Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Graze	Versatile	2	2	Giant	46	150
Basic Pilot	**Sensors**	**Move**	**Boost**	**Armor HP**		**Morale**
Gjallarhorn Pilot	8"	4"	-	3600		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
Nanolaminate	*+3 DEF vs [E]	+1 DEF vs Attacks at Range>16"*				
+10pts The Graze equips an [S1] Shield						
[S1] Small Shield	7d10		+2 DEF	5d10		+2 DEF
-	*+3 DEF vs [E]	+1 DEF vs Attacks at Range>16"*				
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
Rifle [K]	24"|16"	7d10	+1d10	+3 Hits	-	400
	-					
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Battle Axe	Melee	7d10	Finisher+2	+3 Hits	-	600
	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400

'+40pt Variant - Graze Ground Type - Gain Move+4"

Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Blade	Melee	8d10	Finisher+1	+3 Hits	-	500
	-					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Geiral	Versatile	1	1	Giant	23	150
Basic Pilot	**Sensors**	**Move**	**Boost**	**Armor HP**		**Morale**
Gjallarhorn Pilot	8"	4"	-	3000		7+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Mobile Suit Defenses	8d10		+0 DEF	6d10		+1 DEF
Nanolaminate	*+3 DEF vs [E]	+1 DEF vs Attacks at Range>16"*				
+10pts The Geirail equips an [S1] Shield						
[S1] Small Shield	7d10		+1 DEF	5d10		+1 DEF
-	*+3 DEF vs [E]	+1 DEF vs Attacks at Range>16"*				
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
Rifle [K]	24"|16"	7d10	+1d10	+3 Hits	-	400
	-					
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Battle Axe	Melee	7d10	Finisher+2	+3 Hits	-	600
	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					

Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Rocket Launcher [K]	28"|8"	5d10	+1d10	+3 Hits	-	700
	-					

You can swap the Rifle for a Rocket Launcher or the Battle Axe for a Blade
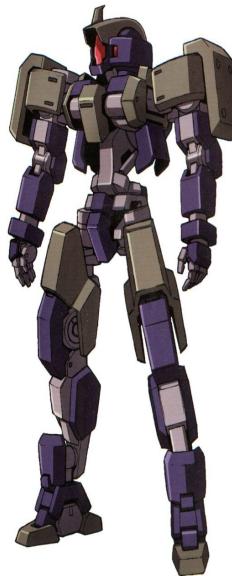
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Graze Ein	Melee	3	4	Giant	139	600
Ace Pilot	**Sensors**	**Move**	**Boost**	**Armor HP**		**Morale**
Ein Dalton	8"	4"	-	4800		5+
Defenses	**Evade DEF + Mech P.**			**Melee DEF + Mech P.**		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+5 DEF
[A1] Nanolaminate	*+3 DEF vs [E]	+1 DEF vs Attacks at Range>16"*				
Shooting Weapons	**Range**	**Attack**	**Rapid Fire**	**Mech P.**	**PEN**	**DMG**
Machine Cannons [K](2)	24"|8"	10d10	+2 Hits	+2 Hits	-	200
*Two Uses	[Free Action	Once on your Turn]	[M-0] Fire in Melee*						
Melee Weapons	**Range**	**Attack**	**Special**	**Mech P.**	**PEN**	**DMG**
Twin Battle Axe	Melee	8d10	Finisher+2	+6 Hits	-	600
	-					
Pile Bunker	Melee	6d10	Finisher+2	+6 Hits	5	300
This weapon gains Blindside the first time it is used						
Drill Kick [CC]	Melee	7d10	Counter+1	+6 Hits	6P	400
This weapon gains Blindside the first time it is used						

Mecha & Pilot Traits

Alaya-Vijnana System	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X
Reaper	This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.	Pilot Trait ll