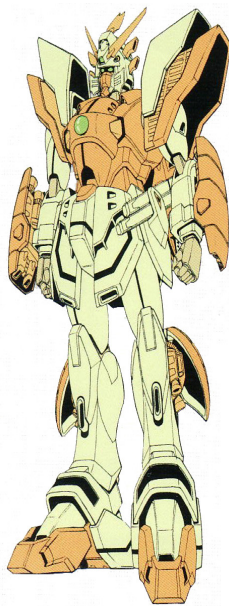


Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Shining Gundam	Melee	5	7	Giant	530	1000
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Domon Kasshu	8"	12"	3	7700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10		+6 DEF		7d10	+7 DEF
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Shining Shot [E]	20"	11d10	-	+5 Hits	5	100
Single Use [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Shining G. Beam Saber	Melee	8d10	Finisher+2	+9 Hits	8	200
[Power-2] Shining Finger Sword - Range 8" & DMG 600						
S. Martial Arts [CC]	Melee	9d10	-	+9 Hits	6P	400
Shining Finger [Power-2] - Gain Finisher+4						

Mecha & Pilot Traits		
Unmatched Martial Artist	Increase the bonus by 2 for Swift Strike.	Trait +X
Mobile Trace Expertise	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each TURN you fail an Armor or Finisher Save.	Trait +V
Shining G. Super Mode	[HP-1000] Once per turn the super mode activates. Power Melee gives +2 Crit Hits but -4 DEF.	-
Quest for Vengeance	All weapons gain Finisher+1	Pilot Trait I
Talented Pilot	This unit Hits on a 3+	Pilot Trait I
Hot Blooded Passion	The Valor Skill [M-3] is free for this unit once per game.	Trait +X

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Shining Gundam (Final Fight)	Melee	5	7	Giant	535	1150
Ace Pilot (Elite 8)	Sensors	Move	Power	Armor HP	Morale	
Domon Kasshu	8"	12"	3	7700	4+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10		+6 DEF		7d10	+7 DEF
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Shining Shot [E]	20"	11d10	-	+5 Hits	5	100
Single Use [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Shining G. Beam Saber	Melee	8d10	Finisher+2	+9 Hits	8	200
[Power-2] Shining Finger Sword - Range 8" & DMG 600						
S. Martial Arts [CC]	Melee	9d10	-	+9 Hits	6P	400
Shining Finger [Power-2] - Gain Finisher+4						

Mecha & Pilot Traits		
Increase the bonus by 2 for Swift Strike.	Trait +X	Unmatched Martial Artist
At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X	Mobile Trace Mastery
[HP-1000] Once per Turn the true super mode activates. Finishing Blow does 2000 DMG per Hit.	-	Super Mode Serenity
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Cool Under Fire
This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait I	Inner Strength
This units morale was improved (i.e. 5+ -> 4+)	Trait +V	Final Fight
All Attack and Defense rolls gain +1 die (+1d10)	Trait +XV	Undisputed King of Hearts





Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Gundam Maxter	Versatile	5	7	Giant	525	1000
Ace Pilot (Elite 4)	Sensors	Move	Power	Armor HP	Morale	
Chibodee Crocket	8"	8"	1	9200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10		+5 DEF	7d10		+6 DEF
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Magnums [K]	24" 12"	7d10	+2 Hits	+8 Hits	-	500
-						
Burning Punch	20" 12"	8d10	Finisher+1	+8 Hits	5	300
[Power-1] to use						
Cyclone Punch	20" 12"	7d10	Finisher+1	+8 Hits	6P	400
[Power-1] to use PUSH						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Machinegun Punch	Melee	10d10	Finisher+2	+8 Hits	-	300
[Power-1] to use First use - Gain Blinside on this attack						
Mecha Boxing [CC]	Melee	8d10	Finisher+1	+8 Hits	6P	400
[HP-1900] Armor shifts to the fists, this weapons is permanently DMG 800.						

Mecha & Pilot Traits			
Surfboard Entrance	This unit gains a free Accelerate Action in the first Round it is deployed.	Trait +I	
Hyper Mode	[HP-1000] Finishing Blow does 1500 DMG per Hit. This ability is usable once per Turn.	-	
Mobile Trace Expertise	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each TURN you fail an Armor or Finisher Save.	Trait +V	
Overzealous	The Zeal Skill [M-3] is free for this unit once per game.	Trait +X	
Swift Combatant	Increase the bonus by 1 for Swift Strike.	Trait +V	
Renowned Pilot	This unit Hits on a 3+	Pilot Trait I	
Overconfident	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I	

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Rose Gundam	Guardian	5	7	Giant	525	1000
Ace Pilot (Elite 4)	Sensors	Move	Power	Armor HP	Morale	
George DeSand	20"	8"	1	8600	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10	+6 DEF		7d10	+7 DEF	
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rose Bits [E]	32" 20"	5d10	+1d10	+7 Hits	7	100
[Power-1] Uses the Remote Weapons rules below						
Rose Hurricane [E]	28" 20"	6d10	Finisher+1	+7 Hits	7	100
[Power-1] Uses the Remote Weapons rules below						
Rose Screamer	24"	9d10	-	+7 Hits	7S	-
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits			
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Remote Weapons	
[HP-1000] Finishing Blow does 1500 DMG per Hit. This ability is usable once per Turn.	-	Hyper Mode	
At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each TURN you fail an Armor or Finisher Save.	Trait +V	Mobile Trace Expertise	
The Iron Wall Skill [M-3] is free for this unit once per game.	Trait +X	Persist	
Increase the bonus by 1 for Feint.	Trait +V	Skilled Swordsman	
This unit Hits on a 3+	Pilot Trait I	Renowned Pilot	
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I	Chivalrous	





Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Dragon Gundam	Battler	5	7	Giant	530	1000
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Sai Saichi	8"	12"	1	7400	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10	+6 DEF		7d10	+6 DEF	
Feilong Flag Deception	[Power-1] Gain Tactical Advantage on CounterAttack					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Dragon Flamethrower	16" 8"	14d10	+4 Hits	+6 Hits	-	100
[Free Action Once on your Turn]						
Twin Dragon Fang	12"	9d10	-	+6 Hits	-	300
First use - Gain Blindsight on this attack						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Feilong Flag	Melee	8d10	Counter+2	+8 Hits	6	300
-						
D. Martial Arts [CC]	Melee	9d10	-	+8 Hits	6P	400
Stinger [Power-1] - Once per game gain Blindsight on this attack						
Shin Ryuusei Kochouken	Melee	9d10	Finisher+2	+8 Hits	7	600
[HP-1500] to use						

Activated Mecha & Pilot Traits

Hyper Mode

[HP-1000] Finishing Blow does 1500 DMG per Hit.
This ability is usable once per Turn.

-

Mobile Trace Expertise

At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.
Gain 1 Stun Token each TURN you fail an Armor or Finisher Save.

Trait +V

Wiley Pilot

You may decide on your Elite Combat Bonuses after rolling.

Trait +V

Superior Instincts

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

Trait +X

Unmatched Martial Artist

Increase the bonus by 2 for Swift Strike.

Trait +X

Prodigy

This unit Defends on a 3+
Before rolling DEF make a Morale Save to Rally

Pilot
Trait II

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Bolt Gundam	Unstoppable	5	7	Giant	530	1000
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Argo Gulsii	8"	6"	1	9800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10		+4 DEF		7d10	+7 DEF
Zero-Range Gaia Crusher	+2 DEF vsDMG<400 [HP-2000] Gain +5 Melee DEF					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Swinging Hammer	16"	6d10	-	+9 Hits	6P	600
[Power-1] to use PUSH						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Graviton Hammer	Melee	6d10	-	+9 Hits	6P	700
-						
Crushing Strength [CC]	Melee	7d10	Finisher+1	+9 Hits	5	600
-						
Gaia Crusher [K]	Self	6d10	-	+9 Hits	8P	-
[Single Use][Power-1] AOE: 16" Radius Circle You may rearrange terrain						

Activated Mecha & Pilot Traits

[HP-1000] Finishing Blow does 1500 DMG per Hit.
This ability is usable once per Turn.

-

Hyper Mode

At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.

Trait +X

Mobile Trace Mastery

Guard gives +3 Defense dice (+3d10)

Trait +X

Invulnerable

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

Trait +X

Persist

This unit makes 2 Morale Saves to Rally when it activates.

Pilot
Trait I

Inner Strength

Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to
gain 2d10x100 HP (limit of 2x Max HP).

Pilot
Trait I

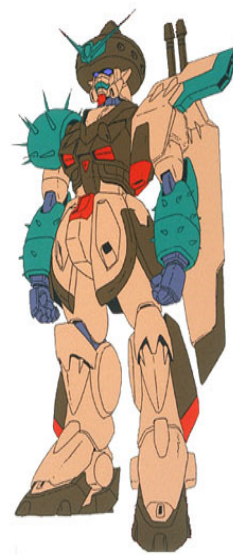
Fighting Spirit





Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Neros Gundam	Interceptor	5	7	Giant	530	1000
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Michelo Chariot	16"	12"	3	7400	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[A1] Gundarium S. Alloy	7d10		+7 DEF		7d10	+4 DEF
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Satyricon Beam [E]	28" 16"	8d10	+2d10	+7 Hits	6	100
-						
Silver Legs [E]	36" 24"	8d10	+1 Hit	+7 Hits	6	300
[Permanent Power-1] to use AOE						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Killer Knuckle	Melee	7d10	Finisher+2	+5 Hits	-	300
This weapon gains Blindside the first time it is used						
Kick [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Tequila Gundam	Assault	5	7	Giant	525	1000
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Chico Rodriguez	20"	12"	1	6800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10		+5 DEF		7d10	+5 DEF
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sombrero Vulcans [K]	20" 12"	12d10	+3 Hits	+8 Hits	-	200
Blindside on First Use						
Tequila Vortex	12"	10d10	-	+8 Hits	-	-
If there are any Unblocked Hits your next attack vs this Target gains Blindside						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Trident	Melee	8d10	Counter+2	+8 Hits	7	300
-						
Spike Launcher	8"	8d10	Finisher+2	+2 Hits	-	200
This weapon gains Blindside the first time it is used						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						



Mecha & Pilot Traits		
Mobile Trace System	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each time you fail an Armor or Finisher Save.	-
Furious Fusillade	Barrage gives +3 Shots	Trait +X
Overzealous	The Zeal Skill [M-3] is free for this unit once per game.	Trait +X
Warmonger	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.	Pilot Trait II

Mecha & Pilot Traits		
At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Gain 1 Stun Token each time you fail an Armor or Finisher Save.	-	Mobile Trace System
Increase the bonus by 1 for Feint.	Trait +V	Crafty Combatant
The Valor Skill [M-3] is free for this unit once per game.	Trait +X	Hot Blooded Passion
All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II	Impulsive



Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Royal Gundam	Sniper	5	7	Giant	520	1000
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Gentle Chapman	40" 24"	8"	3	9200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10		+5 DEF	7d10		+4 DEF
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Custom Beam Sniper [E]	40" 20"	6d10	Finisher+2	+9 Hits	6	200
Target any unit Ignore Cover and Support DEF Bonus						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit	Role	Frame	Performance	Size 0	VP	Points
Cushings NET6-MS	Sniper	1	3	Giant	50	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Ms. Chapman (Remotely)	24" 8"	4"	-	2300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+0 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Long Beam Rifle [E]	28" 16"	6d10	+1d10	+6 Hits	6	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						



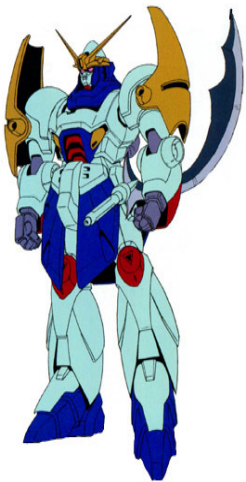
Mecha & Pilot Traits		
Mobile Trace Mastery	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X
Deadeye	Bullseye has +3 Crit Range (7++)	Trait +X
Legendary Pilot	This unit Hits and Defends on a 3+	Pilot Trait II

Variants for Neros & Royal Gundam (+150pts) - Gain Killer Instinct & Final Fight.		
Activates when HP<50% or Round 4+. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X	Killer Instinct
This units morale was improved (i.e. 5+ -> 4+)	Trait +V	Final Fight



Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Pharaoh Gundam IV	Melee	5	5	Giant	500	1000
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Dahal Muhammad	8"	10"	2	12200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10	+4 DEF		7d10	+6 DEF	
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Monster Beam [E]	28" 20"	5d10	+1d10	+4 Hits	5	100
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Constrict & Immobilize	Melee	8d10	-	+8 Hits	8S	400
		-				
Fists [CC]	Melee	7d10	-	+8 Hits	6P	400
		-				

Mecha & Pilot Traits		
Mobile Trace Mastery	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X
Regeneration X	On this unit's turn regain 1000 HP and repair one Battle Damage.	Trait +X
Invulnerable	Guard gives +3 Defense dice (+3d10)	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 II

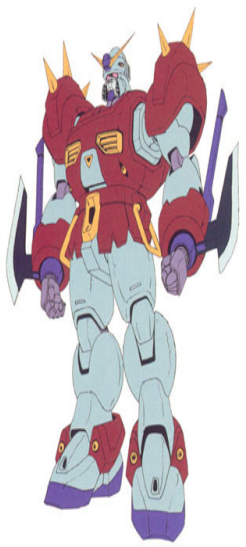


Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Minaret Gundam	Battler	5	7	Giant	520	1000
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Saette Gyuzelle [DG]	8"	12"	3	8900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10	+6 DEF		7d10	+6 DEF	
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Vulcans [K](2)	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Giant Scimitar	Melee	8d10	Finisher+2	+8 Hits	5	600
		-				
Crushing Strength [CC]	Melee	7d10	Finisher+1	+8 Hits	5	600
		-				

Mecha & Pilot Traits		
At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X	Mobile Trace Mastery
On this unit's turn regain 1000 HP and repair one Battle Damage.	Trait +X	Regeneration X
Increase the bonus by 2 for Swift Strike.	Trait +X	Whirlwind Combatant
All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II	Ruthless

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Lumber Gundam	Melee	5	7	Giant	510	1000
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Andrew Graham	8"	8"	3	10100	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A2] Gundarium S. Alloy	7d10		+7 DEF	7d10		+8 DEF
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Crushing Strength [CC]	Melee	7d10	Finisher+1	+9 Hits	5	600
		-				
Killer Axes	Melee	8d10	Finisher+1	+9 Hits	-	600
This weapon gains Blindside the first time it is used						
Chainsaw	Melee	6d10	Finisher+1	+9 Hits	5	600
		-				

Mecha & Pilot Traits		
At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X	Mobile Trace Mastery
All weapons gain Finisher+1	Pilot Trait I	Quest for Vengeance
This unit Hits on a 3+	Pilot Trait I	Headhunter





Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Kowloon Gundam	Melee	5	5	Giant	520	1250
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Master Asia	16"	8"	3	9200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10		+5 DEF	7d10		+6 DEF
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Cloth	12"	7d10	-	+4 Hits	7	200
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Entangling Cloth	16"	7d10	-	+8 Hits	7S	-
[Free Action Once on your Turn] [Power-1 to use]						
K. Martial Arts [CC]	Melee	9d10	-	+8 Hits	6P	400
Kowloon Finger [Power-2] - Gain Finisher+4						
Choukyuu Haou Den'eidan [Crash]	Melee	8d10	Finisher+2	+8 Hits	5	800
After the ATK lose [HP-1000] Gain DMG+200 if within 4" of Domon Kasshu						

Mecha & Pilot Traits		
Mobile Trace Mastery	At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X
Unmatched Martial Artist	Increase the bonus by 2 for Swift Strike.	Trait +X
Secret Technique!	Once per game your secret technique gives you +3 DEF this turn. Gain [Tactical Advantage] on your next activation.	Trait +X
Hot Blooded Passion	The Valor Skill [M-3] is free for this unit once per game.	Trait +X
Undefeated of the East	This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II

Mobile Fighter (SR)	Role	Frame	Performance	Size 0	VP	Points
Shadow Gundam	Battler	5	7	Giant	540	1000
Ace Pilot (Elite 5)	Sensors	Move	Power	Armor HP	Morale	
Schwarz Bruder	12"	12"	2	7400	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Gundarium S. Alloy	7d10		+6 DEF	7d10		+6 DEF
	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Spinning Blades	12"	7d10	-	+6 Hits	-	400
First use - Gain Blinside on this attack						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Spiegel Blade	Melee	8d10	Counter+3	+8 Hits	4	500
Sturm & Drang [Power-1] - ATK +1d10 for each Accelerate used this turn.						
Kick [CC]	Melee	7d10	-	+8 Hits	6P	400
-						
Immobilizing Net	12"	7d10	-	+8 Hits	7S	-
[Free Action Once per Game]						

Mecha & Pilot Traits		
At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn.	Trait +X	Mobile Trace Mastery
Dodge gives +3 Crit Range (7++)	Trait +X	Unpredictable
Once per game your secret technique gives you +3 DEF this turn. Gain [Tactical Advantage] on your next activation.	Trait +X	Shadow Duplicates
The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Extrasensory Perception
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally	Pilot Trait II	Untouchable





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Wing Gundam	Firepower	5	3	Giant	470	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Heero Yuy	20" 8"	8"	1	6800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF		4d10 +6 DEF	
[A1] Gundanium	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Buster Rifle [E]	32" 24"	6d10	+1 Hit	+6 Hits	7	400
Three uses AOE						
Vulcans & Cannons [K]	20" 8"	10d10	+2 Hits	+6 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits		
Neo Bird Mode	This unit gains a free Accelerate Action in the first Round it is deployed.	Trait +I
Ruthless	All weapons gain Finisher+1. Gain +2 Hits on Counterattack, Indirect Fire & AOE Attacks.	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Deathscythe	Battler	5	3	Giant	470	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Duo Maxwell	16"	8"	1	6200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF		6d10 +4 DEF	
[A1] Gundanium	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Buster Shield	16"	7d10	-	+4 Hits	6	200
[Single Use][Gain Blinside on this attack]						
Vulcans & Cannons [K]	20" 8"	10d10	+2 Hits	+4 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Scythe	Melee	8d10	Finisher+4	+6 Hits	7	100
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
While outside enemy Sensors gain +1 DEF. This unit must be within Enemy Sensors or 24" to be targeted		Trait +V
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.		Pilot Trait II
		Jamming Fearsome



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Heavyarms	HeavyArms	5	3	Giant	470	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Trowa Barton	24" 12"	4"	-	8300	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Arm Shield	8d10		+2 DEF		6d10 +5 DEF	
[A1] Gundanium	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Gatling [K]	28" 20"	12d10	Finisher+1	+7 Hits	-	200
-						
Chest Gatlings [K]	24" 12"	10d10	Finisher+2	+7 Hits	-	200
Single Use Support Attack+2 [M-0] Fire in Melee						
Fire Spt Missiles [X](2)	36" 20"	10d10	-4d10	+7 Hits	-	300
Two Uses Support ATK+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Killer Knife	Melee	7d10	Finisher+2	+6 Hits	-	300
This weapon gains Blindsight the first time it is used						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Gundam Pilot Trowa	This unit Hits on a 3+ Before rolling DEF make a Morale Save to Rally.	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Shenlong Gundam "Nataku"	Unstoppable	5	3	Giant	470	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Wufei Chang	12"	8"	-	7700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Arm Shield	8d10		+2 DEF		6d10 +6 DEF	
[A1] Gundanium	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Dragon Fang	8"	8d10	-	+7 Hits	-	300
First use - Gain Blinside on this attack						
Shenlong Flamethrower	20" 12"	14d10	+4 Hits	+7 Hits	-	100
[Free Action Once on your Turn]						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Glaive	Melee	8d10	Counter+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits		
This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.		Pilot Trait II
		Gundam Pilot Wufei





	Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
	Gundam Sandrock	Guardian	5	3	Giant	470	500
	Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
	Quatre Raberba Winnar	16"	8"	-	8300	5+	
	Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
	[MD1] Arm Shield	8d10		+3 DEF	6d10		+6 DEF
	[A1] Gundanium	+2 DEF Vs DMG<400					
	Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
	Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
	Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
	Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
	Twin Heat Shotels	Melee	8d10	Finisher+3	+5 Hits	4	500
			-				
	Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
		-					
Mecha & Pilot Traits							
Throw Heat Shotel	Sandrock throws the Heat Shotels at Range 12". If he fails to destroy the target lose [M-1] otherwise you lose the weapon until next Round.						Trait +III
Steel Resolve	This unit Defends on a 3+ This unit makes 2 Morale Saves to Rally when it activates.						Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Maganac	Guardian	2	2	Giant	90	150
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Maganac Corps	8"	8"	-	4400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power B.Carbine [E]	24" 12"	7d10	+1d10	+3 Hits	7	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+3 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						
Mecha & Pilot Traits						
Ambush: This unit can reinforce on any Table Edge						Trait +II
+50pts a Maganac Unit gains an Anti-Beam Cloak						
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
Anti-Beam Cloak	Single Use +3 DEF vs [E]					





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Heavyarms Custom	HeavyArms	5	7	Giant	510	750
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Trowa Barton	28" 16"	4"	-	8300	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Arm Shield	8d10		+4 DEF		6d10	+7 DEF
[A1] Gundanium	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Quad Heavy Gatling [K]	28" 20"	12d10	+4 Hits	+9 Hits	-	200
-						
Chest Gatlings [K]	24" 12"	10d10	Finisher+2	+9 Hits	-	200
Single Use	Support Attack+2 [M-0] Fire in Melee					
Micromissiles [X](2)	28" 20"	16d10	+4 Hits	+9 Hits	-	100
Two Uses Reroll 1s & 2s						
Fire Spt Missiles [X](2)	36" 20"	10d10	-4d10	+9 Hits	-	300
Two Uses Support ATK+2						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits			
Gundam Pilot Trowa	This unit Hits on a 3+ Before rolling DEF make a Morale Save to Rally.	Pilot Trait II	

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Altron "Nataku"	Unstoppable	5	7	Giant	510	750
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Wufei Chang	12"	8"	1	7700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF		6d10 +7 DEF	
[A1] Gundanium	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Twin Dragon Fang	12"	9d10	-	+9 Hits	-	300
First use - Gain Blinside on this attack						
Altron Flamethrower	24" 16"	14d10	+4 Hits	+9 Hits	-	100
[Free Action Once on your Turn]						
Vulcans [K]	20" 12"	14d10	+2 Hits	+9 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Double Beam Trident	Melee	9d10	Counter+1	+9 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+9 Hits	6P	400
-						

Mecha & Pilot Traits			
This unit Hits on a 3+ On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.		Pilot Trait II	Gundam Pilot Wufei

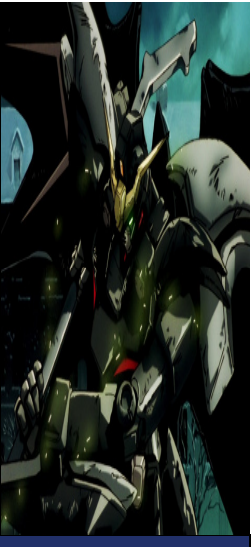


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Sandrock Custom	Guardian	5	7	Giant	510	750
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Quatre Raberba Winnar	24"	8"	-	8300	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+5 DEF		6d10	+7 DEF
[A1] Anti-Beam Cloak	+2 DEF Vs DMG<400 Single Use +3 DEF vs [E]					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Uzi [E]	24" 8"	10d10	+1 Hit	+7 Hits	5	100
Support DEF						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Heat Shotels	Melee	8d10	Finisher+3	+7 Hits	4	500
		-				
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
		-				

Mecha & Pilot Traits			
Throw Heat Shotel	Sandrock throws the Heat Shotels at Range 12". If he fails to destroy the target lose [M-1] otherwise you lose the weapon until next Round.	Trait +III	
Steel Resolve	This unit Defends on a 3+ This unit makes 2 Morale Saves to Rally when it activates.	Pilot Trait II	

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Deathscythe	Assault	5	7	Giant	510	750
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Duo Maxwell	20"	12"	1	6200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+5 DEF		6d10	+5 DEF
[A1] Gundanium	+2 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Buster Shield	16"	7d10	-	+8 Hits	6	200
[Single Use][Gain Blinside on this attack]						
Vulcans & Cannons [K]	20" 8"	10d10	+2 Hits	+8 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
DSH Beam Scythe	Melee	8d10	Finisher+4	+8 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
		-				
Mechs & Pilot Traits						

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 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.		Pilot Trait II	Fearsome





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Tallgeese	Guardian	4	4	Giant	390	500
Ace Pilot (Elite 7)	Sensors	Move	Boost	Armor HP	Morale	
Zechs Merquise	8"	12"	2	5000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Nimble Flyer	9d10		+4 DEF	7d10	+6 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Tallgeese Dobergun [K]	28" 20"	6d10	Finisher+1	+5 Hits	-	700
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Mecha & Pilot Traits						
This unit Hits and Defends on a 3+						Pilot Trait II
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).						Trait +XV

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Tallgeese II	Guardian	4	6	Giant	410	650
Ace Pilot (Elite 7)	Sensors	Move	Boost	Armor HP	Morale	
Treize Kushrenada	12"	12"	2	5000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Nimble Flyer	9d10		+5 DEF	7d10		+7 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Tallgeese Dobergun [K]	28" 20"	6d10	Finisher+1	+6 Hits	-	700
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Custom Beam Saber	Melee	8d10	Finisher+2	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Mecha & Pilot Traits						
This unit Defends on a 3+ Before rolling DEF make a Morale Save to Rally						Pilot Trait II
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).						Trait +XV



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Leo	Versatile	1	3	Giant	50	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Oz Pilot	8"	8"	-	2000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Leo Rifle [K]	28" 16"	11d10	+1 Hit	+5 Hits	-	200
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Tragos	Firepower	1	2	Giant	40	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Oz Pilot	24" 12"	8"	-	2300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Tracked Vehicle MS	4d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL 120mm Artillery [K]	40" 20"	7d10	-1d10	+4 Hits	-	400
Indirect Fire (R:20" to Max Weapon Range)						
Beam Pistol [E]	20" 12"	7d10	+1d10	+4 Hits	6	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						



You may swap a Leo Rifle for these three weapons. The TL Beam Cannons is a +20pt upgrade for the Leo Commander Type. For +10pts a Leo gains Fly.						
Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Shorty Beam Rifle [E]	20" 12"	7d10	+2d10	+5 Hits	7	100
-						
OZ Laser Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	6	100
Gain +2 Hits vs [Barriers]						

Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Dobergun [K]	28" 16"	5d10	+1d10	+5 Hits	-	700
-						
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+5 Hits	6	300
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Taurus	Raid	2	6	Giant	130	120
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Oz Pilot	8"	8"	-	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+6 Hits	7	200
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits		
Jet Transformation	[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V
+50pt This unit gains the Mobile Doll VER1 Trait (+50pts, +5VP, Elite = 1.5)		
Taurus / Aries Ace Pilot Option - Lucrezia Noin		
Pilot Instructor	This unit Hits on a 3+	Pilot Trait I

Taurus Weapon Options - +10pts each						
Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Heavy Beam Cannon [E]	32" 20"	5d10	+1d10	+6 Hits	6	400
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Virgo	HeavyArms	2	5	Giant	120	180
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Mobile Doll AI	20" 8"	4"	-	3200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam Cannon [E]	32" 20"	5d10	+1d10	+7 Hits	6	400
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
Mobile Doll VER1	If all Squad members have this trait, each Squad Member provides a +2d10 Squad bonus, and the cap is raised to 3d10.	Trait +V
Planet Defensors [Barrier 2][180]	DMG<400 Attacks do not reduce the Barriers Strength Allies within 4" also benefit from this Barrier	Trait +X

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Aries	Interceptor	1	3	Giant	50	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Oz Pilot	8"	8"	-	1700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+0 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Chain Rifle [K]	28" 12"	11d10	+1 Hit	+4 Hits	-	200
-						
Missile Pod [X]	28" 16"	10d10	+2d10	+4 Hits	-	200
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						

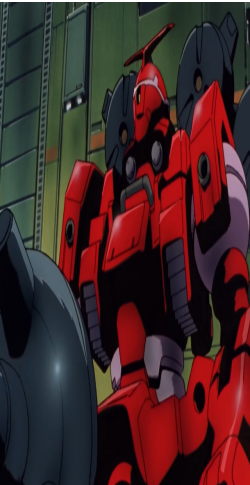
Mecha & Pilot Traits		
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons	Trait +V	Jet Transformation
Aries Ace Pilot Option - Lucrezia Noin		
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Cool Under Fire

Virgo II Weapon Options - +20pts Heavy Beam Cannon						
Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Heavy Beam Cannon [E]	32" 20"	5d10	+1d10	+3 Hits	6	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Virgo II	HeavyArms	2	6	Giant	130	400
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Mobile Doll AI	20" 8"	8"	1	3200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shorty Beam Rifle [E]	20" 12"	7d10	+2d10	+7 Hits	7	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits		
This unit gains +1 Hit against enemies with a higher Elite level.	Trait +X	Mobile Doll VER2
DMG<400 Attacks do not reduce the Barriers Strength Allies within 4" also benefit from this Barrier	Trait +XV	Planet Defensors [Barrier 3][180]





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Mercurius	Melee	4	6	Giant	410	400
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Heero Yuy	12"	8"	-	6500	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+5 DEF	6d10	+6 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Pistol [E]	20" 12"	7d10	+1d10	+4 Hits	6	100
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400

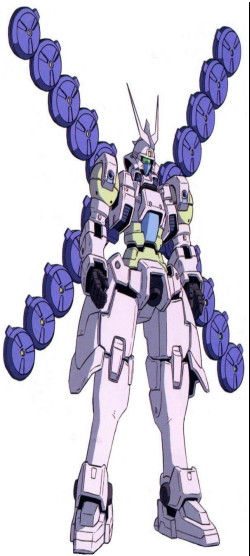
Mecha & Pilot Traits		
Planet Defensors [Barrier 4][180]	DMG<400 Attacks do not reduce the Barriers Strength One Ally within 16" also benefits from this Barrier	Trait +XX
Reckless	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I
Gundam Pilot	This unit Hits on a 3+	Pilot Trait I



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Vayate	Firepower	4	5	Giant	400	400
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Trowa Barton	28" 16"	8"	-	5900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Vayate Beam Cannon [E]	36" 28"	7d10	+1 Hit	+7 Hits	6	400
Four uses AOE						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
This units morale was improved (i.e. 5+ -> 4+)		Trait +V Final Fight
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 Gundam Pilot

Variant (+100pts, -10VP, Elite = 2) - You may convert the Mercurius and Vayate above into Mobile Dolls.		
Remove the Ace Pilot (Elite 3)s and switch them to Battle-Tested (Elite 1)s & Gain Mobile Doll Trait (VP-8)	This unit gains +1 Hit against enemies with a higher Elite level.	Trait +X Mobile Doll Ver2



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Mercurius Suivant	Melee	4	6	Giant	280	450
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Luna Armonia	12"	9"	-	6200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+5 DEF	6d10		+6 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Pistol [E]	20" 12"	7d10	+1d10	+4 Hits	6	100
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Immobilizing Net	12"	7d10	-	+8 Hits	7S	-
[Free Action Once per Game]						
Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits		
Planet Defensors [Barrier 5][180]	DMG<400 Attacks do not reduce the Barriers Strength One Ally within 16" also benefits from this Barrier	Trait +XXV



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Vayeate Suivant	Firepower	4	5	Giant	270	450
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Soris Armonia	32" 20"	8"	-	5900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Vayeate B. Cannon [E]	36" 28"	7d10	+2 Hits	+7 Hits	6	400
Four uses AOE						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
		-				
Kick [CC]	Melee	7d10	-	+5 Hits	6P	400
		-				

Mecha & Pilot Traits		
Barrage gives +2 Shots		Trait +V Gunnery Expert



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Leo-S	Assault	2	6	Giant	160	250
Skilled Pilot (Elite 2)	Sensors	Move	Boost	Armor HP	Morale	
Roche Nattano	20"	8"	-	3200	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Anti-Beam Cloak	8d10		+3 DEF	6d10		+3 DEF
-	Single Use +3 DEF vs [E]					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+6 Hits	6	200
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Chevalier Saber	Melee	7d10	Counter+1	+6 Hits	7	300
	-					
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					

Mecha & Pilot Traits

Overconfident

Before rolling DEF make a Morale Save to Rally.

Pilot
Trait I

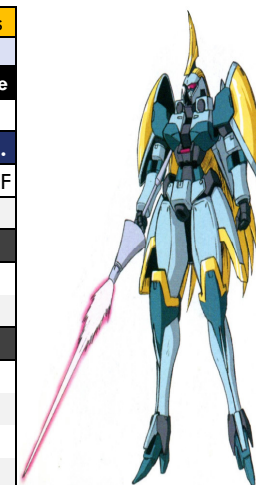
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Leo-R	Battler	2	6	Giant	130	250
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Kratz Silvy	12"	8"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Cannon [E]	36" 20"	5d10	+1d10	+4 Hits	6	300
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Lance	Melee	8d10	-	+6 Hits	7	400
	-					

Mecha & Pilot Traits

While outside enemy Sensors gain +1 DEF.
This unit must be within Enemy Sensors or 24" to be targeted

Trait +V

Jamming



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Leo-N	Melee	2	6	Giant	130	250
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Broom Brooks	12"	8"	-	5000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+5 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Cannons [K]	16" 8"	10d10	+2 Hits	+3 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Bardiche	Melee	8d10	Counter+1	+7 Hits	4	500
		-				
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
		-				

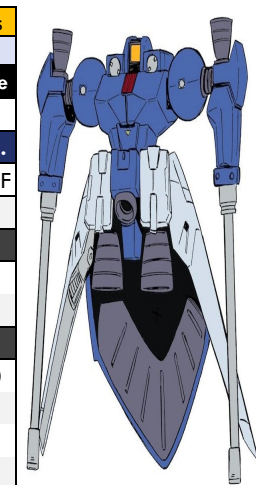
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
D-Unit [S]	Raid	1	3	Giant	70	50
Battle-Tested (Elite 2)	Sensors	Move	Boost	Armor HP	Morale	
Mobile Doll (MO-V)	8"	8"	-	1400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+1 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+5 Hits	6	300
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+3 Hits	7P	1000
	After attacking [HP-1500]					

Mecha & Pilot Traits

If all Squad members have this trait, each Squad Member provides a +2d10 Squad bonus, and the cap is raised to 3d10.

Trait +V

Mobile Doll VER1





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam X (GX-9900)	Firepower	4	5	Giant	300	500
Skilled Pilot (Elite 2)	Sensors	Fly	Boost	Armor HP	Morale	
Garrod Ran	24" 12"	8"	-	5300	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Arm Shield	8d10		+3 DEF	6d10		+5 DEF
Anti-Beam Coating	+1 DEF Vs DMG<400 +1 DEF vs [E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
GX Shield Rifle [E]	28" 20"	6d10	Finisher+1	+7 Hits	8	200
-						
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+7 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Satellite Cannon [E]	40" 24"	8d10	+1 Hit	+7 Hits	7	500
One Use Round 4+ AOE Req. 1 Combat & 2 Move actions						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Satellite Beam Saber	Melee	7d10	Finisher+2	+5 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
Fighting Spirit	Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).	Pilot Trait I

For +150pts & +15VP Tiffa rides with Garrod and gains the below abilities		
Newtype Flash I	The Flash Skill [M-3] is free for this unit once per game.	Trait +X
Vision of the Future	Once per game for the rest of the Round this unit is immune to Tactical Advantage.	Trait +V

7th Space War Jamil Variant Pilot (+15VP +100pts)		
Newtype Flash III	The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GX Divider	Firepower	4	6	Giant	310	650
Skilled Pilot (Elite 2)	Sensors	Fly	Boost	Armor HP	Morale	
Garrod Ran	28" 16"	12"	1	5300	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+6 DEF	4d10		+7 DEF
Anti-Beam Coating	+1 DEF Vs DMG<400			+1 DEF vs [E]nergy		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Heavy Beam M. Gun [E]	28" 20"	10d10	+2 Hits	+7 Hits	5	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Beam Harmonica [E]	28" 20"	6d10	+3d10	+7 Hits	7	300
Two Uses						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Satellite Beam Saber	Melee	7d10	Finisher+2	+5 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits		
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I	Kind Hearted

+100pt +20VP Ace Pilot Option - Jamil Neate		
The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Newtype Flash I
This unit Hits and Defends on a 3+	Pilot Trait II	War Hero

[M-1 per Copy] For this Round each copy of this unit (i.e. G-Bit, Bandit, etc.) with a basic pilot gains the Pilot Traits of the leader.	-	Flash System
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Airmaster	Interceptor	4	6	Giant	280	500
Battle Tested Pilot	Sensors	Fly	Boost	Armor HP		Morale
Witz Sou	12"	12"	1	5600		7+
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+6 DEF	6d10		+3 DEF
Anti-Beam Coating	+1 DEF Vs DMG<400			+1 DEF vs [E]nergy		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Airmaster Rifles [E]	24" 16"	7d10	+2d10	+6 Hits	7	200
-						
Missile Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
Single Use Support ATK						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Kick [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits	
Jet Transformation	[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons Trait +V

7th Space War Variant Newtype Pilot (+15VP +100pts)	
This unit Hits on a 3+	Pilot Trait I Seasoned Veteran

Newtype Flash I	The Flash Skill [M-3] is free for this unit once per game. Trait +X
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gundam Leopard	Heavyarms	4	5	Giant	300	500
Skilled Pilot (Elite 2)	Sensors	Move	Boost	Armor HP		Morale
Roybea Lou	24" 12"	12"	-	7100		6+
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+2 DEF	6d10		+4 DEF
Anti-Beam Coating	+1 DEF Vs DMG<400			+1 DEF vs [E]nergy		
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Beam Gatling [E]	28" 16"	11d10	Finisher+1	+8 Hits	5	200
-						
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	+8 Hits	-	300
Single Use Support ATK+2						
Chest Gatlings [K]	24" 12"	10d10	Finisher+2	+8 Hits	-	200
Single Use Support Attack+2 [M-0] Fire in Melee						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+8 Hits	-	200
Single Use Support Melee DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Knife	Melee	7d10	Counter+2	+7 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits	
This unit Hits on a 3+	Pilot Trait I Seasoned Veteran

[M-1 per Copy] For this Round each copy of this unit (i.e. G-Bit, Bandit, etc.) with a basic pilot gains the Pilot Traits of the leader.	-	Flash System
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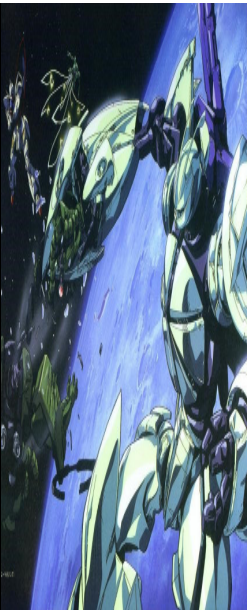


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Turn A Gundam	Versatile	5	10	Giant	540	1500
Ace Pilot (Elite 7)	Sensors	Move	Boost	Armor HP	Morale	
Loran Cehak	28"	16"	3	6200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses FE	10d10		+6 DEF	6d10	+6 DEF	
Nanoskin & Self Repair	[M-1] Regain 1d10x100 HP at the end of the Round					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Turn A Beam Rifle [E]	32" 20"	7d10	+1d10	+9 Hits	7	200
Max Output - Gain +2 PEN but the weapon is destroyed						
Torso Beam Shotgun [E]	28" 16"	15d10	Finisher+2	+9 Hits	4	100
[M-0] Fire in Melee Single Use						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Hyper Hammers	16" 8"	8d10	Finisher+1	+9 Hits	6P	600
PUSH						
Turn A Beam Sabers	Melee	8d10	Counter+2	+9 Hits	8	200
-						
Close Combat [CC]	Melee	7d10	-	+9 Hits	6P	400
-						

Mecha & Pilot Traits		
Spinning Beam Sabers	Once per game roll 1d10 on a 5+ gain +4 Blocks this turn, otherwise gain +2 Blocks.	Trait +III
Correct Century Lostech	Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV
Moonlight Butterfly	Activate in Round 4+ for [M-5]. Gain a permanent +3 DEF. Ally and enemy units within 16" lose 2000HP at the end of this units turn. You do not have to use this Barrier. If you do, after it blocking any [E] attacks roll a d10. On a [1-4] disable all Pilot Traits and this trait for the battle.	Trait +XX
∀ I-Field [Barrier 5][360]	On a [1-4] disable all Pilot Traits and this trait for the battle.	-
Teleport	[M-2] Once per game this unit teleports. Redeploy this unit anywhere on the battlefield that is 16+ inches away from enemy units.	-
Unwavering Loyalty	Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).	Pilot Trait I
Chivalrous	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Turn X Gundam	Assault	5	10	Giant	540	1500
Ace Pilot (Elite 7)	Sensors	Move	Boost	Armor HP	Morale	
Gym Ghingham	28"	16"	2	7400	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses FE	10d10		+6 DEF	6d10		+6 DEF
Nanoskin & Self Repair	[M-1] Regain 1d10x100 HP at the end of the Round					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Turn X MPC [E]	28" 16"	7d10	+1d10	+9 Hits	7	200
-						
∀ All Range ATK [E]	32" 24"	6d10	+3d10	+9 Hits	7	200
Uses the Psycommu rules below						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Turn X Shining Finger	Melee	8d10	Finisher+2	+9 Hits	8	400
Single Use						
Iron Nail	Melee	7d10	Finisher+1	+9 Hits	-	400
This weapon gains Blindside the first time it is used						
Close Combat [CC]	Melee	7d10	-	+9 Hits	6P	400
-						

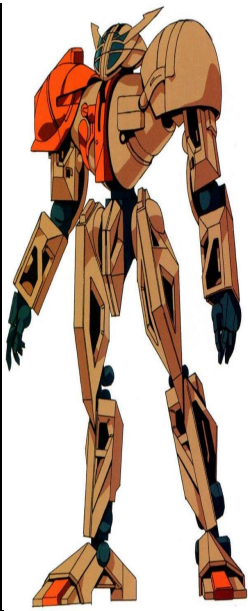
Mecha & Pilot Traits		
[M-3] Split into separate parts and gain +3 Blocks this turn. You also gain Blindside on Melee Counterattack.	-	Separating Machines
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV	Correct Century Lostech
Activate in Round 4+ for [M-5]. Gain a permanent +3 DEF. Ally and enemy units within 16" lose 2000HP at the end of this units turn. You do not have to use this Barrier. If you do, after it blocking any [E] attacks roll a d10. On a [1-4] disable all Pilot Traits and this trait for the battle.	Trait +XX	Moonlight Butterfly
On a [1-4] disable all Pilot Traits and this trait for the battle.	-	∀ I-Field [Barrier 5][360]
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Psycommu
Once per game gain [M+1] for each Armor Save that succeeds against incoming Stun DMG.	-	Power Drainer
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.	Pilot Trait II	Warmonger

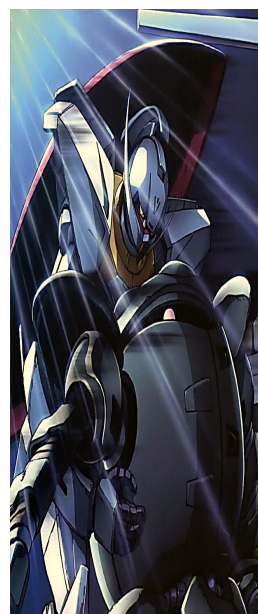




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
White Doll	Versatile	5	8	Giant	420	1000
killed Pilot (Elite 1) (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Loran Cehak	20"	12"	1	6200	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Turn A Shield	8d10	+7 DEF		4d10	+8 DEF	
Nanoskin & Self Repair	[M-1] Regain 1d10x100 HP at the end of the Round					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Turn A Beam Rifle [E]	32" 20"	7d10	+1d10	+8 Hits	7	200
Max Output - Gain +2 PEN but the weapon is destroyed						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Hyper Hammers	16" 8"	8d10	Finisher+1	+8 Hits	6P	600
PUSH						
Turn A Beam Sabers	Melee	8d10	Counter+2	+8 Hits	8	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						
Mecha & Pilot Traits						
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).						Trait +XV
You do not have to use this Barrier. If you do, after it blocking any [E] attacks roll a d10. On a [1-4] disable all Pilot Traits and this trait for the battle.						-
Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).						Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Bandit	Interceptor	3	10	Giant	365	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Merrybell Gadget	16"	12"	1	3800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+7 DEF		6d10 +4 DEF	
Nanoskin & Self Repair	[M-1] Regain 1d10x100 HP at the end of the Round					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Micromissiles [X]	28" 20"	16d10	+6 Hits	+8 Hits	-	100
Single Use Reroll 1s & 2s						
Squeeze Arm	12"	7d10	-	+8 Hits	6S	200
First use - Gain Blinside on this attack						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Arc Wire	8"	7d10	-	+6 Hits	6S	-
[Free Action Once on your Turn]						
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Mecha & Pilot Traits						
[M-1 per Copy] For this Round each copy of this unit (i.e. G-Bit, Bandit, etc.) with a basic pilot gains the Pilot Traits of the leader.						-
All weapons gain Finisher+1						Pilot Trait I
This unit Hits on a 3+						Pilot Trait I





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Kapool [A]	Battler	1	8	Giant	150	500
Skilled Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Sochie Heim	12"	12"	1	3800	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+5 DEF	6d10		+5 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Handguns [K]	24" 12"	7d10	+2 Hits	+5 Hits	-	400
-						
Mega Particle Gun [E]	20" 12"	7d10	+1d10	+5 Hits	6	100
-						
Missile Pod [X]	28" 16"	10d10	+2d10	+5 Hits	-	200
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Iron Nail	Melee	7d10	Finisher+1	+7 Hits	-	400
This weapon gains Blindside the first time it is used						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

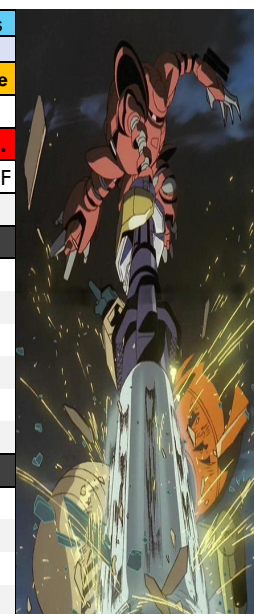
Mecha & Pilot Traits

Reckless	Before rolling DEF make a Morale Save to Rally.	Pilot Trait I
Elusive	Dodge gives +2 Crit Range (8++)	Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Corrin's Kapool [A]	Battler	1	8	Giant	250	650
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Corrin Nander	12"	12"	2	3800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gundarium Gamma MS	9d10		+5 DEF	6d10		+5 DEF
	+1 DEF Vs DMG<400					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rocket Punch	12"	7d10	-	+5 Hits	-	400
First use - Gain Blindside on this attack						
Mega Particle Gun [E]	20" 12"	7d10	+1d10	+5 Hits	6	100
-						
Missile Pod [X]	28" 16"	10d10	+2d10	+5 Hits	-	200
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Minchi Drill	Melee	6d10	Finisher+1	+7 Hits	4	700
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits

All weapons gain Finisher+1. Your attacks have a Target number of 3+ for Finisher Saves	Pilot Trait II	Burning Passion
This units morale was improved (i.e. 5+ -> 3+)	Trait +X	Last Stand



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Borjarnon	Versatile	1	7	Giant	110	290
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Luzianna Militia	8"	8"	1	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Machine Gun [K]	28" 16"	11d10	+1 Hit	+7 Hits	-	200
-						
Zaku Bazooka [K]	28" 12"	5d10	+1d10	+7 Hits	-	600
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+7 Hits	5	500
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Battle Tested Pilot Variant = Gavanne Gooney (+100pts)

Tactician	Once per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF	Trait +V
Sudden Exhaust	[M-1] Usable once per game Your next melee attack gains Blindside.	Trait +V

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Cannon Illefuto	Firepower	1	8	Giant	120	450
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Teteth Halleh	32" 20"	8"	-	2300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Shield Miniature MS	9d10		+5 DEF	5d10		+6 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Mega Gatling Gun [K]	32" 16"	12d10	Finisher+1	+7 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Skilled Pilot (Elite 1) Variant (+100pts | +10VP) Will Game (Morale 4+)

When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Entwined with Tragedy
This units morale was improved (i.e. 5+ -> 3+)	Trait +X	Last Stand





Mobile Suit (MS)	Role	Frame	Performance	Size 1	VP	Points
Wadom	Heavyarms	2	8	Massive	150	250
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Dianna Counter	28" 16"	8"	-	7700	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Armor Defenses	8d10		+2 DEF	4d10		+5 DEF
Nanoskin & Self Repair	[M-1] Regain 1d10x100 HP at the end of the Round					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Antiship MPC [E]	48" 20"	6d10	-3d10	+8 Hits	6	300
-						
TL Missile Salvo [X]	36" 20"	6d10	+3d10	+8 Hits	-	400
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Massive Smash [CC]	Melee	6d10	-	+7 Hits	7P	500
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Godwin	Firepower	1	8	Giant	100	350
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Bruno & Jacop	28" 16"	8"	-	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Miniature MS Defenses	10d10		+4 DEF	6d10		+5 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Railcannon [K]	36" 20"	5d10	-1d10	+7 Hits	4S	600
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Hawk	Melee	7d10	-	+5 Hits	5	500
	-					
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

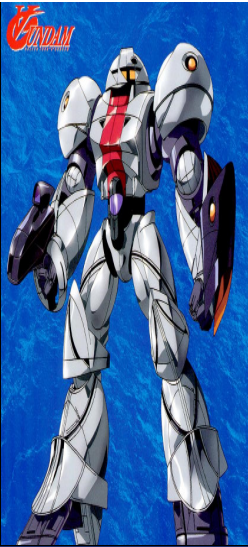


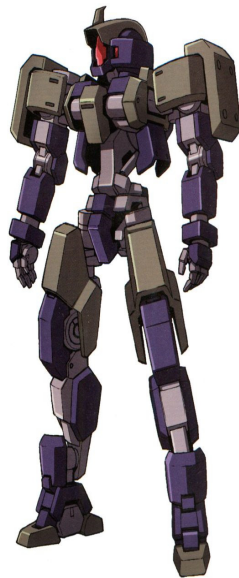
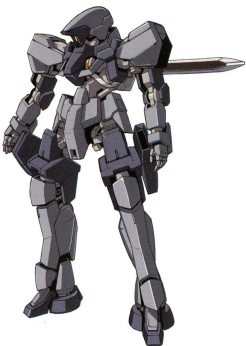
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Gold Sumo	Interceptor	3	10	Giant	365	800
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Harry Ord	24"	12"	2	4400	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Gold Anti-Beam FE	10d10		+7 DEF	6d10		+4 DEF
	+2 DEF vs[E]nergy					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Sumo Beam Gun [E]	24" 12"	8d10	+1d10	+8 Hits	7	100
-						
I-Field Bunker	16"	7d10	-	+8 Hits	7S	-
[Free Action Once per Game]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Fan	Melee	8d10	Counter+2	+6 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits						
∇ I-Field [Barrier 5][360]	You do not have to use this Barrier. If you do, after it blocking any [E] attacks roll a d10. On a [1-4] disable all Pilot Traits and this trait for the battle.					-
Genius Pilot	This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger					Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Sumo	Interceptor	3	9	Giant	255	600
Skilled Pilot (Elite 2)	Sensors	Move	Boost	Armor HP	Morale	
Poe Aijee	16"	12"	1	4400	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses FE	10d10		+6 DEF	6d10		+3 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Sumo Beam Gun [E]	24" 12"	8d10	+2d10	+8 Hits	7	100
-						
I-Field Bunker	16"	7d10	-	+8 Hits	7S	-
[Free Action Once per Game]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Fan	Melee	8d10	Counter+2	+6 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits						
	You do not have to use this Barrier. If you do, after it blocking any [E] attacks roll a d10. On a [1-4] disable all Pilot Traits and this trait for the battle.					-
	All weapons gain Finisher+1					Pilot Trait I
						Volatile





If your opponent is not using any units with [E] weapons reduce the cost of each Nanolaminate units by -100pts

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Graze	Versatile	2	2	Giant	70	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Gjallarhorn Pilot	8"	4"	-	4400	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 R: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 R:16"+					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rifle [K]	24" 16"	7d10	+1d10	+4 Hits	-	400
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Battle Axe	Melee	7d10	Finisher+2	+4 Hits	-	600
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						
+40pt Variant - Graze Ground Type - Gain Move+4"						

Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Blade	Melee	8d10	Finisher+1	+4 Hits	-	500
-						

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
Geirail	Versatile	1	1	Giant	30	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Gjallarhorn Pilot	8"	4"	-	3800	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 R: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 R:16"+					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Rifle [K]	24" 16"	7d10	+1d10	+4 Hits	-	400
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Battle Axe	Melee	7d10	Finisher+2	+4 Hits	-	600
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

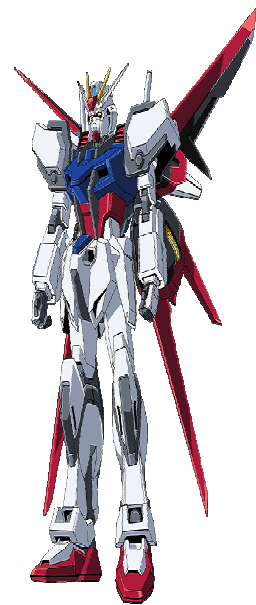
Weapons	Range	Attack	Rapid Fire	Bonus	PEN	DMG
Rocket Launcher [K]	28" 8"	5d10	+1d10	+4 Hits	-	700
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Graze Ein	Melee	3	4	Giant	305	600
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Ein Dalton	8"	4"	-	5600	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 R:16"+					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Machine Cannons [K](2)	16" 8"	10d10	+2 Hits	+3 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	+7 Hits	-	600
-						
Pile Bunker	Melee	6d10	Finisher+2	+7 Hits	5	300
This weapon gains Blindside the first time it is used						
Drill Kick [CC]	Melee	7d10	Counter+1	+7 Hits	6P	400
This weapon gains Blindside the first time it is used						

Mecha & Pilot Traits

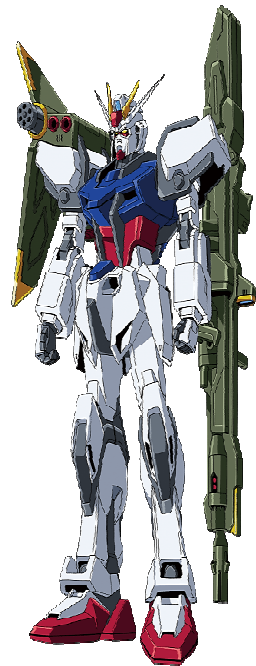
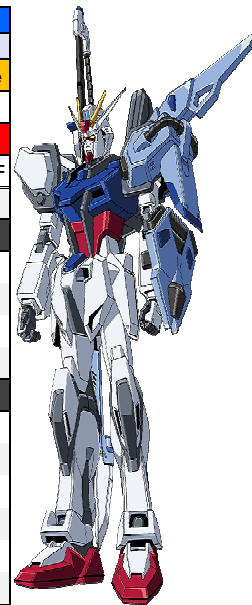
Alaya-Vijnana System At the start of the Round choose either: +1 Hit this Turn or +1 DEF this turn. Trait +X

Reaper This unit Hits on a 3+ Pilot Trait II
On your turn Attacks gain +1 Hit or +1 Crit Hit vs your Challenger.



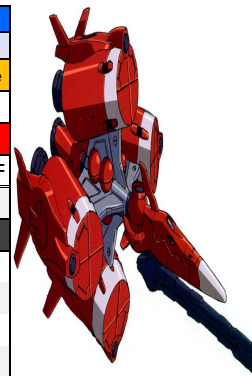
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Aile Strike Gundam</i>	Versatile	4	3	Giant	380	450
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kira Yamato	8"	12"	1	5000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Strike Beam Rifle [E]	24" 16"	6d10	Finisher+1	+6 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
-						
Armor Schneider	Melee	6d10	Finisher+2	+6 Hits	4	300
This weapon gains Blindside in Round 4+						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Sword Strike Gundam</i>	Versatile	4	3	Giant	380	450
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kira Yamato	8"	8"	-	5000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Arm Shield	8d10		+2 DEF		6d10 +4 DEF	
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Boomerang	12"	5d10	-	+6 Hits	7	200
<i>[Free Action Once on your Turn]</i>						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
<i>Single Use [Free Action Once on your Turn] [M-0] Fire in Melee</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Rocket Anchor	16"	10d10	-	+6 Hits	6P	-
<i>PULL yourself [First use this game is a Free Action]</i>						
Antiship Sword	Melee	7d10	Finisher+3	+6 Hits	7	400
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Launcher Strike Gundam	Versatile	4	3	Giant	380	450
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kira Yamato	8"	8"	-	5000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Agni Impulse Cannon [E]	36" 28"	5d10	+1 Hit	+6 Hits	5	400
Three uses AOE						
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	+6 Hits	-	300
Single Use Support ATK+2						
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+6 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+6 Hits	-	200
Single Use Support Melee DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Armor Schneider	Melee	6d10	Finisher+2	+6 Hits	4	300
This weapon gains Blindside in Round 4+						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400

Mobile Suit (MS)	Role	Frame	Performance	Size -1	VP	Points
Moebius Zero	Interceptor	2	4	Mighty	245	500
Ace Pilot (Elite 6)	Sensors	Move	Boost	Armor HP	Morale	
Mwu La Flaga	8"	12"	1	1100	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Armor Defenses	8d10		+5 DEF	4d10		+1 DEF
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Moebius Gunpods [K]	28" 16"	9d10	+2d10	+4 Hits	-	200
Uses the Remote Weapons rules below						
Railgun [K]	28" 16"	6d10	-1d10	+4 Hits	4S	500
-						



Mecha & Pilot Traits		
[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	Remote Weapons
The Flash Skill [M-3] is free for this unit once per game.	Trait +X	Newtype Flash I
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV	Make the Impossible Possible
This unit Hits and Defends on a 3+	Pilot Trait II	The Hawk of Endymion

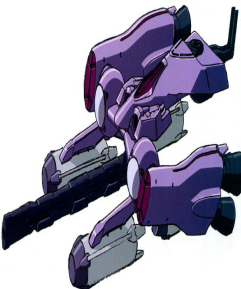
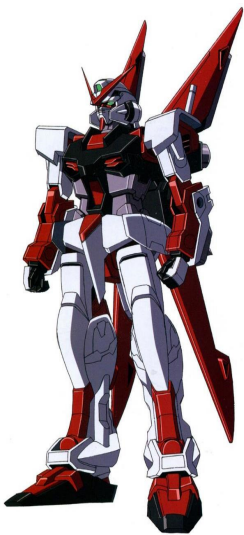
The Strike Gundam & Kira Yamato share the following Mecha & Pilot Traits

Striker Packs	[M-2] At the start of your Turn you may swap to an unused Striker pack. HP does not change but EN resets to 10.	Trait +V	
Phase Shift Armor Battery	Round 1 EN=10 EN-1 each Round EN-1 if PS Blocks any Hits EN-1 to fire an [E] Weapon When EN<1 disable Phase Shift Armor.	-	
SEED	Activates when HP<50% or Round 4+. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X	
This unit may use two different Pilot Skills per turn.		Trait +V	Ultimate Coordinator
Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.		Pilot Trait I	Mechanical Genius
This unit makes 2 Morale Saves to Rally when it activates.		Pilot Trait I	Idealist



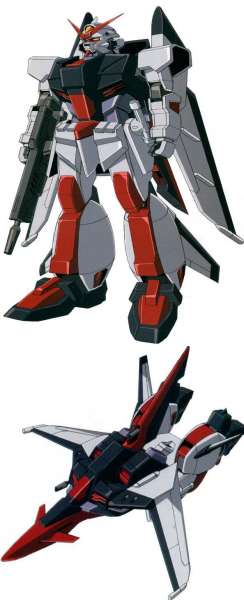
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Strike Dagger	Versatile	1	2	Giant	40	50
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Forces	8"	4"	-	2300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+3 DEF		4d10 +4 DEF	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Carbine [E]	24" 12"	7d10	+1d10	+4 Hits	6	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
M1 Astray	Guardian	2	4	Giant	90	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Orb Pilot	8"	8"	-	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF		4d10 +6 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Strike Beam Rifle [E]	24" 16"	6d10	Finisher+1	+4 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+4 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						



Mobile Suit (MS)	Role	Frame	Performance	Size -1	VP	Points
Moebius	Interceptor	1	2	Mighty	20	20
Basic Pilot	Sensors	Move	Boost	Armor HP		Morale
Earth Alliance Pilot	8"	8"	-	1300		7+
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Flying Aircraft	7d10		+4 DEF		4d10 +0 DEF	
	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Railgun [K]	28" 16"	6d10	-1d10	+3 Hits	4S	500
	-					
Missile Pod [X](2)	28" 16"	10d10	+2d10	+3 Hits	-	200
	Two Uses Support ATK					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+1 Hits	7P	1000
	After attacking [HP-1500]					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Murasame	Interceptor	2	6	Giant	110	270
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Orb Pilot	16"	8"	-	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield	7d10		+6 DEF		5d10 +3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	7	200
-	-					
AA Missiles [X]	24" 16"	16d10	+2 Hits	+5 Hits	-	100
-	Single Use Support DEF+2					
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
-	Single Use [Free Action Once on your Turn] [M-0] Fire in Melee					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-	-					



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.					-

Mecha & Pilot Traits						
[Transform] Gain: +4 Accelerate Actions Lose: Free Spin after Movement, Melee DEF-4d10, all Melee weapons except [CC] or [Crash] weapons						
Trait +V						Jet Transformation



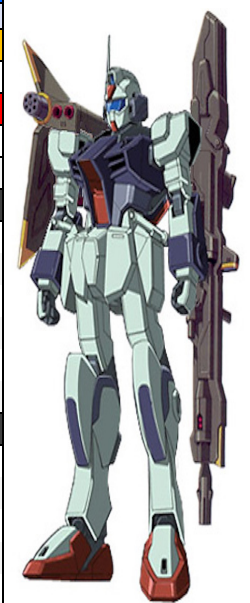
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Dagger L	Versatile	1	4	Giant	60	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Forces	8"	4"	-	2300	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10		+5 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Carbine [E]	24" 12"	7d10	+1d10	+5 Hits	6	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Gain a Stiletto Grenade for +20pts						
Stiletto Grenade [X]	20" 8"	12d10	Finisher+1	+5 Hits	-	200
Single Use		Support Melee DEF				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						
Can equip the Jet, Doppelhorn packs						
+70pts Doppelhorn Striker Pack - Gain TL Antiship Cannons						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Antiship Cannon [K]	40" 20"	5d10	+2d10	+5 Hits	-	600
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Windam	Versatile	1	6	Giant	80	220
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Forces	8"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10		+6 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Hi-Power Beam Rifle [E]	24" 16"	6d10	+1d10	+6 Hits	7	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Gain a Stiletto Grenade for +20pts						
Stiletto Grenade [X]	20" 8"	12d10 Finisher+1	+6 Hits	-	200	
Single Use		Support Melee DEF				
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10 Finisher+1	+6 Hits	7	200	
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Can equip the Jet and Doppelhorn packs						
+80pts & +5VP Jet Striker Pack - Gain Fly, Boost+1 and TL Missile Pod [X]						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Missile Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
Single Use Support ATK						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Sword Dagger L	Versatile	1	4	Giant	60	180
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Forces	8"	4"	-	2000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Arm Shield	8d10		+2 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Boomerang	12"	5d10	-	+5 Hits	7	200
[Free Action Once on your Turn]						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Rocket Anchor	16"	10d10	-	+5 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Antiship Sword	Melee	7d10	Finisher+3	+5 Hits	7	400
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Launcher Dagger L	Versatile	1	4	Giant	60	160
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Earth Alliance Forces	8"	4"	-	2000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10	+3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Agni Impulse Cannon [E]	36" 28"	5d10	+1 Hit	+5 Hits	5	400
Three uses AOE						
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	+5 Hits	-	300
Single Use Support ATK+2						
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+5 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Aegis Gundam	Guardian	4	3	Giant	280	250
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Athrun Zala	8"	8"	-	5000	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF		4d10 +6 DEF	
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Aegis Scylla Cannon [E]	32" 24"	6d10	+1 Hit	+5 Hits	5	400
One use AOE Must be Transformed						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Quad Beam Sabers	Melee	9d10	-	+5 Hits	7	100
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mecha & Pilot Traits

Transform (Aegis)

While transformed gain a free Accelerate Action | Melee Block-2d10
Gain Scylla Cannon | Lose [S2] Shield (DEF-2 but DEF Dice+2d10)

-

Talented Pilot

This unit Hits on a 3+

Pilot
Trait I

Ace Athrun Variant (+100pts & +20VP) - Gain SEED and replace Trait with War Hero (Hit & DEF 3+)

SEED

Activates when HP<50% or Round 4+. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)

Trait +X



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Buster Gundam</i>	Firepower	4	3	Giant	280	250
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Dearka Elsman	20" 8"	8"	-	5600	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF		6d10 +3 DEF	
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Buster Railgun [K]	32" 20"	8d10	-1d10	+6 Hits	4S	500
<i>RF becomes Finisher+1 & AOE Line but you cannot use Buster Beam Rifle.</i>						
Buster Beam Rifle [E]	32" 20"	6d10	+1d10	+6 Hits	6	200
<i>Gain Range+12" but the Buster Railgun cannot be used.</i>						
TL Micromissiles [X]	28" 20"	16d10	+6 Hits	+6 Hits	-	100
<i>Single Use Reroll 1s & 2s</i>						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits

Cool Under Fire

When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger

Pilot
Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
<i>Blitz Gundam</i>	Interceptor	4	3	Giant	280	250
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Nicol Amalfi	16"	8"	-	5000	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+6 DEF		4d10	+3 DEF
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	6	200
-						
Lancer Dart	20"	8d10	-	+5 Hits	5S	600
Single Use						
Rocket Anchor	16"	10d10	-		6P	-
PULL yourself [First use this game is a Free Action]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+3 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
-						

Mecha & Pilot Traits

While Active: Lose Phase Shift Armor | EN-2 per Round | Gain: While outside enemy Sensors gain +2 DEF and must be within Enemy Sensors or Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.

-

Mirage Colloid

Pilot
Trait I

Kind Hearted

All Gundam's on this page have Phase Shift Battery

Round 1 EN=10 | EN-1 each Round | EN-1 if PS Blocks any Hits | EN-1 to fire an [E] Weapon | When EN<1 disable Phase Shift Armor.

-

Phase Shift Armor Battery

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Duel Gundam (AS)	Versatile	4	3	Giant	280	250
Skilled Pilot (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Yzak Joule	8"	8"	-	7400	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF		4d10	+5 DEF
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+6 Hits	6	200
	-					
Missile Pod [X]	28" 16"	10d10	+2d10	+6 Hits	-	200
	Single Use Support ATK					
Railgun [K]	28" 16"	6d10	-1d10		4S	500
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+6 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
	-					

Mecha & Pilot Traits

This unit Hits on a 3+

Pilot
Trait I

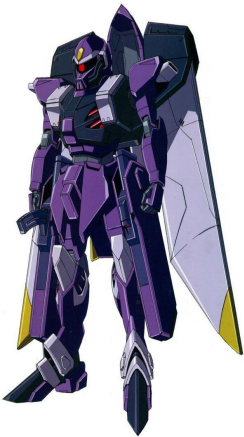
Hunting for a Rival





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
CGUE Commander	Interceptor	2	3	Giant	230	400
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Rau Le Creuset	16"	12"	-	2900	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Dinn Machine Gun [K]	28" 16"	11d10	+1 Hit	+4 Hits	-	200
-						
Gatling Vulcans [K](2)	24" 8"	10d10	+1 Hit	+4 Hits	-	200
Two Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
+20pts the CGUE gains an additional use of Gatling Vulcans						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Blade	Melee	8d10	Finisher+1	+2 Hits	-	500
-						
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						

Mecha & Pilot Traits		
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Megalomaniac	This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
DINN	Interceptor	1	3	Giant	50	120
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
ZAFT Pilot	12"	8"	-	2600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+0 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shotgun [K]	24" 16"	15d10	Finisher+1	+4 Hits	-	100
[M-0] Fire in Melee						
Dinn Machine Gun [K]	28" 16"	11d10	+1 Hit	+4 Hits	-	200
-						
Micromissiles [X]	28" 20"	16d10	+4 Hits	+4 Hits	-	100
Single Use Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+2 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GINN	Versatile	1	2	Giant	40	50
Basic Pilot	Sensors	Move	Boost	Armor HP		Morale
ZAFT Pilot	8"	8"	-	2900		7+
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Ginn Machine Gun [K]	24" 16"	11d10	+1 Hit	+4 Hits	-	200
-						
+40pts a GINN gains a TL Missile Pod						
TL Missile Pod [X]	28" 16"	10d10	+3d10	+4 Hits	-	200
Single Use Support ATK						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Blade	Melee	8d10	Finisher+1	+4 Hits	-	500
-						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

A GINN or CGUE may swap its Machine Gun for a Bazooka						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Bazooka [K]	24" 8"	5d10	+1d10	+4 Hits	-	800
-						
+200pts A GINN equips a TL Antiship Missile						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Antiship Missile [X]	40" 20"	5d10	-1d10	+4 Hits	-	1000
Single Use		Target any unit		Gain Finisher+4 vs Size 2+ Targets		





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
LaGOWE	Raid	3	4	Giant	305	370
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Andrew & Aisha Waltfeld	20"	12"	1	3200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+6 Hits	6	300
-	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+4 Hits	7	200
-	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-	-					

Mecha & Pilot Traits

War Hero	This unit Hits and Defends on a 3+	Pilot Trait II
Tactician	Once per Round choose an ally (besides yourself) within LOS or Sensors. They gain a Support Bonus of +1 Hit or +1 DEF	Trait +V
Gunnery Expert	Barrage gives +2 Shots	Trait +V



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
BuCUE	Raid	2	4	Giant	90	130
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	8"	12"	-	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Railcannons [K]	36" 20"	6d10	-1d10	+5 Hits	4S	600
	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+3 Hits	7	200
	-					
Close Combat [CC]	Melee	7d10	-	+3 Hits	6P	400
	-					

Mecha & Pilot Traits

While transformed: Gain Max Shooting Range+8" | Lose 1 Move Action | Melee DEF-2d10

- Transform (Artillery)

+60pt Variant - The BuCUE may trade its railcannons for the Missile Salvo below

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Missile Salvo [X](3)	36" 20"	6d10	+3d10	+5 Hits	-	400
Three Uses Support ATK						



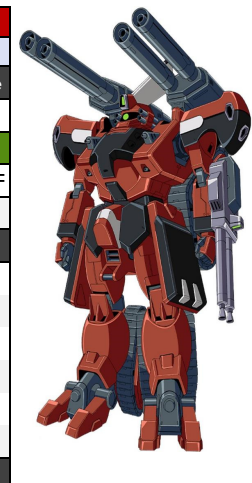
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Kerberos BuCUE	Raid	2	5	Giant	120	300
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Zaft Pilot	16"	12"	1	2900	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+2 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Beam Cannons [E]	36" 20"	5d10	+2d10	+6 Hits	6	300
-	-					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Kerberos Beam Fangs	Melee	8d10	Finisher+3	+4 Hits	6	300
-	-					
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-	-					

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
ZuOOT	Firepower	2	1	Giant	60	100
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	20" 8"	8"	-	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+0 DEF		6d10	+1 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Quad Cannon [K]	36" 28"	5d10	+4d10	+4 Hits	-	400
	-					
TL Handguns [K]	24" 12"	7d10	+2 Hits	+4 Hits	-	400
	-					
Vulcans [K]	20" 12"	14d10	+2 Hits		-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG

Mecha & Pilot Traits

While transformed: Gain Max Shooting Range+8" | Lose 1 Move Action | Melee DEF-2d10

- Transform (Artillery)

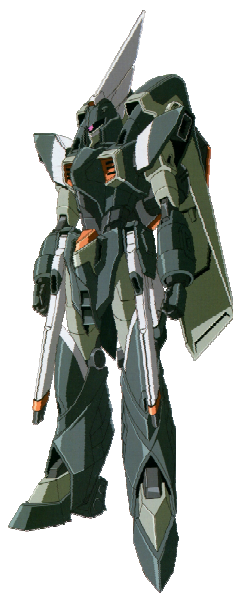




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GuAIZ	Versatile	2	4	Giant	90	170
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	8"	8"	-	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+4 DEF	4d10	+5 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Beam Rocket Anchor	16"	10d10	-	+5 Hits	6P	200
PULL yourself [First use this game is a Free Action]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Claws	Melee	7d10	-	+5 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

GuAIZ Variant (+200pts +45VP) - Ace Pilot (Elite 3) Ra Le Creuset		
Newtype Flash II	The Flash Skill [M-3] is free for this unit twice per game.	Trait +XX
Megalomaniac	This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GuAIZ R	Versatile	2	4	Giant	90	130
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	8"	8"	-	3200	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S1] Small Shield	7d10		+3 DEF	5d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	6	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
TL Railguns [K]	28" 12"	7d10	-1d10	+5 Hits	4S	500
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Claws	Melee	7d10	-	+5 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

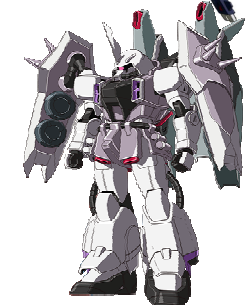




Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
ZAKU Warrior	Versatile	2	5	Giant	100	150
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	8"	8"	-	3800	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Beam M. Gun [E]	28" 16"	11d10	+1 Hit	+6 Hits	4	100
-						
Cracker Grenade [X]	12"	10d10	-	+6 Hits	-	300
Single Use Support Melee DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Tomahawk	Melee	7d10	-	+6 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Can equip the Gunner, Blaze and Slash Wizard Packs						



+100pts Gunner ZAKU - Gain Orthos Impulse Cannon Lose Zaku Beam M. Gun						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Orthos Impulse Cannon [E]	36" 24"	7d10	+1 Hit	+6 Hits	5	400
Four Uses AOE						



+170pts +5VP Blaze ZAKU - Gain Boost+1 and TL Micromissiles.						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Micromissiles [X](3)	28" 20"	16d10	+6 Hits	+6 Hits	-	100
Three Uses Reroll 1s & 2s						



+150pts Slash ZAKU - Lose the Beam Tomahawk & Gain the below weapons						
Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Zaku Beam Gatling [E]	20" 12"	12d10	+2 Hits	+6 Hits	4	100
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Glaive	Melee	8d10	Counter+2	+6 Hits	7	200

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
ZAKU Phantom	Versatile	2	5	Giant	100	200
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
ZAFT Pilot	12"	8"	-	4100	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+2 DEF	6d10		+3 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Zaku Beam M. Gun [E]	28" 16"	11d10	+1 Hit	+6 Hits	4	100
-						
Cracker Grenade [X]	12"	10d10	-	+6 Hits	-	300
Single Use Support Melee DEF						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Tomahawk	Melee	7d10	-	+6 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						
Can equip the Gunner, Blaze and Slash Wizard Packs						



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
GOUF Ignited	Battler	3	6	Giant	195	350
Battle-Tested (Elite 1)	Sensors	Fly	Boost	Armor HP	Morale	
ZAFT Pilot	12"	8"	-	3500	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+6 DEF	4d10	+6 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Hand Vulcans [E]	20" 12"	16d10	+2 Hits	+5 Hits	4	100
One Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Tempest Beam Sword	Melee	7d10	Finisher+2	+7 Hits	6	500
-						
Heat Whip	8"	7d10	-	+7 Hits	4	200
Reroll 1s & 2s						
Arc Whip	8"	7d10	-	+7 Hits	6S	-
[Free Action Once on your Turn]						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Calamity Gundam	Firepower	4	5	Giant	400	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Orga Sabnak	24" 12"	4"	-	5000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF	4d10		+6 DEF
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Heavy B.Cannons [E]	32" 24"	5d10	+2d10	+7 Hits	6	300
	-					
Scylla Cannon [E]	36" 24"	6d10	+1 Hit	+7 Hits	5	400
	Three uses AOE					
Rocket Launcher [K]	28" 8"	5d10	+1d10	+7 Hits	-	700
	-					
TL Shield Beams [E]	20" 12"	10d10	+2 Hits	+7 Hits	5	100
	Single Uses [Free Action Once on your Turn] [M-0] Fire in Melee					
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
	-					

Calamity, Raider, Forbidden and their Pilots all share the following Traits		
Round 1 EN=10 EN-1 if PS Blocks any Hits EN-1 to fire an [E] Weapon When EN<1 disable Phase Shift Armor.	Trait +V	[TPS] Phase Shift Armor Battery
Guard gives +2 Defense dice (+2d10)	Trait +V	Drug Enhancements
This unit Hits on a 3+	Pilot Trait I	Headhunter
All weapons gain Finisher+1	Pilot Trait I	Volatile



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Raider Gundam	Raid	4	5	Giant	400	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Clotho Buer	8"	12"	-	4700	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+4 DEF	6d10		+3 DEF
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Skull Laser [E]	20" 12"	6d10	+1d10	+7 Hits	7	200
[M-0] Fire in Melee						
TL Hyper M.Guns [K]	28" 16"	11d10	+2 Hit	+7 Hits	-	200
-						
Vulcans & Cannons [K]	20" 8"	10d10	+2 Hits	+7 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Mjolnir Hammer	12"	8d10	-	+5 Hits	6P	500
PUSH						
Beam Claws	Melee	7d10	-	+5 Hits	7	300
-						
Ramming Speed [Crash]	Melee	5d10	Finisher+2	+5 Hits	7P	1000
After attacking [HP-1500]						

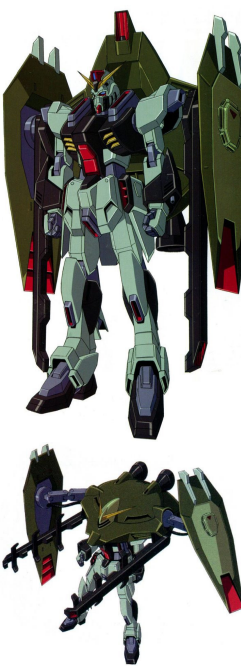
Mecha & Pilot Traits

Transform (Raider)	While transformed gain 2 free Accelerate Actions Melee DEF-2d10 Gain Beam Claws Lose: Hammer	Trait +V
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Forbidden Gundam	Guardian	4	5	Giant	400	500
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Shani Andras	8"	8"	-	5000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[A1] Energy Deflector	4d10		+5 DEF	6d10		+6 DEF
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Plasma Induction Shot [E]	32" 24"	7d10	+1 Hit	+6 Hits	5	400
Two uses Gain Blindside on the first Attack						
TL Railguns [K]	28" 12"	7d10	-1d10	+6 Hits	4S	500
-						
Vulcans & Cannons [K]	20" 8"	10d10	+2 Hits	+6 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Reaper Scythe	Melee	8d10	Finisher+4	+6 Hits	-	300
-						
Close Combat [CC]	Melee	7d10	-	+6 Hits	6P	400
-						

Mecha & Pilot Traits

Effective only again [E]nergy Attacks DMG<400 or PEN<7 Attacks do not reduce the Barriers Strength	Trait +V	[E]nergy Deflection [Barrier 3][180]
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Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Freedom Gundam	Assault	5	7	Giant	510	1000
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kira Yamato	12"	12"	1	6200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Laminated Shield	7d10		+6 DEF	4d10		+6 DEF
NJC Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Lupus Beam Rifle [E]	28" 20"	6d10	Finisher+1	+8 Hits	7	200
-						
TL Railguns [K]	28" 12"	7d10	-1d10	+8 Hits	4S	500
-						
TL Plasma Cannons [E]	32" 24"	7d10	+2 Hits	+8 Hits	5	400
Three uses AOE						
Vulcans [K]	20" 12"	14d10	+2 Hits	+8 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Lacerta Beam Sabers	Melee	8d10	Finisher+2	+8 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits		
Hi-MAT System	The Zeal Skill [M-3] is free for this unit once per game.	Trait +X
Ultimate Coordinator	This unit may use two different Pilot Skills per turn.	Trait +V
SEED	Activates when HP<50% or Round 4+. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X
Merciful	This unit Defends on a 3+. Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Justice Gundam	Guardian	5	7	Giant	510	1000
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Athrun Zala	12"	12"	1	6200	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Laminated Shield	7d10		+7 DEF	4d10		+8 DEF
NJC Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Lupus Beam Rifle [E]	28" 20"	6d10	Finisher+1	+7 Hits	7	200
-						
Beam Boomerang	12"	5d10	-	+7 Hits	7	200
[Free Action Once on your Turn]						
TL Fortis Beam Cannons [E]	32" 24"	5d10	+2d10	+7 Hits	7	300
-						
Fatum Vulcans [K][360]	20" 12"	11d10	+2 Hits	+7 Hits	-	200
Single Use [Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Lacerta Beam Sabers	Melee	8d10	Finisher+2	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits		
The Zeal Skill [M-3] is free for this unit once per game.		Hi-MAT System
[M-1] This unit may gain Blindside in Melee or on its Beam Cannons / Vulcans by suddenly decoupling their backpack.	Trait +V	Fatum Backpack Attack
Activates when HP<50% or Round 4+. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X	SEED
This unit Hits and Defends on a 3+		War Hero



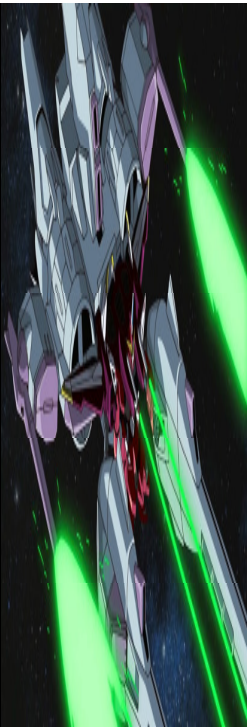


Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
METEOR Freedom	Assault	5	7	Giant	510	1750
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Kira Yamato	12"	12"	2	9500	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Armor Defenses	8d10		+4 DEF	4d10		+4 DEF
NJC Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Meteor Beam Cannon [E]	40" 24"	4d10	+1d10	+8 Hits	7	400
[Free Action once on your Turn]						
2x 2nd Gun [E]	40" 24"	4d10	+1d10	+8 Hits	5	400
[Free Action once on your Turn]						
TL Plasma Cannons [E]	32" 24"	7d10	+2 Hits	+8 Hits	5	400
Three uses AOE						
TL Railguns [K]	28" 12"	7d10	-1d10	+8 Hits	4S	500
-						
TL Micromissiles [X]	28" 20"	16d10	+6 Hits	+8 Hits	-	100
Single Use Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Large Beam Swords	Melee	8d10	Finisher+2	+8 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits		
Hidden Beneath	When HP is <5800 replace this unit with Freedom Gundam	Trait +X
Meteor System	The Zeal Skill [M-3] is free for this unit twice per game.	Trait +XX
Ultimate Coordinator	This unit may use two different Pilot Skills per turn.	Trait +V
SEED	Activates when HP<50% or Round 4+. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X
Merciful	This unit Defends on a 3+. Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait II

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
METEOR Justice	Guardian	5	7	Giant	510	1750
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Athrun Zala	12"	12"	2	9500	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Armor Defenses	8d10		+5 DEF	4d10		+6 DEF
NJC Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
2x Meteor Beam Cannon [E]	40" 24"	4d10	+1d10	+7 Hits	7	400
[Free Action once on your Turn]						
2x 2nd Gun [E]	40" 24"	4d10	+1d10	+7 Hits	5	400
[Free Action once on your Turn]						
TL Fortis Beam Cannons [E]	32" 24"	5d10	+2d10	+7 Hits	7	300
-						
Fatum Vulcans [K][360]	20" 12"	11d10	+2 Hits	+7 Hits	-	200
Single Use [Free Action Once on your Turn]						
TL Micromissiles [X](2)	28" 20"	16d10	+6 Hits	+2 Hits	-	100
Two Uses Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Large Beam Swords	Melee	8d10	Finisher+2	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits		
When HP is <5800 replace this unit with Justice Gundam	Trait +X	Hidden Beneath
The Zeal Skill [M-3] is free for this unit twice per game.	Trait +XX	Meteor System
Increase the bonus of Tear through the Ranks by 1.	Trait +V	Merciless Melee
Activates when HP<50% or Round 4+. Increase your Crit Range on ATK & DEF by 1 (i.e. 9++)	Trait +X	SEED
This unit Hits and Defends on a 3+	Pilot Trait II	War Hero





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Providence Gundam	HeavyArms	5	7	Giant	510	1000
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Ra Le Creuset	24" 12"	8"	-	6800	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF		4d10 +7 DEF	
NJC Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Judicium Beam Rifle [E]	32" 20"	6d10	Finisher+1	+9 Hits	7	200
-						
Dragoons [E]	32" 24"	5d10	+3d10	+9 Hits	6	100
Uses the Remote Weapons rules below						
TL Shield Beams [E]	20" 12"	10d10	+2 Hits	+9 Hits	5	100
Single Uses [Free Action Once on your Turn] [M-0] Fire in Melee						
Vulcans [K]	20" 12"	14d10	+2 Hits	+1 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
+9 Hits						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Hyper Beam Saber	Melee	7d10	Finisher+1	+8 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+8 Hits	6P	400
-						

Mecha & Pilot Traits			
DRAGOON System	[M-1][Free Action][Once per Turn] Make an All Ranged Attack with remote weapons they gain Blindside but must Indirect Fire.	Trait +V	
Lone Wolf	This unit benefits from both Dodge & Guard but can neither provide nor receive Support ATK/DEF with other units. Dodge/Guard Is capped as +2	Trait +V	
Newtype Flash III	The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX	
Megalomaniac	This unit Defends on a 3+ When rolling Defense gain +1 DEF or +2 DEF vs Counterattacks or your Challenger	Pilot Trait II	

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Perfect Strike	Versatile	4	4	Giant	390	950
Ace Pilot (Elite 7)	Sensors	Move	Boost	Armor HP	Morale	
Mwu La Flaga	8"	8"	1	5300	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[MD1] Arm Shield	8d10		+3 DEF		6d10 +5 DEF	
Phase Shift Armor	+1 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Agni Impulse Cannon [E]	36" 28"	5d10	+1 Hit	+6 Hits	5	400
Three uses AOE						
Beam Boomerang	12"	5d10	-	+6 Hits	7	200
[Free Action Once on your Turn]						
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	+6 Hits	-	300
Single Use Support ATK+2						
Grenade Launcher [X]	20" 8"	12d10	+1d10	+2 Hits	-	200
Single Use Support Melee DEF						
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+6 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Antiship Sword	Melee	7d10	Finisher+3	+6 Hits	7	400
-						
Rocket Anchor	16"	10d10	-	+6 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Close Combat [CC]	Melee	7d10	-		6P	400
-						

Mecha & Pilot Traits			
Round 1 EN=10 EN-1 each Round EN-1 if PS Blocks any Hits EN-1 to fire an [E] Weapon When EN<1 disable Phase Shift Armor.	-		Phase Shift Armor Battery
Increase your Critical Range on ATK & DEF by 1 (9++) Crit range is capped at (7++).	Trait +XV		Make the Impossible Possible
The Flash Skill [M-3] is free for this unit three times per game.	Trait +XXX		Newtype Flash III
This unit Hits and Defends on a 3+	Pilot Trait II		The Hawk of Endymion





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Strike Noir Gundam	Versatile	4	5	Giant	300	500
Skilled Pilot (Elite 2)	Sensors	Move	Boost	Armor HP	Morale	
Sven Cal Bayang	8"	8"	1	5000	6+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10 +4 DEF	
VPS Phase Shift Armor	+2 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Shorty Beam Rifle [E]	20" 12"	7d10	+2d10	+7 Hits	7	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
TL Linear Gun [K]	32" 12"	7d10	-1d10	+7 Hits	4S	400
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Multi Rocket Anchor	16"	10d10	-	+7 Hits	7P	-
PULL [First use this game is a Free Action]						
Twin S. Antiship Swords	Melee	8d10	Finisher+2	+7 Hits	7	300
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						

Mecha & Pilot Traits

Practiced Professional

This unit Hits on a 3+

Pilot
Trait I

+50pts +5VP & +1 Elite Sven gains Lone Wolf

Lone Wolf

This unit benefits from both Dodge & Guard but can neither provide nor receive Support ATK/DEF with other units. Dodge/Guard Is capped as +2

Trait +V



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Verde Buster Gundam	Firepower	4	5	Giant	270	450
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Shams Couza	20" 8"	8"	-	5600	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF		6d10 +4 DEF	
VPS Phase Shift Armor	+2 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Bayonet Beam Rifle [E]	32"	8d10	-	+7 Hits	4	300
Three Uses [Free Action Once on your Turn]						
Buster Railgun [K]	32" 20"	8d10	-1d10	+7 Hits	4S	500
-						
Buster Beam Rifle [E]	32" 20"	6d10	+1d10	+7 Hits	6	200
-						
TL Micromissiles [X]	28" 20"	16d10	+6 Hits	+7 Hits	-	100
Single Use Reroll 1s & 2s						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Heat Knife	Melee	7d10	Counter+2	+5 Hits	5	400
-						
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
-						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Stargazer Gundam	Interceptor	4	6	Giant	260	450
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Sol & Selene	20"	12"	2	5000	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses G	9d10		+6 DEF		6d10 +3 DEF	
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Pistol [E]	20" 12"	7d10	+1d10	+6 Hits	6	100
-						
Beam Cutter Field	8"	8d10	-	+6 Hits	5	100
[Free Action Once on your Turn]						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits

Effective only again [E]nergy Attacks
DMG<400 or PEN<7 Attacks do not reduce the Barriers Strength

Trait +V

[E]nergy Deflection
[Barrier 3][180]

Strike Noir, Verde Buster & Blu Duel all have Phase Shift Armor Battery

Round 1 EN=10 | EN-1 each Round | EN-1 if PS Blocks any Hits | EN-1 to fire an [E] Weapon | When EN<1 disable Phase Shift Armor.

- Phase Shift Armor Battery

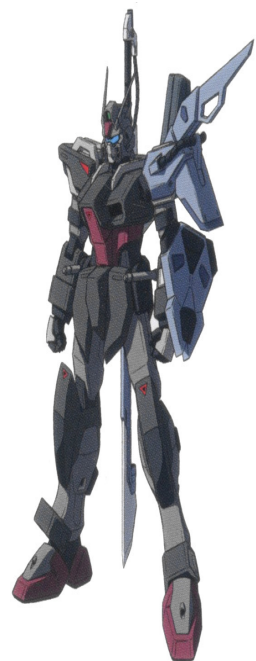
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Blu Duel Gundam	Versatile	4	5	Giant	270	450
Battle-Tested (Elite 1)	Sensors	Move	Boost	Armor HP	Morale	
Mudie Holcroft	8"	8"	-	7400	7+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
[S2] Shield	6d10		+5 DEF		4d10 +6 DEF	
VPS Phase Shift Armor	+2 DEF & Bonus +2 DEF Vs [K]inetic & E[X]plosives					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
TL Beam Pistols [E]	20" 12"	7d10	+2d10	+7 Hits	6	100
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+7 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Stiletto Grenade [X](2)	20" 8"	12d10	Finisher+1	+7 Hits	-	200
Single Use Support Melee DEF						
Railgun [K]	28" 16"	6d10	-1d10	+7 Hits	4S	500
-						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
-						
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400
-						





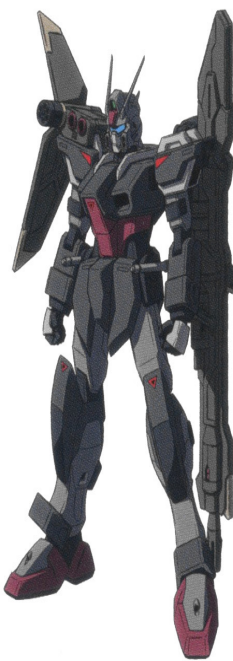
Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Aile Slaughter Dagger	Versatile	1	3	Giant	50	120
Basic Pilot	Sensors	Fly	Boost	Armor HP	Morale	
Phantom Pain Pilot	8"	4"	1	2300	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[S2] Shield	6d10		+3 DEF	4d10		+4 DEF
-			-			-
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+5 Hits	6	200
		-				
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
		-				

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Lightning Slaughter Dagger	Versatile	1	3	Giant	50	180
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Phantom Pain Pilot	20"	4"	-	2300	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-			-			-
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Railgun Sniper [K]	48" 20"	6d10	-2d10	+5 Hits	4S	500
Target any unit Ignore Cover and Support DEF Bonus						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
		-				



Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Sword Slaughter Dagger	Versatile	1	3	Giant	50	160
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Phantom Pain Pilot	8"	4"	-	2300	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
[MD1] Arm Shield	8d10		+1 DEF	6d10		+3 DEF
-			-			-
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Boomerang	12"	5d10	-	+5 Hits	7	200
[Free Action Once on your Turn]						
Vulcans [K]	20" 12"	14d10	+2 Hits	+5 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Rocket Anchor	16"	10d10	-	+5 Hits	6P	-
PULL yourself [First use this game is a Free Action]						
Antiship Sword	Melee	7d10	Finisher+3	+5 Hits	7	400
		-				
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
		-				

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Launcher Slaughter Dagger	Versatile	1	3	Giant	50	140
Basic Pilot	Sensors	Move	Boost	Armor HP	Morale	
Phantom Pain Pilot	8"	4"	-	2300	7+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+1 DEF	6d10		+2 DEF
-			-			-
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Agni Impulse Cannon [E]	36" 28"	5d10	+1 Hit	+5 Hits	5	400
Three uses AOE						
Fire SPT Missiles [X]	36" 20"	10d10	-4d10	+5 Hits	-	300
Single Use Support ATK+2						
Gatling Vulcans [K]	24" 8"	10d10	+1 Hit	+5 Hits	-	200
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+5 Hits	7	200
		-				
Close Combat [CC]	Melee	7d10	-	+5 Hits	6P	400
		-				





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Red Astray	Melee	4	4	Giant	290	250
Skilled Pilot (Elite 3)	Sensors	Fly	Boost	Armor HP	Morale	
Lowe Guele	8"	8"	1	5000	6+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+4 DEF		6d10	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Beam Rifle [E]	24" 16"	6d10	+1d10	+3 Hits	6	200
Vulcans [K]	20" 12"	14d10	+2 Hits	+3 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Gerbera Straight	Melee	9d10	Finisher+3	+7 Hits	-	400
Beam Saber	Melee	7d10	Finisher+1	+7 Hits	7	200
Close Combat [CC]	Melee	7d10	-	+7 Hits	6P	400

Mecha & Pilot Traits		
Skilled Swordsman	Increase the bonus by 1 for Feint.	Trait +V
Mechanical Genius	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I

Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Twin Beam Sabers	Melee	8d10	Finisher+1	+7 Hits	7	200
+40pts Red Astray equips a BUCUE head with Twin Beam Sabers						

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Blue Astray 2nd G	Firepower	4	4	Giant	390	250
Ace Pilot (Elite 3)	Sensors	Move	Boost	Armor HP	Morale	
Gai Murakumo	28"	8"	-	5000	5+	
Defenses	Evade DEF + Mech P.		Melee DEF + Mech P.			
Mobile Suit Defenses	8d10		+3 DEF		6d10	
-						
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Astray Beam Sniper [E]	40" 20"	6d10	-2d10	+6 Hits	6	300
Target any unit Ignore Cover and Support DEF Bonus						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Beam Saber	Melee	7d10	Finisher+1	+4 Hits	7	200
Twin Armor Schneider	Melee	7d10	Finisher+2	+4 Hits	4	300
This weapon gains Blindside in Round 4+						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400

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

Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Shorty Beam Rifle [E]	20" 12"	7d10	+2d10	+6 Hits	7	100
+40pts Blue Astray 2nd G equips a Shorty Beam Rifle						





Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points	
Powered Red Astray	Melee	4	4	Giant	290	500	
Skilled Pilot (Elite 3)	Sensors	Move	Power	Armor HP	Morale		
Lowe Guele	8"	8"	3	5000	6+		
Defenses		Evade DEF + Mech P.		Melee DEF + Mech P.			
SR Blade Defense	7d10		+4 DEF	9d10	+5 DEF		
-	-						
Shooting Weapons		Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Vulcans [K]		20" 12"	14d10	+2 Hits	+3 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee							
Melee Weapons		Range	Attack	Special	Mech P.	PEN	DMG
150 Gerbera Straight		16"	7d10	Finisher+4	+7 Hits	-	1000
Single Use Req. [Power-3] to use AOE:Line							
Gerbera Straight		Melee	9d10	Finisher+3	+7 Hits	-	400
-							
Red Flame [CC]		Melee	7d10	Finisher+1	+7 Hits	7P	400
-							

Mecha & Pilot Traits		
Skilled Swordsman	Increase the bonus by 1 for Feint.	Trait +V
Mechanical Genius	Once per Unit Turn when using Counter, skip the counterattack and instead regain up to 2d10x100 HP.	Pilot Trait I
Fighting Spirit	Once per Turn after this unit gained [M] from Rally or [M] Shift, lose [M-1] to gain 2d10x100 HP (limit of 2x Max HP).	Pilot Trait I

Mobile Suit (MS)	Role	Frame	Performance	Size 0	VP	Points
Blue Astray 2nd L	Firepower	4	4	Giant	390	500
Ace Pilot (Elite 3)	Sensors	Fly	Boost	Armor HP	Morale	
Gai Murakumo	24" 12"	8"	1	5000	5+	
Defenses	Evade DEF + Mech P.			Melee DEF + Mech P.		
Mobile Suit Defenses	8d10		+3 DEF	6d10		+4 DEF
-	-					
Shooting Weapons	Range	Attack	Rapid Fire	Mech P.	PEN	DMG
Giant Gatling [K][360]	32" 24"	11d10	Finisher+1	+6 Hits	-	200
-						
Vulcans [K]	20" 12"	14d10	+2 Hits	+6 Hits	-	100
Single Use [Free Action Once on your Turn] [M-0] Fire in Melee						
Lohengrin Launcher [E]	32" 24"	6d10	+1 Hit	+6 Hits	8	300
Only usable Next to or Vs a Target with NJC Phase Shift Armor						
Melee Weapons	Range	Attack	Special	Mech P.	PEN	DMG
Giant Sword	Melee	8d10	Finisher+1	+4 Hits	-	600
-						
Twin Armor Schneider	Melee	7d10	Finisher+2	+4 Hits	4	300
This weapon gains Blindside in Round 4+						
Close Combat [CC]	Melee	7d10	-	+4 Hits	6P	400
-						

Mecha & Pilot Traits		
Dodge gives +2 Crit Range (8++)	Trait +V	Uncanny Movement
This unit Hits on a 3+	Pilot Trait I	Practiced Professional
When rolling Defense gain +1 DEF or +2 DEF Vs Counterattacks or your Challenger	Pilot Trait I	Cool Under Fire

