]				- 24	
		Wa	rship & Cap	tain Traits				
This unit may launch fou	ur units 16" f	rom the	ship's cente	r most turre	et.	Trait +IV	Quad Launch	h Catapult

	Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
* 11	Musai (0080) [S]	400	1	4	Colossal	112	200
	Basic Captain	Sensors	Move	Havoc	Armor	HP	Morale
	Zeon Captain	32" 16"	8"	-	740	0	7+
	Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus
	Warship Defenses	4d10)	+2 DEF	8d1	0	+3 DEF
-21	-		Or	nly one Mov	ve Action.		
	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
	2x Ship TL MPC [E]	40" 24"	4d10	+2d10	+1 Hits	6	500
		Supp	ort ATK	24"			
	[AA] Missiles III [X][360]	24" 16"	10d10	+5 Hits	+1 Hits	-	100
	Three Uses (ATK or Sup	port DEF)	Supp	oort DEF 24	1" Rear	Arc F	JII ATK
	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
	Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
10.00		After atta	cking [I	HP-4500]			



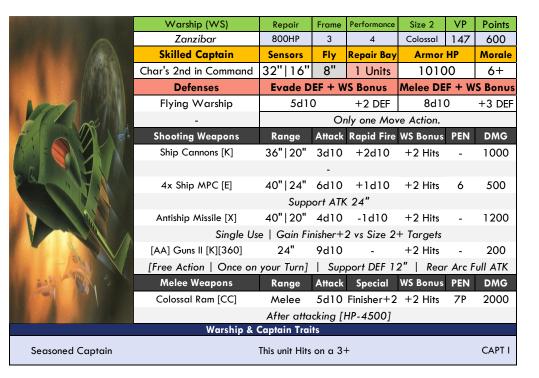


Brash Captain

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Chivvay (0079) [S]	500HP	2	2	Colossal	96	200
Skilled Captain	Sensors	Move	Repair Bay	Armor	HP	Morale
Captain Barom	24" 8"	4"	1 Unit	890	0	6+
Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus
Warship Defenses	4d10	0	+1 DEF	8d10)	+2 DEF
-		Or	nly one Mov	e Action.		
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Triple MPC [E][360]	40" 24"	3d10	+3d10	+0 Hits	6	500
Supp	ort ATK 24	!" Re	ear Arc Full	ATK		
Ship Missiles II [X]	40" 8"	8d10	+1d10	+0 Hits	-	500
One use per Roun	d (Attack o	r Suppo	ort ATK)	Support A	ATK 16	5"
[AA] Missiles II [X][360]	24" 16"	10d10	+5 Hits	+0 Hits	-	100
Two Uses (ATK or Sup	port DEF)	Supp	ort DEF 24	" Rear	Arc Fu	II ATK
[AA] Guns II [K][360]	24"	9d10	-	+0 Hits	-	200
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rea	Arc F	ull ATK
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+0 Hits	7P	2000
	After atta	cking [I	HP-4500]			
Warship & (Captain Trai	ts				

This Warship may use Guard when attacked.

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points	
Tivvay (0080) [S]	500HP	2	4	Colossal	136	500	
Skilled Captain	Sensors	Move	Repair Bay	Armor	HP	Morale	79/2
Captain Killing	24" 8"	8"	1 Units	1190	00	6+	
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus	
Warship Defenses	4d1	0	+2 DEF	8d1	0	+3 DEF	
-		Oı	nly one Mov	e Action.			11 61
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	A A A
HP Triple MPC [E][360]	40" 24"	3d10	+3d10	+1 Hits	7	500	
Supp	oort ATK 24	1" Re	ear Arc Full	ATK			
Ship Missiles II [X]	40" 8"	8d10	+1d10	+1 Hits	-	500	
One use per Roun	d (Attack o	r Suppo	ort ATK)	Support A	ATK 16	5"	
[AA] Missiles III [X][360]	24" 16"	10d10	+5 Hits	+1 Hits	-	100	
Three Uses (ATK or Sup	oport DEF)	Supp	oort DEF 24	1" Rear	Arc F	ull ATK	
[AA] Guns II [K][360]	24"	9d10	-	+1 Hits	-	200	
[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rea	r Arc F	ull ATK	
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000	12
	After atta	cking [I	HP-4500]				
		Wa	rship & Cap	tain Traits			
Before rolling	DEF make o	Morale	Save to Ro	ılly.		CAPT I	Maniacal Capta



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points	
Zanzibar II	1000HP	3	5	Colossal	167	850	
Skilled Captain	Sensors	Fly	Repair Bay	Armor	HP	Morale	
Deatroaf Kocsel	32" 16"	8"	1 Units	1010	00	6+	
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus	
Flying Warship	5d10)	+2 DEF	8d10)	+3 DEF	
-		Or	nly one Mov	ve Action.			The state of the s
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	- 100 /-
2x 2nd Gun [E][360]	40" 24"	4d10	+1d10	+3 Hits	5	400	
[Free Action	once on yo	our Turn] Rear	Arc Full AT	K		
4x Ship TL MPC [E]	40" 24"	6d10	+2d10	+3 Hits	6	500	
	Supp	ort ATK	(24"				13/0 (2.10)
Antiship Missile [X]	40" 20"	4d10	-1d10	+3 Hits	-	1200	
Single Us	e Gain Fir	nisher+:	2 vs Size 2	+ Targets			
[AA] Guns II [K][360]	24"	9d10	-	+3 Hits	-	200	
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rear	r Arc F	ull ATK	
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000	
	After atta	cking [I	HP-4500]				
		Wa	rship & Cap	tain Traits			
This Warship	may use G	uard wh	nen attacked	d.		CAPT I	Brash Captain

CAPT I

	Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
	Salamis (0079) [S]	-	1	2	Colossal	72	120
(), <u>)</u>	Basic Captain	Sensors	Move	Havoc	Armor	HP	Morale
	Federation Captain	24" 8"	4"	-	770	0	7+
	Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus
The second second	Warship Defenses	4d10	0	+1 DEF	8d10	0	+2 DEF
	-		Or	nly one Mov	e Action.		
	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
	3x Ship MPC [E][360]	40" 24"	5d10	+1d10	+0 Hits	6	500
F		Supp	ort ATK	24"			
Y	Ship Missiles I [X]	40" 8"	7d10	+1d10	+0 Hits	-	500
	One use per Round	d (Attack o	r Suppo	rt ATK)	Support A	ATK 16	ò "
F1 11	[AA] Missiles [X][360]	24" 16"	10d10	+5 Hits	+0 Hits	-	100
	Single Use (ATK or Sup	port DEF)	Supp	ort DEF 24	" Rear	Arc Fu	JII ATK
	[AA] Guns [K][360]	24"	8d10	-	+0 Hits	-	200
Ty Wall	[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rea	r Arc F	ull ATK
1 3 1 3 1 1 2 2 N	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
A AND	Colossal Ram [CC]	Melee	5d10	Finisher+2	+0 Hits	7P	2000
X		After atta	cking [I	HP-4500]			

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points		
Salamis (0083) [S]	-	1	3	Colossal	92	190		
Basic Captain	Sensors	Move	Havoc	Armor	HP	Morale		
Federation Captain	24" 8"	4"	-	<i>7</i> 70	0	7+	100	-
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	/S Bonus	I RAG	一股雙項
Warship Defenses	4d1	0	+1 DEF	8d10	0	+2 DEF		
-		Or	nly one Mov	ve Action.			The state of	NIE NE
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG		
3x Ship MPC Kai [E][360]	40" 24"	5d10	+1d10	+1 Hits	6	500		
	Supp	ort ATK	28"				- 1 - 1 Com	in the factor
Ship Missiles I [X]	40" 8"	7d10	+1d10	+1 Hits	-	500		
One use per Roun	d (Attack o	r Suppo	ort ATK)	Support A	ATK 16	5"		
[AA] Missiles [X][360]	24" 16"	10d10	+5 Hits	+1 Hits	-	100		
Single Use (ATK or Sup	port DEF)	Supp	oort DEF 24	l" Rear	Arc F	ull ATK	A SILL	
[AA] Lasers [E][360]	24"	8d10	-	+1 Hits	4	100		the day th
[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rea	r Arc F	ull ATK		
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG		
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000		
	After atta	cking [I	HP-4500]					



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points	
Magellan (0083) [S]	-	2	3	Colossal	101	350	
Battle-Tested Captain	Sensors	Move	Havoc	Armor	HP	Morale	
Federation Captain	24" 8"	4"	-	1070	00	7+	
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus	
Warship Defenses	4d1)	+1 DEF	8d10	0	+2 DEF	
-		Or	nly one Mov	e Action.			
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	
3x Ship TL MPC [E]	40" 24"	5d10	+2d10	+1 Hits	6	500	
	Supp	ort ATK	24"				
2x 2nd Gun [E][360]	40" 24"	4d10	+1d10	+1 Hits	5	400	
[Free Action	once on yo	our Turn] Rear	Arc Full AT	Κ		
[AA] Lasers II [E][360]	24"	9d10	-	+1 Hits	4	100	
[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rea	r Arc F	ull ATK	
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	No.
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000	
	After atta	cking [I	HP-4500]				

	Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
	White Base	300HP	3	2	Colossal	112	500
	Skilled Captain	Sensors	Fly	Repair Bay	Armor	HP	Morale
	LTJG Bright Noa	24" 8"	4"	2 Units	1250	00	6+
	Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus
	Minovsky Craft	6d1	0	+1 DEF	8d1	0	+2 DEF
	-			-			
	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
	2x Ship TL MPC [E][360]	40" 24"	4d10	+2d10	+1 Hits	6	500
		Supp	ort ATK	24"			
	Ship Cannons [K]	36" 20"	3d10	+2d10	+1 Hits	-	1000
			-				
	Ship Missiles II [X][360]	40" 8"	8d10	+1d10	+1 Hits	-	500
	One use per Roun	d (Attack o	r Suppo	ort ATK)	Support A	ATK 16	5"
Major Warris	[AA] Guns [K][360]	24"	8d10	-	+1 Hits	-	200
	[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rea	r Arc F	ull ATK
Marie Profession	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
	Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
		After atta	cking [l	HP-4500]			
	Warship & (Captain Trai	ts				
Renowned Captain		This unit Hits	on a 3-	+			CAPT I
Dual Launch Catapult	This unit may launch two	o units 16" f	rom the	ship's center	most turre	t.	Trait +II



Blanc Rival (White Base Variant - Battle Tested) +200pts & +10VP

Move+4, HP-1200

Instead of Renowned Captain use the Expert Engineering Division trait below.

Warship & Captain Traits	W	/arsh	ip &	Capta	in Traits
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Expert Engineering Division The Iron Wall Skill [M-3] is free for this unit twice per game.

Trait
+XX

	Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
	Columbus [S]	1000HP	1	2	Colossal	102	100
	Basic Captain	Sensors	Move	Repair Bay	Armor	HP	Morale
	Federation Captain	24" 8"	4"	6 Units	1040	00	7+
	Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus
	Warship Defenses	4d1	0	+1 DEF	8d10	0	+2 DEF
	-		Or	nly one Mov	e Action.		
	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
	[AA] Guns [K][360]	24"	8d10	-	+0 Hits	-	200
	[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rea	r Arc F	ull ATK
	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
N/	Colossal Ram [CC]	Melee	5d10	Finisher+2	+0 Hits	7P	2000
		After atta	cking [I	HP-4500]			

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
White Base (Jaburo Refit)	800HP	3	4	Colossal	172	700
Ace Captain	Sensors	Fly	Repair Bay	Armor	HP	Morale
Bright Noa + Mirai Yashima	24" 8"	4"	2 Units	1250	00	5+
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus
Minovsky Craft	6d1	0	+2 DEF	8d10	0	+3 DEF
-			-			
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
3x Ship TL MPC [E][2x360]	40" 24"	5d10	+2d10	+2 Hits	6	500
Suppo	ort ATK 24'	' Red	ar Arc ATK-	1d10		
Ship Missiles II [X][360]	40" 8"	8d10	+1d10	+2 Hits	-	500
One use per Roun	d (Attack o	r Suppo	ort ATK)	Support A	ATK 16	5"
[AA] Guns [K][360]	24"	8d10	-	+2 Hits	-	200
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rea	r Arc F	ull ATK
	, .	•	•	•		
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2		7P	2000
	After atta	ckina [[HP-4500]			
			rship & Cap	tain Traits		
NT Flash: The Flash Sk	ill [M-3] is fr	ee for t	his unit once	per game		Trait +X
This unit may launch two	o units 16" f	rom the	ship's center	most turre	t.	Trait +II

'+50pt & -15VP Variant - Thoroughbred (White Base Jaburo) - Captain Kilstein

This unit Hits and Defends on a 3+

This unit has the Warship Jamming trait featured below.

Battle-Hardened with the Expert Engineering Trait and without Newtype



Legendary Captain

CAPT II

Warship & Captain Traits

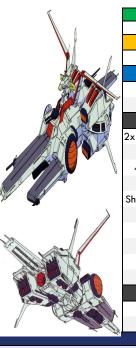
Enemy Warships gain no benefit from Target Lock against this unit. Enemies cannot target this unit before its first activation unless within 20" Trait +V Warship Jamming

\A/+l-! - /\A/C\	D t.	F	D f	C	VD	D	
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points	-10
Big Tray [G]	300HP	2	2	Colossal	86	100	
Basic Captain	Sensors		Repair Bay	Armor	HP	Morale	
Federation Captain	24" 8"	4"	2 Units	1220	0	7+	1
Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus	
Warship Defenses	4d10)	+1 DEF	8d10)	+2 DEF	1
-		Or	nly one Mov	e Action.			W
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	Of the
3x Ship Artillery [K]	40" 24"	5d10	+3d10	+0 Hits	-	700	
Indirect	Fire (R:20"	to Max	Weapon I	Range)			M
[AA] Guns [K][360]	24"	8d10	-	+0 Hits	-	200	1
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rea	· Arc F	ull ATK	1
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	1
Colossal Ram [CC]	Melee	5d10	Finisher+2	+0 Hits	7P	2000	A,
	After atta	cking [I	HP-4500]				0



	Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
	Argama	2000HP	3	6	Colossal	202	1250
	Ace Captain	Sensors	Fly	Repair Bay	Armor		Morale
	CAPT Bright Noa	32" 16"	8"	2 Units	1250	00	5+
	Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus
AAU	Minovsky Craft	6d1	0	+3 DEF	8d1	0	+4 DEF
	-			-			
	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
	2x Ship TL HP-MPC [E][360]	40" 24"	4d10	+2d10	+3 Hits	7	500
		Supp	ort ATk	(24"			
	3x 2nd Gun [E][1x360]	40" 24"	5d10	+1d10	+3 Hits	5	400
	[Free Actio	n once on y	our Tur	n] Rear	ATK-2d10)	
	Ship Fire SPT Missiles [X](3)	40" 20"	10d10	-5d10	+3 Hits	-	300
	Three Uses (ATK or Sup	port AT	K) Supp	ort ATK 2	4"	
	[AA] Missiles III [X][360]	24" 16"	10d10	+5 Hits	+3 Hits	-	100
	Three Uses (ATK or Sup	port DEF)	Supp	oort DEF 24	l" Rear	Arc F	ull ATK
	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
	Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
		After atta	cking [HP-4500]			
	Warship & C	Captain Trai	ts				
Dual Launch Catapult	This unit may launch two	units 16" f	rom the	ship's center	most turre	t.	Trait +II
Legendary Captain	This uni	t Hits and D	efends	on a 3+			CAPT II

Warship (WS) Radish [S]	Repair 500HP	Frame 2	Performance 4	Size 2 Colossal	VP 136	Points 600	
Skilled Captain	Sensors	Move	Repair Bay	Armor	HP	Morale	
CDR Henken Bekkener	28" 12"	8"	1 Units	950	0	6+	
Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus	
Warship Defenses	4d10)	+2 DEF	8d10)	+3 DEF	
-		Or	nly one Mov	e Action.			
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	
2x Ship TL MPC [E][360]	40" 24"	4d10	+2d10	+1 Hits	6	500	
	Supp	ort ATK	24"				
4x 2nd Gun [E][1x360]	40" 24"	6d10	+1d10	+1 Hits	5	400	ALL ALLES
[Free Actio	n once on y	our Tur	n] Rear	ATK-3d10)		
[AA] Beams II [E][360]	24"	5d10	-	+1 Hits	6	100	
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Reai	· Arc F	ull ATK	
Melee Weapons	Range	Attack	•	WS Bonus		DMG	
Colossal Ram [CC]	Melee		Finisher+2	+1 Hits	7P	2000	
	After atta	<u> </u>					V
		Wa	rship & Cap	tain Traits			
This unit may launch thre	ee units 16" f	from the	ship's cente	r most turre	et.	Trait +III	Tri Launch Catapult
This unit makes 2 A	Norale Save	s to Rall	y when it a	ctivates.		CAPT I	Devoted Captain
							-



Tri Launch Catapult

	Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
	Nahel Argama	1000HP	3	7	Colossal	202	1500
	Basic Captain	Sensors	Fly	Repair Bay	Armor	HP	Morale
	Federation Captain	32" 16"	8"	3 Units	1280	00	7+
,	Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus
	Minovsky Craft	6d10)	+3 DEF	8d1	0	+4 DEF
1	-			-			
	Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
	2x Ship TL HP-MPC [E][360]	40" 24"	4d10	+2d10	+4 Hits	7	500
		Supp	ort ATK	24"			
	4x 2nd Gun [E][2x360]	40" 24"	6d10	+1d10	+4 Hits	5	400
	[Free Action	n once on y	our Tur	n] Rear	ATK-2d10)	
	Ship Fire SPT Missiles [X](2)	40" 20"	10d10	-5d10	+4 Hits	-	300
	Two Uses (A	TK or Supp	ort ATK	() Suppo	ort ATK 24	4"	
	[AA] Guns [K][360]	24"	8d10	-	+4 Hits	-	200
	[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rea	r Arc F	ull ATK
	Ship Hyper MPC [E]	40" 32"	7d10	+2 Hits	+4 Hits	6	600
	Single Use A	OE: Line	Req. 1	Combat & 2	2 Move ac	tions	
	Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
	Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
		After atta	cking [I	HP-4500]			
`	Warship & C	Captain Trai	ts				

This unit may launch three units 16" from the ship's center most turret.

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Audhulma (Garuda) [G]	600HP	2	5	Colossal	161	450
Skilled Captain	Sensors	Fly	Repair Bay	Armor	HP	Morale
Hayato Kobayashi	24" 8"	4"	1 Units	1040	00	6+
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus
Flying Warship	5d1	0	+2 DEF	8d10	0	+3 DEF
-		Oı	nly one Mov	e Action.		
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
4x Ship MPC [E]	40" 24"	6d10	+1d10	+2 Hits	6	500
	Supp	ort ATK	(24"			
Ship Missiles I [X]	40" 8"	7d10	+1d10	+2 Hits	-	500
One use per Roun	d (Attack o	r Suppo	ort ATK)	Support A	ATK 16	5"
[AA] Lasers [E][360]	24"	8d10	-	+2 Hits	4	100
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rea	r Arc F	ull ATK
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
	After atta	cking [I	HP-4500]			
		Wa	rship & Cap	tain Traits		

Launch Catapult

Renowned Captain

Discerning Captain

Trait +I

CAPT I

Trait +V

This unit may launch one unit 16" from the ship's center most turret.

This unit Hits on a 3+

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 +III

	Mobile Armor (MS)	Role	Frame	Performance	Size -1	VP	Points
	RB-79 Ball [S]	Raid	1	1	Mighty	6	30
	Basic Pilot	Sensors	Move	Boost	Armor	НР	Morale
	Federation Pilot	8"	4"	-	700)	7+
	Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus
	Mobile Armor Defenses	8d1	0	+2 DEF	4d10)	+0 DEF
	-			-			
	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
	Small Cannon [K]	36" 28"	5d10	+1d10	+3 Hits	-	400
			-				
	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
1 1/1	S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
			-				
	Mecha &	Pilot Traits					
Support Unit	Support Units cannot outnot The only Upgrade/Dow	•		•			-

							•
Mobile Armor (MS)	Role	Frame	Performance	Size -1	VP	Points	
Ball Type K [S]	Raid	1	1	Mighty	21	60	
Skilled Pilot	Sensors	Move	Boost	Armor	HP	Morale	
Shiro Amada	8"	4"	-	100	0	6+	
Defenses	Evade D	EF + M	S Bonus	Melee DE	F + <i>N</i>	IS Bonus	
Mobile Armor Defenses	8d1	0	+2 DEF	4d10)	+0 DEF	19662
-			-				5 90
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	
TL Small Cannon [K]	36" 28"	5d10	+2d10	+3 Hits	-	400	
		-					
Grappling Unit	16"	10d10	-	+3 Hits	6P	-	
PULL yours	elf [First u	use this g	game is a F	ree Action]		
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	No.
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300	
		-					
		٨	∧echa & Pil	ot Traits			
Before rolling	DEF make o	ı Morale	Save to Ro	ılly.		Pilot Trait I	Reckless
						Hall I	



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	
Corebooster	Raid	2	3	Mighty	55	80	1 3
Ace Pilot	Sensors	Fly	Boost	Armor	HP	Morale	
Sleggar Law	8"	12"	-	700)	5+	
Defenses	Evade D	EF + M	IS Bonus	Melee DE	F + M	S Bonus	
Flying Aircraft	6d1	0	+3 DEF	4d10)	+1 DEF	
Luna Titanium	+	-1 DEF	Vs [K]inetic	& E[X]plo	sives		
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	
TL Aircraft MPC [E]	20" 12"	6d10	+2d10	+4 Hits	5	100	
	Supp	ort DEF	16"				
Small Missile Pod [X]	28" 8"	10d10	+1d10	+4 Hits	-	200	
	Single Use	Suppo	ort ATK 20'	7			
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700	
	After atta	acking [HP-800]				
		٨	Necha & Pil	ot Traits			
When rolling Defense gai	n +1 DEF or Challer		Vs Counter	attacks or	your	Pilot Trait I	Cool Under Fire
	This unit Hits	on a 3-	+			Pilot Trait I	Seasoned Veteran



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Saberfish	Interceptor	1	3	Mighty	26	40
Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale
Federation Pilot	8"	8"	-	400)	7+
Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus
Flying Aircraft	6d10	0	+4 DEF	4d10)	+0 DEF
-			-			
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Aircraft Missiles [X]	28" 16"	9d10	+2d10	+3 Hits	-	200
	Supp	ort ATK	16"			
Aircraft Vulcans [K]	24" 12"	10d10	+1 Hit	+3 Hits	-	100
[Fi	ree Action	Once	on your Tur	·n]		
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
	After atta	acking [HP-800]			
Mecha &	Pilot Traits					
Support Units cannot outnu	ımber your l	Non-Sup	port Units n	or Contest	CPs.	_

The only Upgrade/Downgrade they may use is to adjust Pilot Level.

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Tin Cod [G]	Interceptor	1	3	Mighty	26	30
Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale
Federation Pilot	8"	8"	-	400)	7+
Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus
Flying Aircraft	6d1	0	+4 DEF	4d10)	+0 DEF
-			-			
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aircraft Missiles [X]	28" 16"	9d10	+1d10	+3 Hits	-	200
	Supp	ort ATK	16"			
Aircraft Vulcans [K]	24" 12"	10d10	+1 Hit	+3 Hits	-	100
[Fi	ree Action	Once	on your Tui	n]		
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
	After atta	acking [HP-800]			
			Aecha & Pil	ot Traits		

Support Units cannot outnumber your Non-Support Units nor Contest CPs.

The only Upgrade/Downgrade they may use is to adjust Pilot Level.



Support Unit

	Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
	Fly Manta [G]	Raid	1	1	Mighty	6	40
	Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale
	Federation Pilot	8"	8"	-	400)	7+
	Defenses	Evade D	EF + N	IS Bonus	Melee DE	F + M	S Bonus
- 1	Flying Aircraft	6d1	0	+2 DEF	4d10	0	+0 DEF
	-			-			
	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
	Aircraft Missiles [X]	28" 16"	9d10	+1d10	+3 Hits	-	200
		Supp	ort ATK	(16"			
Y WA MAIL	S. Bombing Run [X]	16"	10d10	-	+3 Hits	-	300
	Rear A	rc Only	Usable	after movi	ng 4"+		
	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
	S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
		After atta	acking [HP-800]			
M	Mecha &	Pilot Traits					
Support Unit	Support Units cannot outnu	•	•	•			_
2.21.12.22.2	The only Upgrade/Dow	ngrade the	y may u	se is to adju	st Pilot Leve	el.	

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	
Public Class [S]	Firepower	1	1	Mighty	6	25	1
Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale	
Federation Pilot	20" 8"	4"	-	400)	7+	
Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus	
Flying Bomber	5d1	0	+1 DEF	4d10)	+1 DEF	
-			-				
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	V STATE
S. Antiship Missile [X]	40" 20"	4d10	-1d10	+3 Hits	-	1000	517 10
Single Us	e Gain Fi	nisher+:	2 vs Size 2	+ Targets			E HILL
							STATE
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700	A H
	After atte	acking [HP-800]				
		1	Necha & Pil	ot Traits			and the second second
Support Units cannot outno	•	•	•			-	Support Unit
The only Upgrade/Dow	ngrade the	y may u	se is to adju	st Pilot Leve	el.		

	Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
	Type-61 Tank [G]	Firepower	2	1	Mighty	10	45
	Basic Pilot	Sensors	Move	Power	Armor	HP	Morale
	Federation Forces	20" 8"	4"	-	1600	0	7+
企业 (1)	Defenses	Evade D	EF + M	IS Bonus	Melee DE	F + M	S Bonus
	[A1] Tank Defenses	4d1	0	+2 DEF	6d10)	+2 DEF
	-	Only o	ne Mov	e Action. C	annot use .	Accele	rate
	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
	TL Small Cannon [K]	36" 28"	5d10	+2d10	+3 Hits	-	400
PENANTA APP			-				
	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
	S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
			-				
	Mecha &	Pilot Traits					
Support Unit	Support Units cannot outno	umber your	Non-Sup	port Units n	or Contest	CPs.	_
SUPPORT OILL	The only Upgrade/Dow	narade the	v mav u	se is to adiu	st Pilot Leve	el.	_

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points	
Bloodhound Hovertruck	Sniper	1	2	Mighty	30	60	
Battle-Tested Pilot	Sensors	Move	Power	Armor	HP	Morale	
Eledore & Michel	24" 8"	4"	-	100)	7+	
Defenses	Evade D	EF + M	S Bonus	Melee DE	F + N	IS Bonus	
[A1] Tank Defenses	4d1	0	+3 DEF	6d10)	+1 DEF	
-	Only o	ne Mov	e Action. C	annot use	Accele	erate	
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	
-	-	-	-	-	-		10
		-					TO STATE HE
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	
S. Close Combat [CC]	Melee	7d10	-	+0 Hits	5P	300	
		-					
		V	Aecha & Pil	ot Traits			
Choose an This Round Allies gain t	enemy in LC he benefit o		•		<i>/</i> .	Trait +V	Sonar Detection



Flying Tank Gun

	rank (SK)	Kole	rrame	remormance	Size - i	٧P	Points
	Magella Tank [G]	Firepower	2	1	Mighty	15	25
	Basic Pilot	Sensors	Move	Power	Armor	HP	Morale
1	Zeon Pilot	20" 8"	4"	-	1600	0	7+
	Defenses	Evade D	EF + M	MS Bonus Melee DEF			S Bonus
	[A1] Tank Defenses	4d10)	+2 DEF	6d10	+2 DEF	
	-	Only o	ne Mov	e Action. C	Cannot use Accelerate		
	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
	Magella Cannon [K]	40" 20"	5d10	+1d10	+3 Hits	-	400
	Indirect	Fire (R:20	" to Ma	x Weapon	Range)		
	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
	S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
			-				
	Mecha &	Pilot Traits					
	Support Units cannot outnu	•	•	•			_
	The only Upgrade/Dow	ngrade they	may us	se is to adju	st Pilot Leve	el.	
	Once per game this unit go Afterwards re			•	•	16".	Trait +II

Tank (SR)	Role	Frame	Performance	Size - I	۷P	Points	6.69
Magella Tank [G]	Firepower	2	1	Mighty	30	25	
Skilled Pilot	Sensors	Move	Power	Armor	HP	Morale	
Bone Abust	20" 8"	4"	-	1600)	6+	
Defenses	Evade D	EF + M	IS Bonus	Melee DE	F + M	S Bonus	
[A1] Tank Defenses	4d10)	+2 DEF	6d10)	+2 DEF	
-	Only o	ne Mov	e Action. C	annot use i	Accele	rate	
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	
Magella Cannon [K]	40" 20"	5d10	+1d10	+3 Hits	-	400	
Indirect	Fire (R:20	" to Ma	x Weapon	Range)			
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300	
		-					
		V	Necha & Pil	ot Traits			
Support Units cannot outnu	•	-	-			_	Support Unit
The only Upgrade/Dow	•	•	•				Copper Cim
Once per game this unit ga Afterwards re			•	•	16".	Trait +II	Flying Tank Gun
When rolling Defense gain	n +1 DEF or Challer		Vs Counter	attacks or y	our/	Pilot Trait I	Cool Under Fire



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Dopp [G]	Interceptor	1	2	Mighty	16	25
Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale
Zeon Pilot	8"	8"	-	400)	7+
Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus
Flying Aircraft	6d1	0	+4 DEF	4d10)	+0 DEF
-			-			
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Jugaran Sangara	90		Rupiu i no	IND DOILOS	1151	Dinio
TL Aircraft Missiles [X]	28" 16"	9d10	+2d10	+2 Hits	-	200
	28" 16"		+2d10		-	
	28" 16"	9d10	+2d10 16"		-	
TL Aircraft Missiles [X]	28" 16" Supp	9d10 ort ATK Attack	+2d10 16"	+2 Hits	-	200
TL Aircraft Missiles [X] Melee Weapons	28" 16" Supp Range	9d10 ort ATK Attack 7d10	+2d10 16" Special Finisher+1	+2 Hits	PEN	200 DMG
TL Aircraft Missiles [X] Melee Weapons S.Ramming Speed [Crash]	28" 16" Supp Range Melee	9d10 ort ATK Attack 7d10	+2d10 16" Special Finisher+1	+2 Hits	PEN	200 DMG

The only Upgrade/Downgrade they may use is to adjust Pilot Level.

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	
Garma's Dopp [G]	Interceptor	1	2	Mighty	31	25	
Skilled Pilot	Sensors	Fly	Boost	Armor	HP	Morale	
Garma Zabi	8''	8"	-	400)	6+	
Defenses	Evade D	EF + M	IS Bonus	Melee DE	F + N	IS Bonus	
Flying Aircraft	6d1	0	+4 DEF	4d10	0	+0 DEF	E & Z
-			-				1000
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	W So F
TL Aircraft Missiles [X]	28" 16"	9d10	+2d10	+2 Hits	-	200	
	Supp	ort ATK	(16"				
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+0 Hits	7P	700	8
	After atte	acking [HP-800]				
		Λ	Necha & Pil	ot Traits			
Support Units cannot outnot The only Upgrade/Dow	-	Support Un					
This unit makes 2 A	Norale Save	s to Rall	ly when it a	ctivates.		Pilot Trait I	Inspiring Pil



Support Unit

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Gobble [S]	Raid	1	1	Mighty	6	40
Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale
Zeon Pilot	8"	8"	-	100)	7+
Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus
Flying Bomber	5d10)	+2 DEF	4d10)	+0 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
S. Antiship Missile [X]	40" 20"	4d10	-1d10	+3 Hits	-	1000
Single Us	e Gain Fii	nisher+2	2 vs Size 2	+ Targets		
Aircraft Missiles [X]	28" 16"	9d10	+1d10	+3 Hits	-	200
	Supp	ort ATK	16"			
Micromissiles [X]	28" 20"	10d10	+3 Hits	+3 Hits	-	100
	Single Use	Rero	ll 1s & 2s			
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+0 Hits	7P	700
	After atta	acking [HP-800]			
Mecha &	Pilot Traits					

After attacking [HP-800]
Mecha & Pilot Traits
Support Units cannot outnumber your Non-Support Units nor Contest CPs.
The only Upgrade/Downgrade they may use is to adjust Pilot Level.

							1
Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points	
Gattle [S]	Raid	1	1	Mighty	6	35	
Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale	
Zeon Pilot	8"	8"	-	100)	7+	
Defenses	Evade D	EF + M	S Bonus	Melee DEF + MS Bonus			
Flying Bomber	5d1	0	+2 DEF	4d10)	+0 DEF	
-	-						6
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	6
S. Antiship Missile [X]	40" 20"	4d10	-1d10	+3 Hits	-	1000	18
Single Use	e Gain Fi	nisher+	2 vs Size 2	+ Targets			1
TL Aircraft Missiles [X]	28" 16"	9d10	+2d10	+3 Hits	-	200	
	Supp	ort ATK	. 16"				
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+0 Hits	7P	700	
	After atta	acking [HP-800]				



Mecha & Pilot Traits

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

Support Unit

	4	Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points				
		Archangel	300HP	4	2	Colossal	143	1000				
)//	Ace Captain	Sensors	Fly	Repair Bay	Armor	HP	Moral				
	///	LT Murrue & ENS Natarle	24" 8"	4"	2 Units	1220	00	5+				
		Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonu				
		Laminated Armor	6d1	0	+2 DEF	8d1	0	+3 DE				
		-		+1 D	EF vs [E]ner	gy weapons						
		Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG				
		2x Gottfried B.Cannon [E]	40" 24"	4d10	+2d10	+1 Hits	7	500				
				-								
		Valiant Railcannons [K][360]	40" 24"	6d10	-2d10	+1 Hits	4\$	700				
		[Free Action Once on your Turn]										
		Lohengrin Positron Gun [E]	40" 24"	6d10	+2 Hits	+1 Hits	8	600				
				es AC								
	//SFAM	Ship Missiles I [X][360]	40" 8"	7d10	+1d10	+1 Hits	-	500				
		One use per Round (Attack or Support ATK) Support ATK 16"										
		Ship Fire SPT Missiles [X](2)	•		•		_	300				
		Two Uses (ATK or Support ATK) Support ATK 24"										
		[AA] Missiles II [X][360]						100				
		Two Uses (ATK or Supp					Arc Fu					
	1	[AA] Guns II [K][360]	24"	9d10	-	+1 Hits	-	200				
		[Free Action Once on					r Arc F					
		Melee Weapons	Range			WS Bonus		DMG				
		Colossal Ram [CC]	Melee		Finisher+2		7P	2000				
		Colossal Kalli [CC]	After atta			1 1 11113	/ 1	2000				
ı		Warship & C		<u> </u>	17-4300]							
	Deveted Contain	<u> </u>	_					CAPT				
	Devoted Captain	This unit makes 2 Morale Saves to Rally when it activates.										
	Expert Gunnery Crew	This unit may use	Barrage or	Bullsey	e when it at	tacks.		CAPT				
	-		•	·								

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points	4
Archangel (Orb Refit)	800HP	4	4	Colossal	198	1300	
Ace Captain	Sensors	Fly	Repair Bay	Armor	HP	Morale)//
LCDR Murrue Ramius	24" 8"	4"	2 Units	1220	00	5+	
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	S Bonus	
Laminated Armor	6d10)	+3 DEF	8d1	0	+4 DEF	
-		+1 D	EF vs [E]ner	gy weapo	ns		
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	
2x Gottfried B.Cannon [E]	40" 24"	4d10	+2d10	+2 Hits	7	500	
		-					[7] [AND [AND] [7]
Valiant Railcannons [K][360]	40" 24"	6d10	-2d10	+2 Hits	4\$	700	
[Fi	ree Action	Once	on your Tur	n]			
Lohengrin Positron Gun [E]	40" 24"	6d10	+2 Hits	+2 Hits	8	600	
	Two use	es AC	DE: Line				
Ship Missiles I [X][360]	40" 8"	7d10	+1d10	+2 Hits	-	500	
One use per Roun	d (Attack o	Suppo	ort ATK)	Support A	ATK 16	5"	
Ship Fire SPT Missiles [X](2)	40" 20"	10d10	-5d10	+2 Hits	-	300	
Two Uses (A	TK or Supp	ort ATH	() Supp	ort ATK 2	4"		
[AA] Missiles II [X][360]	24" 16"	10d10	+5 Hits	+2 Hits	-	100	
Two Uses (ATK or Supp	oort DEF)	Supp	ort DEF 24	" Rear	Arc Fu	II ATK	
[AA] Guns II [K][360]	24"	9d10	-	+2 Hits	-	200	
[Free Action Once on	your Turn]	Sup	port DEF 12	2" Rea	r Arc F	ull ATK	
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG	V
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000	
	After atta	cking [l	HP-4500]				
		Wa	rship & Cap	tain Traits			
This Warship may use th	e Guard wh	en Atta	cked. It Def	ends on a	3+	CAPT II	Cavalier Captain
This unit makes 2 A	Norale Save	s to Ral	ly when it ac	tivates.		Trait +V	Steadfast Crew
The Iron Wall Skill [M-3] is free	for this	unit twice pe	er game.		Trait +XX	Persist II
This unit may launch two	o units 16" f	om the	ship's center	most turre	et.	Trait +II	Dual Launch Catapult

+50pts	the Archange	l gains an A	Anti-Beam De	pthCharg	е
--------	--------------	--------------	--------------	----------	---

The Iron Wall Skill [M-3] is free for this unit once per game.

This unit may launch two units 16" from the ship's center most turret.

One Use | R:16" | AOE 6" Terrain (use string or a 12" tape measure). For 2 Round any [E] shots passing through this area have -2 Hits and -2 PEN.

Persist

Dual Launch Catapult

+50pts & +5VP the Archangel gains the Missile Massacre Trait

When firing an E[X]plosive with Support ATK/DEF, you gain the Support

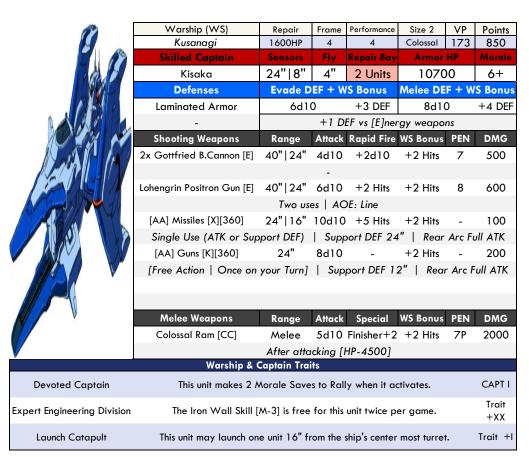
ATK/DEF bonus when attacking or receiving a counterattack.

Trait +V

Missile Massacre

Trait +X

Trait +II



Warship (WS) Eternal	Repair 1000HP	Frame 4	Performance 4	Size 2 Colossal	VP 193	Points 850	V
Ace Captain	Sensors	Fly	Repair Bay	Armor	HP	Morale	
Waltfeld & Lacus Clyne	32" 16"	8"	1 Units	1070	00	5+	A A A STAN
Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus	
Laminated Armor	6d1)	+3 DEF	8d1	0	+4 DEF	
-		+1 D	F vs [E]ner	gy weapo	ns		
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG	
Ship Hi-Power MPC [E]	40" 24"	3d10	+1d10	+2 Hits	7	500	
	Supp	ort ATK	24"				
2x 2nd Gun [E]	40" 24"	4d10	+1d10	+2 Hits	5	400	
]	Free Action	once o	n your Turn]			
Ship TL Railguns [K]	36" 20"	6d10	-1d10	+2 Hits	4\$	500	A Wall
-	ree Action		•	•			
[AA] Missiles III [X][360]			+5 Hits		-	100	
Three Uses (ATK or Sup	-		ort DEF 24		Arc F		
[AA] Guns [K][360]	24"	8d10	-	+2 Hits	-	200	
[Free Action Once on							
Melee Weapons	Range		Special			DMG	' A
Colossal Ram [CC]	Melee		Finisher+2	+2 Hits	7P	2000	7/7)
	After atta	<u> </u>					V /
			rship & Cap	tain Iraits			
This uni	it Hits and D	efends o	on a 3+			CAPT II	Legendary Captain
Makes 2 Morale Saves to I Counter, skip the counterc					•	Trait +X	Lacus Clyne
This unit may launch on	e unit 16" fr	om the s	ship's center	most turre	i.	Trait +I	Launch Catapult



Launch Catapult

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points				
Nazca Class	400HP	3	3	Colossal	127	350				
Battle-Tested Captain	Sensors	Fly	Repair Bay	Armor	HP	Morale				
Fredrik Ades	28" 12"	8"	1 Units	1160	00	7+				
Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus				
Warship Defenses	4d10	0	+1 DEF	8d10)	+2 DEF				
-	Only one Move Action.									
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG				
2x Ship Hi-Power MPC [E]	40" 24"	3d10	+1d10	+2 Hits	7	500				
Support ATK 24"										
Ship TL Railcannons [K]	40" 24"	6d10	-2d10	+2 Hits	4\$	600				
[Fi	ree Action	Once	on your Tur	n]						
Ship Fire SPT Missiles [X](2)	40" 20"	10d10	-5d10	+2 Hits	-	300				
Two Uses (A	TK or Supp	ort AT	() Supp	ort ATK 24	1"					
[AA] Guns II [K][360]	24"	9d10	-	+2 Hits	-	200				
[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rear	Arc F	ull ATK				
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG				
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000				
	After atta	cking [I	HP-4500]							
Warship & C	antain Trai	te								

This unit may launch one unit 16" from the ship's center most turret.

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points					
Laurasia Class	600HP	2	2	Colossal	111	350					
Battle-Tested Captain	Sensors	Fly	Repair Bay	Armor	HP	Morale					
Captain Zelman	24" 8"	4"	1 Units	1310	00	7+					
Defenses	Evade D	EF + W	/S Bonus	Melee DE	F + W	/S Bonus					
Warship Defenses	4d1	0	+1 DEF	8d1	0	+2 DEF					
-		Only one Move Action.									
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG					
2x Ship TL MPC [E][360]	40" 24"	4d10	+2d10	+0 Hits	6	500					
Support ATK 24"											
2x Ship TL Railguns [K]	36" 20"	7d10	-1d10	+0 Hits	4\$	500					
[F	ree Action	Once	on your Tui	m]							
Ship Fire SPT Missiles [X]	40" 20"	10d10	-5d10	+0 Hits	-	300					
Single Use (ATK or Sup	port AT	K) Supp	ort ATK 2	4"						
[AA] Beams [E][360]	24"	4d10	-	+0 Hits	6	100					
[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rea	r Arc I	ull ATK					
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG					
Colossal Ram [CC]	Melee	5d10	Finisher+2	+0 Hits	7P	2000					
	After atta	cking [I	HP-4500]								
		Wa	rship & Cap	tain Traits							

This unit may launch one unit 16" from the ship's center most turret.

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points					
Lesseps	800HP	2	2	Colossal	106	250					
Ace Captain	Sensors	Move	Repair Bay	Armor	HP	Morale					
Martin Dacosta	24" 8"	4"	1 Units	1250	00	5+					
Defenses	Evade D	EF + W	S Bonus	Melee DE	F + W	S Bonus					
Warship Defenses	4d1	0	+1 DEF	8d10)	+2 DEF					
-		Only one Move Action.									
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG					
2x Ship Artillery [K][1x360]	40" 24"	4d10	+3d10	+0 Hits	-	700					
Indirect	Fire (R:20"	to Max	Weapon I	Range)							
Ship Fire SPT Missiles [X](2)	40" 20"	10d10	-5d10	+0 Hits	-	300					
Two Uses (A	TK or Supp	ort ATK	() Supp	ort ATK 24	4"						
[AA] Guns [K][360]	24"	8d10	-	+0 Hits	-	200					
[Free Action Once on	your Turn]	Sup	port DEF 1	2" Rea	r Arc F	ull ATK					
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG					
Colossal Ram [CC]	Melee	5d10	Finisher+2	+0 Hits	7P	2000					
After attacking [HP-4500]											
		Wa	rship & Cap	tain Traits							

Launch Catapult

Trait +I

Once per Round choose an ally in LOS or Sensor to gain Support ATK or DEF Trait +V Discerning Captain +12" on their weapon up to its Max Range this Turn.

Trait +1



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points					
Agile (Helicopter) [G]	Interceptor	1	3	Mighty	26	25					
Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale					
ZAFT Pilot	12"	2" 4" -			400						
Defenses	Evade D	EF + N	IS Bonus	Melee DE	F + M	S Bonus					
Flying Aircraft	6d10 +3 DEF			4d10	+0 DEF						
-			-								
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG					
Aircraft Missiles [X]	28" 16"	9d10	+1d10	+3 Hits	-	200					
	Supp	ort ATK	(16"								
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG					
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700					
	After atta	acking [HP-800]								
Mecha &	Mecha & Pilot Traits										

ZAFT Armored Car [G] 15 Firepower 2 Mighty **Basic Pilot** Sensors **Armor HP** Morale Move Boost **ZAFT Pilot** 24" | 12" 1300 7+ **Defenses** Evade DEF + MS Bonus Melee DEF + MS Bonus [A1] Tank Defenses 4d10 +2 DEF 6d10 +2 DEF Only one Move Action. Cannot use Accelerate **Shooting Weapons** Attack Rapid Fire MS Bonus PEN DMG Small Cannon [K] 36" | 28" 5d10 +1d10 +3 Hits 400 Melee Weapons Attack MS Bonus PEN DMG Range S. Close Combat [CC] Melee 7d10 +1 Hits 5P 300

Frame Performance

Size -1

VP

Points



Trai

Aircraft (MS)

Support Units cannot outnumber your Non-Support Units nor Contest CPs.

The only Upgrade/Downgrade they may use is to adjust Pilot Level.

Mec	ha &	Pilot	Traits
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Support Units cannot outnumber your Non-Support Units nor Contest CPs.

The only Upgrade/Downgrade they may use is to adjust Pilot Level.

Role

Aircraft (MS)

Support Unit



Support Unit

	Aliciali (Mo)	KOIE	Trume	remornidice	3126 - 1	V 1	1 011113	
	Spearhead Jet [G]	Interceptor	1	2	Mighty	16	30	
	Basic Pilot	Sensors	Fly	Boost	Armor	HP	Morale	
	Federation Pilot	8"	8"	ı	400)	7+	
	Defenses	Evade D	EF + M	S Bonus	Melee DE	F + M	S Bonus	
	Flying Aircraft	6d1	0	+4 DEF	4d10	0	+0 DEF	
	-			-				
	Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	
	TL Aircraft Missiles [X]	28" 16"	9d10	+2d10	+2 Hits	-	200	
Support ATK 16"								
7	Aircraft Vulcans [K]	24" 12"	10d10	+1 Hit	+2 Hits	-	100	
/	[Fi	ree Action	Once	on your Tur	·n]			
	Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	
	S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+0 Hits	7P	700	
		After atta	acking [HP-800]				
	Mecha &	Pilot Traits						
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Frame Performance Size -1 VP Points

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points	
Linear Gun Tank [G]	Firepower	2	1	Mighty	10	25	
Basic Pilot	Sensors	Move	Power	Armor	HP	Morale	
Federation Forces	24" 12"	4"	-	130	0	7+	
Defenses	Evade DEF + MS Bonus Melee DEF + MS Bonus						
[A1] Tank Defenses	4d1	0	+2 DEF	6d10)	+2 DEF	
-	Only one Move Action. Cannot use Accelerate						
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG	
Linear Gun [K]	40" 20"	7d10	-1d10	+3 Hits	4\$	400	
		-					
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG	
	4.4. I	7.110		1.1.1124-	5P	200	
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	٦r	300	



Mecha & Pilot Traits

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Support Unit