Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Arcadia (Movie)	-	5	7	Titanic	302	2000
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Captain Harlock	32"|16"	8"	3	20600		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
[A2] Dark Matter Engines	7d10		+5 DEF	8d10		+7 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
3xPulsar Cannons[E][1x360]	48"|36"	5d10	+3d10	+4 Hits	8	1000
Rear ATK-2d10						
Gravity Missiles [X]	40"|20"	10d10	+1d10	+4 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 20"						
Antiship DepthCharge [X](2)	16"	8d10	-	+4 Hits	7	200
Two Uses | Rear Arc Only | Usable after moving 4"+						
[AA] Space Buster [E]	32"	8d10	-	+4 Hits	6	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						
TV Arcadia Variant - Use these Pulsar Cannons instead						
2x Pulsar Cannons[E]	48"|36"	4d10	+3d10	+4 Hits	9	1000
-						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2500
After attacking [HP-6000]						
+300pts The Endless Odyssey version of the Arcadia gains the Knife Ram Attack						
Knife Ram	Melee	9d10	Finisher+3	+4 Hits	-	1000
Req. Accelerate | This weapon gains Blindside the first time it is used						

Mecha & Captain Traits		
Deflecting [Barrier]	[-2 Havoc while Active] Gain +2 DEF vs PEN<7 Does not stack with Shields or Cover | Battle Damage cannot disable.	Trait +XX
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.	-
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	All Attack and Defense rolls gain +1 die (+1d10)	Trait +XV

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Queen Emeraldas	-	5	5	Titanic	257	2000
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Emeraldas	32"|16"	8"	3	17600		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
[A1] Dark Matter Engines	7d10		+3 DEF	8d10		+5 DEF
-	-					

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 ATK						
4x 2nd Pulse Gun [E][360]	40"|24"	6d10	+2d10	+3 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
4x 2nd Pulse Gun [E][360]	40"|24"	6d10	+2d10	+3 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
[AA] Em. Lasers [E][360]	32"	10d10	-	-	5	100
[Free Action | Once on your Turn] | Support DEF 16" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500
After attacking [HP-6000]						

Mecha & Captain Traits

Deflecting [Barrier]	[-2 Havoc while Active] Gain +2 DEF vs PEN<7 Does not stack with Shields or Cover | Battle Damage cannot disable.	Trait +XX
Warship Jamming	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

For Emeraldas chooses TWO of the Traits below before battle

Cavalier Captain	This Warship may use the Guard when Attacked. It Defends on a 3+	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
Legendary Captain	This unit Hits and Defends 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 AI	32"|16"	8"	2	22700		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
[A2] Dimensional Engines	5d10		+4 DEF	8d10		+6 DEF
-	-					

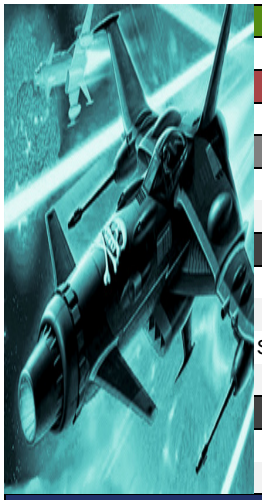
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
3xTri-E. Cannon [E][1x360]	48"|28"	5d10	+3d10	+3 Hits	6	1000
Rear ATK-2d10						
Ship Missiles IV [X]	40"|8"	10d10	+1d10	+3 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
Ship SAM Missiles III [X]	40"|20"	10d10	-5d10	+3 Hits	-	400
[First use this game is a Free Action] | Single Use						
[AA] Lasers III [E][360]	24"	10d10	-	+3 Hits	4	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500
After attacking [HP-6000]						

Mecha & Captain Traits

This unit Hits on a 3+ | Prior to your attack, target makes 1 Morale Saves vs Rout or 2 Saves vs an Elite Unit. Usable once per Unit Turn.	CAPT II	Dreaded Captain
At the start of the game choose an enemy Ace Captain, all of that Captain's order that affect their ship, will also affect this ship.	Special	Haunting Reflection

Haunting Reflection is optional if taken Death Shadow is worth +10VP if the enemy has a Ace Captain.



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Space Wolf	Interceptor	2	5	Mighty	60	300
Battle-Tested Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Arcadia Crew	12"	12"	-	1300		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+5 DEF	4d10		+1 DEF
-	-					

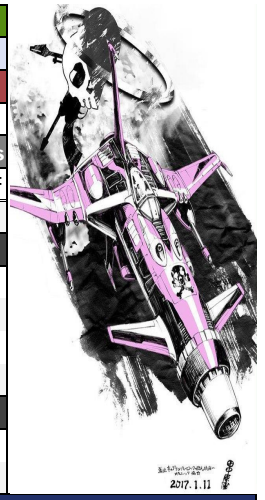
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aircraft Pulse Cannon [E]	36"|20"	7d10	+1d10	+4 Hits	5	200
	-					
Space Wolf Pulse Lasers [E]	24"|16"	10d10	+2 Hits	+4 Hits	4	100
[Free Action | Once on your Turn]						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+2 Hits	7P	1000
After attacking [HP-1500]						

Mecha & Pilot Traits

Stealth Ambusher	Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted	Trait +V	

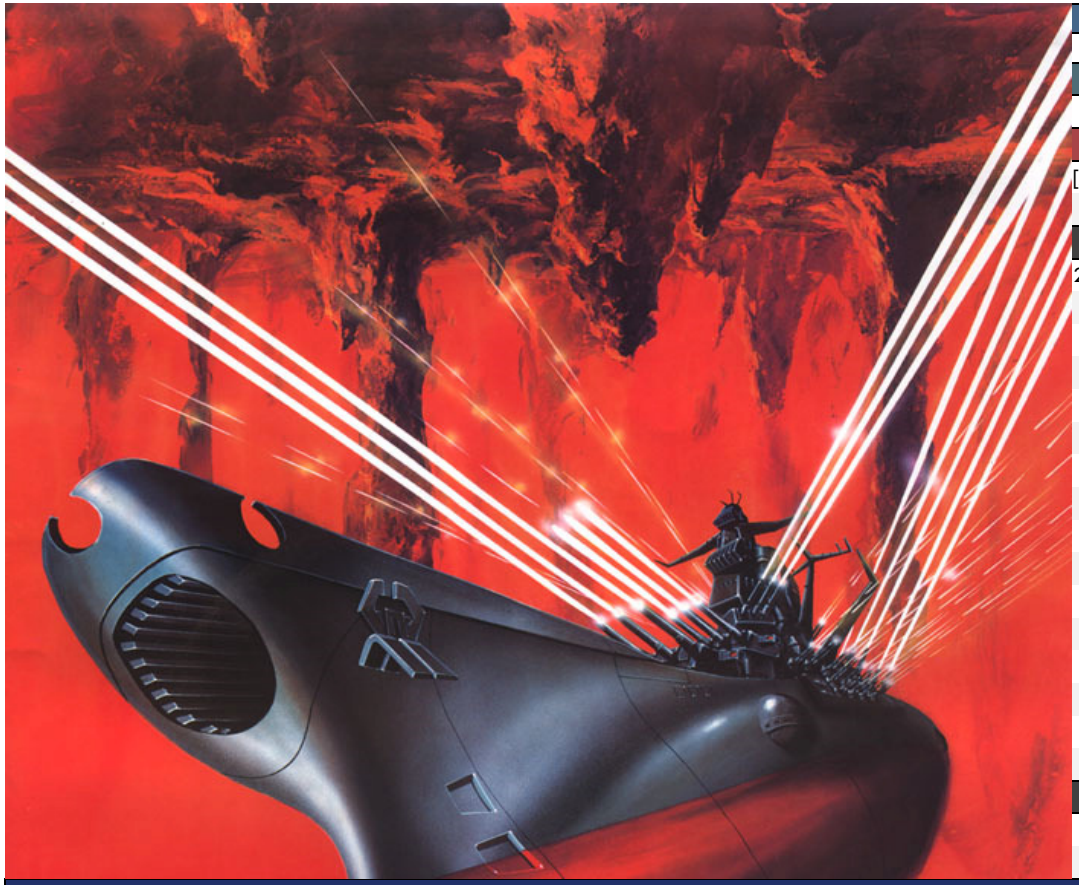
Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Space Wolf	Interceptor	2	5	Mighty	75	350
Skilled Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Kei Yuki	12"	12"	1	1300		6+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+5 DEF	4d10		+1 DEF
-	-					

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
[Free Action | Once on your Turn]						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+2 Hits	7P	1000
After attacking [HP-1500]						



Mecha & Pilot Traits

Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted	Trait +V	Stealth Ambusher	
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I	Kind Hearted	



Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Space Battleship Yamato	-	5	3	Titanic	207	1750
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Classic Yamato S1 & S2	24"|8"	4"	2	27500		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
[A2] Wave Motion Engine	5d10		+3 DEF	8d10		+5 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
2xShock Cannons[E][1x360]	40"|24"	4d10	+3d10	+2 Hits	6	700
Rear ATK-2d10 | Gain Finisher+2 vs Size 2+ Units						
S. Shock Cannons[E][360]	40"|24"	3d10	+3d10	+2 Hits	5	500
[Free Action once on your Turn] | Gain Finisher+2 vs Size 2+ Units						
Smokestack Missile [X]	36"|20"	10d10	-5d10	+2 Hits	-	400
[First use this game is a Free Action] | Single Use						
Ship Torpedos I [X]	40"|8"	7d10	+1d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
Antiship DepthCharge [X]	16"	8d10	-	+2 Hits	7	200
Single Use | Rear Arc Only | Usable after moving 4"+						
[AA] Missiles [X][360]	24"|16"	10d10	+5 Hits	+2 Hits	-	100
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						
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
Titanic Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2500
After attacking [HP-6000]						

Mecha & Captain Traits		
Asteroid Halo [Barrier]	Once per game choose an intact or destroyed asteroid / rocky terrain piece within engagement range to form the Asteroid Halo. Asteroid Halo has 5 uses, each use gives +1 DEF. | Gain +1 use if you end your turn within engagement range of an asteroid or rocky terrain piece.	Trait +V
Sanada's Reflecting [Barrier]	[M-3] Once per game if you have 5 DEF against an [E]nergy attack reflect 5 Hits back at the Attacker.	-
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.	-
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 4.		
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

For +150pts & +15VP any Yamato gains the following trait		
The Hope of Mankind	All Attack and Defense rolls gain +1 die (+1d10)	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 HP**		**Morale**
Be Forever Yamato Crew	28"|12"	4"	2	27500		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
[A2] Wave Motion Eng. II	6d10		+4 DEF	8d10		+6 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
2xShock Cannons[E][1x360]	40"|24"	4d10	+3d10	+3 Hits	6	700
Rear ATK-2d10 | Gain Finisher+2 vs Size 2+ Units						
S. Shock Cannons[E][360]	40"|24"	3d10	+3d10	+3 Hits	5	500
[Free Action once on your Turn] | Gain Finisher+2 vs Size 2+ Units						
W.Motion Cartridges [E]	40"|32"	4d10	+3d10	+3 Hits	8	1000
Single Use						
Ship Torpedos II [X]	40"|8"	8d10	+1d10	+3 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
Smokestack Missile [X]	36"|20"	10d10	-5d10	+3 Hits	-	400
[First use this game is a Free Action] | Single Use						
Antiship DepthCharge [X]	16"	8d10	-	+3 Hits	7	200
Single Use | Rear Arc Only | Usable after moving 4"+						
[AA] Missiles [X][360]	24"|16"	10d10	+5 Hits	+3 Hits	-	100
Single Use (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						
[AA]Pulse Lasers [E][360]	24"	8d10	-	+3 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	+3 Hits	9	700
Single Use | AOE: Line | Next Turn cannot use [E] weapons except [AA]						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2500
After attacking [HP-6000]						

Mecha & Captain Traits

Asteroid Halo [Barrier]	Once per game choose an intact or destroyed asteroid / rocky terrain piece within engagement range to form the Asteroid Halo. Asteroid Halo has 5 uses, each use gives +1 DEF. | Gain +1 use if you end your turn within engagement range of an asteroid or rocky terrain piece.	Trait +V
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.	-

The Yamato has a multi-crew team and benefits from all the below Captain Traits. If you do not bring Captain Yamanami, reduce the Yamato's cost by 100pts and VP by 10.

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 Yamanami	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.	Trait +X

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Space Battleship Yamato	-	5	3	Titanic	207	1750
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Yamato 2199 Crew	24"|8"	4"	1	17000		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
[A2] Wave Motion Engine	5d10		+3 DEF	8d10		+5 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
2xShock Cannons[E][1x360]	40"|24"	4d10	+3d10	+2 Hits	6	700
Rear ATK-2d10 | Gain Finisher+2 vs Size 2+ Units						
2x Type-3 Shells [K][1x360]	36"|24"	4d10	+3d10	+2 Hits	-	1000
Rear Arc ATK-1d10 | Single Use						
S. Shock Cannons[E][360]	40"|24"	3d10	+3d10	+2 Hits	5	500
[Free Action once on your Turn] | Gain Finisher+2 vs Size 2+ Units						
Smokestack Missile [X]	36"|20"	10d10	-5d10	+2 Hits	-	400
[First use this game is a Free Action] | Single Use						
Ship Torpedos I [X]	40"|8"	7d10	+1d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
Antiship DepthCharge [X]	16"	8d10	-	+2 Hits	7	200
Single Use | Rear Arc Only | Usable after moving 4"+						
[AA] Missiles [X][360]	24"|16"	10d10	+5 Hits	+2 Hits	-	100
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						
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
Titanic Ram [CC]	Melee	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]	[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.

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 HP**		**Morale**
Yamato S1 Air Wing	8"	12"	-	700		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+4 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Cosmo Falcon Lasers [E]	24"|16"	9d10	+2 Hits	+3 Hits	4	100
[Free Action | Once on your Turn]						
+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 | Support ATK 20"						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits

Stealth Ambusher	Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted	Trait +V

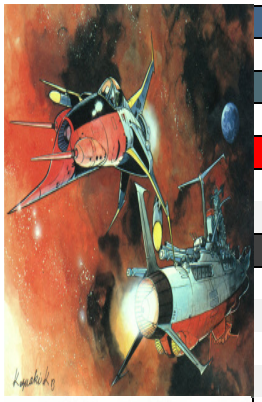
Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Cosmo Tiger II	Interceptor	2	5	Mighty	60	170
Battle-Tested Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Yamato S2 Air Wing	8"	12"	-	700		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+5 DEF	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
[Free Action | Once on your Turn]						
+100pts the Cosmo Tiger II equips TL Antiship Warheads						
TL Antiship Warheads [X]	32"|20"	7d10	+3d10	+4 Hits	-	400
Single Use | Gain Finisher+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 attacking [HP-800]						

Mecha & Pilot Traits

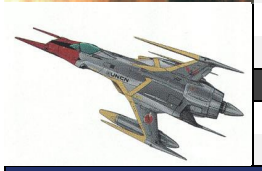
Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted		Trait +V	Stealth Ambusher



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	1300		6+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+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
Support ATK 16"						
QL Aircraft Lasers [E]	24"|12"	9d10	+4 Hits	+4 Hits	4	100
[Free Action | Once on your Turn]						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						



Mecha & Pilot Traits

Stealth Ambusher	Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted	Trait +V	
Idealist	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I	

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Cosmo Tiger I	Interceptor	3	5	Mighty	91	320
Ace Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Akira Yamamoto	16"	12"	1	1000		5+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+5 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Cosmo Tiger Cannons [E]	36"|20"	6d10	+2d10	+5 Hits	5	200
-						
TL Aircraft Missiles [X]	28"|16"	9d10	+2d10	+5 Hits	-	200
Support ATK 16"						
TL Micromissiles [X]	28"|20"	10d10	+5 Hits	+5 Hits	-	100
Single Use | Reroll 1s & 2s						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+3 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits

Ambush: This unit can reinforce on any Table Edge. This unit must be within Enemy Sensors or 24" to be targeted		Trait +V	Stealth Ambusher
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally		Pilot Trait II	Untouchable

Warship (WS)	Repair	Frame	Performance	Size 4	VP	Points
Deusular II Command Ship	-	4	4	Immense	228	1750
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Abelt Desler	40"|24"	4"	2	23300		4+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
[A2] Migobueza Coating	5d10		+3 DEF	6d10		+6 DEF
-	*+1 DEF vs [E]nergy weapons*					

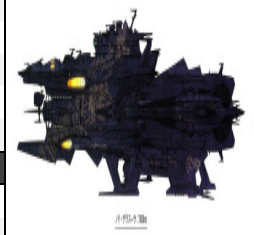
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Dessler Cannon [E]	48"|32"	8d10	Finisher+4	+2 Hits	9	700
Single Use | AOE: Line | Next Turn cannot use [E] weapons except [AA]						
3xTriPositron 480[E][360]	40"|24"	5d10	+3d10	+2 Hits	5	1000
[Free Action once on your Turn] | Rear Arc Full ATK						
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
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Beams II [E][360]	24"	5d10	-	+2 Hits	6	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Immense Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	3000
After attacking [HP-7500]						

Mecha & Pilot Traits

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	
Persist	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X	
Final Fight	This units morale was improved (i.e. 5+ -> 4+)	Trait +V	

Warship (WS)	Repair	Frame	Performance	Size 5	VP	Points
Neu Deusular Command Ship	-	4	5	Vast	278	2250
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Abelt Desler	40"|24"	4"	2	27800		4+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
[A3] Migobueza Coating	5d10		+3 DEF	6d10		+7 DEF
-	*+1 DEF vs [E]nergy weapons*					



Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Dessler Cannon [E]	48"|32"	8d10	Finisher+4	+3 Hits	9	700
Single Use | AOE: Line | Next Turn cannot use [E] weapons except [AA]						
3xTriPositron 480[E][360]	40"|24"	5d10	+3d10	+3 Hits	5	1000
[Free Action once on your Turn] | Rear Arc Full ATK						
3xTriPositron 480[E][360]	40"|24"	5d10	+3d10	+3 Hits	5	1000
[Free Action once on your Turn] | Rear Arc Full ATK						
3xTriPositron 330[E][360]	40"|24"	5d10	+3d10	+3 Hits	5	700
Rear Arc Full ATK						
[AA] Beams II [E][360]	24"	5d10	-		6	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Immense Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	3000
After attacking [HP-7500]						

Mecha & Pilot Traits

This Warship may use the Guard when Attacked. It Defends on a 3+		CAPT II	Haughty Captain
The Iron Wall Skill [M-3] is free for this unit twice per game.		Trait +XX	Persist II
This units morale was improved (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 Deusula gains the Gorland Missiles

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Destria Heavy Cruiser	-	1	3	Colossal	92	500
Basic Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	4"	-	7700		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Migobueza Coating	5d10		+1 DEF	6d10		+2 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
3xTriPositron 330[E][1x360]	40"|24"	5d10	+3d10	+1 Hits	5	700
Rear Arc ATK-2d10						
2xTriPositron 280[E][360]	40"|24"	4d10	+3d10	+1 Hits	5	500
[Free Action once on your Turn] | Rear Arc Full ATK						
[AA] Beams [E][360]	24"	4d10	-	+1 Hits	6	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Gaiderol Battleship	-	2	4	Titanic	141	750
Battle-Tested Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	4"	-	15500		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Migobueza Coating	5d10		+1 DEF	6d10		+3 DEF
-	*+1 DEF vs [E]nergy weapons*					

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
[Free Action once on your Turn]						
Ship SAM Missiles [X]	36"|20"	10d10	-5d10	+1 Hits	-	200
[First use this game is a Free Action] | Single Use						
Ship Torpedos II [X][360]	40"|8"	8d10	+1d10	+1 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Beams II [E][360]	24"	5d10	-	+1 Hits	6	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Kelkapia Hi-Speed Cruiser	-	1	4	Colossal	112	400
Basic Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	8"	-	8000		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Migobueza Coating	5d10		+2 DEF	6d10		+3 DEF
-	*+1 DEF vs [E]nergy weapons*					

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						
Ship SAM Missiles [X]	36"|20"	10d10	-5d10	+1 Hits	-	200
[First use this game is a Free Action] | Single Use						
Ship Torpedos I [X]	40"|8"	7d10	+1d10	+1 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Beams [E][360]	24"	4d10	-	+1 Hits	6	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Kripitera Astro Destroyers	-	1	3	Colossal	92	250
Basic Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	4"	-	7100		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Migobueza Coating	5d10		+1 DEF	6d10		+2 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Ship Torpedos I [X]	40"|8"	7d10	+1d10	+1 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
Ship Torpedos I [X]	40"|8"	7d10	+1d10	+1 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
TL Positron 280mm[E]	40"|24"	3d10	+2d10	+1 Hits	5	500
[Free Action once on your Turn]						
[AA] Beams [E][360]	24"	4d10	-	+1 Hits	6	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Gaiderol - Ace Captain Option (Morale 5+, +20VP) - Colonel Valcke Schulz		
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

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

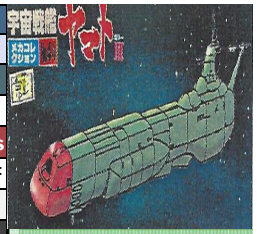
Warship (WS)	Repair	Frame	Performance	Size 4	VP	Points
Domelaze III Dreadnaught	-	4	4	Immense	223	1400
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Elk Domel	32"|16"	4"	2	22400		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
[A2] Migobueza Coating	5d10		+3 DEF	6d10		+6 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
3xTriPositron 480[E][360]	40"|24"	5d10	+3d10	+2 Hits	5	1000
[Free Action once on your Turn] | Rear Arc Full ATK						
2xTriPositron 330[E][360]	40"|24"	4d10	+3d10	+2 Hits	5	700
Rear Arc Full ATK						
Ship Torpedos IV [X][360]	40"|8"	10d10	+1d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Missiles III [X][360]	24"|16"	10d10	+5 Hits	+2 Hits	-	100
Three Uses (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Immense Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	3000
After attacking [HP-7500]						

Mecha & Pilot Traits

Grand Strategist	Twice 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 +X
Legendary Captain	This unit Hits and Defends on a 3+	CAPT II



Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points
Dimensional Submarine	-	3	4	Massive	147	500
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
LtCol. Wolf Flakken	32"|16"	8"	1	3800		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Migobueza Coating	5d10		+3 DEF	6d10		+3 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Subspace Torpedo [X]	40"|8"	8d10	+1d10	+2 Hits	-	500
Gain Blindside if you attack outside enemy Sensors						
Antiship DepthCharge [X]	16"	8d10	-	+2 Hits	7	200
Single Use | Rear Arc Only | Usable after moving 4"+						
[AA] Lasers [E][360]	24"	8d10	-	+2 Hits	4	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Mecha & Pilot Traits

While outside enemy Sensors gain +2 DEF. This unit must be within Enemy Sensors or 24" to be targeted	Trait +X	Cloaking
This Warship may use the Guard when Attacked. It Defends on a 3+	CAPT II	Cavalier Captain

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Gelvades Twin Carrier	400HP	3	4	Titanic	194	1000
Battle-Tested Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	4"	6 Units	14900		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Migobueza Coating	5d10		+1 DEF	6d10		+3 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
2xTriPositron 330[E][360]	40"|24"	4d10	+3d10	+2 Hits	5	700
Rear Arc Full ATK						
3xTriPC 133mm[E][2x360]	40"|24"	5d10	+3d10	+2 Hits	5	300
[Free Action once on your Turn] | Rear Arc ATK-1d10						
+250pts gain a 2nd set of Ship Torpedos IV						
Ship Torpedos III [X][360]	40"|8"	9d10	+1d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Lasers [E][360]	24"	8d10	-		4	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Mecha & Pilot Traits

12x Launch Catapult	This unit may launch 12 units 16" from the ship's center most turret.	Trait +XII

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
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	7100		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Migobueza Coating	5d10		+2 DEF	6d10		+3 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
3xTriPC 133mm[E][2x360]	40"|24"	5d10	+3d10	+1 Hits	5	300
[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] | Support DEF 12" | Rear Arc Full ATK						
+860pt Lamvea Retrofit - Gain 480mm & 330mm Positron Cannons						
2xTriPositron 480[E]	40"|24"	4d10	+3d10	+1 Hits	5	1000
[Free Action once on your Turn]						
3xTriPositron 330[E][1x360]	40"|24"	5d10	+3d10	+1 Hits	5	700
Rear Arc ATK-2d10						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Mecha & Pilot Traits

This unit may launch 6 units 16" from the ship's center most turret.	Trait +VI	6x Launch Catapult

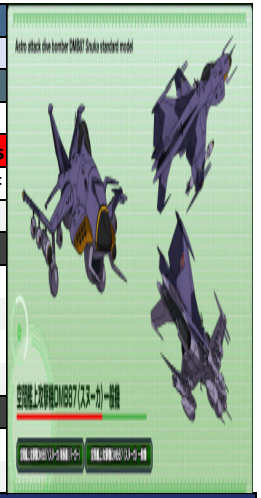
Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Fighter Debake	Raid	1	1	Mighty	6	30
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	8"	8"	-	400		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
QL Aircraft Vulcans [K]	24"|12"	10d10	+4 Hits	+3 Hits	-	100
[Free Action | Once on your Turn]						
Aircraft Missiles [X]	28"|16"	9d10	+1d10	+3 Hits	-	200
Support ATK 16"						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits

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



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Dive Bomber Snuka	Raid	1	1	Mighty	6	40
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	8"	8"	-	400		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aircraft Missiles [X]	28"|16"	9d10	+1d10	+3 Hits	-	200
Support ATK 16"						
S. Bombing Run [X]	16"	10d10	-	+3 Hits	-	300
Rear Arc Only | Usable after moving 4"+						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits

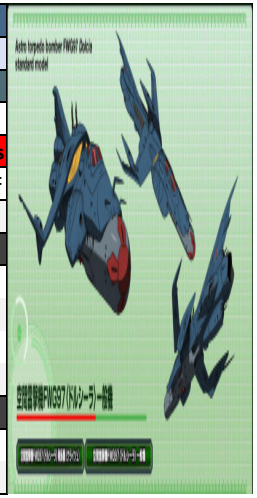
Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-	Support Unit

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Fighter Czvarke	Interceptor	2	4	Mighty	40	200
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	12"	16"	-	1000		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+5 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
QL Aircraft Vulcans [K]	24"|12"	10d10	+4 Hits	+3 Hits	-	100
[Free Action | Once on your Turn]						
TL Aircraft Missiles [X]	28"|16"	9d10	+2d10	+3 Hits	-	200
Support ATK 16"						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

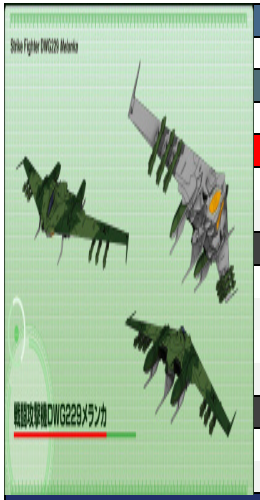
+50pts Melda Custom - Gain Boost+1



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Bomber Doshira	Raid	1	1	Mighty	6	70
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	8"	12"	-	400		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+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 Use | Gain Finisher+2 vs Size 2+ Targets						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Attacker Melanca	Raid	1	1	Mighty	6	25
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	8"	8"	-	400		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aircraft Vulcans [K]	24"|12"	10d10	+1 Hit	+3 Hits	-	100
[Free Action | Once on your Turn]						
TL Aircraft Missiles [X]	28"|16"	9d10	+2d10	+3 Hits	-	200
Support ATK 16"						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits

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

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Space Fighter Zedora II	Raid	1	2	Mighty	16	30
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Garmilas Pilot	8"	8"	-	400		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+3 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aircraft Vulcans [K]	24"|12"	10d10	+1 Hit	+3 Hits	-	100
[Free Action | Once on your Turn]						
Aircraft Missiles [X]	28"|16"	9d10	+1d10	+3 Hits	-	200
Support ATK 16"						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits

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

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Saruba S-VI Heavy Tank	Firepower	1	1	Mighty	6	35
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Garmilas Crew	20"|8"	4"	-	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	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Tri-Pos. Cannon 99mm [E]	36"|20"	5d10	+3d10	+3 Hits	4	300
-						

Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
-						

Mecha & Pilot Traits

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

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Melbar M-III APC	Firepower	1	1	Mighty	6	25
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Garmilas Crew	20"|8"	4"	-	1000		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	Range	Attack	Rapid Fire	SR Bonus	PEN	DMG
Antiair Lasers [E]	28"|20"	10d10	+1 Hit	+3 Hits	4	100
Support DEF 16"						

Melee Weapons	Range	Attack	Special	SR Bonus	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
-						

Mecha & Pilot Traits

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

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dunbine	Battler	4	3	Mighty	67	250
Skilled Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Show Zama	8"	8"	-	3700		6+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Nimble Flyer	9d10		+4 DEF	7d10		+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 Action | Once on your Turn] | [M-0] Fire in Melee						
+10pts gain another use of Small Shot Cannon						

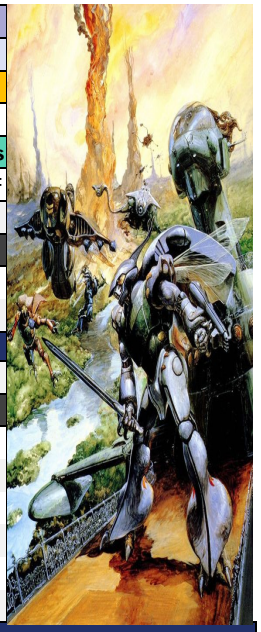
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+5 Hits	-	300
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+5 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+5 Hits	5P	300
-						

Mecha & Pilot Traits		
Aura Power I	The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Defiant	All weapons gain Finisher+1	Pilot Trait I

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dunbine (Upgraded)	Battler	4	4	Mighty	87	330
Ace Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Show Zama	8"	8"	1	3700		5+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Nimble Flyer	9d10		+5 DEF	7d10		+4 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 Action | Once on your Turn] | [M-0] Fire in Melee						
+10pts gain another use of Small Shot Cannon						

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 your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+5 Hits	5P	300
-						



Mecha & Pilot Traits			
The Flash Skill [M-3] is free for this unit twice per game.		Trait +XX	Aura Power II
All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher 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"	-	7400		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10	+1 DEF		8d10		+2 DEF
-	*Only one Move Action.*					

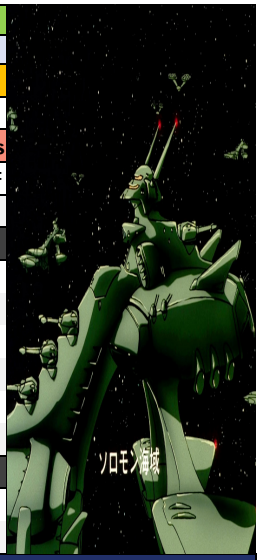
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
3x Ship TL MPC [E]	40"|24"	5d10	+2d10	+0 Hits	6	500
Support ATK 24"						
[AA] Missiles III [X][360]	24"|16"	10d10	+5 Hits	+0 Hits	-	100
Three Uses (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+0 Hits	7P	2000
After attacking [HP-4500]						

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"	-	7700		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10	+1 DEF		8d10		+2 DEF
-	*Only one Move Action.*					

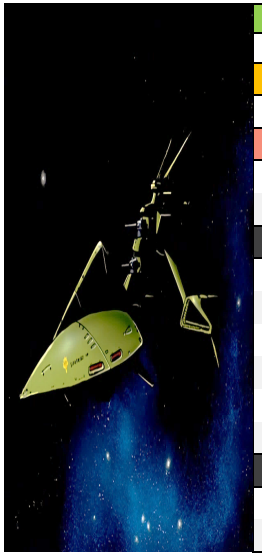
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
4x Ship TL MPC [E][1x360]	40"|24"	6d10	+2d10	+1 Hits	6	500
Support ATK 24" | Rear Arc ATK-3d10						
[AA] Missiles II [X][360]	24"|16"	10d10	+5 Hits	+1 Hits	-	100
Two Uses (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						
[AA] Guns [K][360]	24"	8d10	-	+1 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						



Warship & Captain Traits

This unit may launch four units 16" from the ship's center most turret.	Trait +IV	Quad Launch Catapult



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Musai (0080) [S]	400	1	4	Colossal	112	200
Basic Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Zeon Captain	32"|16"	8"	-	7400		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10	+2 DEF		8d10		+3 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
2x Ship TL MPC [E]	40"|24"	4d10	+2d10	+1 Hits	6	500
Support ATK 24"						
[AA] Missiles III [X][360]	24"|16"	10d10	+5 Hits	+1 Hits	-	100
Three Uses (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

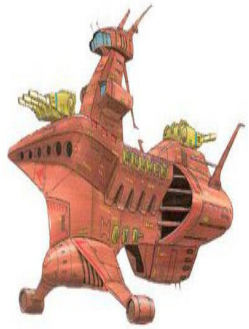
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gaw Carrier [G]	-	1	2	Colossal	87	100
Skilled Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Garma Zabi	24"|8"	4"	-	8600		6+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Flying Warship	5d10	+1 DEF		8d10		+2 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
2x Ship TL MPC [E]	40"|24"	4d10	+2d10	+0 Hits	6	500
Support ATK 24"						
Bombing Run [X]	16"	10d10	-	+0 Hits	-	500
Rear Arc Only | Usable after moving 4"+						
[AA] Guns [K][360]	24"	8d10	-	+0 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full 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]						

Warship & Captain Traits

This unit makes 2 Morale Saves to Rally when it activates.	CAPT I	Devoted Captain

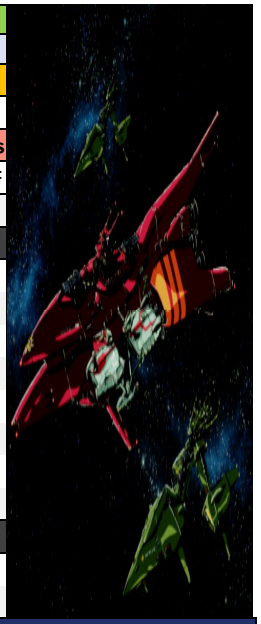


Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Chivvay (0079) [S]	500HP	2	2	Colossal	96	200
Skilled Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
Captain Barom	24"|8"	4"	1 Unit	8900		6+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10	+1 DEF		8d10		+2 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**WS Bonus**	**PEN**	**DMG**
Triple MPC [E][360]	40"|24"	3d10	+3d10	+0 Hits	6	500
Support ATK 24" | Rear Arc Full ATK						
Ship Missiles II [X]	40"|8"	8d10	+1d10	+0 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Missiles II [X][360]	24"|16"	10d10	+5 Hits	+0 Hits	-	100
Two Uses (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						
[AA] Guns II [K][360]	24"	9d10	-	+0 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full 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]						

Warship & Captain Traits

Brash Captain — This Warship may use Guard when attacked. — CAPT I

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**
Captain Killing	24"|8"	8"	1 Units	11900		6+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10	+2 DEF		8d10		+3 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**WS Bonus**	**PEN**	**DMG**
HP Triple MPC [E][360]	40"|24"	3d10	+3d10	+1 Hits	7	500
Support ATK 24" | Rear Arc Full ATK						
Ship Missiles II [X]	40"|8"	8d10	+1d10	+1 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Missiles III [X][360]	24"|16"	10d10	+5 Hits	+1 Hits	-	100
Three Uses (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						
[AA] Guns II [K][360]	24"	9d10	-	+1 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**WS Bonus**	**PEN**	**DMG**
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						



Warship & Captain Traits

Before rolling DEF make a Morale Save to Rally. — CAPT I — Maniacal Captain

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Zanzibar	800HP	3	4	Colossal	147	600
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Char's 2nd in Command	32"|16"	8"	1 Units	10100		6+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Flying Warship	5d10	+2 DEF		8d10		+3 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**WS Bonus**	**PEN**	**DMG**
Ship Cannons [K]	36"|20"	3d10	+2d10	+2 Hits	-	1000
-						
4x Ship MPC [E]	40"|24"	6d10	+1d10	+2 Hits	6	500
Support ATK 24"						
Antiship Missile [X]	40"|20"	4d10	-1d10	+2 Hits	-	1200
Single Use | Gain Finisher+2 vs Size 2+ Targets						
[AA] Guns II [K][360]	24"	9d10	-	+2 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**WS Bonus**	**PEN**	**DMG**
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Seasoned Captain — This unit Hits on a 3+ — CAPT I

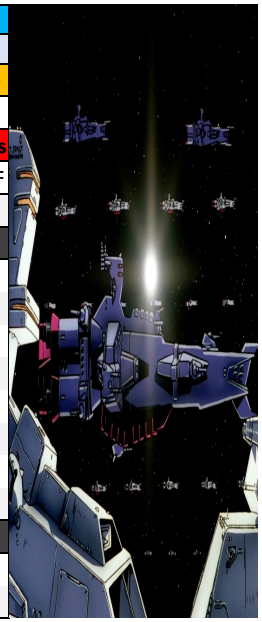
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Zanzibar II	1000HP	3	5	Colossal	167	850
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Deatroaf Kocsel	32"|16"	8"	1 Units	10100		6+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Flying Warship	5d10	+2 DEF		8d10		+3 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**WS Bonus**	**PEN**	**DMG**
2x 2nd Gun [E][360]	40"|24"	4d10	+1d10	+3 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
4x Ship TL MPC [E]	40"|24"	6d10	+2d10	+3 Hits	6	500
Support ATK 24"						
Antiship Missile [X]	40"|20"	4d10	-1d10	+3 Hits	-	1200
Single Use | Gain Finisher+2 vs Size 2+ Targets						
[AA] Guns II [K][360]	24"	9d10	-	+3 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**WS Bonus**	**PEN**	**DMG**
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

This Warship may use Guard when attacked. — CAPT I — Brash Captain

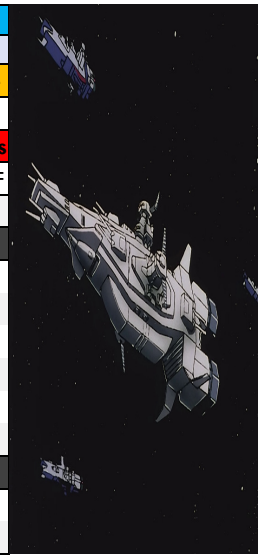
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Salamis (0079) [S]	-	1	2	Colossal	72	120
Basic Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Federation Captain	24"|8"	4"	-	7700		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**WS Bonus**	**PEN**	**DMG**
3x Ship MPC [E][360]	40"|24"	5d10	+1d10	+0 Hits	6	500
Support ATK 24"						
Ship Missiles I [X]	40"|8"	7d10	+1d10	+0 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Missiles [X][360]	24"|16"	10d10	+5 Hits	+0 Hits	-	100
Single Use (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						
[AA] Guns [K][360]	24"	8d10	-	+0 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full 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]						

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"	-	7700		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**WS Bonus**	**PEN**	**DMG**
3x Ship MPC Kai [E][360]	40"|24"	5d10	+1d10	+1 Hits	6	500
Support ATK 28"						
Ship Missiles I [X]	40"|8"	7d10	+1d10	+1 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Missiles [X][360]	24"|16"	10d10	+5 Hits	+1 Hits	-	100
Single Use (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						
[AA] Lasers [E][360]	24"	8d10	-	+1 Hits	4	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**WS Bonus**	**PEN**	**DMG**
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Magellan (0079) [S]	-	2	2	Colossal	81	300
Battle-Tested Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Federation Captain	24"|8"	4"	-	10700		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**WS Bonus**	**PEN**	**DMG**
3x Ship TL MPC [E]	40"|24"	5d10	+2d10	+0 Hits	6	500
Support ATK 24"						
2x 2nd Gun [E][360]	40"|24"	4d10	+1d10	+0 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
[AA] Guns II [K][360]	24"	9d10	-	+0 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full 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]						

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"	-	10700		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**WS Bonus**	**PEN**	**DMG**
3x Ship TL MPC [E]	40"|24"	5d10	+2d10	+1 Hits	6	500
Support ATK 24"						
2x 2nd Gun [E][360]	40"|24"	4d10	+1d10	+1 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
[AA] Lasers II [E][360]	24"	9d10	-	+1 Hits	4	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						
Melee Weapons	**Range**	**Attack**	**Special**	**WS Bonus**	**PEN**	**DMG**
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [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	12500		6+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Minovsky Craft	6d10		+1 DEF	8d10		+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
Support 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 Round (Attack or Support ATK) | Support ATK 16"						
[AA] Guns [K][360]	24"	8d10	-	+1 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits		
Renowned Captain	This unit Hits on a 3+	CAPT I
Dual Launch Catapult	This unit may launch two units 16" from the ship's center most turret.	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		
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	10400		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move 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] | Support DEF 12" | Rear Arc Full 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]						

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	12500		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Minovsky Craft	6d10		+2 DEF	8d10		+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
Support ATK 24" | Rear Arc ATK-1d10						
Ship Missiles II [X][360]	40"|8"	8d10	+1d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Guns [K][360]	24"	8d10	-	+2 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits		
NT Flash: The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Newtype I
This unit may launch two units 16" from the ship's center most turret.	Trait +II	Dual Launch Catapult
This unit Hits and Defends on a 3+	CAPT II	Legendary Captain

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

This unit has the Warship Jamming trait featured below.

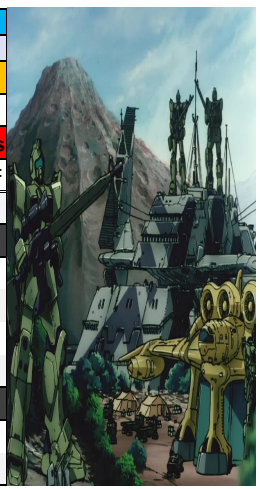
Battle-Hardened with the Expert Engineering Trait and without Newtype

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

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Big Tray [G]	300HP	2	2	Colossal	86	100
Basic Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
Federation Captain	24"|8"	4"	2 Units	12200		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10		+1 DEF	8d10		+2 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
3x Ship Artillery [K]	40"|24"	5d10	+3d10	+0 Hits	-	700
Indirect Fire (R:20" to Max Weapon Range)						
[AA] Guns [K][360]	24"	8d10	-	+0 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full 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]						



Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Argama	2000HP	3	6	Colossal	202	1250
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
CAPT Bright Noa	32"|16"	8"	2 Units	12500		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Minovsky Craft	6d10		+3 DEF	8d10		+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
Support ATK 24"						
3x 2nd Gun [E][1x360]	40"|24"	5d10	+1d10	+3 Hits	5	400
[Free Action once on your Turn] | Rear ATK-2d10						
Ship Fire SPT Missiles [X](3)	40"|20"	10d10	-5d10	+3 Hits	-	300
Three Uses (ATK or Support ATK) | Support ATK 24"						
[AA] Missiles III [X][360]	24"|16"	10d10	+5 Hits	+3 Hits	-	100
Three Uses (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Dual Launch Catapult	This unit may launch two units 16" from the ship's center most turret.	Trait +II
Legendary Captain	This unit Hits and Defends on a 3+	CAPT II

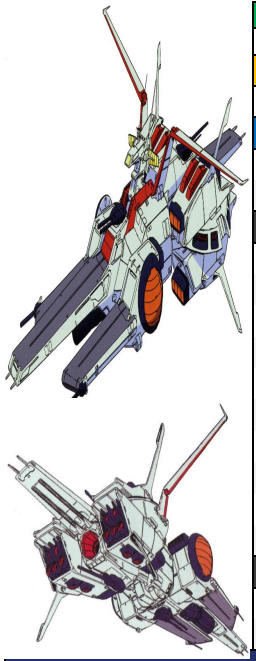
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Radish [S]	500HP	2	4	Colossal	136	600
Skilled Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
CDR Henken Bekkener	28"|12"	8"	1 Units	9500		6+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10		+2 DEF	8d10		+3 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	+1 Hits	6	500
Support ATK 24"						
4x 2nd Gun [E][1x360]	40"|24"	6d10	+1d10	+1 Hits	5	400
[Free Action once on your Turn] | Rear ATK-3d10						
[AA] Beams II [E][360]	24"	5d10	-	+1 Hits	6	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

This unit may launch three units 16" from the ship's center most turret.	Trait +III	Tri Launch Catapult
This unit makes 2 Morale Saves to Rally when it activates.	CAPT I	Devoted Captain



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	12800		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Minovsky Craft	6d10		+3 DEF	8d10		+4 DEF
-	-					

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
Support ATK 24"						
4x 2nd Gun [E][2x360]	40"|24"	6d10	+1d10	+4 Hits	5	400
[Free Action once on your Turn] | Rear ATK-2d10						
Ship Fire SPT Missiles [X](2)	40"|20"	10d10	-5d10	+4 Hits	-	300
Two Uses (ATK or Support ATK) | Support ATK 24"						
[AA] Guns [K][360]	24"	8d10	-	+4 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						
Ship Hyper MPC [E]	40"|32"	7d10	+2 Hits	+4 Hits	6	600
Single Use | AOE: Line | Req. 1 Combat & 2 Move actions						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Tri Launch Catapult	This unit may launch three units 16" from the ship's center most turret.	Trait +III

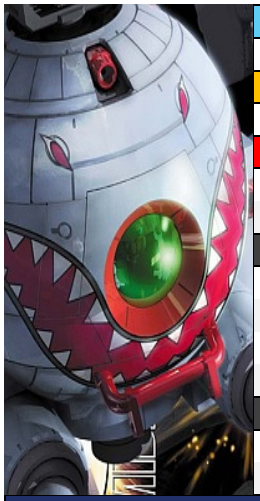
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Audhulma (Garuda) [G]	600HP	2	5	Colossal	161	450
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Hayato Kobayashi	24"|8"	4"	1 Units	10400		6+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Flying Warship	5d10		+2 DEF	8d10		+3 DEF
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
4x Ship MPC [E]	40"|24"	6d10	+1d10	+2 Hits	6	500
Support ATK 24"						
Ship Missiles I [X]	40"|8"	7d10	+1d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Lasers [E][360]	24"	8d10	-	+2 Hits	4	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

This unit may launch one unit 16" from the ship's center most turret.	Trait +I	Launch Catapult
This unit Hits on a 3+	CAPT I	Renowned Captain
Once per Round choose an ally in LOS or Sensor to gain Support ATK or DEF +12" on their weapon up to its Max Range this Turn.	Trait +V	Discerning Captain



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 HP**		**Morale**
Federation Pilot	8"	4"	-	700		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Mobile Armor Defenses	8d10		+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
		-				

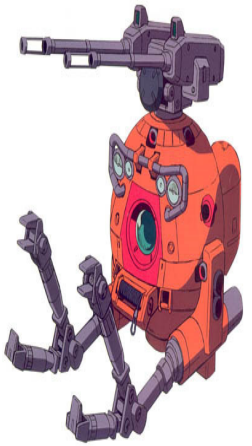
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
		-				

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

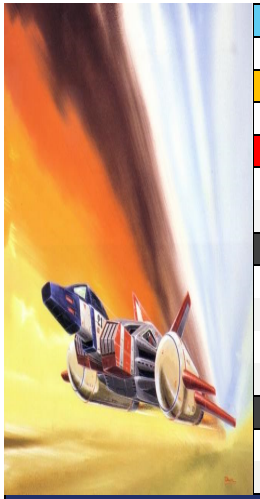
Mobile Armor (MS)	Role	Frame	Performance	Size -1	VP	Points
Ball Type K [S]	Raid	1	1	Mighty	21	60
Skilled Pilot	**Sensors**	**Move**	**Boost**	**Armor HP**		**Morale**
Shiro Amada	8"	4"	-	1000		6+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Mobile Armor Defenses	8d10		+2 DEF	4d10		+0 DEF
-	-					

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 yourself | [First use this game is a Free Action]						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
		-				



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



Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Corebooster	Raid	2	3	Mighty	65	280
Skilled Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Sayla Mass	8"	12"	-	700		6+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+3 DEF	4d10		+1 DEF
Luna Titanium	*+1 DEF Vs [K]inetic & E[X]plosives*					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Aircraft MPC [E]	20"|12"	6d10	+2d10	+4 Hits	5	100
Support DEF 16"						
Small Missile Pod [X]	28"|8"	10d10	+1d10	+4 Hits	-	200
Single Use | Support ATK 20"						

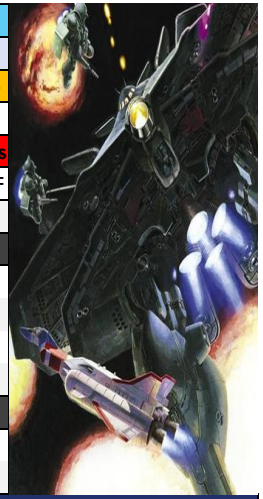
Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						

Mecha & Pilot Traits			
Newtype II	NT Flash: The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX	
No Nonsense Pilot	This unit Hits on a 3+	Pilot Trait I	

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Corebooster	Raid	2	3	Mighty	55	80
Ace Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Sleggar Law	8"	12"	-	700		5+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+3 DEF	4d10		+1 DEF
Luna Titanium	*+1 DEF Vs [K]inetic & E[X]plosives*					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Aircraft MPC [E]	20"|12"	6d10	+2d10	+4 Hits	5	100
Support DEF 16"						
Small Missile Pod [X]	28"|8"	10d10	+1d10	+4 Hits	-	200
Single Use | Support ATK 20"						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+2 Hits	7P	700
After attacking [HP-800]						



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

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 DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+4 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Aircraft Missiles [X]	28"|16"	9d10	+2d10	+3 Hits	-	200
Support ATK 16"						
Aircraft Vulcans [K]	24"|12"	10d10	+1 Hit	+3 Hits	-	100
[Free Action | Once on your Turn]						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

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

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 DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+4 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aircraft Missiles [X]	28"|16"	9d10	+1d10	+3 Hits	-	200
Support ATK 16"						
Aircraft Vulcans [K]	24"|12"	10d10	+1 Hit	+3 Hits	-	100
[Free Action | Once on your Turn]						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
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.	-	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 DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+2 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aircraft Missiles [X]	28"|16"	9d10	+1d10	+3 Hits	-	200
Support ATK 16"						
S. Bombing Run [X]	16"	10d10	-	+3 Hits	-	300
Rear Arc Only | Usable after moving 4"+						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						

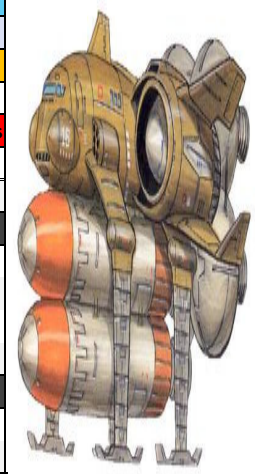
Mecha & Pilot Traits		
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Public Class [S]	Firepower	1	1	Mighty	6	25
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Federation Pilot	20"|8"	4"	-	400		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Bomber	5d10		+1 DEF	4d10		+1 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
S. Antiship Missile [X]	40"|20"	4d10	-1d10	+3 Hits	-	1000
Single Use | Gain Finisher+2 vs Size 2+ Targets						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
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.	-	Support Unit



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		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*					

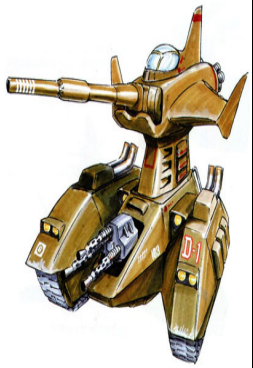
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Small Cannon [K]	36"|28"	5d10	+2d10	+3 Hits	-	400
		-				
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
		-				

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

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 DEF + MS Bonus**			**Melee DEF + MS Bonus**		
[A1] Tank Defenses	4d10		+3 DEF	6d10		+1 DEF
-	*Only one Move Action. Cannot use Accelerate*					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
-	-	-	-	-	-	-
		-				
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
S. Close Combat [CC]	Melee	7d10	-	+0 Hits	5P	300
		-				

Mecha & Pilot Traits			
	Choose an enemy in LOS or Sensors range. This Round Allies gain the benefit of Target Lock versus this enemy.	Trait +V	Sonar Detection



Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Magella Tank [G]	Firepower	2	1	Mighty	15	25
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Zeon Pilot	20"|8"	4"	-	1600		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*					

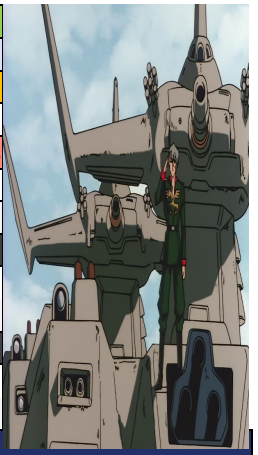
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Magella Cannon [K]	40"|20"	5d10	+1d10	+3 Hits	-	400
Indirect Fire (R:20" to Max Weapon Range)						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
		-				

Mecha & Pilot Traits			
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-	
Flying Tank Gun	Once per game this unit gains Blindside while shooting a target within 16". Afterwards remove this unit from the battlefield.	Trait +II	

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
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 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	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Magella Cannon [K]	40"|20"	5d10	+1d10	+3 Hits	-	400
Indirect Fire (R:20" to Max Weapon Range)						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
		-				

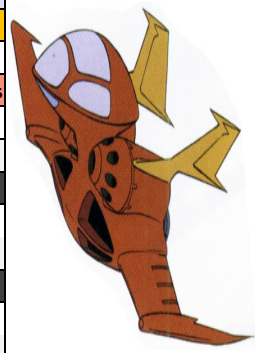
Mecha & Pilot Traits			
	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.	-	Support Unit
	Once per game this unit gains Blindside while shooting a target within 16". Afterwards remove this unit from the battlefield.	Trait +II	Flying Tank Gun
	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	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 DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+4 DEF	4d10		+0 DEF
-	-					

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Aircraft Missiles [X]	28"|16"	9d10	+2d10	+2 Hits	-	200
Support ATK 16"						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+0 Hits	7P	700
After attacking [HP-800]						

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



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 DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+4 DEF	4d10		+0 DEF
-	-					

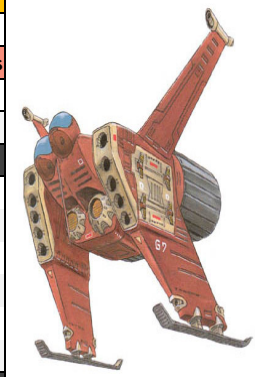
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Aircraft Missiles [X]	28"|16"	9d10	+2d10	+2 Hits	-	200
Support ATK 16"						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+0 Hits	7P	700
After attacking [HP-800]						

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.		-	Support Unit
This unit makes 2 Morale Saves to Rally when it activates.		Pilot Trait I	Inspiring Pilot

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 DEF + MS Bonus**			**Melee DEF + MS 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 Use | Gain Finisher+2 vs Size 2+ Targets						
Aircraft Missiles [X]	28"|16"	9d10	+1d10	+3 Hits	-	200
Support ATK 16"						
Micromissiles [X]	28"|20"	10d10	+3 Hits	+3 Hits	-	100
Single Use | Reroll 1s & 2s						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+0 Hits	7P	700
After attacking [HP-800]						

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



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 DEF + MS Bonus**			**Melee DEF + MS 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 Use | Gain Finisher+2 vs Size 2+ Targets						
TL Aircraft Missiles [X]	28"|16"	9d10	+2d10	+3 Hits	-	200
Support ATK 16"						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+0 Hits	7P	700
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.		-	Support Unit

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Archangel	300HP	4	2	Colossal	143	1000
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
LT Murrue & ENS Natarle	24"|8"	4"	2 Units	12200		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Laminated Armor	6d10		+2 DEF	8d10		+3 DEF
-	*+1 DEF vs [E]nergy 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	4S	700
[Free Action | Once on your Turn]						
Lohengrin Positron Gun [E]	40"|24"	6d10	+2 Hits	+1 Hits	8	600
Two uses | AOE: Line						
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)	40"|20"	10d10	-5d10	+1 Hits	-	300
Two Uses (ATK or Support ATK) | Support ATK 24"						
[AA] Missiles II [X][360]	24"|16"	10d10	+5 Hits	+1 Hits	-	100
Two Uses (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						
[AA] Guns II [K][360]	24"	9d10	-	+1 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits		
Devoted Captain	This unit makes 2 Morale Saves to Rally when it activates.	CAPT I
Expert Gunnery Crew	This unit may use Barrage or Bullseye when it attacks.	CAPT I
Persist	The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X
Dual Launch Catapult	This unit may launch two units 16" from the ship's center most turret.	Trait +II

+50pts the Archangel gains an Anti-Beam DepthCharge		
Anti-Beam DepthCharge	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.	Trait +V

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
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	12200		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Laminated Armor	6d10		+3 DEF	8d10		+4 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
2x Gottfried B.Cannon [E]	40"|24"	4d10	+2d10	+2 Hits	7	500
-						
Valiant Railcannons [K][360]	40"|24"	6d10	-2d10	+2 Hits	4S	700
[Free Action | Once on your Turn]						
Lohengrin Positron Gun [E]	40"|24"	6d10	+2 Hits	+2 Hits	8	600
Two uses | AOE: Line						
Ship Missiles I [X][360]	40"|8"	7d10	+1d10	+2 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
Ship Fire SPT Missiles [X](2)	40"|20"	10d10	-5d10	+2 Hits	-	300
Two Uses (ATK or Support ATK) | Support ATK 24"						
[AA] Missiles II [X][360]	24"|16"	10d10	+5 Hits	+2 Hits	-	100
Two Uses (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						
[AA] Guns II [K][360]	24"	9d10	-	+2 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits			
This Warship may use the Guard when Attacked. It Defends on a 3+		CAPT II	Cavalier Captain
This unit makes 2 Morale Saves to Rally when it activates.		Trait +V	Steadfast Crew
The Iron Wall Skill [M-3] is free for this unit twice per game.		Trait +XX	Persist II
This unit may launch two units 16" from the ship's center most turret.		Trait +II	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

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Kusanagi	1600HP	4	4	Colossal	173	850
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Kisaka	24"|8"	4"	2 Units	10700		6+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Laminated Armor	6d10		+3 DEF	8d10		+4 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
2x Gottfried B.Cannon [E]	40"|24"	4d10	+2d10	+2 Hits	7	500
		-				
Lohengrin Positron Gun [E]	40"|24"	6d10	+2 Hits	+2 Hits	8	600
	Two uses | AOE: Line					
[AA] Missiles [X][360]	24"|16"	10d10	+5 Hits	+2 Hits	-	100
Single Use (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						
[AA] Guns [K][360]	24"	8d10	-	+2 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

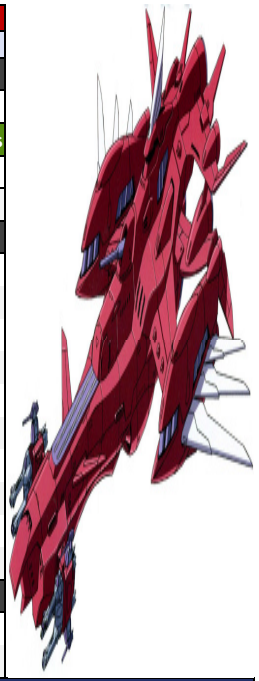
Warship & Captain Traits		
Devoted Captain	This unit makes 2 Morale Saves to Rally when it activates.	CAPT I
Expert Engineering Division	The Iron Wall Skill [M-3] is free for this unit twice per game.	Trait +XX
Launch Catapult	This unit may launch one unit 16" from the ship's center most turret.	Trait +I

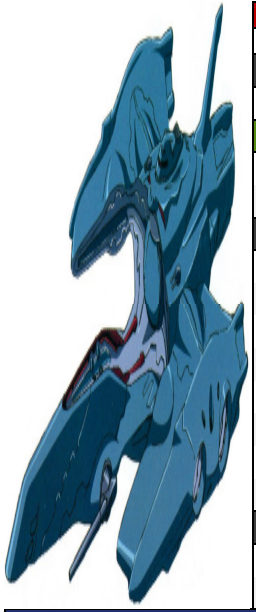
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Eternal	1000HP	4	4	Colossal	193	850
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Waltfeld & Lacus Clyne	32"|16"	8"	1 Units	10700		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Laminated Armor	6d10		+3 DEF	8d10		+4 DEF
-	*+1 DEF vs [E]nergy weapons*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Ship Hi-Power MPC [E]	40"|24"	3d10	+1d10	+2 Hits	7	500
	Support ATK 24"					
2x 2nd Gun [E]	40"|24"	4d10	+1d10	+2 Hits	5	400
	[Free Action once on your Turn]					
Ship TL Railguns [K]	36"|20"	6d10	-1d10	+2 Hits	4S	500
	[Free Action | Once on your Turn]					
[AA] Missiles III [X][360]	24"|16"	10d10	+5 Hits	+2 Hits	-	100
Three Uses (ATK or Support DEF) | Support DEF 24" | Rear Arc Full ATK						
[AA] Guns [K][360]	24"	8d10	-	+2 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits			
This unit Hits and Defends on a 3+		CAPT II	Legendary 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.		Trait +X	Lacus Clyne
This unit may launch one unit 16" from the ship's center most turret.		Trait +I	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	11600		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10		+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	4S	600
[Free Action | Once on your Turn]						
Ship Fire SPT Missiles [X](2)	40"|20"	10d10	-5d10	+2 Hits	-	300
Two Uses (ATK or Support ATK) | Support ATK 24"						
[AA] Guns II [K][360]	24"	9d10	-	+2 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Colossal Ram [CC]	Melee	5d10	Finisher+2	+2 Hits	7P	2000
After attacking [HP-4500]						

Warship & Captain Traits

Launch Catapult	This unit may launch one unit 16" from the ship's center most turret.	Trait +1

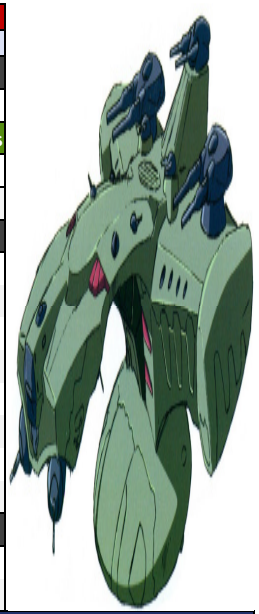
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Laurasia Class	600HP	2	2	Colossal	111	350
Battle-Tested Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Captain Zelman	24"|8"	4"	1 Units	13100		7+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10		+1 DEF	8d10		+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	4S	500
[Free Action | Once on your Turn]						
Ship Fire SPT Missiles [X]	40"|20"	10d10	-5d10	+0 Hits	-	300
Single Use (ATK or Support ATK) | Support ATK 24"						
[AA] Beams [E][360]	24"	4d10	-	+0 Hits	6	100
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full 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]						

Warship & Captain Traits

This unit may launch one unit 16" from the ship's center most turret.	Trait +1	Launch Catapult



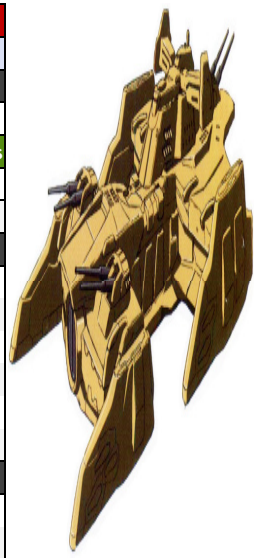
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Lesseps	800HP	2	2	Colossal	106	250
Ace Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
Martin Dacosta	24"|8"	4"	1 Units	12500		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
Warship Defenses	4d10		+1 DEF	8d10		+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 Range)						
Ship Fire SPT Missiles [X](2)	40"|20"	10d10	-5d10	+0 Hits	-	300
Two Uses (ATK or Support ATK) | Support ATK 24"						
[AA] Guns [K][360]	24"	8d10	-	+0 Hits	-	200
[Free Action | Once on your Turn] | Support DEF 12" | Rear Arc Full 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]						

Warship & Captain Traits

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



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"	4"	-	400		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS 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
Support ATK 16"						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+1 Hits	7P	700
After attacking [HP-800]						
Mecha & Pilot Traits						
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.				-	

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
ZAFT Armored Car [G]	Firepower	2	1	Mighty	15	25
Basic Pilot	**Sensors**	**Move**	**Boost**	**Armor HP**		**Morale**
ZAFT Pilot	24"|12"	4"	-	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	**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**
S. Close Combat [CC]	Melee	7d10	-	+1 Hits	5P	300
-						
Mecha & Pilot Traits						
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.				-	

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Spearhead Jet [G]	Interceptor	1	2	Mighty	16	30
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Federation Pilot	8"	8"	-	400		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	6d10		+4 DEF	4d10		+0 DEF
-	-					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
TL Aircraft Missiles [X]	28"|16"	9d10	+2d10	+2 Hits	-	200
Support ATK 16"						
Aircraft Vulcans [K]	24"|12"	10d10	+1 Hit	+2 Hits	-	100
[Free Action | Once on your Turn]						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
S.Ramming Speed [Crash]	Melee	7d10	Finisher+1	+0 Hits	7P	700
After attacking [HP-800]						
Mecha & Pilot Traits						
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.				-	

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"	-	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	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
Linear Gun [K]	40"|20"	7d10	-1d10	+3 Hits	4S	400
-						
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 outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.				-	