Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Arcadia (Movie)	-	5	7	Titanic	302	2000
Ace Captain (Elite 4)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Captain Harlock	36"|20"	8"	3	25600		5+
Defenses	**Evade DEF + WS Bonus**		**Melee DEF + WS Bonus**			
[A2] Dark Matter Engines	6d10	+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
Rear Arc Only | Move 4"+ to use | [Two Uses | Free Action once per Turn]						
[AA] Space Buster [E]	28"	8d10	-	+4 Hits	6	300
[Free Action | Once on your Turn] | Counter is [M-0] | 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 & +3 Elite 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 (Elite 4)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Emeraldas	36"|20"	8"	3	22000		5+
Defenses	**Evade DEF + WS Bonus**			**Melee DEF + WS Bonus**		
[A1] Dark Matter Engines	6d10		+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]	36"	10d10	-	-	5	100
Counter is [M-0] | Support DEF 24" | 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	23900		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]	28"	10d10	-	+3 Hits	4	100
Counter is [M-0] | 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.

MechaStellar VER 10

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Space Wolf	Interceptor	2	5	Mighty	60	250
Battle-Tested Pilot	Sensors	Fly	Boost	Armor HP		Morale
Arcadia Crew	12"	12"	-	800		7+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	7d10		+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"|12"	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"	16"	1	1100		6+
Defenses	**Evade DEF + MS Bonus**			**Melee DEF + MS Bonus**		
Flying Aircraft	7d10		+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"|12"	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
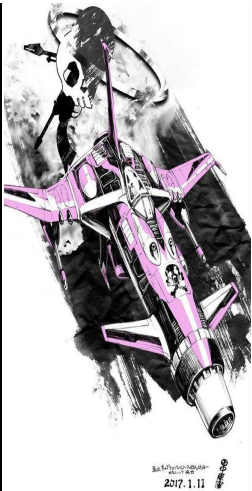
Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Space Battleship Yamato	-	5	3	Titanic	207	1850
Ace Captain (Elite 5)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Classic Yamato S1 & S2	24"|8"	4"	2	27400		5+

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"|28"	4d10	+3d10	+2 Hits	7	700
Rear ATK-2d10 | Gain Finisher+2 vs Size 2+ Units						
S. Shock Cannons[E][360]	40"|28"	3d10	+3d10	+2 Hits	6	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
Rear Arc Only | Move 4"+ to use | [Single Use | Free Action once per Turn]						
[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]	28"	8d10	-	+2 Hits	5	100
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						
Wave Motion Gun [E]	40"|32"	9d10	Finisher+5	+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.		
Kodai	This unit may use Barrage 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 may issue one additional Captain's Order	Trait +V
Captain Okita	This unit Hits and Defends on a 3+	Trait +X

For +150pts & +15VP & +3 Elite 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	2450
Ace Captain (Elite 5)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Be Forever Yamato Crew	28"|12"	4"	2	27400		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"|28"	4d10	+3d10	+3 Hits	7	700
Rear ATK-2d10 | Gain Finisher+2 vs Size 2+ Units						
S. Shock Cannons[E][360]	40"|28"	3d10	+3d10	+3 Hits	6	500
[Free Action once on your Turn] | Gain Finisher+2 vs Size 2+ Units						
W.Motion Cartridges [E]	40"|28"	4d10	+3d10	+3 Hits	8	1000
Single Use | Gain Finisher+2 vs Size 2+ Units						
Ship Torpedos I [X]	40"|8"	7d10	+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
Rear Arc Only | Move 4"+ to use | [Single Use | Free Action once per Turn]						
[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]	28"	8d10	-	+3 Hits	5	100
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						
Wave Motion Gun [E]	40"|32"	9d10	Finisher+5	+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 then Cost-100, VP-10, Elite-2.		
Kodai	This unit may use Barrage 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 may issue one additional Captain's Order	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	212	2000
Ace Captain (Elite 5)	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Yamato 2199 Crew	24"|8"	4"	2	23500		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"|28"	4d10	+3d10	+2 Hits	7	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"|28"	3d10	+3d10	+2 Hits	6	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
Rear Arc Only | Move 4"+ to use | [Single Use | Free Action once per Turn]						
[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]	28"	8d10	-	+2 Hits	5	100
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						
Wave Motion Gun [E]	40"|32"	9d10	Finisher+5	+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.	-
Kodai	This unit may use Barrage 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 may issue one additional Captain's Order	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. (Elite-1)		
Captain Hijikata	This unit may issue two additional Captain's Orders	Trait +X

Cosmo Falcon (Black Tiger)

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"	16"	-	500		7+

Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus	
Flying Aircraft	7d10	+4 DEF	4d10	+0 DEF
-				

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Cosmo Falcon Lasers [E]	24"|12"	10d10	+1 Hit	+3 Hits	4	100
[Free Action | Once on your Turn]						

+20pts the Cosmo Falcon or Cosmo Tiger equips Aircraft Missiles						
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+3 Hits	-	200
Finisher+2 vs Size 0						

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	This unit must be within Enemy Sensors or 24" to be targeted	Trait +III

Cosmo Tiger II

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Cosmo Tiger II	Interceptor	2	5	Mighty	60	200

Battle-Tested Pilot	Sensors	Fly	Boost	Armor HP		Morale
Yamato S2 Air Wing	8"	16"	-	500		7+

Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus	
Flying Aircraft	7d10	+5 DEF	4d10	+1 DEF
-				

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Cosmo Tiger Lasers [E]	24"|16"	10d10	+2 Hits	+4 Hits	4	100
[Free Action | Once on your Turn]						
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+4 Hits	-	200
Finisher+2 vs Size 0						

+100pts the Cosmo Tiger II equips TL Antiship Warheads						
TL Antiship Warheads [X]	28"|20"	5d10	+3d10	+4 Hits	-	500
Single Use | Gain Finisher+5 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		
This unit must be within Enemy Sensors or 24" to be targeted	Trait +III	Stealth

Cosmo Zero

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Cosmo Zero	Interceptor	3	4	Mighty	71	350

Skilled Pilot	Sensors	Fly	Boost	Armor HP		Morale
Susumu Kodai	20"	16"	1	600		6+

Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus	
Flying Aircraft	7d10	+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"|12"	10d10	+1d10	+4 Hits	-	200
Finisher+2 vs Size 0						
Cosmo Zero Lasers [E]	24"|12"	10d10	+2 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	This unit must be within Enemy Sensors or 24" to be targeted	Trait +III
Idealist	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I

Cosmo Tiger I

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Cosmo Tiger I	Interceptor	3	5	Mighty	91	350

Ace Pilot	Sensors	Fly	Boost	Armor HP		Morale
Akira Yamamoto	12"	16"	1	600		5+

Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus	
Flying Aircraft	7d10	+5 DEF	4d10	+1 DEF
-				

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Cosmo Tiger Cannons [E]	36"|24"	6d10	+2d10	+5 Hits	5	200
-						
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+5 Hits	-	200
Finisher+2 vs Size 0						
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		
This unit must be within Enemy Sensors or 24" to be targeted	Trait +III	Stealth
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II	Untouchable

## Deusular II Command Ship (left card)

	Slots	EQ	Armor+	Speed+	Cost+
	160	152	2	5	87

Warship (WS)	Repair	Frame	Performance	Size 4	VP	Points
Deusular II Command Ship	-	4	4	Immense	228	1500

Ace Captain	Sensors	Fly	Havoc	Armor HP	Morale
Abelt Desler	32"|16"	4"	2	23000	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"	9d10	Finisher+5	+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]	20"	7d10	-	+2 Hits	6	100
Counter is [M-0] | 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	

Neu Deusular Command Ship (right card)

	Slots	EQ	Armor+	Speed+	Cost+
	208	200	3	7	122

Warship (WS)	Repair	Frame	Performance	Size 5	VP	Points
Neu Deusular Command Ship	-	4	5	Vast	278	2000

Ace Captain	Sensors	Fly	Havoc	Armor HP	Morale
Abelt Desler	32"|16"	4"	2	28100	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"	9d10	Finisher+5	+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]	20"	7d10	-		6	100
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						

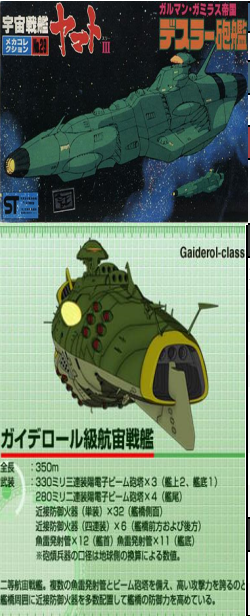| Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Immense Ram [CC]	Melee	5d10	Finisher+2	+3 Hits	7P	3000
After attacking [HP-7500]						

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

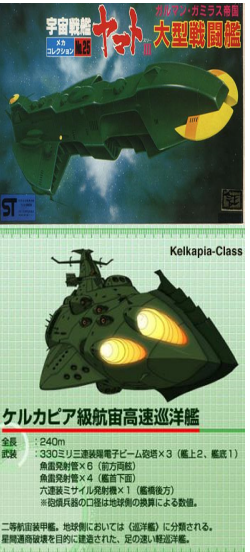| Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Gorland Missiles [X]	40"|20"	5d10	-1d10	+3 Hits	6	1600
Single Use | AOE 12" Circle						
+500pts the Neu Deusula gains the Gorland Missiles						

Destria Heavy Cruiser
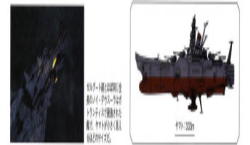
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Destria Heavy Cruiser	-	1	3	Colossal	92	500

Basic Captain	Sensors	Fly	Havoc	Armor HP		Morale
Garmillas Captain	24"|8"	4"	-	5000		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]	20"	6d10	-	+1 Hits	6	100
Counter is [M-0] | 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]						

Kelkapia Hi-Speed Cruiser

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Kelkapia Hi-Speed Cruiser	-	1	4	Colossal	112	300

Basic Captain	Sensors	Fly	Havoc	Armor HP		Morale
Garmillas Captain	24"|8"	8"	-	4700		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 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]	20"	6d10	-	+1 Hits	6	100
Counter is [M-0] | 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 Battleship

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Gaiderol Battleship	-	2	4	Titanic	141	500

Battle-Tested Captain	Sensors	Fly	Havoc	Armor HP		Morale
Garmillas Captain	24"|8"	4"	-	10300		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 Torpedos I [X]	40"|8"	7d10	+1d10	+1 Hits	-	500
One use per Round (Attack or Support ATK) | Support ATK 16"						
[AA] Beams II [E][360]	20"	7d10	-	+1 Hits	6	100
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Titanic Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	2500
After attacking [HP-6000]						

Kripitera Astro Destroyers

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Kripitera Astro Destroyers	-	1	3	Colossal	92	150

Basic Captain	Sensors	Fly	Havoc	Armor HP		Morale
Garmillas Captain	24"|8"	4"	-	3500		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 II [X]	40"|8"	8d10	+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]	20"	6d10	-	+1 Hits	6	100
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						
-	-	-	-	+1 Hits	-	-
-						

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

Domelaze III Dreadnaught
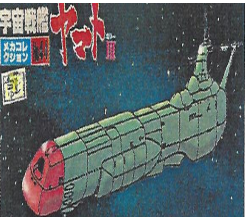
Warship (WS)	Repair	Frame	Performance	Size 4	VP	Points
Domelaze III Dreadnaught	-	4	4	Immense	223	1250
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
Elk Domel	32"|16"	4"	2	22400		5+

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	

first-class dreadnaught *Domelus*
超弩級一等航宙戦闘艦ドメラーズⅢ世

Dimensional Submarine

Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points
Dimensional Submarine	-	2	3	Massive	116	500
Ace Captain	**Sensors**	**Fly**	**Havoc**	**Armor HP**		**Morale**
LtCol. Wolf Flakken	36"|20"	8"	1	4300		5+

Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus	
Migobueza Coating	5d10	+2 DEF	6d10	+2 DEF
-	+1 DEF vs [E]nergy weapons			

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Subspace Torpedo [X]	40"|8"	8d10	+1d10	+1 Hits	-	500
Gain Blindside if you attack outside enemy Sensors						
Antiship DepthCharge [X]	16"	8d10	-	+1 Hits	7	200
Rear Arc Only | Move 4"+ to use | [Single Use | Free Action once per Turn]						
[AA] Lasers [E][360]	28"	8d10	-	+1 Hits	4	100
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						

Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Massive Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	1500
After attacking [HP-3000]						

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

Dimensional Submarine UX-01
次元潜航艦UX-01

Gelvades Twin Carrier

Warship (WS)	Repair	Frame	Performance	Size 3	VP	Points
Gelvades Twin Carrier	300HP	3	4	Titanic	194	1000
Battle-Tested Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	4"	6 Units	15900		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

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
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]	28"	8d10	-		4	100
Counter is [M-0] | 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

Gelvades-class astro battle carrier *Darold*
ゲルバデス級航宙戦闘母艦〈ダロルド〉

Gaiperon 3 Deck Carrier

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gaiperon 3 Deck Carrier	300HP	1	4	Colossal	133	250
Basic Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Garmillas Captain	24"|8"	4"	3 Units	3200		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]	28"	8d10	-	+1 Hits	4	100
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						

+860pt Lamvea Retrofit - Gain 480mm & 330mm Positron Cannons

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
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

Gaiperon-class multi-layer carrier ship *Bulgrey*
ガイペロン級多層式航宙母艦〈バルグレイ〉

Gaiperon-class multi-layer carrier ship *Shuderg*
ガイペロン級多層式航宙母艦〈シュデルグ〉

Gaiperon-class multi-layer carrier ship *Lanbea*
ガイペロン級多層式航宙母艦〈ランベア〉

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Astro Fighter Debake	Raid	1	2	Mighty	16	25
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	7d10		+3 DEF	4d10		+1 DEF
-				-		
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aircraft Lasers [E]	20"|12"	10d10	+1 Hit	+3 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	+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	35
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	7d10		+2 DEF	4d10		+0 DEF
-				-		
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
S. Bombing Run [X]	16"	10d10	-	+3 Hits	-	300
Rear Arc Only | Usable after moving 4"+ | [Free Action once per 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
Astro Fighter Czvarke	Interceptor	2	4	Mighty	40	200
Basic Pilot	Sensors	Fly	Boost	Armor HP		Morale
Garmilas Pilot	16"	16"	-	800		7+
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Flying Aircraft	7d10		+5 DEF	4d10		+1 DEF
-				-		
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Aircraft Lasers [E]	20"|12"	10d10	+2 Hits	+3 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	+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	90
Basic Pilot	Sensors	Fly	Boost	Armor HP		Morale
Garmilas Pilot	12"	12"	-	400		7+
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Flying Aircraft	7d10		+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	-	800
Single Use | Gain Finisher+5 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]						

Astro Attacker Melanca

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	12"	12"	-	400		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Flying Aircraft	7d10	+2 DEF	4d10	+0 DEF		
-			-			
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+3 Hits	-	200
Finisher+2 vs Size 0						
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.					-

Space Combat Fighter DDG110 Zedora II

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Space Fighter Zedora II	Raid	1	3	Mighty	26	30
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	7d10	+3 DEF	4d10	+1 DEF		
-			-			
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+4 Hits	-	200
Finisher+2 vs Size 0						
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						
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

Saruba S-VI Heavy Tank

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Saruba S-VI Heavy Tank	Firepower	1	1	Mighty	6	25
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Garmilas Crew	20"|8"	4"	-	1600		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
[A1] Tank Defenses	4d10	+2 DEF	6d10	+2 DEF		
-	*Cannot use Accelerate.*					
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**SR Bonus**	**PEN**	**DMG**
Tri-Pos. Cannon 99mm [E]	36"|20"	5d10	+3d10	+3 Hits	5	200
-						
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.					-

Melbar M-III APC

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"	-	1300		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
[A1] Tank Defenses	4d10	+2 DEF	6d10	+2 DEF		
-	*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 120"						
Melee Weapons	**Range**	**Attack**	**Special**	**SR 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

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dunbine (Upgraded)	Battler	4	5	Mighty	97	550
Ace Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Marvel Frozen	8"	8"	1	2500		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	+4 Hits	-	200
Single Use | [Free Action | Once on your Turn] | [M-0] Fire in Melee						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+6 Hits	-	300
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+6 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
-						

Mecha & Pilot Traits		
Aura Power II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Cool Under Fire	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I
Inner Strength	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Billbine	Battler	4	7	Mighty	117	950
Ace Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Show Zama	16"	8"	2	2800		5+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Nimble Flyer	9d10	+6 DEF	7d10	+5 DEF		
-			-			

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aura Rifle [E]	24"|16"	7d10	+1d10	+5 Hits	6	100
			-			
TL Aura Shot Cannons [K]	32"|20"	5d10	+2d10	+5 Hits	5	300
			-			

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+7 Hits	-	300
-						
Aura Saber	Melee	8d10	Finisher+1	+7 Hits	6	100
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+7 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+7 Hits	5P	300
-						

Mecha & Pilot Traits		
[Transform] Gain: +2 Accelerate Actions | Lose: Free Spin after Movement, Melee DEF-2d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V	Winged Transformation
The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX	Aura Power III
All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II	Impulsive

Dunbine

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dunbine	Battler	4	3	Mighty	67	350
Skilled Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Show Zama	8"	8"	-	2500		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

Dunbine (Upgraded)

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dunbine (Upgraded)	Battler	4	3	Mighty	77	500
Ace Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Show Zama	8"	8"	1	2500		5+
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 II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Driven	All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II

Wryneck

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Wryneck	Versatile	4	5	Mighty	97	800
Ace Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Todd Guiness	12"	8"	1	2800		5+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Nimble Flyer	9d10	+4 DEF	7d10	+4 DEF		
-			-			

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Small Shot Cannon [K]	24"|12"	10d10	+2 Hits	+6 Hits	-	200
Single Use │ [Free Action │ Once on your Turn] │ [M-0] Fire in Melee						
TL Small Missile Salvo [X]	32"|16"	7d10	+1d10	+6 Hits	-	300
Single Use │ Support ATK 20"						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Small Sword & Dagger	Melee	9d10	Counter+2	+6 Hits	-	300
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+6 Hits	-	100
[Free Action │ Once on your Turn] │ [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
-						

Mecha & Pilot Traits		
Aura Power III	The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX
Driven	All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II

Zwarth

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Zwarth	Battler	4	7	Mighty	117	900
Ace Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Black Knight	12"	8"	3	3400		5+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
[S2] Nimble Flyer	7d10	+8 DEF	5d10	+7 DEF		
-			-			

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
TL Small Shot Cannon [K]	24"|12"	10d10	+2 Hits	+5 Hits	-	200
Single Use │ [Free Action │ Once on your Turn] │ [M-0] Fire in Melee						
TL Small Missile Pod [X](2)	28"|16"	10d10	+2d10	+5 Hits	-	200
Two Uses │ Support ATK 20"						

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

Mecha & Pilot Traits		
Aura Power II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Reaper	This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.	Pilot Trait II
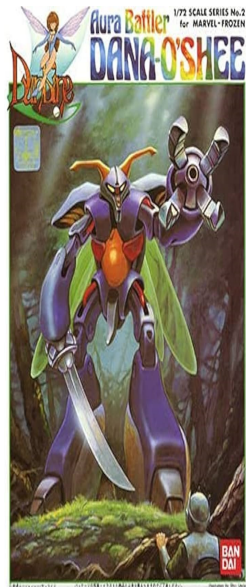
Dana O'Shee

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Dana O'Shea	Battler	1	2	Mighty	41	50

Ace Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Rimul Luft	8"	4"	-	1600		5+

Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**	
Aura Battler Defenses	7d10	+3 DEF	7d10	+2 DEF
-				

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Missile Salvo [X]	32"|8"	6d10	+1d10	+1 Hits	-	400
Single Use | Support ATK 20"						

+10pts gain another use of Missile Salvo						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+3 Hits	-	300
-						
S. Close Combat [CC]	Melee	7d10	-	+3 Hits	5P	300

Bozune

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Bozune	Battler	1	3	Mighty	51	100

Ace Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Neal Given	8"	8"	-	1300		5+

Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**	
Aura Battler Defenses	7d10	+3 DEF	7d10	+2 DEF
-				

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Flare Bomb Launcher	16"|8"	10d10	+2 Hits	+2 Hits	-	100
[Free Action | Once on your Turn]						

+30pts this unit gains a Gatling Gun						
Gatling Gun [K]	28"|16"	10d10	Finisher+1	+2 Hits	-	200
Support ATK 12"						

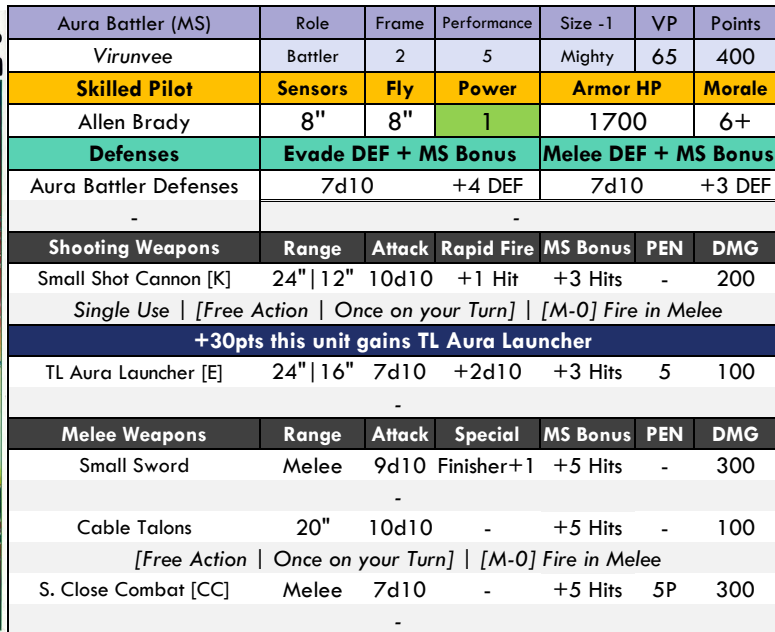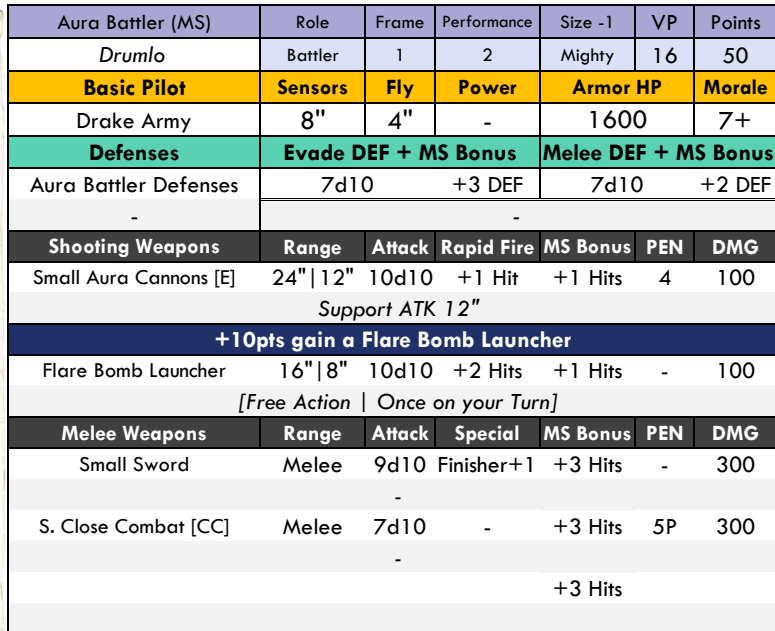| Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+4 Hits	-	300
-						
S. Close Combat [CC]	Melee	7d10	-	+4 Hits	5P	300
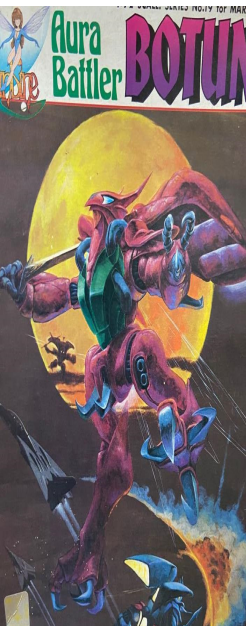
Botune

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Botune	Battler	2	4	Mighty	65	350

Ace Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Marvel Frozen	8"	8"	-	2000		5+

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
Vulcans [K](2)	24"|12"	10d10	+3 Hits	+2 Hits	-	100
Two Uses | [Free Action | Once on your Turn] | [M-0] Fire in Melee						
Flare Bomb Launcher	16"|8"	10d10	+2 Hits	+2 Hits	-	100
[Free Action | Once on your Turn]						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Small Sword	Melee	9d10	Finisher+1	+4 Hits	-	300
-						
Cable Talons	20"	10d10	-	+4 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+4 Hits	5P	300

Mecha & Pilot Traits			
Aura Power I	The Flash Skill [M-3] is free for this unit once per game.	Trait +X	
Cool Under Fire	When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	
Inner Strength	This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I	

Vierres

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Vierres	Battler	3	5	Mighty	86	700

Ace Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Todd Guiness	8"	8"	1	2100		5+

Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**	
[MD1] Nimble Flyer	9d10	+4 DEF	7d10	+4 DEF
-				

Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Small Shot Cannon [K]	24"|12"	10d10	+1 Hit	+4 Hits	-	200
Single Use | [Free Action | Once on your Turn] | [M-0] Fire in Melee						
Flare Bomb Launcher	16"|8"	10d10	+2 Hits	+4 Hits	-	100
[Free Action | Once on your Turn]						

Melee Weapons	Range	Attack	Special	MS Bonus	PEN	DMG
Twin S. Tomahawk	Melee	9d10	Finisher+1	+6 Hits	-	400
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+6 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300

Mecha & Pilot Traits			
Aura Power III	The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX	Aura Power III
Hunting for a Rival	This unit Hits on a 3+	Pilot Trait I	Hunting for a Rival
Overconfident	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	Overconfident

MechaStellar VER 10

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Drumlo	Battler	1	2	Mighty	16	50
Basic Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Drake Army	8"	4"	-	1600		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Aura Battler Defenses	7d10	+3 DEF	7d10	+2 DEF		
-						
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
Small Aura Cannons [E]	24"|12"	10d10	+1 Hit	+1 Hits	4	100
Support ATK 12"						
+10pts gain a Flare Bomb Launcher						
Flare Bomb Launcher	16"|8"	10d10	+2 Hits	+1 Hits	-	100
[Free Action | Once on your Turn]						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
Small Sword	Melee	9d10	Finisher+1	+3 Hits	-	300
-						
S. Close Combat [CC]	Melee	7d10	-	+3 Hits	5P	300
-						
				+3 Hits		

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Bastole	Battler	3	3	Mighty	56	270
Skilled Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Garalia Nyamhee	8"	8"	1	1200		6+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
[MD1] Nimble Flyer	9d10	+3 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						
+30pts this unit gains TL Aura Launcher						
TL Aura Launcher [E]	24"|16"	7d10	+2d10	+3 Hits	5	100
-						
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
-						

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Virunvee	Battler	2	5	Mighty	65	400
Skilled Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Allen Brady	8"	8"	1	1700		6+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Aura Battler Defenses	7d10	+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						
+30pts this unit gains TL Aura Launcher						
TL Aura Launcher [E]	24"|16"	7d10	+2d10	+3 Hits	5	100
-						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
Small Sword	Melee	9d10	Finisher+1	+5 Hits	-	300
-						
Cable Talons	20"	10d10	-	+5 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+5 Hits	5P	300
-						

Aura Battler (MS)	Role	Frame	Performance	Size -1	VP	Points
Leprechaun	Battler	3	6	Mighty	86	600
Skilled Pilot	**Sensors**	**Fly**	**Power**	**Armor HP**		**Morale**
Jeril or Fei	8"	12"	1	1800		6+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
[S1] Nimble Flyer	8d10	+6 DEF	6d10	+5 DEF		
-						
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
Aura Grenade [X]	24"|16"	7d10	+2d10	+4 Hits	-	400
Single Use (ATK or Support DEF)						
+10pts this unit gains another Grenade						
Melee Weapons	**Range**	**Attack**	**Special**	**MS Bonus**	**PEN**	**DMG**
Small Sword	Melee	9d10	Finisher+1	+6 Hits	-	300
-						
TL Cable Talons	20"|12"	10d10	+1 Hit	+6 Hits	-	100
[Free Action | Once on your Turn] | [M-0] Fire in Melee						
S. Close Combat [CC]	Melee	7d10	-	+6 Hits	5P	300
-						

Mecha & Pilot Traits		
Aura Power II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Headhunter	This unit Hits on a 3+	Pilot Trait I
Variant Ace Pilot Muisy Poe (-100pts Morale 5+) Use the below traits instead		
Ruthless	All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II

Mecha & Pilot Traits		
The Flash Skill [M-3] is free for this unit twice per game.		Trait +XX	Aura Power II
Before rolling DEF make a Morale Save to Rally.		Pilot Trait I	Overconfident
Variant Ace Pilot Bern Burnings (-200pts -10VP, Morale 5+) Use the below traits instead		
This unit Hits and Defends on a 3+		Pilot Trait II	War Hero

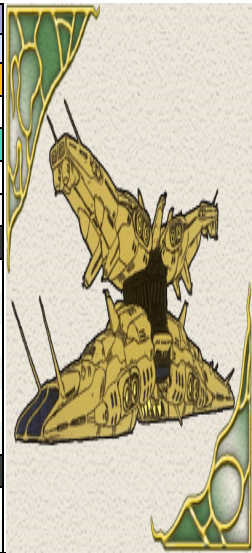| Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points
Zelana	500HP	2	4	Massive	111	150
Battle-Tested Captain	Sensors	Fly	Repair Bay	Armor HP		Morale
Neal Given	24"|8"	8"	2 Units	6100		7+
Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus			
Flying Warship	5d10	+3 DEF	8d10	+3 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
[AA] Guns II [K][360]	28"	9d10	-	+1 Hits	-	200
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Massive Ram [CC]	Melee	5d10	Finisher+2	+1 Hits	7P	1500
After attacking [HP-3000]						

Aura Aircraft	Role	Frame	Performance	Size -1	VP	Points
Fou	Interceptor	1	2	Mighty	21	50
Battle-Tested Pilot	Sensors	Fly	Boost	Armor HP		Morale
Rimul Luft	8"	12"	1	1000		7+
Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus			
Flying Aircraft	7d10	+4 DEF	4d10	+0 DEF		
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Aircraft Vulcans [K]	24"|12"	10d10	+1 Hit	+2 Hits	-	100
[Free Action | Once on your Turn]						
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Claws [CC]	Melee	7d10	-	+0 Hits	6P	400
-						

Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points
Spriggan	-	3	7	Massive	197	500
Ace Captain	Sensors	Fly	Havoc	Armor HP		Morale
Shot Weapon	28"|12"	8"	1	7200		5+
Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus			
Flying Warship	5d10	+4 DEF	8d10	+4 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
2x TL-S Aura Gun [E][360]	40"|24"	4d10	+2d10	+4 Hits	6	500
Support ATK 24"						
[AA] Guns [K][360]	28"	8d10	-	+4 Hits	-	200
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Massive Ram [CC]	Melee	5d10	Finisher+2	+4 Hits	7P	1500
After attacking [HP-3000]						

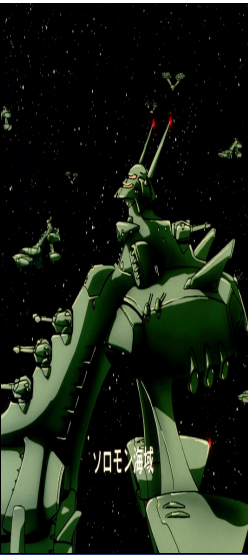| Warship (WS)	Repair	Frame	Performance	Size 1	VP	Points
Bull Beggar	-	2	2	Massive	56	100
Basic Captain	Sensors	Fly	Havoc	Armor HP		Morale
Drake Army	24"|8"	4"	-	4600		7+
Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus			
Flying Warship	5d10	+2 DEF	8d10	+2 DEF		
-	Only one Move Action.					
Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Aura Cannons [K]	40"|24"	4d10	+1d10	+0 Hits	-	1000
-						
[AA] Guns II [K][360]	28"	9d10	-	+0 Hits	-	200
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						
Melee Weapons	Range	Attack	Special	WS Bonus	PEN	DMG
Massive Ram [CC]	Melee	5d10	Finisher+2	+0 Hits	7P	1500
After attacking [HP-3000]						

Will Wipps

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Will Wipps	-	4	5	Colossal	193	1000
Ace Captain	Sensors	Fly	Havoc	Armor HP		Morale
Lord Drake Luft	24"|8"	4"	2	16700		5+
Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus			
Flying Warship	5d10	+3 DEF	8d10	+4 DEF		
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
4x TL Aura Gun [E][360]	40"|24"	6d10	+2d10	+3 Hits	6	700
Support ATK 24"						
3x 2nd Gun [E][360]	40"|24"	5d10	+1d10	+3 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
[AA] Guns [K][360]	28"	8d10	-	+3 Hits	-	200
Counter is [M-0] | 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]						

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
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

Gea Gring

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gea Gring	-	4	5	Colossal	158	1000
Basic Captain	Sensors	Fly	Havoc	Armor HP		Morale
Lord Bishott	24"|8"	4"	-	19400		7+
Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus			
Flying Warship	5d10	+3 DEF	8d10	+4 DEF		
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
4x 2nd Gun [E][2x360]	40"|24"	6d10	+1d10	+3 Hits	5	400
[Free Action once on your Turn] | Rear ATK-2d10						
4x 2nd Gun [E][2x360]	40"|24"	6d10	+1d10	+3 Hits	5	400
[Free Action once on your Turn] | Rear ATK-2d10						
[AA] Guns II [K][360]	28"	9d10	-	+3 Hits	-	200
Counter is [M-0] | 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]						

Mecha & Captain Traits		
[-2 Havoc while Active] Gain +2 DEF vs PEN<7 Does not stack with Shields or Cover | Battle Damage cannot disable.	Trait +XX	Deflecting [Barrier]
This Warship may use the Guard when Attacked. It Defends on a 3+	CAPT II	Haughty Captain

Gran Galan

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Gran Galan	1000HP	4	6	Colossal	218	1000
Ace Captain	Sensors	Fly	Repair Bay	Armor HP		Morale
Queen Ciela & CAPT Kawase	32"|16"	4"	3 Units	13100		5+
Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus			
Flying Warship	5d10	+4 DEF	8d10	+5 DEF		
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
2x TL-S Aura Gun [E][360]	40"|24"	4d10	+2d10	+3 Hits	6	500
Support ATK 24"						
3x 2nd Gun [E][360]	40"|24"	5d10	+1d10	+3 Hits	5	400
[Free Action once on your Turn] | Rear Arc Full ATK						
[AA] Guns II [K][360]	28"	9d10	-	+3 Hits	-	200
Counter is [M-0] | 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]						

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
Inspirational Captain	This unit may issue two additional Captain's Orders	CAPT II

Graon

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Graon	-	4	5	Colossal	178	1000
Battle-Tested Captain	Sensors	Fly	Havoc	Armor HP		Morale
Queen Elle & CAPT Abe	28"|12"	4"	3	16100		7+
Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus			
Flying Warship	5d10	+3 DEF	8d10	+4 DEF		
-	*Only one Move Action.*					

Shooting Weapons	Range	Attack	Rapid Fire	WS Bonus	PEN	DMG
Aura Nova Cannon [E]	40"|32"	7d10	+3 Hits	+3 Hits	6	700
Single Use | AOE: Line | [Permanent Havoc-1]						
4x TL-S Aura Gun [E][360]	40"|24"	6d10	+2d10	+3 Hits	6	500
Support ATK 24"						
[AA] Guns II [K][360]	28"	9d10	-	+3 Hits	-	200
Counter is [M-0] | 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]						

Mecha & Captain Traits		
[-2 Havoc while Active] Gain +2 DEF vs PEN<7 Does not stack with Shields or Cover | Battle Damage cannot disable.	Trait +XX	Deflecting [Barrier]
This unit Hits and Defends on a 3+	CAPT II	War Hero Captain

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	28"|12"	4"	-	5900		7+
Defenses	**Evade DEF + WS Bonus**		**Melee DEF + WS Bonus**			
Warship Defenses	4d10	+0 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	28"|12"	4"	-	6200		7+
Defenses	**Evade DEF + WS Bonus**		**Melee DEF + WS Bonus**			
Warship Defenses	4d10	+0 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]	28"	8d10	-	+1 Hits	-	200
	Counter is [M-0] | 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	
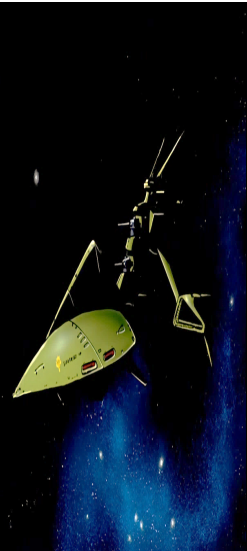
Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Musai (0080) [S]	400HP	1	4	Colossal	112	200
Basic Captain	**Sensors**	**Move**	**Havoc**	**Armor HP**		**Morale**
Zeon Captain	28"|12"	8"	-	5900		7+
Defenses	**Evade DEF + WS Bonus**		**Melee DEF + WS Bonus**			
Warship Defenses	4d10	+1 DEF	8d10	+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"	-	5600		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"+ | [Free Action once per Turn]					
[AA] Guns [K][360]	28"	8d10	-	+0 Hits	-	200
	Counter is [M-0] | 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	8200		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]	28"	9d10	-	+0 Hits	-	200	
Counter is [M-0] | 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]	1000HP	2	4	Colossal		136	500
Skilled Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**	
Captain Killing	24"|8"	8"	1 Units	9700		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]	28"	9d10	-	+1 Hits	-	200	
Counter is [M-0] | 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	700HP	3	4	Colossal		147	500
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**	
Char's 2nd in Command	32"|16"	8"	1 Units	8400		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	-	1000	
Single Use | Gain Finisher+5 vs Size 2+ Targets							
[AA] Guns II [K][360]	28"	9d10	-	+2 Hits	-	200	
Counter is [M-0] | 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	900HP	3	5	Colossal		167	750
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**	
Deatroaf Kocsel	32"|16"	8"	1 Units	8400		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	-	1000	
Single Use | Gain Finisher+5 vs Size 2+ Targets							
[AA] Guns II [K][360]	28"	9d10	-	+3 Hits	-	200	
Counter is [M-0] | 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	70
Basic Captain	Sensors	Move	Havoc	Armor HP		Morale
Federation Captain	24"|8"	4"	-	6200		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"					
[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 [K][360]	28"	8d10	-	+0 Hits	-	200
	Counter is [M-0] | 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	140
Basic Captain	Sensors	Move	Havoc	Armor HP		Morale
Federation Captain	24"|8"	4"	-	6200		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"					
[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] Lasers [E][360]	28"	8d10	-	+1 Hits	4	100
	Counter is [M-0] | 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]					

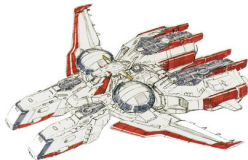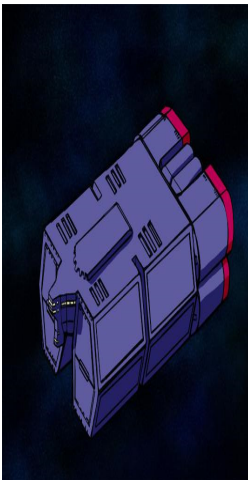| Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Magellan (0079) [S]	-	2	2	Colossal	81	250
Battle-Tested Captain	Sensors	Move	Havoc	Armor HP		Morale
Federation Captain	24"|8"	4"	-	9400		7+
Defenses	**Evade DEF + WS Bonus**		**Melee DEF + WS Bonus**			
Warship Defenses	4d10	+1 DEF	8d10	+2 DEF		
-	*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 [K][360]	28"	8d10	-	+0 Hits	-	200
	Counter is [M-0] | 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	300
Battle-Tested Captain	Sensors	Move	Havoc	Armor HP		Morale
Federation Captain	24"|8"	4"	-	9400		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 [E][360]	28"	8d10	-	+1 Hits	4	100
	Counter is [M-0] | 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]					

White Base

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
White Base	900HP	3	2	Colossal	112	500
Skilled Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
LTJG Bright Noa	24"|8"	4"	2 Units	11400		6+
Defenses	**Evade DEF + WS Bonus**		**Melee DEF + WS Bonus**			
Minovsky Craft	5d10	+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]	28"	8d10	-	+1 Hits	-	200
Counter is [M-0] | 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

White Base (Jaburo Refit)

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
White Base (Jaburo Refit)	900HP	3	4	Colossal	172	650
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
Bright Noa + Mirai Yashima	24"|8"	4"	2 Units	11400		5+
Defenses	**Evade DEF + WS Bonus**		**Melee DEF + WS Bonus**			
Minovsky Craft	5d10	+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]	28"	8d10	-	+2 Hits	-	200
Counter is [M-0] | 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

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

'+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		

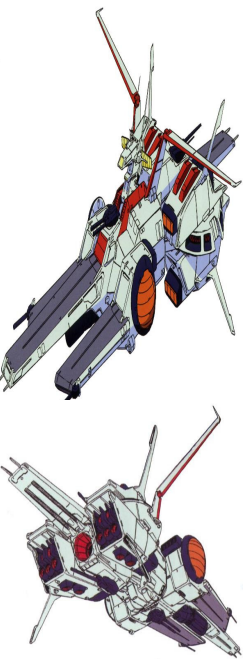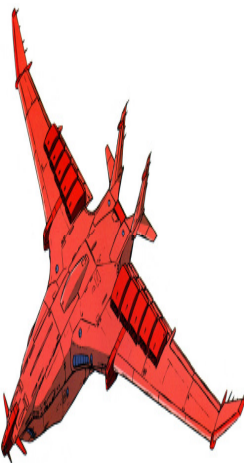| Warship & Captain Traits		
Enemy Warships gain no benefit from Target Lock against this unit. Enemies cannot target this unit before its first activation unless within 20"	Trait +V	Warship Jamming

Columbus [S]

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	4700		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]	28"	8d10	-	+0 Hits	-	200
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						

Support Carrier		
While this unit is on the battlefield you can ignore the limit on Support Units		

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

Big Tray [G]

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Big Tray [G]	900HP	2	2	Colossal	86	100
Basic Captain	**Sensors**	**Move**	**Repair Bay**	**Armor HP**		**Morale**
Federation Captain	28"|12"	4"	2 Units	8500		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]	28"	8d10	-	+0 Hits	-	200
Counter is [M-0] | 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]						

Argama

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Argama	1700HP	3	6	Colossal	202	1000
Ace Captain	Sensors	Fly	Repair Bay	Armor HP		Morale
CAPT Bright Noa	28"|12"	4"	2 Units	9000		5+
Defenses	**Evade DEF + WS Bonus**		**Melee DEF + WS Bonus**			
Minovsky Craft	5d10	+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

Radish [S]

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Radish [S]	500HP	2	4	Colossal	136	500
Skilled Captain	Sensors	Move	Repair Bay	Armor HP		Morale
CDR Henken Bekkener	28"|12"	4"	1 Units	7300		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]	20"	7d10	-	+1 Hits	6	100
Counter is [M-0] | 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

Nahel Argama

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Nahel Argama	1000HP	3	7	Colossal	197	1250
Basic Captain	Sensors	Fly	Repair Bay	Armor HP		Morale
Federation Captain	28"|12"	4"	2 Units	9900		7+
Defenses	**Evade DEF + WS Bonus**		**Melee DEF + WS Bonus**			
Minovsky Craft	5d10	+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]	28"	8d10	-	+4 Hits	-	200
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						
Ship Hyper MPC [E]	40"|32"	7d10	+2 Hits	+4 Hits	7	500
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

Audhulma (Garuda) [G]

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Audhulma (Garuda) [G]	600HP	2	5	Colossal	161	400
Skilled Captain	Sensors	Fly	Repair Bay	Armor HP		Morale
Hayato Kobayashi	24"|8"	4"	1 Units	7900		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]	28"	8d10	-	+2 Hits	4	100
Counter is [M-0] | 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

RB-79 Ball [S]

	Slots	EQ	Armor+	Speed+	Cost+	
	-2		2	-4	-5	
Mobile Armor (MS)	Role	Frame	Performance	Size -1	VP	Points
RB-79 Ball [S]	Raid	1	1	Mighty	6	25

Basic Pilot	Sensors	Move	Boost	Armor HP	Morale
Federation Pilot	8"	4"	-	1000	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.	-

Ball Type K [S]

	Slots	EQ	Armor+	Speed+	Cost+	
	2	4	3	-4	0	
Mobile Armor (MS)	Role	Frame	Performance	Size -1	VP	Points
Ball Type K [S]	Raid	1	1	Mighty	21	50

Skilled Pilot	Sensors	Move	Boost	Armor HP	Morale
Shiro Amada	8"	4"	-	1300	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

Corebooster (Sayla Mass)
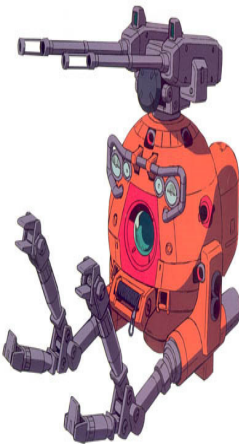
Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Corebooster	Raid	2	3	Mighty	65	260

Skilled Pilot	Sensors	Fly	Boost	Armor HP	Morale
Sayla Mass	8"	12"	-	500	6+

Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus	
Flying Aircraft	7d10	+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

Corebooster (Sleggar Law)

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Corebooster	Raid	2	3	Mighty	55	60

Ace Pilot	Sensors	Fly	Boost	Armor HP	Morale
Sleggar Law	8"	12"	-	500	5+

Defenses	Evade DEF + MS Bonus		Melee DEF + MS Bonus	
Flying Aircraft	7d10	+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

Saberfish (FF-S3 / SABER FISH)

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"	12"	-	400		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Flying Aircraft	7d10	+4 DEF	4d10	+0 DEF		
-			-			
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+3 Hits	-	200
Finisher+2 vs Size 0						
				+3 Hits		
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. —

Tin Cod [G]

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"	12"	-	400		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Flying Aircraft	7d10	+4 DEF	4d10	+0 DEF		
-			-			
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+3 Hits	-	200
Finisher+2 vs Size 0						
				+3 Hits		
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]						

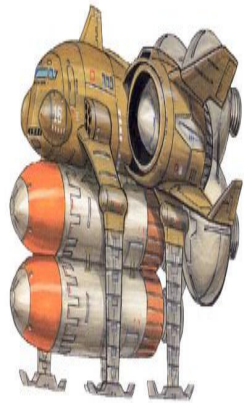| **Mecha & Pilot Traits**	
Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level. —	Support Unit

Fly Manta [G]

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Fly Manta [G]	Raid	1	1	Mighty	6	35
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Federation Pilot	8"	12"	-	400		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Flying Aircraft	7d10	+2 DEF	4d10	+0 DEF		
-			-			
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
S. Bombing Run [X]	16"	10d10	-	+3 Hits	-	300
Rear Arc Only | Usable after moving 4"+ | [Free Action once per 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]						

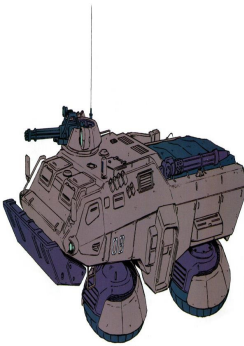| **Mecha & Pilot Traits**	
Support Unit	Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level. —

Public Class [S]

Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Public Class [S]	Firepower	1	1	Mighty	6	35
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Federation Pilot	20"|8"	8"	-	100		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Flying Aircraft	7d10	+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	-	800
Single Use | Gain Finisher+5 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]						

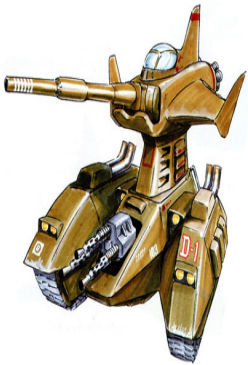| **Mecha & Pilot Traits**	
Support Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level. —	Support Unit

Type-61 Tank [G]

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Type-61 Tank [G]	Firepower	2	1	Mighty	10	20
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Federation Forces	20"|8"	4"	-	1400		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
[A1] Tank Defenses	4d10	+2 DEF	6d10	+2 DEF		
-	*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.	-

Bloodhound Hovertruck

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Bloodhound Hovertruck	Sniper	1	2	Mighty	30	30
Battle-Tested Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Eledore & Michel	24"|8"	4"	-	400		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
[A1] Tank Defenses	4d10	+3 DEF	6d10	+1 DEF		
-	*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

Magella Tank [G] (Basic Pilot)

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Magella Tank [G]	Firepower	2	1	Mighty	15	20
Basic Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Zeon Pilot	20"|8"	4"	-	1400		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
[A1] Tank Defenses	4d10	+2 DEF	6d10	+2 DEF		
-	*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

Magella Tank [G] (Skilled Pilot)

Tank (SR)	Role	Frame	Performance	Size -1	VP	Points
Magella Tank [G]	Firepower	2	1	Mighty	30	20
Skilled Pilot	**Sensors**	**Move**	**Power**	**Armor HP**		**Morale**
Bone Abust	20"|8"	4"	-	1400		6+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
[A1] Tank Defenses	4d10	+2 DEF	6d10	+2 DEF		
-	*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"	12"	-	100		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Flying Aircraft	7d10	+4 DEF	4d10	+0 DEF		
-						
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+2 Hits	-	200
Finisher+2 vs Size 0						
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"	12"	-	100		6+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Flying Aircraft	7d10	+4 DEF	4d10	+0 DEF		
-						
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**MS Bonus**	**PEN**	**DMG**
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+2 Hits	-	200
Finisher+2 vs Size 0						
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	45
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Zeon Pilot	8"	12"	-	400		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Flying Bomber	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	-	800
*Single Use	Gain Finisher+5 vs Size 2+ Targets*						
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+3 Hits	-	200
Finisher+2 vs Size 0						
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	40
Basic Pilot	**Sensors**	**Fly**	**Boost**	**Armor HP**		**Morale**
Zeon Pilot	8"	12"	-	400		7+
Defenses	**Evade DEF + MS Bonus**		**Melee DEF + MS Bonus**			
Flying Bomber	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	-	800
*Single Use	Gain Finisher+5 vs Size 2+ Targets*						
TL Aircraft Missiles [X]	28"|12"	10d10	+2d10	+3 Hits	-	200
Finisher+2 vs Size 0						
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.	-	Support Unit

Archangel (left)

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Archangel	400HP	4	2	Colossal	143	1000
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
LT Murrue & ENS Natarle	24"|8"	4"	2 Units	14600		5+

Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus	
Laminated Armor	5d10	+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 Fire SPT Missiles [X](3)	40"|20"	10d10	-5d10	+1 Hits	-	300
Three Uses (ATK or Support ATK) | Support ATK 24"						
[AA] Guns II [K][360]	28"	9d10	-	+1 Hits	-	200
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						
[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 & 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 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

Archangel (Orb Refit) (right)

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Archangel (Orb Refit)	900HP	4	4	Colossal	198	1300
Ace Captain	**Sensors**	**Fly**	**Repair Bay**	**Armor HP**		**Morale**
LCDR Murrue Ramius	24"|8"	4"	2 Units	14600		5+

Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus	
Laminated Armor	5d10	+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 Fire SPT Missiles [X](3)	40"|20"	10d10	-5d10	+2 Hits	-	300
Three Uses (ATK or Support ATK) | Support ATK 24"						
[AA] Guns II [K][360]	28"	9d10	-	+2 Hits	-	200
Counter is [M-0] | Support DEF 12" | Rear Arc Full ATK						
[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
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

Kusanagi

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Kusanagi	1300HP	4	4	Colossal	178	850

Skilled Captain	Sensors	Fly	Repair Bay	Armor HP	Morale
Kisaka	24"|8"	4"	3 Units	11900	6+

Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus	
Laminated Armor	5d10	+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]	28"	8d10	-	+2 Hits	-	200
Counter is [M-0] | 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

+100pts +10VP the Eternal gains SEED		
SEED	Activates when HP<50% or Round 3+. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X

Eternal

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Eternal	500HP	4	4	Colossal	193	850

Ace Captain	Sensors	Fly	Repair Bay	Armor HP	Morale
Waltfeld & Lacus Clyne	32"|16"	8"	1 Units	11900	5+

Defenses	Evade DEF + WS Bonus		Melee DEF + WS Bonus	
Laminated Armor	5d10	+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 Fire SPT Missiles [X](3)	40"|20"	10d10	-5d10	+2 Hits	-	300
Three Uses (ATK or Support ATK) | Support ATK 24"						
[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]	28"	8d10	-	+2 Hits	-	200
Counter is [M-0] | 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

+50pts & +5VP the Eternal 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

Nazca Class

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Nazca Class	900HP	3	4	Colossal	147	400
Battle-Tested Captain	Sensors	Fly	Repair Bay	Armor HP		Morale
Fredrik Ades	28"|12"	8"	1 Units	11400		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 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]	28"	9d10	-	+2 Hits	-	200
Counter is [M-0] | 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 +I

Laurasia Class

Warship (WS)	Repair	Frame	Performance	Size 2	VP	Points
Laurasia Class	1000HP	2	2	Colossal	111	250
Battle-Tested Captain	Sensors	Fly	Repair Bay	Armor HP		Morale
Captain Zelman	24"|8"	4"	1 Units	9700		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]	40"|24"	7d10	-2d10	+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]	20"	6d10	-	+0 Hits	6	100
Counter is [M-0] | 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 +I	Launch Catapult

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Lesseps

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	32"|16"	4"	1 Units	11000		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](3)	40"|20"	10d10	-5d10	+0 Hits	-	300
Three Uses (ATK or Support ATK) | Support ATK 24"						
[AA] Guns [K][360]	28"	8d10	-	+0 Hits	-	200
Counter is [M-0] | 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
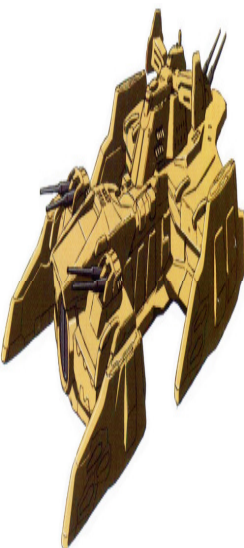
Aircraft (MS)	Role	Frame	Performance	Size -1	VP	Points
Agile (Helicopter) [G]	Interceptor	1	3	Mighty	26	25
Basic Pilot	Sensors	Fly	Boost	Armor HP		Morale
ZAFT Pilot	12"	8"	-	100		7+
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+3 Hits	-	200
Finisher+2 vs Size 0						
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
ZAFT Armored Car [G]	Firepower	2	1	Mighty	15	20
Basic Pilot	Sensors	Move	Power	Armor HP		Morale
ZAFT Pilot	24"|12"	4"	-	1100		7+
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	*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 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
Spearhead Jet [G]	Interceptor	1	2	Mighty	16	20
Basic Pilot	Sensors	Fly	Boost	Armor HP		Morale
Federation Pilot	8"	12"	-	400		7+
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
Flying Aircraft	7d10		+4 DEF	4d10		+0 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	MS Bonus	PEN	DMG
Aircraft Missiles [X]	28"|12"	10d10	+1d10	+2 Hits	-	200
Finisher+2 vs Size 0						
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	20
Basic Pilot	Sensors	Move	Power	Armor HP		Morale
Federation Forces	24"|12"	4"	-	1100		7+
Defenses	Evade DEF + MS Bonus			Melee DEF + MS Bonus		
[A1] Tank Defenses	4d10		+2 DEF	6d10		+2 DEF
-	*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 Units cannot outnumber your Non-Support Units nor Contest CPs. The only Upgrade/Downgrade they may use is to adjust Pilot Level.					-	Support Unit